

# MYTHIC

## SPELL COMPENDIUM





# MYTHIC

## spell compendium

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## ABOUT LEGENDARY GAMES

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Founded in 2007 using crowdfunding to publish adventures under the Open Gaming License, Kobold Press has expanded into a small but fierce publisher of award-winning RPG supplements for Pathfinder Roleplaying Game, Dungeons & Dragons, and 13th Age RPG.

In its critically acclaimed Kobold Guide series, Kobold Press has explored all aspects of gaming, from design to improved gameplay to worldbuilding. The Deep Magic hardcover is the largest volume by Kobold Press to date, and it was named RPG Supplement of the year by The Escapist.





## Introduction to the Mythic Spell Compendium!

This supplement is an amazing resource for every gamemaster who would like to try out the mythic rules but might feel a bit intimidated by the huge amount of work of conversion. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to spells and magic. That book contains several hundred mythic spells, including familiar favorites like *magic missile* and *fireball* that have been with the hobby through every edition as well as a sampling of newer spells unique to the *Pathfinder Roleplaying Game* core rules. Even so, there is a wealth of magnificent magic out there that just couldn't fit inside those covers. That is where the **Mythic Magic** series from Legendary Games has come in, with a half-dozen volumes containing mythic versions of EVERY spell from all of the core rulebooks available when the mythic rules were published, and more products scattered across many products for the official published campaign world used in the *Pathfinder Roleplaying Game*.

That series of products has been great, but this book represents something more: the culmination of the MYTHIC MANIA Kickstarter in which Legendary Games, Kobold Press, Rogue Genius Games, and Dreamscarred Press came together in an unprecedented 3rd-party publisher team-up to create an encyclopedic resource for mythic gameplay in Pathfinder. We set out to create mythic versions of nearly every spell that Paizo, Inc. had published for the *Pathfinder Roleplaying Game*, but we didn't stop there. We also brought into play the amazing depth and breadth of Kobold Press' *Deep Magic*, with over 700 brand-new spells, plus over 100 new spells from Legendary Games' *Gothic Campaign Compendium* and other books. No one book can possibly contain every spell created for Pathfinder, but this book is an encyclopedic tome in every sense of the word, with over 2000 mythic spells between its pages, each one not just an exercise in bigger numbers (though you'll find those here as well), but bringing new and exciting dynamic and even cinematic options to your spellcasting character, many with augmentable variations to expand their power to an even grander scale. There are earth-shaking magics here, but also inventive and occasionally amusing uses for lower-level magics; everything from the humblest of cantrips to the mightiest of miracles, is covered between these pages. Coupled with the core mythic spells already printed in *Pathfinder Roleplaying Game Mythic Adventures*, every spellcaster, no matter how obscure their specialty, will find page after page of amazing options. If you are playing Pathfinder with the mythic rules, you need to grab this book.

But here's a little secret: This book is an amazing resource for you even if you're NOT using the mythic rules. The mythic rules are a terrific toolbox for making magic more mysterious and, even better, more interesting, in a regular Pathfinder campaign. When you want to create creatures and characters with abilities outside the norm, things that will surprise the players that think they've seen it all, the mythic rules offer an organized system for doing that. Does your campaign feature strange races with magics that others do not fully understand but know well to respect? Is there an ancient culture that delved into secrets man was not meant to know and dared madness and annihilation in pursuit of power? Do your mysterious cultists receive power from their eldritch patrons in exchange for sacrifice, something that drives their magic beyond the ordinary even in a magical world? Have your players received the blessing of the gods on their holy quest? These are all excellent situations to drop in a bit of mythic magic. These are places where the GM can instill a sense of wonder around people, places, and things in the game world, by showing a qualitative difference in certain kinds of magic, which could be available to PCs (or the villains) on an ongoing basis or during special events or as part of the power of unique relics or places of power. However you introduce mythic



magic into your campaign, this is the sort of mythic magic will leave your Pathfinder players shaking their heads and saying “What was THAT?” These are spells that leave them feeling like epic heroes when they get to wield it, or when they triumph over an enemy using it against them, whatever their level, and they are brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that helped create the mythic spells in *Pathfinder Roleplaying Game Mythic Adventures*.

### WHAT IS A “MYTHIC” SPELL?

Mythic spells are more powerful versions of the spells your characters usually cast or encounter, but their origin can be anything you want it to be for your campaign. Each mythic spell could be a unique incantation developed by a long-dead wizard and recorded only in her legendary spellbook, or a special prayer known only to the followers of certain deities. Mythic spells can be something characters can discover on their own during their careers, or they can be something that is available to them only sporadically or in special circumstances. They could be a sort of lost technology, the forgotten lore of an elder age now known only through magical items that store these mythic spells. They could also be spells empowered by rare and special material components that must be gathered in order to elevate the spell above its ordinary form. You can create the perfect origin story and background for mythic versions of ordinary spells that fits precisely with your world. What you need are the stats for these enhanced spells, 100% crunch designed by people who know mythic monster design like no one else, and that is what the *Mythic Spell Compendium* delivers.

In the standard mythic rules, mythic spells are learned with the Mythic Spell Lore feat or Mythic Spellcasting universal path ability, with characters learning one mythic spell per mythic tier for each such feat or ability they possess. Even if a character knows a mythic spell, however, the spell only takes effect as a mythic spell if they expend some of their mythic power into the spell when it is cast, infusing it with their eternal strength and opening up a variety of amazing effects. Since mythic power is limited and has a variety of applications, a mythic spellcaster may well cast the standard version of their spell most of the time, saving her mythic power for key encounters or whenever it seems most needful. When it is time to cut loose, however, a mythic spellcaster can unleash amazing augmentations of their spells that ordinary spellcasters cannot match and that leave their enemies running for cover.

### WHAT DO I NEED TO USE THIS BOOK?

The *Mythic Spell Compendium* is a supplement for the *Pathfinder Roleplaying Game*, and it requires the use of the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Mythic Adventures*, or equivalent online resources. The electronic version of this book is extensively hyperlinked to the official *Pathfinder Reference Document* as well as [d20pfsrd.com](http://d20pfsrd.com), where the core rules for the Pathfinder Roleplaying Game can be accessed online. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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

- AA = Guide archiving rules for animal companions and familiars (*see OGL*).
- AH = *Adventurer's Handbook: Genius Guide Volume 1* from Super Genius Games.
- AP# = Pathfinder Adventure Path, including the relevant issue number (*see OGL*).
- APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
- ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
- BPMMF = #1 *With a Bullet Point: 7 Magic Missile Feats* from Super Genius Games.
- B1 = *Pathfinder Roleplaying Game Bestiary*
- B2 = *Pathfinder Roleplaying Game Bestiary 2*
- B3 = *Pathfinder Roleplaying Game Bestiary 3*
- B4 = *Pathfinder Roleplaying Game Bestiary 4*
- BA = Companion for characters with angelic blood (*see OGL*).
- CED = *Pathfinder Roleplaying Game campaign supplement detailing a diabolic empire* (*see OGL*).
- CMR = *Pathfinder Roleplaying Game campaign supplement revisiting some of the classic monsters* (*see OGL*).
- CR = *Pathfinder Roleplaying Game Core Rulebook*
- DH = *Handbook for exploring dungeons* (*see OGL*).
- DHH = *Handbook for hunting demons* (*see OGL*).
- DM = *Deep Magic* from Kobold Press.
- DSH = *Handbook for slaying dragons* (*see OGL*).
- DW = *Guide to other worlds and planetary adventures* (*see OGL*).
- FG = *Guide to factions in the lands of the Inland Sea* (*see OGL*).
- FP = *Guide to religious philosophies and faiths* (*see OGL*).
- GCC = *Gothic Campaign Compendium* from Legendary Games.
- HG = *Guide to halflings in the campaign setting* (*see OGL*).
- ISB = *Pathfinder Roleplaying Game campaign setting bestiary* (*see OGL*).
- ISG = *Guide to gods in the lands of the Inland Sea* (*see OGL*).



ISM = Guide to magic in the lands of the Inland Sea (*see OGL*).  
ISWG = Guide to the world of the Inland Sea (*see OGL*).  
LK = Guide to the lost kingdoms of the campaign world (*see OGL*).  
MIM = Meditations of the Imperial Mystics from *Legendary Games*.  
MO = Guide to the origins of mythic power (*see OGL*).  
OLP = Guide to Egyptian-themed land of pharaohs and pyramids (*see OGL*).  
PSand = Guide to the peoples living in the sandy deserts (*see OGL*).  
PStar = Guide to the peoples living among the stars (*see OGL*).  
RG = Guide to rival adventuring parties (*see OGL*).  
RTT = Toolbox for special tactics using ranged weapons (*see OGL*).  
UC = *Pathfinder Roleplaying Game Ultimate Combat*  
UM = *Pathfinder Roleplaying Game Ultimate Magic*  
WK = *The Way of Ki* from *Legendary Games*.

The *Mythic Spell Compendium* is a companion volume to the *Mythic Hero's Handbook* and *Mythic Monster Manual*, but with few exceptions does not require their use. However, they are an excellent supporting resource for helping you get the most out of this book and your mythic Pathfinder experience.

## HOW TO READ MYTHIC SPELL DESCRIPTIONS

The *Mythic Spell Compendium* follows the spell description format established in the *Pathfinder Roleplaying Game Core Rulebook* for the small number of brand-new spells introduced in this volume. These descriptions provide the functional rules for the standard non-mythic version of those spells. The majority of spells in this book, however, are mythic versions of existing spells, and these follow the mythic spell description format established in *Pathfinder Roleplaying Game Mythic Adventures*. Mythic spell descriptions do not include information on school, level, casting time, components, range, area, targets, duration, saving throw, or spell resistance, because unless otherwise noted those characteristics do not change when a spell is made mythic. Each spell is listed alphabetically by name, with one or more paragraphs of description following that describe

**Augmented Mythic Spells:** Many (though not all) mythic spells can be further augmented beyond their base mythic version. In most cases, augmenting a mythic spell requires both an additional expenditure of mythic power and a minimum mythic tier for the spellcaster. A caster below that tier cannot achieve the augmented effect even if they expend the required amount of mythic power. A smaller number of spells have multiple augmented versions available, or have augmentations that are variable in effect depending on how much mythic power the caster invests into the spell.

**Mythic and Non-Mythic Creatures:** Many mythic spells have different effects on non-mythic creatures than they do on mythic creatures. A mythic creature must have mythic ranks, mythic tiers, the mythic subtype, or a special ability that causes it to be treated as a mythic creature. A unique, legendary, or divine creature can be considered mythic at the GM's discretion. A creature that does not fit any of the above categories is a non-mythic creature.

**Mythic and Non-Mythic Effects:** Many mythic spells have different effects when they interact with a mythic effect than with a non-mythic effect. Though it is uncommon, non-mythic creatures can use mythic effects, most often when a mythic creature uses its mythic power to create a mythic effect and affects a non-mythic creature with it. Mythic creatures may use a combination of mythic and non-mythic effects; an effect does not become mythic just because a mythic creature is using it. Exceptional and supernatural abilities of mythic creatures are usually considered mythic effects. Spells, spell-like abilities, magic item effects, and the effects of feats and skills are only considered mythic effects if they are specifically designated as mythic.

**Spells from *Pathfinder Roleplaying Game Mythic Adventures*:** The spell descriptions from *Pathfinder Roleplaying Game Mythic Adventures* are not repeated in this book, though for ease of reference the mythic spells described in that book are included in the alphabetical spell lists in this book in boldface type.

## HYPERLINKS

If you have the PDF version of this book, the majority of spell descriptions in this book are hyperlinks to online resources like the Pathfinder PRD, d2opfsrd, or the Archives of Nethys, where you can find the full text of the non-mythic version of each spell. Spells not hyperlinked did not have their full descriptions available online at the time of publication of the *Mythic Spell Compendium*.

## ORGANIZATION

Since the book is organized alphabetically, presenting a single encyclopedic listing of spells as a table of contents or index was deemed redundant. Spells are grouped by the letter of the alphabet of the first word in the spell's name; in the case of spells beginning with communal, greater, lesser, or mass, the spells were alphabetized based on the first letter of the second word in the spell's name. Hence, a spell like mass charm monster is alphabetized as charm monster, mass.

## BOOKMARKS

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



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### MAGNIFICENT MYTHIC MANIAC

Ed Bradleu

## Starting Small, Going Big

In my mind, one of the defining elements of magic is that everyone starts out pretty terrible at it. Every wizard is an apprentice with a lousy command of the arcane. Every druid is a junior squirrel herder (or whatever druids call their underlings). These characters stumble around barely able to conjure up a single magic missile, and that single magic missile is just strong enough to be interesting and help the party loot another tomb. It's an important starting point, but that level of power doesn't really shake the pillars of heaven, if you see what I mean. To show that a character's power grows, that missile turns to two missiles, hits harder, and goes farther. And then at some point, there's just a hard stop. No matter how hard you practice, your magic missiles aren't getting any more interesting.

The Mythic Adventures hardcover made it possible to go beyond the original spec for spells, with a little bit of extra resource management and rules complexity. I think that tradeoff is well worth magic: every single spell in the Pathfinder Roleplaying Game core book, and every single spell in the Deep Magic hardcover, now has a Mythic element that gives players an extra shot of . It's magic on energy drinks, wild and fun again. When I first got my hands on Mythic rules, I did feel a bit like an apprentice again: suddenly, the most basic spells were full of new wonders, and my options multiplied.

This book is all about the opposite end of the scale, the high end, the power that breaks rules and shatters expectations. The Mythic Spell Compendium offers new toys for magical mastery, for mythic resonance, for raw crazy effects. We hope that these expansion to your game give you new eyes, and gives apprentices and veterans alike a twisted view of what's possible. So yes, rip the top off a new can of arcane potential with this one. Have fun with it for villains and go shake the pillars a little!

— Wolfgang Baur  
Publisher, Kobold Press

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#### ABERRANT ESSENCE<sup>DM</sup>

The miss and failure chance of physical attacks and spells that individually target you increases to 75%. Additionally, your chance of ignoring solid objects during each move action increases to 75%.

**Augmented (3rd):** If you expend two uses of mythic power, your movements are so jerky and confusing that enemies are considered flat-footed against your attacks (although they are not flat-footed if another creature threatens them in addition to you). Additionally, this spell toughens your organs, so your opponents' piercing and slashing weapons have no chance of being treated as keen.

#### ABERRANT FORM (ALL)<sup>GCC</sup>

Each *mythic aberrant form* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *aberrant form* spells to learn their higher-level versions.

*Mythic aberrant form* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself. The subject of this spell can resume its normal form or shift back into the same assumed form as a standard action without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

#### ABOLETH'S LUNG<sup>ARG</sup>

The targets gain a bonus on Swim checks equal to your mythic tier, and a luck bonus on saving throws against the mucus cloud and slime abilities of *aboleths*. In addition, any pressure damage or nonlethal cold damage dealt to a target of this spell by exposure to deep water (or effects that duplicate deep water) is reduced by an amount equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, targets become immune to an aboleth's mucus cloud and gain a swim speed equal to one-half their land speed. At the 6th mythic tier, they become immune to aboleth slime and gain a swim speed equal to their land speed.

#### ABSOLUTE COMMAND<sup>DM</sup>

You can control a construct you have built with Hit Dice equal to or less than your level plus your mythic tier.

**Augmented (4th):** If you expend two uses of mythic power, you can also add your mythic tier to determine the construct's attack bonus and saving throw modifiers.

#### ABSORB TOXICITY<sup>UC</sup>

You add your tier to the Save DC against your transferred affliction.

**Augmented (6th):** If you expend three uses of mythic power, the spell is not discharged until a creature fails its save and becomes afflicted or the duration expires. You may only target each creature once.





**Augmented (9th):** If you expend four uses of mythic power, the spell does not discharge after the first creature fails its save. After a second creature fails its save the spell is discharged.

### ABSORBING INHALATION<sup>ARG</sup>

You add your mythic tier to the caster level check to inhale a magical gas, mist, or cloud, with an additional +4 bonus if it was created by a non-mythic effect. In addition, if a non-magical gas, mist, or cloud was created by a spell whose level is lower than your mythic tier, you can inhale it regardless of its size. If you exhale the cloud before the spell's duration expires, you can inhale another gas, mist, or cloud, including the same cloud you just exhaled. However, if you inhale and expel the same cloud more than once its potency is greatly reduced, with its remaining duration, area, and damage (if any) reduced by half and its save DC reduced by 4. These reductions stack

each time you inhale and expel the same cloud. If you do not exhale the cloud before the spell's duration expires, you are still entitled to any applicable saving throws.

### ABSORBING TOUCH<sup>APG</sup>

You can absorb magical objects as well as non-magical objects. Attended objects and magical objects are entitled to a Fortitude save to avoid being absorbed, using their own save bonus or that of their possessors, whichever is higher. In addition, you can eject the absorbed item into your hand or absorb it back into your hand as a standard action a number of times equal to your mythic tier without dismissing the spell.

**Augmented (3rd):** If you expend two uses of your mythic power, you can use certain magic items you have absorbed as if you are wielding or wearing them. Wands, rings, and wondrous items that provide continuous or per-day effects can be used while absorbed, so long as the item does not have to physically interact with anything outside your body (e.g. a *rope of climbing* would not function while absorbed). Wands containing spells with a range of personal function normally, while spells with a range of touch can be used by making a successful touch attack with the hand that absorbed it. Using a wand while it is absorbed costs twice the normal number of charges for each activation. While an absorbed item cannot be disarmed, stolen, or damaged, it still counts as a worn item for the purpose of magic item slot limits.

**Augmented (5th):** If you expend three uses of your mythic power, you can absorb a willing or helpless creature up to one size category smaller than yourself into your body. A helpless target is entitled to a Fortitude save to avoid being absorbed. Absorbed creatures are considered unconscious and helpless while absorbed and can be expelled into an adjacent square as a standard action, ending the spell.

### ABSTEMIOUSNESS<sup>SG</sup>

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

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

### ABUNDANT AMMUNITION<sup>UC</sup>

Every container of nonmagical ammunition within



20 feet is affected by the spell. Any such container that leaves the area immediately loses the effect.

#### ABYSSAL GLOBULE<sup>DM</sup>

The initial acid damage increases to 1d8 hp per caster level (maximum 10d8). Those who successfully save are sickened for the duration of the spell, and those who fail the save are nauseated and take the Constitution damage. Creatures that must save each round to end the affliction receive a -4 penalty to those saves. Those who make the save are still nauseated for the remaining duration.

#### ACCELERATE POISON<sup>APG</sup>

If the target is affected by more than one poison, your spell accelerates all poisons affecting the target. A poison with no onset time has its frequency tripled, requiring three saving throws and inflicting damage three times per round or minute, though its duration is reduced to one third.

#### ACCURSED MONOLITH<sup>GCC</sup>

Creatures touching or adjacent to your *mythic accursed monolith* are affected as *major curse*, which can be used to create a major spellblight if cast as a mythos spell. In addition, the curse cannot be removed by a non-mythic effect unless the caster level of the effect exceeds yours.

**Augmented (8th):** If you expend two uses of mythic power, any creature within 20 feet plus 10 feet times your mythic tier with line of sight to a *mythic accursed monolith* can be affected as *bestow curse*. Creatures succeeding on their saving throw still take a -2 penalty on saves against curses and fear effects as long as they remain within or adjacent to the *accursed monolith*.

#### ACID ARROW<sup>CR</sup>

The damage dealt increases to 2d8 points of acid damage with 1d8 splash damage to creatures in adjacent squares. Creatures damaged by the spell take the same damage each round thereafter for 1 round per 3 caster levels. There is no splash damage if the ranged touch attack misses.

#### ACID FOG<sup>CR</sup>

The damage dealt increases to 4d6 points of acid damage. This spell otherwise functions like *mythic solid fog*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented (3rd):** If you expend two uses of mythic power, each round as a move action you may cause the *mythic acid fog* to dissipate and reform up to 40 feet

away. You may choose for the *mythic acid fog* to deal damage before or after you move it, but not both.

#### ACID PIT<sup>APG</sup>

Add your mythic tier to the Climb DC for creatures attempting to climb out of the *acid pit*. In addition, creatures beginning their turn in the *acid pit* take 1d6 points of acid damage (even if they are not in the bottom of the pit) per round and must succeed on a Fortitude save or become sickened for as long as they remain within the *acid pit* and for 1 round thereafter.

**Augmented (3rd):** If you expend two uses of your mythic power, the damage dealt by the *acid pit* bypasses acid resistance or immunity and non-mythic creatures failing their Fortitude save are nauseated and sickened on a failed Fortitude save. Mythic creatures are sickened and staggered on a failed Fortitude save.

#### ACID SALT<sup>AH</sup>

The corrosive salts remain in the area for a number of rounds equal to one-half your tier (minimum 1). Any creature within the area at the time of casting or entering it thereafter takes 1d3+1 points of acid damage on the first round it is within the area and 1 point of acid damage per round thereafter. Creatures failing their Reflex save are dazzled as long as they remain within the area due to irritation of their eyes. The caster level and save DC of any rust effect used within the area is increased by 2.

#### ACID SPLASH<sup>CR</sup>

Add one-half your mythic tier to the damage dealt by this spell. All creatures adjacent to the target take 1 point of splash damage from the acid.

**Augmented:** If you expend two uses of mythic power, creatures taking damage from *mythic acid splash* take the same amount of acid damage on your turn one round later.

#### ACIDIC GREASE<sup>DM</sup>

The DC of the Acrobatics check to avoid falling increases to 20. In addition, the damage dealt to creatures and objects that have fallen into the area increases to 1d8 hp/caster level. Further, the additional damage done to creatures and objects that have taken acid damage is 1d8 hp/2 caster levels (maximum 8d8).

**Augmented (5th):** If you expend two uses of mythic power, the area affected increases to up to an 80-ft. square. Additionally, the Acrobatics save DC increases to 30.



### ACIDIC SPRAY<sup>UM</sup>

This spell deals 1d10 points of damage per caster level (maximum 15d10), and creatures failing their saving throw are sickened until the end of their next turn and take an additional 1d10 points of damage per two caster levels (maximum 7d10) one round later (Fortitude negates). Creatures that fail this second saving throw continue to be sickened and continue taking this damage each subsequent round that they fail their save, up to a maximum number of rounds equal to one-half your mythic tier (minimum 1).

**Augmented (6th):** If you expend two uses of mythic power, you send a flood of liquid acid that pushes against creatures and objects like the *hydraulic torrent* spell.

### ACOUSTIC DAMPENING<sup>DM</sup>

The target gains a bonus equal to 2 + your mythic tier on saves vs. sonic and sound-based effects. In addition, the target may add your mythic tier to the immediate second save this spell grants against an ongoing sonic effect and to each new saving throw it receives at the end of its turn.

### ACUTE SENSES<sup>UM</sup>

You may choose to increase the bonus on Perception checks provided by this spell by an amount equal to twice your mythic tier. Alternatively, you may grant the normal bonus as well as one of the following senses: darkvision 30 feet, low-light vision, scent.

### ADELIAN TORCHBEARERS<sup>DM</sup>

You conjure 1d8 force servants. In addition, the range of this spell becomes medium (100 ft. + 10 ft./caster level).

### ADJURING STEP<sup>UC</sup>

The duration of the spell increases to 1 min./level. None of your actions provoke attacks of opportunity as long as you move 5 feet or less for each action.

**Augmented (4<sup>th</sup>):** If you expend two uses of mythic power, your allies do not provoke attacks of opportunity while adjacent to you.

### ADORATION<sup>UC</sup>

You add half your tier to the morale bonuses granted by the spell. Any creature that attempts to harm the target of the spell must make a Will save. If it fails, it may not harm the target that round but may do so in subsequent rounds.

### AEGIS<sup>DM</sup>

The *aegis* counters non-mythic spells of 8th level and lower. It counters mythic spells of 6th level and lower.

### AGE RESISTANCE (ALL)<sup>UM</sup>

You may extend the duration of this effect to one day times your mythic tier. Alternatively, you may change the range of this spell to touch.

### AGONIZE<sup>UM</sup>

This spell has half the normal effect on a successful save rather than being negated. Its saving throw becomes Fortitude: partial.

### AGONIZING REBUKE<sup>ARG</sup>

Nonlethal damage dealt by this spell is increased to 2d8 points of damage per attack or harmful action made against you. In addition, a target that takes nonlethal damage from this spell becomes shaken for as long as it has any nonlethal damage. Once all nonlethal damage has been cured, the shaken condition is removed. You gain a bonus equal to your mythic tier on Intimidate checks against a creature that has become shaken as a result this spell.

### AGONIZING SPHERE<sup>DM</sup>

The sphere's damage increases to 2d8 hp electrical damage + 1d8 for every two caster levels beyond third.

### AID<sup>CR</sup>

The +1 morale bonus provided by the spell applies to attack rolls, weapon damage, and all saving throws, and the temporary hit points provided by the spell are increased to 2d6 plus 2 per caster level (maximum +20). In addition, if the subject of the spell fails a saving throw against a fear effect, he can discharge the remaining duration of the spell to negate that fear effect.

### AIR BUBBLE<sup>UC</sup>

The air bubble encompasses the entire creature, keeping it and its effects dry.

**Augmented (3<sup>rd</sup>):** If you expend two uses of mythic power, the spell targets a number of willing touched creatures equal to your mythic tier.

### AIR WALK<sup>CR</sup>

The target walks straight upward at half speed, or straight downward at its normal speed, and its movement while walking on air is not impeded by non-mythic winds of less than windstorm strength.





When determining how far the target is blown by winds of windstorm strength or greater, the target is blown 5 feet per 10 miles per hour by which the wind's speed exceeds 50 miles per hour.

#### AIR WALK, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *air walk* is described above.

#### ALARM<sup>CR</sup>

The duration is increased to 1 day per level, and you can hear the mental alarm anywhere on the same plane. You increase the range at which an audible alarm can be heard by 30 feet per mythic tier.

#### ALCHEMICAL ALLOCATION<sup>APG</sup>

The spell has a duration of one round per mythic tier. On subsequent rounds you can gain the benefits of a potion or elixir without consuming it, spitting the contents back into its container. This can be a new potion or elixir each round, or the same one

over subsequent rounds. If you consume the same potion more than once per casting of *mythic alchemical allocation*, each drink of that potion after the first has only half the normal effect.

#### ALCHEMICAL INSCRUTABILITY<sup>GCC</sup>

The drinker is protected against divinations as *mind blank* for a number of days equal to your mythic tier. You may also protect an object from divination by applying the extract to that object.

**Augmented (8th):** If you expend two uses of mythic power, this alchemical extract protects a 10-foot-radius emanation from the target creature or object from divination as *mind blank*.

#### ALCHEMICAL OPACITY<sup>GCC</sup>

This spell reveals even creatures using *mythic invisibility*, and opacified invisible creatures find their vision obscured by the clinging emanation and have a 20% miss chance on attacks they make, though their opponents do not otherwise gain the benefits of concealment. In addition, you may target an object or



creature, which must succeed on a Will save or the spell becomes centered on and moves with him. At any point during the spell's duration, as a standard action you can touch an object or a creature (requiring a melee touch attack if the creature is unwilling) to either take the spell's effect from that location or creature onto yourself or to move the spell's center from you to the touched area or creature.

**Augmented (3rd):** If you expend two uses of mythic power, the opacification is complete. Attacks against opacified invisible creatures have no miss chance, and opacified invisible creatures are blinded as long as they remain within the spell's area.

### ALCHEMICAL SEQUESTRATION<sup>GCC</sup>

You can target a willing creature or object filling up to a 5-foot cube per level, and the duration changes to permanent.

**Augmented (10th):** If you expend five uses of mythic power, you can also target all creatures and objects within a 50-foot radius. You can increase this radius by 10 feet for each additional use of your mythic power you spend. Unwilling creatures are allowed spell resistance and a Fortitude save to negate the effect and are left behind at ground level in the space vacated by the area drawn into the bottle.

### ALCHEMICAL TINKERING<sup>ARG</sup>

You can transform an alchemical item into a different item with a higher cost than the original item. The new item's cost can exceed the cost of the original by 10 gp times your mythic tier. Such items are inherently unstable, lasting only 1 round per level or until used. If not used by this time, the alchemical item is destroyed. Alchemical items transformed into items of equal or lesser value not used while transformed revert to their original form rather than being destroyed.

**Augmented:** If you expend one or more additional uses of mythic power, you can transform a firearm into a firearm of greater cost. The new item's cost can exceed the cost of the original by 100 gp times your mythic tier for each use of mythic power you expend. The transformed firearm maintains this form for only 1 round per level and then reverts to its original form.

### ALIEN CONTACT<sup>GCC</sup>

As *mythic lesser alien contact*, but you can call one or more non-mythic aberrations or creatures with the alien or mythos subtype whose Hit Dice total no more than 12 plus half your mythic tier, or one or more mythic creatures of these types whose Hit Dice total 12 or less.

### ALIEN CONTACT, GREATER<sup>GCC</sup>

As *mythic lesser alien contact*, but you can call one or more non-mythic aberrations or creatures with the alien or mythos subtype whose Hit Dice total no more than 18 plus half your mythic tier, or one or more mythic creatures of these types whose Hit Dice total 18 or less.

### ALIEN CONTACT, LESSER<sup>GCC</sup>

You can call a non-mythic aberration or creature with the alien or mythos subtype whose Hit Dice are up to 6 plus one-half your mythic tier. You can apply the alien, embryonic, or giant templates or other templates that add the alien or mythos subtype, but you cannot add other templates or class levels. A template that increases a creature's CR increases its equivalent Hit Dice by an equal amount for the purpose of your Hit Dice limit.

Add your mythic tier to the DC of Charisma checks a trapped creature uses to try to break free and on your opposed Charisma checks to negotiate for the creature's service, as well as on caster level checks made to overcome a trapped creature's spell resistance if it attempts to break free from your binding.

### ALIGN WEAPON<sup>CR</sup>

The target weapon gains a +1 sacred (if good) or profane (if evil) bonus to attack and damage rolls against creatures of the opposite alignment. Lawful or chaotic weapons may gain either a sacred or profane bonus, chosen when the spell is cast. In addition, if a creature struck by the weapon has multiple types of damage reduction that include the alignment type of the weapon (e.g., DR 10/cold iron and good), reduce the value of that damage reduction by an amount equal to your mythic tier even if your weapon would not normally overcome damage reduction of that type.

**Augmented (6th):** If you expend two uses of mythic power, you grant the target weapon the anarchic, axiomatic, holy, or unholy magical weapon property for the duration of the effect.

### ALLEGRO<sup>UM</sup>

You gain the benefits of *mythic haste*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, as long as you are maintaining a bardic performance. If you dismiss the spell to reroll a Reflex save or Dexterity-based skill check, you add one-half your mythic tier to the roll. In addition, the action required to cast this spell is the same type of action as is required for you to begin your bardic performance.





**Augmented (3rd):** If you expend two uses of your mythic power, you gain the effects of augmented *mythic haste* as long as you are maintaining a bardic performance. If you dismiss the spell to reroll a Reflex save or Dexterity-based skill check, you add your mythic tier to the roll.

#### ALLFOOD<sup>APG</sup>

You add your mythic tier to your caster level to determine the total weight of objects that you can transform into *allfood*, which may be a single object or up to one discrete object per mythic tier. The *allfood*'s consistency and flavor when consumed is determined by you at the casting of the spell (crunchy, meat-like, soft and creamy, etc).

**Augmented:** If you expend two uses of your mythic power, you can negate any energy-producing properties of the materials transformed into *allfood*, such as burning coals or a lit torch, so that such materials can be consumed without harm. You can

likewise transform toxic, rotten, or diseased materials into safe, edible food, including a 5-foot patch of hazardous mold, fungus, and slime, such as yellow mold, green slime, or shriekers. This does not affect creatures, even if they are oozes or are fungoid in nature.

#### ALTER SELF<sup>CR</sup>

After casting the spell, you can change your shape an additional number of times equal to your mythic tier. Alternatively, you can cast this on a willing target with a range of touch (Fortitude negates (harmless), Spell Resistance yes). The subject of this spell can resume its normal form or shift back into the same assumed form as a standard action without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the target of this spell is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different humanoid form.



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

### ALTER WINDS<sup>APG</sup>

Add your mythic tier to your caster level to determine the strength of winds you can affect. In addition, the radius of the spell is increased by 10 feet times your mythic tier.

**Augmented (3rd):** If you expend two uses of your mythic power, you can cause the strength of winds to increase or decrease by two categories, and you affect non-mythic magical wind effects as long as their spell level is lower than your mythic tier.

**Augmented (6th):** If you expend three uses of your mythic power, you can affect an area with a radius of one mile.

### ALTERED CONSCIOUSNESS<sup>DM</sup>

Add half your mythic tier (minimum 1) to the dodge bonus to AC and the maximum dodge bonus the spell can grant.

### AMPLIFY ELIXIR<sup>APG</sup>

For the duration of this extract, any potion or elixir you consume or oil applied to you is treated as if it were maximized. Increase all variable, numeric effects of the potion, oil, or elixir to maximum. If the potion or elixir does not have any variable numeric effects, then triple its duration. This extract affects oils that target your equipment as well as oils that target you.

**Augmented (5th):** If you expend two uses of your mythic power, potions, oils, and elixirs consumed during the duration of this extract are considered both maximized and empowered. Variable, numeric effects of potions and elixirs are maximized and then increased to 150% of their maximum. Potions, oils, and elixirs that do not have any variable numeric effects instead have their duration quadrupled.

### AMPLIFY LEY FIELD<sup>DM</sup>

The field of charged ley energy extends to a 60-ft. radius.

### ANALYZE DEVICE<sup>DM</sup>

If the target construct or clockwork device does not have DR, it gains DR 5/adamantine or bludgeoning if you activate or deactivate its mechanical properties, mechanisms, or functions, if appropriate.

### ANALYZE DEVICE, GREATER<sup>DM</sup>

The spell's casting time is 10 min.

### ANALYZE DWEOMER<sup>CR</sup>

Non-mythic magical items automatically fail their save to resist a *mythic analyze dweomer*. In addition, each round you can examine a number of creatures or objects equal to one-half your mythic tier (minimum 1).

### ANCESTRAL MEMORY<sup>SWG</sup>

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

### ANCESTRAL REGRESSION<sup>ARG</sup>

You add twice your mythic tier on Disguise checks made by the target to appear as a surface elf, and the spell cannot be detected by non-mythic divinations unless the caster succeeds on a caster level check with a DC of 15 plus your caster level plus your mythic tier. In addition, the target gains proficiency with longbow, longsword, and shortbow. If you are proficient in the use of a weapon with "elven" in the name, you may instead choose to grant the target proficiency with that weapon rather than longbow, longsword, and shortbow.

### ANGELIC SEAL<sup>DM</sup>

The damage dealt to evil creatures attempting to enter the warded area, or coming into contact with doors, windows, or walls under the seal's effect, increases to 13d6 hp. If the creature is flung backward more than 35 feet, it is stunned for 2 rounds.

### ANGELIC SEAL, GREATER<sup>DM</sup>

As *greater angelic seal*, except a caster who attempts to remove the seal with a *miracle* or *wish* must make a successful DC 35 concentration check or fail and waste their spell.

### ANGER OF MANY FACES<sup>DM</sup>

The damage dealt by the shadowflesh heads increases to 1d8 hp damage/2 caster levels (maximum 5d8).

**Augmented (3rd):** If you expend two uses of mythic power, when a creature has taken damage from a shadowflesh head, each round on its turn it also takes 1d4 hp bleed damage/2 levels (max 5d4). This bleed damage can be stopped by a DC 15 Heal check or through any magical healing. This damage does not stack.

### ANGRY MOB<sup>GCC</sup>

You can duplicate the appearance of specific



individuals in the crowd, though creatures very familiar with those individuals gain a +2 circumstance bonus on Will saves to disbelieve the illusion. You add one-half your mythic tier (minimum 1) on Diplomacy and Intimidate checks when adjacent to or within your mythic *angry mob*, and you can command the *angry mob* to move up to 30 feet each round as a move action.

#### ANIMAL ASPECT, GREATER<sup>UC</sup>

You may freely shift your chosen *animal aspect* (or aspects, if you have chosen to gain two different aspects) as a swift action as often as desired during the spell's duration. You may instead cast the non-mythic version of this spell on a touched willing creature. If that creature is a mythic creature, it can expend one use of its mythic power to change its *animal aspect* as a swift action.

#### ANIMAL CONTAGION<sup>DM</sup>

The DC of the save to avoid contracting the disease, and to avoid the disease's effects once it is contracted, increases by +4.

#### ANIMAL GROWTH<sup>CR</sup>

You grant the target animal a +10 size bonus to Strength, a +6 size bonus to Constitution, and no penalty to Dexterity. Add half your mythic tier to the normal +2 bonus the animal gains to its natural armor.

#### ANIMAL MESSENGER<sup>CR</sup>

You can implant a verbal message in the target animal, along with a triggering condition for that message to activate, as the *magic mouth* spell. The *mythic animal messenger* travels to the place you designate and waits there until the spell expires or the message is delivered, whichever occurs first. A *mythic animal messenger* does not need to eat, drink, or sleep while waiting for the message, and it gains DR/epic and a bonus on Stealth checks equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, your *mythic animal messenger* gains the **agile** simple mythic template, as described in the Mythic Monster Advancement section of Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### ANIMAL SHAPES<sup>CR</sup>

You may affect a number of targets equal to your caster level plus your mythic tier. Creatures gain the benefits of *mythic beast shape III* when polymorphed

by this spell. In addition, creatures can transition from animal form to their normal form (or the reverse) as a move action and may do so any number of times during the spell's duration.

#### ANIMAL TRANCE<sup>CR</sup>

Add your mythic tier to the number of Hit Dice of animals you can fascinate. In addition, affected animals remain fascinated after you cease concentration for a number of rounds equal to your mythic tier.

**Augmented:** If you expend two uses of mythic power, *mythic animal trance* also affects magical beasts and vermin (including mindless vermin).

#### ANIMATE CLOTH<sup>DM</sup>

The circumstance bonus to CMB for dirty trick, disarm, grapple, steal, or trip combat maneuvers and to Climb, Sleight of Hand, and applicable Perform checks increases to +3. The shield bonus to AC increases to +2.

#### ANIMATE CONSTRUCT I-IX<sup>DM</sup>

Add your mythic tier to the number of HD of constructs this spell can animate.

#### ANIMATE DEAD I-IX<sup>DM</sup>

The casting time of this spell is reduced to 1 standard action.

**Augmented (6th):** If you expend two uses of mythic power, the undead you animate gain either the agile mythic template or the savage mythic template (see *Mythic Adventures* for both). The template lasts for a number of days equal to your mythic tier.

#### ANIMATE DEAD, IMPROVED<sup>DM</sup>

Add your mythic tier to the caster level when determining how many Hit Dice of zombies you can animate with a single casting of this spell. This does not 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.

**Augmented (6th):** If you expend two uses of mythic power, the zombies you animate gain either the agile or savage mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, for a number of days equal to your mythic tier. At 8th tier, you can expend 10 uses of mythic power and apply either the agile or savage mythic simple template permanently to the zombies you create with this spell.



### ANIMATE DEAD, LESSER<sup>UM</sup>

This spell functions as *mythic animate dead*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, but creates only a single Small or Medium skeleton or zombie.

### ANIMATE GHOUL<sup>DM</sup>

Add your mythic tier to the caster level when determining how many Hit Dice of undead you can create with a single casting of this spell. This does not increase the total number of Hit Dice worth of undead you can control. By expending three additional uses of mythic power, you can ignore the material component required to create a ghast.

**Augmented (6th):** If you expend two uses of mythic power, the undead you animate gain either the *agile or savage mythic simple template*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, for a number of days equal to your tier, or you may choose to create mythic ghouls, or one-half as many Hit Dice of mythic ghouls, as described in the *Mythic Monster Manual*, in place of normal ghouls. At 8th tier, you can expend 10 uses of mythic power and apply either the *agile or savage mythic simple template* permanently to the undead you create with this spell, or you may create mythic ghouls or ghouls; this is an instantaneous effect and cannot be dispelled.

### ANIMATE GLYPHS<sup>DM</sup>

Add your mythic tier to your caster level when determining the number of glyphs you can trace.

**Augmented (3rd):** If you expend two uses of mythic power, the damage dealt by Small glyphs' touch attack increases to 3d8 hp, and each successively larger glyph deals 2d8 hp more damage.

### ANIMATE LIVING SKELETON<sup>DM</sup>

This spell deals 2d6 hp negative energy damage and 2 points of Constitution damage upon each failed saving throw, as well as the target becoming staggered. A successful saving throw results in 1d6 hp negative energy damage, no Constitution damage, and the target is sickened for 1 round.

If the target dies during the duration of a *mythic animate living skeleton* it becomes an animated skeleton under control of the caster as per the *animate dead* spell.

### ANIMATE ROPE<sup>CR</sup>

Your rope can extend and attack a target anywhere within the spell's range. Add your mythic tier to the Armor Class, hardness, and break DC of the rope, as

well as the concentration DC of a creature entangled by the rope that attempts to cast a spell. The rope gains hit points equal to your caster level plus your mythic tier.

### ANIMATE WATER<sup>DM</sup>

Add your mythic tier to your caster level when determining the volume of the water you can animate. The animated water gains the amorphous extraordinary ability.

**Augmented (6th):** If you expend two uses of mythic power, the water you animate gains either the *agile or savage mythic simple template*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, for a number of days equal to your tier. At 8th tier, you can expend 10 uses of mythic power and apply either the *agile or savage mythic simple template* permanently to the water you animate with this spell.

### ANOMALOUS OBJECT<sup>DM</sup>

The spell's duration is increased by a number of rounds equal to your mythic tier. If you must make a touch attack against a creature holding the object, you gain a +2 circumstance bonus on that attack.

### ANT HAUL<sup>APG</sup>

When determining the target's carrying capacity, add your mythic tier to its Strength score before tripling its carrying capacity.

### ANT HAUL, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *ant haul* is described above.

### ANTHROPOMORPHIC ANIMAL<sup>UM</sup>

You increase the duration of the spell to one day per mythic tier you possess. In addition, you can grant the target animal one of the following feats as a bonus feat for every 2 mythic tiers you possess (minimum 1): Exotic Weapon Proficiency, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus. You must have proficiency (or Weapon Focus) in the type of armor, shield, or weapon that you grant to the target. The target need not meet prerequisites for the feat you grant.

### ANTI-SUMMONING SHIELD<sup>DHH</sup>

You add 5% times your mythic tier to the standard 50% chance of failure for summoning effects used by non-mythic creatures, and 5% per two mythic tiers



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

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

#### ANTICIPATE PERIL<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ANTILIFE SHELL<sup>CR</sup>

You may add your mythic tier to caster level checks to overcome the spell resistance of non-mythic creatures seeking to enter a *mythic antilife shell*. Even if you fail to overcome their spell resistance, any living creature other than you (and your familiar or animal companion) beginning its turn within a *mythic antilife shell* takes damage equal to your mythic tier (no save). Non-mythic creatures take double damage.

#### ANTIPATHY<sup>CR</sup>

You can choose an additional number of alignments or specific kinds of creatures equal to half your mythic tier to affect with this spell. Alternatively, you can select a single creature type (and subtype, if a humanoid or outsider); *mythic antipathy* affects all creatures of that type (or subtype). A creature failing its saving throw but forced to remain in the area or adjacent to the object becomes sickened and shaken for as long as it remains there, even if normally immune to those conditions. *Mythic antipathy* cannot be dispelled by a non-mythic effect unless the caster level of the dispelling caster equals or exceeds yours.

#### ANTIPLANT SHELL<sup>CR</sup>

Spells or effects that create, summon, enlarge, animate, or otherwise manipulate plants or plant creatures have no effect within a *mythic antiplant shell*. Add your mythic tier to caster level checks to overcome the spell resistance of non-mythic plant creatures seeking to enter the *mythic antiplant shell*. Even if you fail to overcome their spell resistance, any plant creatures beginning their turn within a *mythic antiplant shell* takes damage equal to your mythic tier (non-mythic plant creatures take double damage)

and takes a penalty equal to half your mythic tier on saving throws.

#### AQUEOUS ORB<sup>APG</sup>

You can direct the movement of the *aqueous orb* as a swift action or a move action, whichever you choose. In addition, the damage dealt by this spell is increased to 2d10 points of nonlethal damage, and undead, constructs, or other creatures immune to nonlethal damage instead take 1d10 points of damage per round from the buffeting waters of the *aqueous orb*.

**Augmented (4th):** If you expend two uses of your mythic power, the *aqueous orb* you create is 15 feet in diameter and can engulf Large or smaller creatures that fail their save. It can contain up to 2 Large, 8 Medium, or 32 Small or smaller creatures within it.

#### ARBOREAL HAMMER<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ARCANE CONCORDANCE<sup>APG</sup>

Any arcane spell cast by your allies within the area of the *mythic arcane concordance* gains a +2 enhancement bonus to the DC of any saving throws against the spell, and a bonus equal to your mythic tier to any caster level checks to overcome spell resistance. The list of metamagic feats that can be applied is increased to add the following: *Bouncing Spell*, *Disruptive Spell*, *Intensified Spell*, *Merciful Spell*, and *Reach Spell* (1 level increase only). You may change the metamagic feat you have chosen for your *mythic arcane concordance* by spending one use of your mythic power as a standard action or two uses of your mythic power as a swift action. This change applies for spells cast after that point but does not alter the effects of spells that have already been cast.

**Augmented (5th):** If you expend two uses of mythic power, the *mythic arcane concordance* allows for two metamagic feats to be applied (or a 2-level increase when using *Reach Spell*), chosen when the spell is cast.

#### ARCANA THEFT<sup>UM</sup>

A successful caster level check to dispel allows you to dispel and transfer two effects instead of just one, and you may choose to dispel effects that would not be beneficial to you without transferring them to yourself.

#### ARCANE BULWARK<sup>DM</sup>

You may sacrifice a spell of up to sixth level to gain this spell's benefits.



**Augmented (3rd):** If you expend two uses of mythic power, the spell's duration is increased by a number of rounds equal to your mythic tier.

### ARCANE EYE<sup>CR</sup>

The duration increases to 10 minutes per level. You

can assign a *mythic arcane eye* to follow a creature or move in a specific direction without concentrating on it. You must begin concentrating again to see what the *mythic arcane eye* sees, but in the meantime it continues following your prior directions.

**Augmented (3rd):** If you expend two uses of mythic power, the *mythic arcane eye* sees with *true seeing*.

### ARCANE LOCK<sup>CR</sup>

Add your mythic tier to the DC of any lock present on the object; if the object has no lock, it can be opened with a DC 30 Strength check or DC 30 Disable Device check. If a creature tries and fails to open a door warded with this spell, that creature takes 2d6 points of magical force damage (Reflex negates). This damage is subject to spell resistance.

### ARCANE MARK<sup>CR</sup>

Whenever the mark is read by a creature, you receive a fleeting mental impression of the creature's face. Just glancing at the mark is not enough to trigger this effect. Rather, the creature must make some sort of attempt to take in the meaning of the mark. Thus animals and other unintelligent creatures are not affected. This is a scrying effect and it can be used a number of times equal to your mythic tier before discharging the spell.

### ARCANE REINFORCEMENT<sup>FG</sup>

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

### ARCANE SIGHT<sup>CR</sup>

You know the location, power and school of all magical auras within your sight, and you may expend one use of mythic power to identify the most powerful spell or spell-like ability the creature currently has available for use. If a creature has multiple spells or spell-like abilities of the same level, you identify one at random. *Mythic arcane sight* requires *mythic permanency* to be made permanent.





#### ARCANE SIGHT, GREATER<sup>CR</sup>

If you concentrate on a specific creature within 120 feet of you as a standard action, you may expend two uses of mythic power to identify every spell and spell-like ability a creature currently has available for use.

#### ARCANE SIPHON<sup>DM</sup>

Add half your mythic tier (minimum 1) to the resistance bonus this spell grants.

#### ARCHON'S AURA<sup>UM</sup>

Mythic creatures affected by your *archon's aura* must succeed on a Will save after successfully attacking you in order to end the spell's effects on them, rather than automatically ending the effect with a successful attack. Opponents may attempt a new save after each successful attack they make against you. Non-mythic creatures are affected by your *archon's aura* until they successfully hit you with a number of attacks equal to one-half your mythic tier (minimum 1) whereupon they are entitled to begin making saving throws to end the spell's effects as described for a mythic creature.

#### ARCHWAY OF ANTS<sup>DM</sup>

The archway created can support 15 times the caster's maximum encumbrance.

**Augmented (3rd):** If you expend two uses of mythic power, the archway has AC 15, plus a bonus equal to your mythic tier.

#### ARMOR OF THE MOUNTAINS<sup>DM</sup>

The damage dealt to adjacent creatures increases to 1d8 hp slashing damage +1 hp/caster level (maximum +15).

**Augmented (6th):** If you expend three uses of mythic power, the armor does not harm adjacent creatures that are friendly.

#### ARMORED SHELL<sup>DM</sup>

The shell is deceptively light and does not reduce your speed, although the other penalties as described in the spell remain.

#### ARROW ERUPTION<sup>APG</sup>

Add one-half your mythic tier to your caster level to determine the number of creatures you may target (maximum 15 plus one-half your mythic tier), and you may add 5 feet times your mythic tier to the radius around the corpse within which you may target creatures. If the attack roll you make with this spell is a critical threat, add one-half your mythic tier as a bonus to the confirmation roll.

**Augmented (2nd):** If you expend two uses of your mythic power, you can reproduce any one spell or other limited-use magical effect that was used to enhance the original arrow or bolt. This spell or effect cannot be mythic, have an area effect, or have an effect that affects you (such as *vampiric touch*), and its level cannot exceed one-half your mythic tier.

**Augmented (8th):** If you expend three uses of your mythic power, you can reproduce any two spell or other limited use magical effects that were used to enhance the original arrow or bolt, regardless of level. Alternately, you can reproduce any one spell or effect that affects an area (such as *fireball*) or with an affect that affects you (such as *vampiric touch*), as long as that effect accompanied the original arrow or crossbow bolt.

#### ARROW OF LAW<sup>UM</sup>

This spell affects the target as *mythic order's wrath*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ARROW OF THE ANIMAL SPIRIT<sup>DM</sup>

You can target a number of arrows or bolts equal to your mythic tier. You must loose these arrows or bolts in the next minute for the ghostly animals to attack.

**Augmented (4th):** You can expend two uses of mythic power to increase the competence bonus to CMB for a bull rush, grapple, or feint you make with these arrows by a number equal to your mythic tier.

#### AS YOU WERE<sup>DM</sup>

The casting time of this spell decreases to 1 min.

#### ASARAF'S CARAPACE<sup>DM</sup>

The armor created grants you 12 temporary hp per 100 lbs. of metal used as a material component.

#### ASH STORM<sup>UM</sup>

Creatures beginning their turn within a *mythic ash storm* must succeed on a DC 15 Reflex save or catch on fire from burning cinders. In addition, creatures that need to breathe must hold their breath or take 1d4 points of nonlethal damage each round they begin their turn inside the *mythic ash storm*. As long as this nonlethal damage persists, they are sickened.

#### ASPECT OF THE BEAR<sup>APG</sup>

You gain a +4 enhancement bonus to natural armor and a +4 enhancement bonus on CMB rolls. You can perform drag and reposition maneuvers without provoking attacks of opportunity.



**Augmented (2nd):** If you expend two uses of your mythic power, any unarmed strikes or natural attacks you make during a grapple have their damage dice increased by one step for the duration of the spell, as if you were one size category larger.

### ASPECT OF THE DEMON<sup>DM</sup>

You do not gain the evil subtype or an evil alignment for spell-like abilities, supernatural abilities, and magic item effects while under the effect of this spell. Casting this spell has no chance of attracting any Abyssal lord's notice.

### ASPECT OF THE DOLPHIN<sup>DM</sup>

You gain a swim speed equal to 1-1/2 times your land speed (including the +8 bonus to Swim checks granted to all creatures with a Swim speed).

**Augmented (3rd):** If you spend two uses of mythic power, this spell triples the duration you can hold your breath.

### ASPECT OF THE FALCON<sup>APG</sup>

You gain a +6 competence bonus on vision-based Perception checks, a +2 competence bonus on ranged attacks, and the critical multiplier for your bows and crossbows becomes 18-20/x3.

**Augmented (3rd):** If you expend two uses of mythic power, you also ignore the miss chance from concealment (but not total concealment) for the duration of the spell.

### ASPECT OF THE FOUR WINDS<sup>DM</sup>

When you cast this spell, in addition to the benefits gained from the aspect chosen at casting, you also gain a +1 deflection bonus to AC.

### ASPECT OF THE NIGHTINGALE<sup>ISG</sup>

You add one-half your mythic tier (minimum +1) to the competence bonus you gain on Perform (sing) and Diplomacy checks. Once per minute when you use a language-dependent effect of 3rd level or lower, you can expend one use of your mythic power to force creatures affected by it to roll twice on their saving throw and take the less favorable result.

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

### ASPECT OF THE RAM<sup>DM</sup>

The damage you deal with a gore attack increases to 1d6 hp + your Strength bonus. The damage you deal in a charge attack increases to 1d10 hp. In addition, any creature that takes damage from your gore attack while this spell is in effect must make a Fortitude save against the spell's DC or be dazed for 1 round.

**Augmented (7th):** If you expend two uses of mythic power, your gore attacks bypass all damage reduction. Any creature struck by your gore attack is stunned for 1 round and staggered for 1d4 rounds after the stun ends. A successful Fortitude save against this spell's DC negates the stun and reduces the duration of being staggered by half.

### ASPECT OF THE STAG<sup>APG</sup>

You gain a +4 dodge bonus to AC against attacks of opportunity, your base speed increases by 30 ft, and you make all Acrobatics checks for jumping as if you had a running start.

**Augmented (4th):** If you expend two uses of your mythic power, your antlers are considered magical and epic for the purpose of overcoming damage reduction. In addition, you can use the antlers provided by the *mythic aspect of the stag* to make charge attacks against opponents, as if you had the *powerful charge* (gore, 2d8 + twice your Strength modifier) universal monster ability.

### ASPECT OF THE WOLF<sup>APG</sup>

You gain the benefit of *tireless pursuit* and your base speed is increased by 20 feet. You gain a bonus equal to your mythic tier on Perception and Survival checks related to scent, including tracking by scent or pinpointing the location of an invisible creature. You gain a +4 enhancement bonus on trip attacks, and when you successfully trip a creature it provokes an attack of opportunity from you.

**Augmented (6th):** If you expend two uses of your mythic power, you gain a bite attack as a primary natural weapon dealing 1d6 points of damage for a Medium-sized caster, 1d4 points of damage for a Small caster. If you attack with weapons, you can use this bite attack as a secondary natural weapon. If your bite attack hits, you can make a combat maneuver check to trip the target as a free action. Your bite is considered magical and epic for the purpose of overcoming damage reduction.

### ASTRAL PROJECTION<sup>CR</sup>

You can take an additional number of companions equal to your mythic tier, and the caster level check to dispel your *mythic astral projection* is increased by an



amount equal to your mythic tier. If a mythic creature using *mythic astral projection* has its astral body killed, it may expend one use of its mythic power to gain only one permanent negative level rather than two.

**Augmented (6th):** If you expend one additional use of mythic power per creature, you can surround each of the physical bodies of creatures left behind within an individual *wall of force* that lasts as long as the *mythic astral projection* does unless it is destroyed.

#### ASTRAL PROJECTION, LESSER<sup>UM</sup>

You can take an additional number of companions equal to your mythic tier, and the caster level check to dispel your *mythic lesser astral projection* is increased by an amount equal to your mythic tier. If a mythic creature using *mythic lesser astral projection* has its astral body killed, it may expend one use of its mythic power to gain only one permanent negative level rather than two.

**Augmented (6th):** If you expend one additional use of mythic power per creature, you can surround each of the physical bodies of creatures left behind within an individual *wall of force* that lasts as long as the *mythic lesser astral projection* does unless it is destroyed.

#### ASTROLOGICAL CHARTING<sup>DM</sup>

The time required to explain your findings to creatures (and thus to confer to them the benefits of this spell) is reduced to 10 min. The casting time is not reduced.

**Augmented:** If you expend three uses of mythic power, the time required to explain your findings to creatures is reduced to 1 min. The casting time is not reduced.

#### ASYNCHRONOUS INVISIBILITY<sup>GCC</sup>

Increase the miss chance provided by this spell's *blur* effect by 5%, plus an additional 5% per 3 mythic tiers. In addition, the target does not become dazzled when the spell ends and does not risk attracting the attention of a hound of Tindalos.

#### ATAVISM<sup>UM</sup>

The target gains a +3 bonus on all rolls, including damage rolls, a +3 bonus to special ability DCs, a +6 bonus to AC and CMD, and +3 hit points per HD. In addition, you can affect plants and vermin with Intelligence 2 or less with this spell as if they were animals.

#### ATAVISM, MASS<sup>UM</sup>

This spell functions as *mythic atavism*, but you can

affect an additional number of targets equal to one-half your mythic tier, and the targets need not be within 30 feet of each other.

#### ATONEMENT<sup>CR</sup>

You can provide advice and absolution for offenses large and small, inspiring the target toward greater piety. The target is treated as if wearing a *phylactery of faithfulness* for one day per caster level, and during this time gains a bonus equal to half your mythic tier against charm and compulsion spells and effects used by creatures whose alignment is opposed to the target's on either the good-evil or lawful-chaotic axis.

#### AUGURY<sup>CR</sup>

Add twice your mythic tier to the percentage chance of performing a successful *augury*. In addition, if an *augury* indicates that an action will likely lead to an outcome that is both harmful and beneficial, you gain a sense for the relative degree of danger or benefit likely to occur.

#### AURA ALTERATION<sup>MIM</sup>

You may move the target's alignment aura by one additional step, plus one step for every 3 mythic tiers after 1st. If you adjust the target's alignment four or more steps less than you are allowed, you can make the *aura alteration* permanent.

#### AURA OF DOOM<sup>UM</sup>

Creatures that become shaken within your *aura of doom* and remain within it must make an additional save each round at the beginning of their turn or become frightened. If already frightened, they become panicked on a failed save.

#### AURA OF GREATER COURAGE<sup>APG</sup>

Allies that leave the area of effect of *mythic aura of greater courage* remain immune to fear for a number of rounds equal to your mythic tier.

**Augmented:** If you expend two uses of your mythic power, allies who leave the area of effect gain a +4 morale bonus on saving throws against fear effects for the remainder of the spell's duration, even after their temporary immunity to fear has expired.

**Augmented (2nd):** If you expend two uses of your mythic power, you increase the radius of your *mythic aura of greater courage* by 10 feet per two mythic tiers.

#### AVASCULATE<sup>GCC</sup>

Any bleed or blood drain damage the target takes is quadrupled, and you add your mythic tier to the



DC of Heal check DCs to halt bleed damage or to repair the damage from this spell. You also add your mythic tier to the DC of concentration checks made by spellcasters entangled in their own vasculature by this spell.

**Augmented:** If you expend one additional use of mythic power, you can cast this spell on a creature that has fewer than half its hit points remaining, even if it is not currently taking bleed damage.

**Augmented (6th):** If you expend two uses of mythic power, you can cast this spell as an immediate action when a creature within 30 feet takes bleed damage.

### AVENGE THE PAIN<sup>DM</sup>

The arrow you shoot back at your attacker is unerringly a critical hit. It deals damage as a normal critical hit from your weapon (you must be able to shoot from your weapon the ammunition used as the focus for this spell), and it bypasses damage reduction.

**Augmented (2nd):** If you expend two uses of mythic power, the avenged wound may be up to 24 hrs. old, and the arrow strikes its target even if it is warded against scrying or located on another plane.

### AWAKEN<sup>CR</sup>

An awakened tree or animal gains a +2 inherent bonus to one ability score of your choice and is considered a mythic creature for the purpose of spells and effects but gains no mythic abilities.

**Augmented (6th):** The awakened tree or animal gains the **divine** or **invincible** simple mythic template, as described in *Advancing Mythic Monsters* in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

### AWAKEN THE DEEP MAGIC<sup>DM</sup>

If you expend one use of mythic power and make a DC 25 caster level check, you may awaken additional resonances of a Titanic ley line. A Titanic line awakened through this spell shifts its power from the normal effect to any one Titanic power chosen by the caster.

### AXE STORM<sup>DM</sup>

The damage the axes deal increases to 6d6 hp slashing damage to all creatures in the area. In addition, the furious storm causes the spell's area to become difficult terrain for the duration.





# B

badger's ferocity  
baleful conjunction<sup>A</sup>  
ball lightning<sup>A</sup>  
ballista of force<sup>A</sup>  
baneweapon<sup>A</sup>  
banish seeming  
banishment  
Baphomet's blessing  
bard's escape<sup>A</sup>  
barnacle armor  
battle plan<sup>A</sup>  
battle trance<sup>A</sup>  
battlemight  
**battlemind link**  
battleward<sup>A</sup>  
beacon of luck  
bear's endurance<sup>A</sup>  
bear's endurance, mass  
beard sponge  
**beast shape (all)<sup>A</sup>**  
beguiling bauble  
beguiling gift  
beguiling stars<sup>A</sup>  
bend space  
bestial lure  
bestow curse  
bestow grace<sup>A</sup>  
bestow grace of the champion<sup>A</sup>  
bestow insight  
bestow weapon proficiency<sup>A</sup>  
bind guardian  
binding  
binding earth  
binding earth, mass  
binding oath<sup>A</sup>  
bitter chains  
black dog curse  
black dust  
black hand  
**black mark**  
black well  
blade of bright victory  
blade of dark triumph  
blade of my brother  
blade snare<sup>A</sup>  
bladed dash<sup>A</sup>  
bladed dash, greater  
blast barrier<sup>A</sup>  
blaze of glory  
blaze of valor  
blazing chariot<sup>A</sup>  
bleed<sup>A</sup>

bleed for your master  
blend  
bless water  
bless weapon<sup>A</sup>  
blessed chance  
blessed halo  
blessing of courage and life<sup>A</sup>  
**blessing of fervor**  
blessing of luck and resolve  
blessing of luck and resolve, mass  
blessing of the mole  
blessing of the salamander<sup>A</sup>  
blessing of the watch  
blight<sup>A</sup>  
blightcore meltdown<sup>A</sup>  
blind seer's madness<sup>A</sup>  
blind spot  
blindflies  
**blinding ray**  
blinding scales  
**blistering invective<sup>A</sup>**  
blood and steel  
blood armor  
blood biography<sup>A</sup>  
blood blaze  
**blood crow strike**  
blood diamonds  
blood lure  
blood mist  
blood scent  
blood song  
blood spoor<sup>A</sup>  
blood tide  
blood tide, greater  
blood transcription  
bloodhound<sup>A</sup>  
bloodshot  
bloody claws<sup>A</sup>  
blur  
**boiling blood<sup>A</sup>**  
bold errantry  
bolster spirits  
bomber's eye  
bone machine  
bone shards<sup>A</sup>  
bone shards, greater<sup>A</sup>  
bone swarm<sup>A</sup>  
bones of the earth  
boneshatter  
bonemasher<sup>A</sup>  
borrow fortune<sup>A</sup>  
borrow skill  
borrowed time  
boulder toss



bow spirit<sup>A</sup>  
bowstaff  
brand<sup>A</sup>  
brand, greater<sup>A</sup>  
breaching sphere<sup>A</sup>  
break<sup>A</sup>  
breath of the dead<sup>A</sup>  
breath of Veles<sup>A</sup>  
breathlessness  
bright errantry  
brilliant inspiration<sup>A</sup>  
bristle  
brittle portal  
brittling  
broken mind  
brow gasher  
bull's strength<sup>A</sup>  
bull's strength, mass  
bullet shield<sup>A</sup>  
bulwark of blades  
bungle  
buoyant<sup>A</sup>  
burning gaze<sup>A</sup>  
burning monkey swarm<sup>A</sup>  
burrow<sup>A</sup>  
burrowing burst  
burst bonds  
burst of glory<sup>A</sup>  
burst of nettles  
burst of speed<sup>A</sup>  
burst with light

### BADGER'S FEROCITY<sup>UM</sup>

You add your mythic tier to your level to determine how many weapons you can affect. If you choose to target only natural weapons, you can affect a number of them equal to one-half your caster level plus your mythic tier. You can maintain concentration on this spell by spending a move action each round. The spell ends immediately if you begin casting another spell, activate a magic item, or use a spell-like or supernatural ability.

### BALEFUL CONJUNCTION<sup>DM</sup>

The penalties increase to -6 if targets are more than 30 ft. away from each other and -3 if targets are within 30 ft. of each other.

**Augmented (8th):** If you expend two uses of mythic power, all targets except those within 5 ft. of at least one other target must make a Will save against this spell's DC or be staggered for the duration of the spell. Targets that move within 5 ft. of another target during the duration of the spell are no longer staggered.

### BALL LIGHTNING<sup>APG</sup>

The damage dealt increases to 3d10 points of electricity damage, and the saving throw changes from Reflex negates to Reflex half. The speed of the *mythic ball lightning* increases to 30 feet per round and directing them is a free action.

**Augmented (5th):** If you expend two uses of your mythic power, your *mythic ball lightning* becomes electromagnetic, allowing you to make a combat maneuver check to bull rush a target that fails its saving throw, using your caster level in place of your base attack bonus, and your ability modifier in your primary spellcasting ability score in place of your Strength modifier. If the target is wearing metal armor, you gain +1 bonus if the target is wearing light metal armor or using a light metal shield or buckler, +2 if the target is wearing metallic medium armor or a metal heavy shield, or a +4 bonus if the target is wearing heavy metal armor. The *mythic ball lightning* moves with the target during the bull rush maneuver, up to its maximum remaining movement for the round.

### BALLISTA OF FORCE<sup>DM</sup>

Add your mythic tier to the ballista's attack bonus. The damage it deals increase to 10d6 hp.

**Augmented (8th):** If you expend three uses of mythic power, the ballista's AC increases to 20, its hardness increases to 30 and its hp is 180.

### BANEWEAPON<sup>DM</sup>

You may choose two types of creatures to target during casting.

**Augmented (6th):** If you expend two uses of mythic power, the weapon or projectiles enchanted also gain the *flaming burst*, *icy burst*, or *shocking burst* quality for the duration of the spell, but only against creatures of the targeted types. This quality must be chosen during casting.

### BANISH SEEMING<sup>APG</sup>

You make a dispel check against every illusion or creature using a spell, spell-like ability, or supernatural ability to change its form within a 20-foot-radius burst centered on you, as if using *greater dispel magic* to perform an area dispel. You gain a +2 enhancement bonus on your dispel check, and roll one check to apply against every viable target within the area of effect. A successful check negates one illusion or change in form per 4 caster levels for each creature in the area. A creature returned to its natural form by *mythic banish seeming* is prevented from changing its form again for a number of rounds equal to your caster level plus your mythic tier.



#### BANISHMENT<sup>CR</sup>

You add your mythic tier to the number of Hit Dice of creatures you can affect. Non-mythic extraplanar creatures targeted with this spell receive no saving throw. Mythic creatures gain a saving throw to resist the spell, but you may add your mythic tier to caster level checks to overcome their spell resistance.

#### BAPHOMET'S BLESSING<sup>ISG</sup>

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

#### BARD'S ESCAPE<sup>APG</sup>

You add your mythic tier to your caster level to determine how many targets may accompany you, and the targets need not be within 30 feet of each other as long as they are within range. The targets of this spell become temporarily invisible after teleporting, as a *vanish* spell, lasting a number of rounds equal to your mythic tier or until broken by attacking.

**Augmented:** If you expend two uses of your mythic power, you may teleport an unattended object weighing no more than 10 pounds times your mythic tier or a dead body of your size or smaller in place of a living creature, up to your maximum number of targets. You can bring the body of a creature one size larger, treating it as four targets, and you can bring heavier objects along by combining multiple targets. An unattended magical item is entitled to a Will save to resist being teleported.

#### BARNACLE ARMOR<sup>DM</sup>

Add your mythic tier to your caster level for purposes of determining how much damage this spell can prevent. In addition, the damage the barnacles inflict on a successful grapple increases to 1d8 hp.

#### BATTLE PLAN<sup>DM</sup>

The morale bonus this spell grants increases to +3. Additionally, the morale bonus granted to those who hear this spell's information secondhand increases to +2.

**Augmented (5th):** If you expend two uses of mythic power, there is no chance that this spell's bonuses will become penalties.

#### BATTLE TRANCE<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### BATLEMIGHT<sup>DM</sup>

The armor bonus to AC increases to +3, and the morale bonus to attack rolls increases to +3.

#### BATTLEWARD<sup>DM</sup>

The spell automatically reflects non-area-of-effect spells that target you or the shield.

**Augmented (7th):** If you expend two uses of mythic power, you can cause a reflected spell to target 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 any saving throws allowed at the spell's original DC.

#### BEACON OF LUCK<sup>ISG</sup>

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

#### BEAR'S ENDURANCE<sup>CR</sup>

Your target gains a bonus to Constitution checks equal to half your mythic tier, and once during the spell's duration as a free action you can ignore an effect that would cause you to become fatigued.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Constitution score rather than +4.

#### BEAR'S ENDURANCE, MASS<sup>CR</sup>

As *mythic bear's endurance*, but affecting one creature per level within range; the targets need not be within 30 feet of each other.

#### BEARD SPONGE<sup>DM</sup>

While a potion is stored in your beard (or hair or eyebrows), you may also deliver the substance to



a target creature with a touch. If the creature is unwilling, you must make a successful melee touch attack to do so. A potion delivered to another creature this way takes effect immediately, and the creature receives a saving throw if the potion would normally allow it. If you would deliver the substance but fail the touch attack, the potion remains in your beard until you have drunk it or delivered it, or until the spell's duration ends.

### BEAST SHAPE (ALL)<sup>CR</sup>

Each *mythic beast shape* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *beast shape* spells to learn their higher-level versions.

*Mythic beast shape* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

The subject gains the ability to *speak with animals* with other animals of whatever form it has assumed (including dire or giant animals of that kind). The subject of this spell can resume its normal form or shift back into the same assumed form as a standard action without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

### BEGUILING BAUBLE<sup>DM</sup>

When a creature witnesses you committing an act that violates your assumed alignment, they receive a penalty to their Will save equal to half your mythic tier (minimum 1).

### BEGUILING GIFT<sup>APG</sup>

When offering the item to the target, you can attempt a Bluff check with a bonus equal to your mythic tier, opposed by the target's Sense Motive check; if the target is a mythic creature, it may add its mythic tier

to the Sense Motive check. If your check succeeds, you add one-half your mythic tier (minimum +1) to the save DC of the spell and to any caster level check you make to overcome the target's spell resistance. If the target fails its initial saving throw, and the object offered is not something used up or consumed on the first round, then the target continues to use the offered object appropriately for up a number of rounds equal to your mythic tier. Each round at the beginning of its turn the target can attempt a new save to end the spell.

### BEGUILING STARS<sup>DM</sup>

Creatures fascinated by the stars receive a penalty to their Will saves to avoid falling asleep as *deep slumber*. The penalty is equal to half your tier (minimum 1).

**Augmented (5th):** If you expend two uses of mythic power, creatures that fall asleep due to this spell can only be awakened by mythic effects. In addition, the duration of the *deep slumber* increase to 1 hour per level. The duration of the fascination effect does not increase.

### BEND SPACE<sup>GCC</sup>

You increase the miss chance or chance to ignore an attack provided by this spell by 10% (to a maximum of 100%), reduce damage from an area effect by 10% (to a minimum of 0%), and increase the deflection bonus to AC you gain by 1 for every 2 mythic tiers you possess. If you use this spell to extend your reach, it is increased by 5 feet, plus 5 feet for every 5 mythic tiers you possess.

### BESTIAL LURE<sup>DM</sup>

The phantasmal tiger conjured receives an additional bonus to attack equal to half your mythic tier (minimum 1). In addition, any creature who makes a Will save to disbelieve the tiger receives a penalty to the save equal to half your tier (minimum 1).

### BESTOW CURSE<sup>CR</sup>

The penalty to the target's attack rolls, saves, ability checks, and skill checks or the decrease to its ability score is increased by an amount equal to half your mythic tier. The percentage chance that the cursed target can take no actions is increased by 5% times your mythic tier, to a maximum of 100%. In addition, the DC of the caster level check to remove your curse with *break enchantment* or *remove curse* is increased by an amount equal to your mythic tier.



#### BESTOW GRACE<sup>ARG</sup>

The recipient of the spell may add one-half your mythic tier (minimum 1) as a sacred bonus on its saving throws in lieu of using their Charisma bonus. If their Charisma bonus exceeds one-half your mythic tier, they gain a sacred bonus on saving throws equal to their Charisma bonus +1. The target also gains a +2 circumstance bonus on saving throws against spells or effects with the evil descriptor and does not automatically fail saving throws against effects with the evil descriptor on a natural 1.

**Augmented (2nd):** If you expend two uses of your mythic power, the target can use your Charisma bonus in place of its own for the purpose of determining its sacred bonus on saving throws. The recipient may choose to double the bonuses granted by this spell on a single saving throw. This ends the spell, whether or not the saving throw succeeds.

#### BESTOW GRACE OF THE CHAMPION<sup>UM</sup>

The target can lay on hands a number of times equal to one-half your mythic tier, and it can use this ability to heal others as a standard action or itself as a swift action. It may also choose to expend two uses of its lay on hands ability to channel positive energy as a paladin of 1/2 your caster level as a standard action. The target also grants a +4 morale bonus on saves against fear to all allies within 10 feet.

**Augmented (7th):** If you expend two uses of your mythic power, the target's lay on hands, channel energy, and smite evil abilities function as a paladin whose level equals your caster level and the target becomes immune to charm effects and grants a +4 morale bonus on saves against charm effects to all allies within 10 feet.

#### BESTOW INSIGHT<sup>ARG</sup>

You add one-half your mythic tier (minimum +1) to the insight bonus granted by this spell. In addition, if the target chooses to roll twice when making a skill check with the chosen skill, rather than ending the spell it simply halves the bonus granted by *bestow insight*. The target may choose to roll twice when making another skill check with the chosen skill, choosing the best result. This ends the spell's effects.

#### BESTOW WEAPON PROFICIENCY<sup>UC</sup>

Target creature gains a +1 competence bonus on attacks made with the held weapon.

**Augmented (3<sup>rd</sup>):** If you expend two uses of mythic power, target creature gains proficiency and a +1 competence bonus for any weapon it wields.

#### BIND GUARDIAN<sup>DM</sup>

The cost of the sacrifice required to cast the spell decreases by 25 percent. If you expend two uses of mythic power, the cost decreases by half.

#### BINDING<sup>CR</sup>

Add your mythic tier to your effective caster level for the purpose of determining whether a non-mythic target is allowed a Will save and how long the *mythic binding* lasts. You may also have a number of assistants equal to 6 plus one-half your mythic tier when casting the spell cooperatively. A *mythic binding* can be affected by a non-mythic *antimagic field* or *mage's disjunction* only if the caster's level exceeds your caster level.

#### BINDING EARTH<sup>ARG</sup>

If cast upon an object, add your mythic tier to the DC of Strength checks made to pull the object free from the ground. If cast upon a creature, increase the damage dealt for every 5 feet of movement to 1d8 points of damage. In addition, the shifting quagmire that follows the target upsets its balance, causing it to take a penalty to Armor Class and on Acrobatics, Climb, and Stealth checks equal to one-half your mythic tier as long as it is moving along a surface of earth or stone. This penalty also applies to the target's CMD except against awesome blow, bull rush, drag, or reposition combat maneuvers, in which case it applies as a bonus. If the target is forced to move by one of these combat maneuvers, it takes damage for every 5 feet of its movement.

#### BINDING EARTH, MASS<sup>ARG</sup>

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

#### BINDING OATH<sup>DM</sup>

The effects of a broken *binding oath* can only be removed with a *wish* or *miracle*.

**Augmented (7th):** If you expend two uses of mythic power, when the *binding oath* is broken, you may choose one additional effect appropriate for *bestow curse*, an additional fate affliction, or another additional penalty at the GM's discretion.

#### BITTER CHAINS<sup>DM</sup>

The bleed damage the chains deal increases to 2 hp/caster level (maximum 15 hp per round). If you expend two uses of mythic power, the maximum increases to 30 hp per round).





### BLACK DOG CURSE<sup>DM</sup>

The penalty increases to -3, and it increases to -6 against hellhounds or legendary animals such as Old Gnash.

### BLACK DUST<sup>DM</sup>

The dust is so thick that it functions like light undergrowth, which provides concealment and increases the DC of Acrobatics and Stealth checks by 2.

### BLACK HAND<sup>DM</sup>

When you gain a bonus to attributes with this spell, you gain that bonus an increased number of rounds equal to your mythic tier.

### BLACK MARK<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### BLACK WELL<sup>DM</sup>

Add your mythic tier to your caster level when determining how many squares affected creatures are pulled toward the well. Creatures pulled into the well take 2d8 hp negative energy damage per caster level and must succeed a Fortitude save or be nauseated for 1d4 rounds.

### BLADE OF BRIGHT VICTORY<sup>UM</sup>

Your weapon is treated as good and lawful for the purpose of overcoming damage reduction. In addition, your weapon is immune to rusting (if metallic) or rot (if wooden) and gains a bonus equal to your mythic tier on saving throws against any other effect. You add one-half your mythic tier to the sacred bonus this spell provides to your CMD against disarm and sunder maneuvers directed at your weapon.

### BLADE OF DARK TRIUMPH<sup>UM</sup>

Your weapon is treated as chaotic and evil for the purpose of overcoming damage reduction. In addition, your weapon is immune to rusting (if metallic) or rot (if wooden) and gains a bonus equal to your mythic tier on saving throws against any other effect. You add one-half your mythic tier to the profane bonus this spell provides to your

CMD against disarm and sunder maneuvers directed at your weapon.

### BLADE OF MY BROTHER<sup>DM</sup>

Add your mythic tier to your caster level to determine the weapon's attack bonus. Furthermore, each round the spell is active, you can instruct the weapon to fight beside another creature within your line of sight as a free action, but you can only change targets once per round.

### BLADE SNARE<sup>ISG</sup>

You add your mythic tier to your caster level check to trap an opponent's weapon or to maintain a grapple against that opponent. An enemy attempting to retract its weapon or limb with a combat maneuver check or Escape Artist check takes a penalty equal to your mythic tier. If your opponent is a non-mythic creature, you can maintain your grapple as a move action rather than a standard action. If your opponent



is a mythic creature, it may add its mythic rank or tier as a bonus on its combat maneuver check or Escape Artist check. If a weapon you attempt to snare is a mythic magic weapon, its wielder gains a bonus equal to the weapon's enhancement bonus on its combat maneuver check or Escape Artist check to free the weapon. You cannot snare a legendary weapon with this spell.

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

#### BLADED DASH<sup>ISM</sup>

You can move an additional 5 feet times your mythic tier, and you add one-half your mythic tier (minimum 1) as a bonus to damage on a successful attack you make as part of your *bladed dash*.

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

#### BLADED DASH, GREATER<sup>ISM</sup>

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

#### BLAST BARRIER<sup>ISM</sup>

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

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

#### BLAZE OF GLORY<sup>APG</sup>

When you cast this spell, any good creature in range is healed 1d10 points of damage per two caster levels and per two mythic tiers. All evil creatures within range take the same amount of damage instead (Will half). Non-mythic evil creatures take a penalty on their saving throw equal to one-half your mythic tier. In addition, all allies and enemies are affected as *mythic prayer* for 1 round per caster level, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### BLAZE OF VALOR<sup>DM</sup>

Add half your tier (minimum 1) to the amount your Charisma increases. In addition, the amount of hp your wounded allies regain increases to 10.

#### BLAZING CHARIOT<sup>DM</sup>

The fire damage the chariot deals to creatures within 5 ft. increases to 2d8 hp. In addition, the damage dealt to creatures in the chariot's path increases to 2d10 hp bludgeoning damage plus 2d8 hp fire damage. The chariot's movement rate increases to 90 ft. on the ground and 180 ft. while flying.

**Augmented (3rd):** If you expend two uses of mythic power, the chariot's movement rate increases to 120 ft. on the ground and 240 ft. while flying.

#### BLEED<sup>CR</sup>

You can cast this spell as an immediate action.

**Augmented:** If you expend two uses of mythic power, you can target a creature with 0 or more hit points that is currently taking hit point bleed damage. You increase that bleed damage by an amount equal to one-half your mythic tier. This does not affect bleed effects that deal ability damage or cause effects other than hit point damage.

#### BLEED FOR YOUR MASTER<sup>AA</sup>

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



### BLEND<sup>ARG</sup>

When moving half your speed or less, you add your mythic tier to the Stealth bonus provided by this spell. You can make Stealth checks without cover and concealment when moving up to your speed, though you gain no bonus on your Stealth check. Alternatively, you can cast the non-mythic version of *blend* on a willing creature with a range of touch.

### BLESS WATER<sup>CR</sup>

Holy water you create with this spell deals 4d4 points of damage to undead and evil outsiders and 2d4 points of damage to antipaladins and clerics of evil deities. Your mythic holy water loses its potency after a number of days equal to your mythic tier, becoming ordinary holy water after that period.

### BLESS WEAPON<sup>CR</sup>

The weapon gains a +1 sacred bonus on attack and damage rolls against evil creatures. In addition, if the weapon strikes an evil creature that has a form of damage reduction other than DR/magic or DR/good, it bypasses a number of points of that damage reduction equal to your mythic tier. This does not include DR/epic or DR/-

**Augmented:** If you expend two uses of your mythic power, the weapon's ability to bypass damage reduction includes DR/epic and DR/-. In addition,

**Augmented (6th):** If you expend two uses of your mythic power, the weapon gains the holy special weapon property.

### BLESSED CHANCE<sup>DM</sup>

You may add +2 to the affected action.

### BLESSED HALO<sup>DM</sup>

The amount of fast healing this spell confers increases by an amount equal to half your tier (minimum 1), to a maximum of an additional fast healing 5 at 10th tier. The total maximum of fast healing this spell grants increases accordingly (maximum fast healing 10 at 19th level and 10th tier).

### BLESSING OF COURAGE AND LIFE<sup>APG</sup>

The target receives a +4 morale bonus on saving throws against fear and death effects. At any time while the spell is in effect, the target can choose to end the spell as a swift or immediate action for a burst of healing energy. The target loses the saving throw bonus, may choose one of the following benefits: negate a fear effect, negate a temporary ability score penalty or fatigue caused by a necromancy effect, cure

2 points of ability damage, cure 3d6 points of damage +1 point per caster level (maximum +10), or gains fast healing 2 for a number of rounds equal to your caster level plus your mythic tier.

**Augment (7th):** By expending four uses of mythic power you can provide an additional effect to mythic *blessing of courage and life*. If the target gains a negative level, it can end the spell as an immediate action to remove that negative level. If the target is killed by a death effect, the target can end the spell in order to reroll its save against that effect. If the damage from the effect is still enough to kill the target, it may apply the curing effect of ending the spell described above. If this curing is enough to bring the subject to a hit point total where it is not killed, it is stabilized and returned to life as the *breath of life* spell.

### BLESSING OF FERVOR<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### BLESSING OF LUCK AND RESOLVE<sup>ARG</sup>

The saving throw bonus provided by this spell is a luck bonus rather than a morale bonus, and any target that has a bonus specifically against fear, such as a fighter's bravery class feature or a creature under the effect of a *bless* spell or inspire courage bardic performance, gains immunity to fear as long as that effect and the *blessing of luck and resolve* are both in effect. If the target fails a saving throw against any mind-affecting effect, it can end the spell to reroll the save with a +4 luck bonus, taking the result of the second save, even if worse.

### BLESSING OF LUCK AND RESOLVE, MASS<sup>ARG</sup>

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

### BLESSING OF THE MOLE<sup>UM</sup>

The target can hold its breath twice as long as normal and gains a burrow speed of 5 feet through soft earth, sand, and soil, though it cannot burrow through solid rock. The target also gains tremorsense with a radius of 5 feet plus 5 feet per 2 mythic tiers.

### BLESSING OF THE SALAMANDER<sup>APG</sup>

The target gains fast healing 5 plus one-half your mythic tier, immunity to fire, and a +5 competence bonus to its Combat Maneuver Defense. In addition, the target can make a melee touch attack that deals





1d6 points of fire damage. The target can add this fire damage to the damage dealt by its unarmed strike or to one of its natural attacks, and it also deals this damage when making a successful combat maneuver to bull rush, drag, or grapple.

**Augmented (2nd):** If you expend two uses of your mythic power, the target gains a bonus equal to one-half your mythic tier as a natural armor bonus to AC.

**Augmented (5th):** If you expend three uses of your mythic power, the target's touch deals 2d6 points of fire damage, and this bypasses fire resistance or immunity.

#### BLESSING OF THE WATCH<sup>1SG</sup>

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

#### BLIGHT<sup>CR</sup>

The target plant creature takes 1d10 points of damage per caster level (maximum 15d10). A non-mythic plant creature failing its saving throw is destroyed regardless of its hit points.

**Augmented:** If you expend two uses of your mythic power, the area of effect changes to a 5-foot-radius spread or a 10-foot cone-shaped spread and affects all plants or plant creatures in the area. The radius (or length of the cone) increases by 5 feet at 5th mythic tier and again at 10th mythic tier.

#### BLIGHTCORE MELTDOWN<sup>GCC</sup>

Subtract your mythic tier from the level of any force effects protecting creatures from your mythic *blightcore meltdown* to determine how many rounds they offer protection against full damage and blightburn sickness. Add one-half your mythic tier (minimum 1) to the save DC of blightburn sickness caused by your *blightcore meltdown*. In addition, creatures that contract blightburn sickness and remain within the area must succeed on a Fortitude





save each round at the beginning of their turn. Each failed save increases the cure condition of the disease by one additional consecutive save.

**Augmented:** If you expend an additional use of mythic power, the mutagenic flux of the *blightcore meltdown* is greatly enhanced, forcing creatures attempting to save against polymorph effects or making caster level checks to dispel or remove polymorph effects to roll twice and select the worse result.

**Augmented (10th):** If you expend five uses of mythic power, the radius of the *blightcore meltdown* expands by 10 feet each round. Even after the spell ends, the area remains toxic. Any creature beginning its turn within the area contracts blightburn sickness, though only one save is required for every 24 hours. The save DC decreases by 1 per day. When the save DC reaches 1, the area is no longer toxic.

### BLIND SEER'S MADNESS<sup>DM</sup>

Creatures that fail their Will saves are also wracked by pain that deals 1d6 hp damage/tier. This damage does not end the spell's effects, but any other damage still does.

**Augmented (4th):** If you expend two uses of mythic power, the amount of damage this spell deals increases to 1d8 hp damage/tier.

### BLIND SPOT<sup>DM</sup>

If you attack the target or cast a spell that damages the target or requires a saving throw, the spell does not automatically end. Instead, the target must make an immediate Will save against this spell's DC; otherwise, the target still can't see you and still believes you don't exist. The target receives a saving throw every time

you do something that would normally cause the spell to end.

### BLINDFLIES<sup>DM</sup>

Creatures that are blinded by this spell are also sickened for 1 min./caster level. Unlike the blinded condition, creatures do not receive a save to lessen the duration of this condition.

### BLINDING RAY<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### BLINDING SCALES<sup>DM</sup>

Creatures that recover from the spell's blindness effect are dazzled for 1d4 rounds. A successful initial save causes creatures to become dazzled for 1d6 rounds.

### BLOOD AND STEEL<sup>DM</sup>

When made permanent, this spell acts as an *awaken* spell for the construct, and allows it to develop a personality, earn class levels, become a cohort, etc.

### BLOOD ARMOR<sup>DM</sup>

The AC bonus of the armor the spell forms increases to +7. In addition, creatures that are normally immune to bleed effects can be used as the focus of this spell. In this case, thick, black blood magically flows from the creature's wound, regardless if the creature naturally has blood.

### BLOOD BIOGRAPHY<sup>APG</sup>

If you cast this spell on a living or undead non-mythic creature, add one-half your mythic tier to the save DC of the spell. In addition, you gain the following additional information:

- \* Where is your home? (The creature's place of origin, as well as the name or general location of its most recent dwelling.)
- \* What immunities, resistances (including DR and SR), or vulnerabilities do you have? (The creature's natural abilities, not abilities granted by temporary effects or magic items.)
- \* Who are your nearest kin? (The creature's closest blood relatives, if any.)

In addition to the information you gain immediately, you may store a blood biographies in your mind equal to your mythic tier. If you encounter a creature that is a blood relative of a creature on whom you have used *mythic blood biography*, you are entitled to attempt a DC 25 Sense Motive check with a



bonus equal to your mythic tier. If the check succeeds, you recognize that they are related to one of your stored biographies. If you cast this spell on such a creature, you add one-half your mythic tier to the save DC (this stacks with the increase if the target is a non-mythic creature), and in addition to the normal information you can gain from using the spell you learn the following information:

- \* When the target last had contact (physical or otherwise) with the relative whose *blood biography* is stored.
- \* Where the target believes their relative to be.
- \* Whether the target believes their relative to be alive.

**Augmented (3rd):** If you expend two uses of your mythic power, you can cast this spell without material components. The answers appear in your mind rather than on a physical surface.

**Augmented (5th):** If you expend three uses of your mythic power, you can cast this spell as a standard action. If you spend 1 hour casting the spell, you can ask the creature whose blood it is a number of questions equal to one-half your mythic tier, as if questioning a corpse using *speak with dead*.

#### BLOOD BLAZE<sup>ARG</sup>

Whenever the target's *blood blaze* is triggered, the burning blood illuminates that target and the creature struck by the spray of burning blood as *faerie fire* until the end of the target's next turn. In addition, the *blood blaze* is contagious, so that when a spray of burning blood strikes a creature it must succeed at a Fortitude save or be affected by *blood blaze* for a number of rounds equal to one-half your mythic tier (minimum 1).

#### BLOOD CROW STRIKE<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### BLOOD DIAMONDS<sup>GCC</sup>

Add your mythic tier to your caster level to determine the number of *blood diamonds* you create. Reduce the damage you take from casting this spell by an amount equal to one-half your mythic tier, to a minimum of 1 point of damage.

#### BLOOD LURE<sup>DM</sup>

It takes three full-round actions for a creature fascinated by this spell's effect to consume the entire pool of blood. When a creature consuming the blood is subject to an attack, the duration only ends if that creature makes a successful Will save.

#### BLOOD MIST<sup>UM</sup>

Creatures within the *mythic blood mist* are coated with the algae created by the spell regardless of whether they save. This reveals the location of invisible creatures and results in a -20 penalty on Stealth checks. In addition, creatures that fail their saves take 1 additional point of Wisdom damage each round they remain within the *mythic blood mist*. When their Wisdom damage equals or exceeds their Wisdom score, they do not fall unconscious as normal, instead gaining the effects of *rage* for as long as the *mythic blood mist* spell is in effect.





### BLOOD SCENT<sup>ARG</sup>

The targets of this spell gain a morale bonus equal to your mythic tier on Survival checks to track an injured creature by scent. If that creature is taking bleed damage, this bonus is doubled. In addition, the targets ignore miss chance due to concealment when attacking an adjacent creature that is taking bleed damage or is at less than half its full hit points.

### BLOOD SONG<sup>FP</sup>

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

### BLOOD SPOOR<sup>DM</sup>

Spells or effects that prevent scrying do not prevent this spell's effects. In addition, if your quarry moves to another plane, you automatically sense it as well as to which plane the quarry has moved, although the quarry does not leave a trail on the plane.

**Augmented (3rd):** If you expend two uses of mythic power, the quarry leaves a trail as normal on all other planes to which it moves during this spell's duration.

### BLOOD TIDE<sup>DM</sup>

Add half your mythic tier (minimum 1) to the number of rounds the spell lasts.

### BLOOD TIDE, GREATER<sup>DM</sup>

The targeted creature takes 4 hp bleed damage. In addition, add half your mythic tier (minimum 1) to the spell's duration.

### BLOOD TRANSCRIPTION<sup>UM</sup>

You can attempt to learn more than one spell from the creature whose blood you consume, as long as the total number of spells does not exceed your mythic tier and the total level of the spells you learn does not exceed your caster level plus your mythic tier.

### BLOODHOUND<sup>APG</sup>

You add your mythic tier on Perception checks involving smell (including checks made to detect poison) and one-half your mythic tier on Survival checks to track by scent. You do not take a penalty to

saving throws against odor-related effects such as the stench ability and *stinking cloud*.

**Augmented (2nd):** If you expend two uses of your mythic power, you may use your scent ability underwater as if you were a water-breathing creature and you gain the *keen scent* Universal Monster Ability.

**Augmented (6th):** If you expend three uses of your mythic power, you are no longer distracted by foul odors; the Survival DC to properly detect or identify creatures masked by false or powerful odors is 10. Noting the direction of a scent or pinpointing an invisible creature by scent is a swift action.

### BLOODSHOT<sup>DM</sup>

Once per casting of the spell you may fire a line of blood that is 5 ft. long per caster level.

### BLOODY CLAWS<sup>APG</sup>

The recipient's bleed damage is equal to one-half your caster level plus one-half your mythic tier (limited by the creature's maximum damage with that attack). You add your mythic tier to the Heal DC to stop the bleeding.

**Augmented (3rd)** If you expend two uses of your mythic power, the maximum bleed damage dealt by the *mythic bloody claws* is equal to the creature's maximum damage with the chosen attack form plus one-half your mythic tier. In addition, when a non-mythic magical healing effect is used on a creature bleeding from your *mythic bloody claws*, the caster or creator of the effect (or the user of a magic item, if that is the source of the healing effect) must succeed on a Heal check in order to stop the bleeding. If the check fails, the bleed damage is halved instead of stopped entirely.

### BLUR<sup>CR</sup>

Increase the miss chance provided by *mythic blur* by 5%, plus an additional 5% per 3 mythic tiers.

### BOILING BLOOD<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### BOLD ERRANTRY<sup>DM</sup>

The number of "bright" rounds increases to 4, and the luck bonus to rolls made during the "bright" rounds increases to +6.

### BOLSTER SPIRITS<sup>DM</sup>



The target receives a +1 bonus on its new save versus a fear effect.

#### **BOMBER'S EYE<sup>APG</sup>**

You increase the range of any thrown weapon by 20 feet and gain an insight bonus equal to one-half your mythic tier on attack rolls made with thrown weapons. If you roll a natural 1 on an attack roll with a thrown weapon, you may expend one use of your mythic power to reroll that attack roll.

#### **BONE MACHINE<sup>DM</sup>**

The construct's metal becomes a type of bone that is rock-hard, like fossilized material. The construct retains any natural armor bonus. In addition, its newfound quickness grants it a +2 dodge bonus to AC.

#### **BONE SHARDS<sup>DM</sup>**

You may fire one bone shard, plus two additional shards for every four levels beyond 2nd (maximum six bone shards at 10th level).

**Augmented (4th):** If you expend two uses of mythic power, the damage the bone shards deal increases to 1d8 hp piercing damage. In addition, when you make a range touch attack to hit with a shard, you gain a +2 bonus to hit.

#### **BONE SHARDS, GREATER<sup>DM</sup>**

The damage the shards deal increases to 1d8 hp per caster level (maximum 15d8). In addition, living creatures struck by the bone shards take an additional 1 bleed damage per round.

**Augmented (6th):** If you expend two uses of mythic power, the bone shards cause creatures to experience excruciating pain. All creatures struck by the bone shards must make a Will save against this spell's DC or be sickened for a number of rounds equal to your mythic tier.

#### **BONE SWARM<sup>DM</sup>**

The damage the bone cube deals increases to 1d8 hp bludgeoning damage plus an additional 1d8 hp damage per every four additionally caster levels.

**Augmented (2nd):** If you expend two uses of mythic power, the bone cube can move 120 ft. each round.

#### **BONES OF THE EARTH<sup>DM</sup>**

The pit created is 40 ft. long and wide. It is 20 ft. deep plus 5 ft./2 caster levels.

#### **BONESHATTER<sup>DM</sup>**

The damage dealt increases to 1d8 hp/caster level (maximum 15d8). Add your mythic tier to your caster level when determining how long the target is exhausted or fatigued.

#### **BONESHATTER<sup>OLP</sup>**

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

#### **BONESMASHER<sup>DM</sup>**

The damage dealt increases to 1d8 hp sonic damage/caster level (maximum 5d8)

**Augmented (3rd):** Living creatures with a skeletal structure are staggered for two rounds.

#### **BORROW FORTUNE<sup>APG</sup>**

You must roll twice, taking the least favorable roll, for only one round after casting this spell. If you roll a natural 20 on the reroll you gain when you cast this spell, you need not roll twice in the subsequent round.

**Augmented (3rd):** If you expend two uses of your mythic power, you add a luck bonus equal to one-half your mythic tier on your initial reroll, and on the subsequent round when you must roll twice and take the least favorable score.

#### **BORROW SKILL<sup>APG</sup>**

You may choose between your own and the touched subject's key ability modifier, whichever is greater. If the borrowed skill is a class skill for you, you also add one-half your mythic tier to checks using that skill. If you use this spell to borrow a Craft, Perform, or Profession skill, you can use that skill for the duration of one skill check, up to one hour times your caster level plus your mythic tier.

#### **BORROWED TIME<sup>MO</sup>**

Instead of taking an extra swift action, you can take either an extra move or an extra swift action each round. You can use this extra swift action to take two immediate actions between your turns; this consumes your extra swift action in your next round. Each extra action you take still deals damage to you as normal for the spell.



### BOULDER TOSS<sup>DM</sup>

When hurling a suitable object, you gain a +8 enhancement bonus to Strength.

### BOW SPIRIT<sup>APG</sup>

If you have the appropriate Rapid Reload feat, you can create *bow spirit* that uses a different kind of ranged weapon that uses ammunition, including blowguns, crossbows, firearms, and slings. The spell's effect is unchanged, other than functioning with a different weapon. The *bow spirit* adds half your mythic tier on its attack rolls. You add your mythic tier to the caster level check DC to dispel the *mythic bow spirit*, though a creature using *mythic dispel magic* adds their mythic rank or tier to their caster level check to dispel it. The *bow spirit*'s AC against touch attacks is 10 + your Dexterity modifier plus your mythic tier.

**Augmented (5th):** If you expend three uses of your mythic power, the *bow spirit* deals maximum damage when it confirms a critical hit.

### BOWSTAFF<sup>UC</sup>

Target weapon becomes a magic weapon and gains an additional 20 points of hardness. If a quality of the weapon cannot be applied to melee weapons, the weapon gains an additional enhancement bonus equivalent to the inapplicable ability.

### BRAND<sup>APG</sup>

A *mythic brand* may take the form of any sigil or symbol you choose, or a number of letters equal to 6 plus your mythic tier. Placing a *mythic brand* deals 1d3 points of damage. Removing a *mythic brand* causes 1d6 points of damage and 1 point of Charisma damage. In addition, you are immediately aware of any attempt to remove the *mythic brand*, though not the method or degree of success.

**Augmented (2nd):** If you expend two uses of your mythic power, the *mythic brand* is particularly disfiguring, resulting in a penalty equal to one-half your mythic tier on Diplomacy checks. Removing the brand is likewise disfiguring, dealing 1d6 points of damage and 2 points of Charisma damage.

### BRAND, GREATER<sup>APG</sup>

The brand inflicts 2d6 points of damage and 2 points of Charisma damage. If brought within 100 feet of a symbol of your faith, whether or not the symbol is visible, the *mythic greater brand* envelops the creature's entire body, resulting in a penalty equal to one-half your mythic tier on Diplomacy checks and causing the target to become entangled in bands of enchanted ink and scarified flesh.

**Augmented (6th):** If you expend three uses of your mythic power, the brand causes severe mental distress and distraction, causing the target to become shaken and to take a -4 penalty on concentration checks as long as the *mythic greater brand* remains in place.

### BRAND, GREATER<sup>DM</sup>

A *mythic greater brand* is horribly blasphemous to any creatures that worship your god. They are hostile if they can see the brand.

**Augmented (3rd):** If you expend two uses of mythic power, you gain a +6 sacred bonus to checks to track the target.

### BREACHING SPHERE<sup>DM</sup>

A *mythic breaching sphere* reduces hardness as follows: for casters up to 9th level, it negates 10 hardness; for casters 10th-14th level, it negates 15 hardness; and for casters 15th level or higher it negates 20 hardness.

**Augmented (3rd):** If you expend two uses of mythic power, the damage the sphere deals increases to 2d8 hp acid damage + 1d8 for every 2 levels beyond 4th.

### BREAK<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### BREATH OF THE DEAD<sup>DM</sup>

Creatures that fail their saves become nauseated for 1 round and sickened for 4 rounds. Creatures that successfully save are still sickened for 1 round.

**Augmented (8th):** If you expend two uses of mythic power, creatures that fail their saves become nauseated for 5 rounds.

### BREATH OF VELES<sup>DM</sup>

One non-mythic creature in the cone's area of effect is automatically disintegrated if it fails its save. If more than one non-mythic creature is in the area of effect, the creature with the lowest HD is affected.

**Augmented (5th):** If you expend two uses of mythic power, two non-mythic creatures in the area of effect are automatically disintegrated if they fail their saves. Non-mythic creatures with the lowest HD are affected first.

**Augmented (7th):** If you expend three uses of mythic power, three non-mythic creatures in the area of effect are automatically disintegrated if they fail their saves. Non-mythic creatures with the lowest HD are affected first.



**BREATHLESSNESS<sup>DM</sup>**

Add your mythic tier to your level for purposes of determining the spell's duration.

**BRIGHT ERRANTRY<sup>DM</sup>**

The number of "bright" rounds increases to 3.

**BRILLIANT INSPIRATION<sup>APG</sup>**

The target gains a bonus pool equal to your caster level plus your mythic tier. After rolling twice and choosing the better result, the target may add a bonus of up to one-half your mythic tier to the result of the die roll as a free action. The spell does not end before its duration expires unless two natural 20's are rolled. When the spell ends, any leftover points from your bonus pool are lost if not used.

**Augmented (5th):** If you expend three uses of your mythic power, the target may roll three times and choose the most favorable result.

**BRISTLE<sup>APG</sup>**

When the target exchanges its natural armor bonus to AC for an enhancement bonus to damage, it gains a +2 damage bonus for each point of its natural armor bonus to AC that it sacrifices. The maximum reduction a creature can make in its natural armor bonus is equal to one-third your caster level (maximum 5) plus one-half your mythic tier.

Alternatively, the target may substitute up to 10 points of damage reduction (of any kind) in place of its natural armor bonus to AC in order to gain an enhancement bonus to damage equal to the number of points of damage reduction sacrificed.

**BRITTLE PORTAL<sup>ISG</sup>**

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

**BRITTLING<sup>DM</sup>**

Reduce the item's hardness by an additional number of points equal to your mythic tier.

**BROKEN MIND<sup>DM</sup>**

The extract still bends your mind, but you have a measure of control over the madness (you are still immune to attempts to read your mind). You suffer no penalty to Intelligence-based checks. The penalty to Stealth, Diplomacy, and Bluff checks is reduced to -3.

**BROW GASHER<sup>UC</sup>**

The duration of the spell does not end when it is discharged—if you hit the same creature again during the duration, each further hit that deals damage increases the creature's penalty to the creature's attacks by 1.

**BULL'S STRENGTH<sup>CR</sup>**

Your target gains a bonus to Strength checks equal to half your mythic tier and your carrying capacity is doubled.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Strength score rather than +4.

**BULL'S STRENGTH, MASS<sup>CR</sup>**

As *mythic bull's strength*, but affecting one creature per level within range; the targets need not be within 30 feet of each other.

**BULLET SHIELD<sup>UC</sup>**

The base deflection bonus from this spell increases to +6. There is a 50% chance that any ranged critical hit or ranged sneak attack is negated and treated as a normal hit.

**Augmented (5th):** If you expend two uses of mythic power, you gain concealment against firearm and ranged attacks as well as ranged touch attacks made to subject you to spell effects.

**BULWARK OF BLADES<sup>DM</sup>**

Add your mythic tier to the dagger's attack and damage rolls.

**BUNGLEUM<sup>UM</sup>**

You increase the maximum Hit Dice you can affect with this spell to 10 plus your mythic tier. In addition, if the target is a non-mythic creature, it must succeed on a Will save after taking the penalty from this spell or it takes a -10 penalty on its next attack roll or check.



requiring a d20 roll that occurs within the spell's duration.

### BUOYANT<sup>DM</sup>

The DCs to walk on water are reduced by 3.

**Augmented (3rd):** If you expend two uses of mythic power, the DCs to walk on water are reduced by 5.

### BURNING GAZE<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### BURNING MONKEY SWARM<sup>DM</sup>

The spell burns even more wildly, resembling a great flaming mass filled with shadowy monkey faces. The fire damage increases to 2d6 hp.

**Augmented (4th):** If you expend two uses of mythic power, the fire damage increases to 2d8 hp and the save DC for distraction increases to 22.

### BURROW<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### BURROWING BURST<sup>DM</sup>

The creature or creatures affected become fatigued rather than exhausted at the end of the spell's duration. They still must lose this condition before the spell can be cast on them again.

### BURST BONDS<sup>APG</sup>

Your blast to burst your bonds deals 1d10 points of damage per caster level (maximum 10d10) to the target object, ignoring hardness of less than 20.

When targeting a creature that is grappling or otherwise restraining you, a non-mythic creature takes a penalty equal to one-half your mythic tier on its saving throw. If the creature fails its save, you add your mythic tier to your CMB when making a combat maneuver check to escape the grapple, or when making a new saving throw against a restraining effect that allows a save.

### BURST OF GLORY<sup>ISG</sup>

Increase the sacred bonus on attack rolls to +2 and the sacred bonus on saves against fear by an amount equal to one-half your mythic tier (minimum 1), and add your mythic tier to the number of temporary hit points gained by you and your allies. Each ally you affect glows with a white or golden radiance equivalent to *light*, though they can dismiss the glow

as a free action. You shine with a radiance equivalent to *daylight* for the spell's duration, though you can dismiss the glow, reduce it to the intensity of a *light* spell, or resume glowing (as either *light* or *daylight*) once per round as a free action.

**Augmented (3rd):** If you expend two uses of mythic power, any profane bonus affecting a creature within the spell's area when cast is suppressed for 1 round/level (Will negates). A creature with a profane bonus is blinded if it fails its save, or dazzled if it succeeds. It can attempt a new saving throw each round at the end of its turn to remove the blinded or dazzled condition.

### BURST OF NETTLES<sup>UM</sup>

The stinging nettles created by this spell cling to targets for a number of rounds equal to your mythic tier, regardless of whether they save. A creature covered in these clinging leaves takes a –20 penalty on Stealth checks and is dazzled as its vision is obscured. An invisible creature covered in leaves has its location clearly revealed and is treated as having concealment rather than total concealment when it is attacked. These clinging leaves are destroyed if the target takes fire damage to the target equal to your mythic tier, and a creature covered in nettles may attempt a Reflex save against the spell's save DC to clear them off if it or an ally spends a full-round action removing them.

### BURST OF SPEED<sup>UC</sup>

The movement bonus granted by this spell increases to +30 ft. and is not affected by type of armor worn.

**Augmented (3rd):** If you expend two uses of mythic power, you gain the benefits of the spring attack feat for the round.

**Augmented (6th):** If you expend three uses of mythic power, you gain an additional +10 ft. bonus to speed.

### BURST WITH LIGHT<sup>DHH</sup>

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



# C

cackling skull  
cacophonous call  
cacophonous call, mass  
caging bomb admixture  
calcific touch  
call animal  
call cannibals  
call construct<sup>A</sup>  
call lightning storm  
call of earth and stone  
call of fire  
call of the dead<sup>A</sup>  
call of the grave  
call valkyrie  
call voidling  
call weapon<sup>A</sup>  
call woodland beings  
call woodland beings, greater  
call woodland beings, lesser  
calling card  
calm animals  
calm emotions<sup>A</sup>  
calm the waves  
campfire wall  
cannibal compulsion  
cannibalize  
canopic conversion<sup>A</sup>  
cape of wasps  
carrion hammer  
cast out<sup>A</sup>  
castigate<sup>A</sup>  
castigate, mass<sup>A</sup>  
cat's grace<sup>A</sup>  
cat's grace, mass  
catapult  
cause fear  
caustic blood<sup>A</sup>  
caustic eruption<sup>A</sup>  
celestial fanfare  
certain grip<sup>A</sup>  
chain of bones  
chain of perdition<sup>A</sup>  
chains of fire  
challenge evil  
chameleon stride  
channel scroll  
channel the gift  
channel vigor  
chaotic spell lash<sup>A</sup>  
chaotic vitality<sup>A</sup>  
chaotic vitality, mass<sup>A</sup>  
charm animal<sup>A</sup>

charm monster  
charm monster, mass  
charm of secrets  
charm person<sup>A</sup>  
chastise  
cherub's burning blade  
chill heart  
chill touch  
chord of shards  
chronal lance  
chrono location  
circle of clarity  
circle of wind  
clairaudience/clairvoyance  
clashing rocks  
claws of the earth dragon  
cleanse  
cleansing ray  
clenched fist<sup>A</sup>  
cloak of chaos  
cloak of dreams<sup>A</sup>  
cloak of shade  
cloak of winds  
clockwork timer  
clone<sup>A</sup>  
cloud shape<sup>A</sup>  
coin swarm  
cold ice strike  
command, greater  
command plants  
command undead<sup>A</sup>  
commune<sup>A</sup>  
commune with birds  
commune with nature<sup>A</sup>  
companion mind link  
compassionate ally  
compel hostility  
compelling fate  
compelling question  
comprehend languages  
confess<sup>A</sup>  
confound languages  
confound senses  
confusion, lesser<sup>A</sup>  
conjure black pudding<sup>A</sup>  
conjure energy arrows  
conjure giant eagle  
construct body  
consume light  
contact other plane  
contagion, greater  
contagion of rust  
contagious flame<sup>A</sup>  
continual flame



control construct<sup>A</sup>  
control plants  
control summoned creature  
control undead  
control water<sup>A</sup>  
control winds<sup>A</sup>  
converse with drake  
coordinated effort<sup>A</sup>  
corpse rebellion  
corpsewall<sup>A</sup>  
corrosive consumption<sup>A</sup>  
corrosive touch<sup>A</sup>  
corruption resistance  
Corvid's cunning  
Corvid's cunning, mass<sup>A</sup>  
cosmic communion  
cosmic ray  
cosmic realignment  
costly victory  
countless eyes  
covetous aura<sup>A</sup>  
coward's lament  
crafters curse  
crafters fortune  
crawling corruption  
create dark creeper  
create demiplane  
create demiplane, greater  
create demiplane, lesser  
create food and water  
create pit<sup>A</sup>  
create treasure map  
create tupilag<sup>A</sup>  
create undead<sup>A</sup>  
create greater undead<sup>A</sup>  
create water  
create wormhole<sup>A</sup>  
creeping doom<sup>A</sup>  
crown of empyreal glory  
crumblewall  
crucor of visions  
crusader's edge<sup>A</sup>  
crushing depths  
crushing despair<sup>A</sup>  
crushing hand<sup>A</sup>  
crushing trample  
crustacean carapace<sup>A</sup>  
cup of dust  
cure critical wounds, mass  
cure light wounds, mass  
cure moderate wounds, mass  
cure serious wounds, mass  
curse, major<sup>A</sup>  
curse of boreas

curse of disgust  
curse of incompetence  
curse of magic negation  
curse ring  
curse water  
cursed earth  
cursed gift  
cushioning bands

### CAKCLING SKULL<sup>UM</sup>

Creatures that hear the *cackling skull* become frightened for 1d4 rounds on a failed save and are shaken for 1 round even on a successful save.

### CACOPHONOUS CALL<sup>APG</sup>

On a failed save, the target is both nauseated and sickened. If the target is a non-mythic creature, it is sickened for a number of rounds equal to one-half your mythic tier even on a successful save.

### CACOPHONOUS CALL, MASS<sup>APG</sup>

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

### CAGING BOMB ADMIXTURE<sup>UC</sup>

Your *caging bomb admixture* affects creatures that take splash damage from the bomb even on a missed attack, affecting any creature(s) that fit inside its splash radius. The cage of force created by the bomb is as strong as a *mythic wall of force*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

### CALCIFIC TOUCH<sup>APG</sup>

You deal 1d6 points of Dexterity damage with each successful touch, and creatures failing their saving throw are *slowed* (as the spell) and entangled for 1 round.

### CALL ANIMAL<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### CALL CANNIBALS

You may summon 1d4+1 fiendish *cannibals*, 1d3 fiendish mythic ghouls (or lacedons), or 1 fiendish mythic ghast, as described in the *Mythic Monster Manual*. If you do not have that product, you can apply the *savage mythic simple template*, as described in



Pathfinder Roleplaying Game Mythic Adventures, to standard fiendish ghouls or ghouls.

#### CALL CONSTRUCT<sup>UM</sup>

You can cast this spell on a construct without first casting *arcane mark*, and if you no longer control the construct you learn its precise location, as if you had cast *discern location*. The spell cannot be dispelled by any non-mythic means unless the dispelling creature's caster level equals or exceeds yours.

The cost of the material component for this spell is reduced by 100 gp times your mythic tier. In addition, you can call the bonded construct to you even while you or the construct is subject to a non-mythic effect that blocks teleportation or summoning, such as *antimagic field*, *dimensional anchor*, *dimensional lock*, or *forbiddance*, with a successful caster level check against a DC of 15 plus the caster level of the effect, and adding your mythic tier as a bonus to the check.

**Augmented:** If you expend two uses of your mythic power, you can cast this spell even if the material component is not in your possession (though it still shatters when you cast the spell).

#### CALL LIGHTNING STORM<sup>CR</sup>

Each lightning bolt's damage increases to 5d10 points of damage (10d8 points outdoors in stormy weather). Half of this damage is electricity and half is sonic damage. Those that fail their saves are stunned and blinded for 1 round and dazzled and deafened for 1 minute thereafter. Those that succeed at their saving throws are dazzled and deafened for a number of rounds equal to half your mythic tier.

#### CALL OF EARTH AND STONE<sup>DM</sup>

Add your mythic tier to your caster level for purposes of determining the chance that the creature knows the answers you seek.

#### CALL OF FIRE<sup>DM</sup>

The spell's duration is increased by a number of rounds equal to your mythic tier.

**Augmented (7th):** If you expend three uses of mythic power, the weapons affected gain the *flaming burst* property.

#### CALL OF THE DEAD<sup>DM</sup>

Creating burning or bloody skeletons at the time of casting only requires reducing the spell's duration to 30 min./level.



**Augmented (5th):** If you expend three uses of mythic power, you can create burning or bloody skeletons at the time of casting without reducing the spell's duration.

#### CALL OF THE GRAVE<sup>DM</sup>

The area of effect increases to a 40-ft. radius spread.

#### CALL VALKYRIE<sup>DM</sup>

The valkyrie summoned gains the advanced template, not including the increase to natural armor. If you attempt to force the valkyrie to perform a task, she receives a -2 penalty to all attempts to escape your *magic circle* trap and resist commands given using *planar binding*.

#### CALL VOIDLING<sup>DM</sup>

The spell's duration is increased by a number of rounds equal to your mythic tier.

#### CALL WEAPON<sup>SM</sup>

You can call a melee or ranged weapon from a willing



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

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

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



### CALL WOODLAND BEINGS

As *mythic lesser call woodland beings*, but you can call one or more non-mythic fey, plants, magical beasts, or animals with the *fey animal template*<sup>LLK</sup> whose Hit Dice total no more than 12 plus half your mythic tier, or one or more mythic creatures of these types whose Hit Dice total 12 or less.

### CALL WOODLAND BEINGS, GREATER

As *mythic lesser call woodland beings*, but you can call one or more non-mythic fey, plants, magical beasts, or animals with the *fey animal template*<sup>LLK</sup> whose Hit Dice total no more than 18 plus half your mythic tier, or one or more mythic creatures of these types whose Hit Dice total 18 or less.

### CALL WOODLAND BEINGS, LESSER

You can call one or two non-mythic fey, plants, magical beasts, or animals with the *fey animal template*<sup>LLK</sup> whose Hit Dice total no more than 6 plus half your mythic tier, and the payment required for such a creature is reduced by half. Alternatively, you can call a single mythic creature or two mythic creatures of the same kind whose Hit Dice total no more than 6. You cannot call creatures with class levels or templates; however, you may add the *fey-touched template* or the *agile or savage mythic simple template* to a creature you call, treating that creature as though it had 2 Hit Dice more than normal for the purpose of your Hit Die limit.

### CALLING CARD<sup>DM</sup>

Add your mythic tier to the ranged touch attack required to implant the object into the target.

### CALM ANIMALS<sup>CR</sup>

The number of Hit Dice of animals you can calm with this spell is increased by an amount equal to your mythic tier, and the animals you target need only be within range; they need not be within 30 feet of each other. If you have the wild empathy class feature, you can use that ability as part of the same standard action you use to cast this spell, with a bonus to the check equal to your mythic tier.

### CALM EMOTIONS<sup>CR</sup>





This spell lasts a number of rounds equal to half your mythic tier after you stop concentrating. The effect ends immediately if you attack.

**Augmented (3rd):** If you expend two uses of mythic power, this spell acts as an area dispel (as *dispel magic*) against all effects that cause confusion, fear, effects with the emotion descriptor, or grant morale bonuses. You can end the effect of a supernatural effect of these types with a caster level check (adding one-half your mythic tier) against a DC equal to 15 plus the creator's Hit Dice.

#### CALM THE WAVES<sup>DM</sup>

Add your mythic tier to your level for purposes of determining how long this spell lasts.

#### CAMPFIRE WALL<sup>APG</sup>

Creatures inside the *mythic campfire wall* when it is cast can freely pass in and out without ill effect. Other creatures passing through the barrier from outside take 2d6 points of damage and *catch on fire* (Reflex negates). Even if they do not catch on fire, the light surrounding them causes them to become dazzled as long as the light persists. The light lasts for a number of minutes equal to 1d6 plus your mythic tier. Undead

creatures take 2 points of Charisma damage from passing through the flames.

#### CANNIBAL COMPULSION<sup>DM</sup>

The target of the spell does not gain a Will saving throw each round to end the effect, and even if somehow the effect ends before the end of the spell's duration, the target becomes confused (as the condition) for the remainder of the spell's duration.

#### CANNIBAL COMPULSION

The target adds one-half your mythic tier (minimum 1) on combat maneuver checks to grapple and on damage rolls with its bite attack against creatures of its own type. It also adds one-half your mythic tier (minimum 1) to the save DC of the *ghoul fever* it inflicts with its bite. A non-mythic target is not allowed a new saving throw to break a mythic *cannibal compulsion* after killing a creature of its type.

#### CANNIBALIZE<sup>DM</sup>

Up to 6 HD of undead creatures can be affected by this spell.

#### CANOPIC CONVERSION<sup>FG</sup>



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

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

### CAPE OF WASPS<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### CARRION HAMMER<sup>SM</sup>

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

### CAST OUT<sup>APG</sup>

The target takes 4d6 points of nonlethal damage + 1 point per caster level (maximum +15). You add one-half your mythic tier (minimum +1) on caster level checks to dispel charm, compulsion, and possession effects, and you add your mythic tier to your caster level to determine how many such effects you can remove. If the target fails its save but you fail to dispel all of the charm, compulsion, and possession effects affecting it, the target becomes *shaken* for a number of rounds equal to your mythic tier. If you successfully remove all charm, compulsion, and possession effects, the target is dazed for 1 round before recovering its senses.

**Augmented (4th):** If you expend two uses of your mythic power, you add your mythic tier on caster level checks to dispel. In addition, if the creator of a charm, compulsion, or possession effect affecting the target is within 5 feet times your mythic tier when its effect is dispelled, that target takes nonlethal damage equal to your mythic tier and is shaken for a number of rounds equal to one-half your mythic tier. If you dispel multiple effects created by the same creature, this damage and the duration of the shaken condition stack.

### CASTIGATE<sup>APG</sup>

On a failed save, the target drops prone and then cowers. If the creature is already affected by a fear effect, it takes an additional -2 penalty on its save against this spell. This stacks with the penalty for creatures that worship your deity.

**Augmented (3rd):** If you expend two uses of your mythic power, you may ignore the language-dependant descriptor of the spell.

### CASTIGATE, MASS<sup>APG</sup>

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

**Augmented (3rd):** If you expend two uses of your mythic power, you may ignore the language-dependant descriptor of the spell.

### CAT'S GRACE<sup>CR</sup>

Your target gains a bonus to Dexterity checks equal to half your mythic tier, and once during the spell's duration as a free action you can ignore an effect that would cause you to fall prone.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Dexterity score rather than +4.



#### CAT'S GRACE, MASS<sup>CR</sup>

As *mythic cat's grace*, but affecting one creature per level; the targets need not be within 30 feet of each other.

#### CATAPULT<sup>DM</sup>

Add your mythic tier to the attack rolls you make to hurl objects.

#### CAUSE FEAR<sup>CR</sup>

Add your mythic tier to the Hit Die limit that this spell can affect; hence, if you are a 3rd-tier mythic character, you can affect creatures with 8 or fewer HD. For creatures of 5 or fewer Hit Dice, add a number of rounds to the spell's duration equal to half your mythic tier.

#### CAUSTIC BLOOD<sup>DM</sup>

The damage dealt on a successful hit increases to 1d8 hp plus your Constitution modifier (or double your Constitution modifier if you are suffering from a bleed condition).

#### CAUSTIC BLOOD<sup>SG</sup>

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

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

#### CAUSTIC ERUPTION<sup>UM</sup>

This spell deals 1d10 points of damage per caster level (maximum 20d10), and creatures failing their saving throw are sickened until the end of their next turn and take an additional 1d10 points of damage per two caster levels (maximum 10d10) one round later (Reflex negates). Creatures that fail this second saving throw continue to be sickened and continue taking this damage each subsequent round that they fail their save, up to a maximum number of rounds equal to one-half your mythic tier (minimum 1).

**Augmented (6th):** If you expend two uses of your mythic power, the area increases to a 50-foot-radius



spread, and any acid damage dealt by this spell bypasses acid resistance and acid immunity.

#### CELESTIAL FANFARE<sup>DM</sup>

The damage dealt to evil creatures within the area of effect increases to 1d8 hp/caster level (maximum 15d8), and they are blinded and deafened for 2d6 rounds. A successful Fortitude save still halves the damage, and it reduces the blindness and deafness to 1d6 rounds. Additionally, neutral creatures who do not make their Fortitude save are blinded and deafened for 1d6 rounds.

#### CERTAIN GRIP<sup>UC</sup>

You add your tier to the competence bonus granted by this spell. Bull rush maneuvers against the target creature may move it no more than 5 feet.

**Augmented (5th):** If you expend three uses of mythic power, the subject may sacrifice a move action next round to add its mythic tier to any failed roll affected by this spell or to add its mythic tier to its CMD if an opponent would otherwise succeed in a combat maneuver against it.

#### CHAIN OF BONES<sup>DM</sup>

Add your mythic tier to your caster level for purposes of determining the bone chains' CMB.

#### CHAIN OF PERDITION<sup>UC</sup>

You add your tier as a deflection bonus to the chain's Armor Class, to its combat maneuver bonus and



combat maneuver defense, and to the DC for caster level checks to dispel it.

**Augmented:** If you expend two uses of mythic power, the chain gains the benefits of cleave. 4th: If you expend three uses of mythic power, you may move the chain as a swift action.

### CHAINS OF FIRE<sup>ARG</sup>

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.

### CHALLENGE EVIL<sup>APG</sup>

You gain a bonus equal to one-half your mythic tier (minimum +1) on melee attack and damage rolls against the subject of the spell. In addition, at the end of any round in which the target has not attacked you, it takes force damage equal to your mythic tier and becomes sickened for the remainder of the spell. If you move away from the target the spell does not end, but all effects of the spell are negated until you make a melee attack against the target. Each round you spend away from the target causes one minute of the spell's duration to elapse.

### CHAMELEON STRIDE<sup>APG</sup>

You can use this as a touch spell rather than a personal spell. If you cast the spell on yourself, add your mythic tier to the bonus you gain to Stealth checks, and you have total concealment from creatures more than 30 feet away (attacks have a 50% miss chance).

### CHANNEL SCROLL<sup>DM</sup>

If the scroll's spell is on your spell list and you activate its magic without expending the scroll, add your mythic tier to its DC, regardless of whether you expend one or two prepared spells or spell slots. If the scroll's spell is not on your spell list, add twice your mythic tier to the Spellcraft check required to channel the scroll.

### CHANNEL THE GIFT<sup>ISG</sup>

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

### CHANNEL VIGOR<sup>ISG</sup>

You can cast this spell with a range of touch. If you cast the spell on yourself, the effect of *mythic channel vigor* depends on which portions of your self on which you choose to focus:

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

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

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

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

### CHAOTIC SPELL LASH<sup>DM</sup>

When you roll a d10 to determine the condition afflicted, you may add or subtract one as desired.

**Augmented (7th):** If you expend two uses of mythic power, roll a d10 twice and apply both conditions. You may not add or subtract one to either of these rolls, however.

### CHAOTIC VITALITY<sup>DM</sup>

There is a 50% chance that you do not apply the effect to yourself.

**Augmented (5th):** If you expend two uses of mythic power, there is a 75% chance that you do not apply the effect to yourself.

### CHAOTIC VITALITY, MASS<sup>DM</sup>

Add half your mythic tier (minimum 1) to the number of creatures affected by this spell.

**Augmented (5th):** If you expend two uses of mythic power, there is a 50% chance that you do not apply the effect to yourself.

### CHARM ANIMAL<sup>CR</sup>

As *mythic charm person*, except that it affects creatures of the animal type.

**Augmented:** If you expend two uses of mythic power, the duration is increased to 1 day/level.



#### CHARM MONSTER<sup>CR</sup>

As *mythic charm person*, except that the effect is not restricted by creature type or size.

#### CHARM MONSTER, MASS<sup>CR</sup>

As *mythic charm monster*, except that you add twice your mythic tier to the number Hit Dice of creatures you may charm.

#### CHARM OF SECRETS<sup>DM</sup>

You may name an additional secret for every two mythic tiers you possess.

#### CHARM PERSON<sup>CR</sup>

You add your mythic tier to Charisma checks to convince the target to act as you command, and the target can understand your commands or suggestions as if you shared a language, though you are not otherwise able to communicate. Add your mythic tier to the Sense Motive DC to discern that a creature is charmed.

**Augmented:** If you expend two uses of mythic power, the duration is increased to 1 day/level.

#### CHASTISE<sup>FG</sup>

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

#### CHERUB'S BURNING BLADE<sup>DM</sup>

Add your mythic tier to your caster level and base attack bonus when making attack rolls with the burning blade.

#### CHILL HEART<sup>DM</sup>

The spell's duration is increased by a number of minutes equal to your mythic tier.

#### CHILL TOUCH<sup>CR</sup>

The damage dealt increases to 2d4 points of damage and 1d2 points of Strength damage on a failed save. Instead of making one attack per level, you can discharge the spell's effect as a single attack that deals 1d4 points of damage per level (max 10d4) and 1d4 points of Strength damage on a failed save. Undead creatures touched become panicked for 1 minute per caster level.

#### CHORD OF SHARDS<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### CHRONAL LANCE<sup>DM</sup>

You create an additional lance for every two mythic tiers you possess (minimum 1 additional lance).

#### CHRONO LOCATION<sup>DM</sup>

The target may move forward or backward an additional number of minutes equal to your mythic tier.

#### CIRCLE OF CLARITY<sup>UM</sup>

All non-mythic figments and glamers are suppressed within the *mythic circle of clarity*, and you add a bonus equal to one-half your mythic tier to the saving throw bonus granted by the spell to disbelieve mythic illusions. You also add your mythic tier on the Perception checks to notice creatures or objects in the area.

#### CIRCLE OF WIND<sup>DM</sup>

The winds that surround you are stronger, granting you a +3 deflection bonus to AC and a +5 bonus on saves against very hot conditions.

#### CLAIRAUDIENCE/CLAIRVOYANCE<sup>CR</sup>

When you scry into a naturally darkened area, increase the distance you can see by 5 feet times your mythic tier. You may also see half this distance within magical darkness, as long as the darkness was created by a spell of 3rd level or lower. You can scry into an area that is warded against scrying by a non-mythic effect by succeeding on a caster level check with a bonus equal to your mythic tier against a DC of 11 plus the caster level of the ward against scrying.

#### CLASHING ROCKS<sup>APG</sup>

You can target a number of creatures equal to one-half your mythic tier (minimum 1) with the *clashing rocks*, making a ranged touch attack against each. You must designate one of these as the primary target, and the two Colossal rocks appear within 30 feet on either side of that target. Other creatures you wish to target with the *clashing rocks* must be within the 30-foot-wide line in between the *clashing rocks*. If the *clashing rocks* must break through a solid barrier, add twice your mythic tier on the Strength check to do so.





### CLAWS OF THE EARTH DRAGON<sup>DM</sup>

The damage dealt to creatures knocked to the ground increases to 1d8 hp/2 caster levels (maximum 10d8).

### CLEANSE<sup>APG</sup>

You can use this as a touch spell rather than a personal spell. If you cast the spell on yourself, you can cast this spell as a move action and cure 8d8 points of damage + 2 points per caster level (maximum +40) and you also remove the following conditions: bleeding, nauseated, slowed, or staggered.

### CLEANSING RAY<sup>DM</sup>

The damage dealt to oozes or plants increases to 1d8 hp. Or, the spell can destroy a 10-ft. square patch of non-creature fungus, mold, or slime, and it disinfects unattended, non-magical objects in that area.

### CLENCHED FIST<sup>CR</sup>

Add your mythic tier on attack and damage rolls with a *mythic clenched fist*, and each attack functions as an *Awesome Blow*. Add your mythic tier as a deflection bonus to the hand's Armor Class, to its combat maneuver bonus and combat maneuver defense, and to the DC for caster level checks to dispel it. A *mythic*

*clenched fist* takes damage from a *disintegrate* spell but is not automatically destroyed by it.

**Augmented:** If you expend two uses of mythic power, the *mythic clenched fist* you create is Huge, increasing its Strength score to 37 and reducing its Dexterity score to 8. Its attack bonus is equal to your caster level plus your mythic tier plus your Wisdom bonus + 13 for its Strength bonus, -2 for its size, dealing 2d6+13 points of damage plus your mythic tier with each attack. Its AC is 18 (-1 Dex, +11 natural, -2 size), plus a deflection bonus equal to your mythic tier. Its CMB is equal to your caster level plus your mythic tier +15 (+13 Strength, +2 size) and its CMD is equal to your caster level plus your mythic tier +24 (-1 Dex, +2 size, +13 Strength).

**Augmented (3rd):** If you expend two uses of mythic power (three uses if the *mythic clenched fist* is also made Huge as described above), the *mythic clenched fist* gains the following bonus feats, based on your mythic tier: 3rd-Improved Critical; 5th-Critical Focus; 7th-Staggering Critical; 9th-Stunning Critical.

### CLOAK OF CHAOS<sup>CR</sup>

Warded creatures gain a +6 deflection bonus to Armor Class and a +6 resistance bonus on saving throws and spell resistance of 25 plus your mythic tier against lawful spells and spells cast by lawful creatures. A lawful creature attempting to possess or exercise mental control over a protected creature takes 1d6 points of damage per 2 caster levels (maximum 10d6) from mental feedback (Will negates). Finally, a lawful creature that succeeds on a melee attack against a warded creature is affected as *mythic confusion* for 1 round (Will negates), as described in *Pathfinder Roleplaying Game Mythic Adventures*.

### CLOAK OF DREAMS<sup>APG</sup>

Non-mythic creatures beginning their turn within you *cloak of dreams* are filled with a drowsy torpor as long as they remain within the *cloak of dreams* and for a number of rounds thereafter equal to one-half your mythic tier (minimum 1 round). This drowsiness causes them to take a -2 penalty on saving throws against sleep effects (including this spell) and a -5 penalty on Perception checks.

**Augmented (4th):** If you expend two uses of your mythic power, you can use this spell as a melee touch attack. On a successful hit, the target becomes drowsy (as described above) for a number of rounds equal to your caster level (plus your mythic tier if the target is a non-mythic creature). In addition, if the target fails a Will save it is wrapped in your *cloak of dreams* without realizing it, causing creatures within 5 feet of



that creature to fall asleep (though you are immune to the spell's effects). When you do this, you can choose to implant a *suggestion* (as the spell) for it to go and bid all of its allies good night, moving adjacent to them and affecting them with your *cloak of dreams*, or you may instead afflict the target with *confusion*. The *suggestion* or *confusion* effect ends when the *cloak of dreams* does.

#### CLOAK OF SHADE<sup>APG</sup>

The targets treat the effects of hot environmental conditions as if they were two steps cooler, as described in *Heat Dangers* in Chapter 14 of the *Pathfinder Roleplaying Game Core Rulebook*. This spell protects targets with the *light sensitivity* special quality from exposure to bright light. Targets with the *light blindness* special quality are instead treated as though they had light sensitivity.

#### CLOAK OF WINDS<sup>APG</sup>

You can cast this spell on a non-living creature or object. Add one-half your mythic tier to the attack roll penalty taken by creatures making ranged attacks against the target. Small or smaller creatures must succeed on a Fortitude save when attempting to touch or attack the target in melee to avoid being pushed away from the caster, and Tiny or smaller creatures take a penalty on this save equal to one-half your mythic tier.

#### CLOCKWORK TIMER<sup>DM</sup>

Add your mythic tier to your caster level for purposes of determining how many minutes you can delay a spell.

#### CLONE<sup>CR</sup>

If you utilize a cubic inch of flesh from a dead doppelganger, you can make a blank clone that can support any small or medium humanoid creature. You choose which free soul you invite to inhabit the clone, but the soul must choose to inhabit it. At that point the blank clone takes on the features of the soul's original body in every way except that the creature has the shapechanger subtype in addition to the creature's original subtypes.

**Augmented (2nd):** If you expend two uses of mythic power, reduce the growing time of the clone by a number of months equal to half your mythic tier. If this reduces the number of months to 0, the clone grows in 24 hours.

#### CLOUD SHAPE<sup>ARG</sup>

The damage reduction changes to DR 10/epic and magic, and the fly speed increases to 60 feet. The target can expand itself as a free action, filling an area equal to double its normal space and height (a 60-foot cube, a 90-foot square area 20 feet high, or a 180-foot square area 10 feet high) 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 *cloud shape* as a move action.

#### COIN SWARM<sup>DM</sup>

The damage the swarm deals increases to 1d8 hp/4 caster levels.

#### COLD ICE STRIKE<sup>UM</sup>

This spell deals 1d10 points of damage per caster level (maximum 15d10), and half of this damage is cold damage, while the other half is piercing and slashing damage. Creatures that fail their Reflex save also take bleed damage equal to your mythic tier from the razor-sharp slivers of ice.

#### COMMAND, GREATER<sup>CR</sup>

Creatures that succeed on their saving throw against this spell, whether when initially cast or in a subsequent round, become staggered and remain staggered until they successfully save a second time in a subsequent round.

#### COMMAND PLANTS<sup>CR</sup>

You add your mythic tier to Charisma checks to convince the target to act as you command, and you increase the total Hit Dice of plant creatures you can control by an amount equal to twice your mythic tier.

#### COMMAND UNDEAD<sup>CR</sup>

The duration increases to one week per level. A non-mythic undead creature automatically obeys your orders as long as they are not suicidal or obviously harmful (though they may be dangerous, such as ordering the undead into combat). If your mythic rank is higher than an undead creature's mythic tier (or mythic rank), add the difference between your mythic rank and their mythic tier (or rank) to Charisma checks made to convince the undead to act as you command.

**Augmented (3rd):** If you expend two uses of mythic power, you can issue commands telepathically to the undead creature as long as you are within one mile.



This communication is one-way; you cannot receive messages from the undead.

### COMMUNE<sup>CR</sup>

You may ask an additional number of yes/no questions equal to your mythic tier. Alternatively, you can ask a single question and receive an answer with a total number of words equal to your caster level plus twice your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, you can cast this spell without a material component.

If you are at least 6th mythic tier and expend three uses of mythic power, you can cast this spell as a full-round action.

### COMMUNE WITH BIRDS<sup>ARG</sup>

Your question can be answered by birds within 1 mile per mythic tier, and you may ask one additional question per two mythic tiers (minimum 1). Each question requires 1 minute to receive an answer, but all questions must be asked within 10 minutes of casting the spell. Unused questions are lost.

### COMMUNE WITH NATURE<sup>CR</sup>

You gain a number of pieces of information equal to 3 plus your mythic tier, and the spell's detection operates at a range of 1 mile (or 100 feet underground) times your caster level plus your mythic tier. You may select one location or creature whose presence or location is revealed by this spell to observe more closely. This functions as *clairaudience/clairvoyance* (for a location) or *scrying* (for a creature) and lasts as long as you continue concentrating after casting *mythic commune with nature*, up to a maximum number of rounds equal to your mythic tier.

**Augmented:** If you expend two uses of your mythic power, you can observe multiple creatures or locations revealed by *mythic commune with nature*, switching between creatures or locations each round as a swift action. You can switch your observation back to a creature or location you have previously observed, though this does not allow you to observe a creature that has already succeeded at its saving throw against your scrying.

### COMPASSIONATE ALLY<sup>UM</sup>

When the target helps its injured ally, it is compelled to continue healing that creature's wounds as long as it has healing resources available (including magic items) or until the creature is restored to full health. After fully healing a creature, if there is another

injured ally within sight the target is compelled to move to assist that ally to the exclusion of other activities. The target can defend itself, but it cannot attack or take actions other than tending to injured allies. If no allies are injured, the target may act normally. A target with no healing resources other than the Heal skill must make a DC 15 Heal check on an injured ally each round until it succeeds. If its ally is still injured, the target will stay adjacent to the ally and use the aid another action to boost the target's AC until its wounds are fully healed or the spell ends.

### COMPEL HOSTILITY<sup>UC</sup>

The spell affects creatures within 5 feet of your threatened area, in which case your immediate action includes a free 5-foot step to enter the creature's threatened area.

### COMPELLING FATE<sup>DM</sup>

The target creature receives a penalty to its Will save equal to your mythic tier.

### COMPELLING QUESTION<sup>DM</sup>

The target creature receives a penalty to its Will save equal to twice your mythic tier.

### COMPREHEND LANGUAGES<sup>CR</sup>

You gain a bonus to Linguistics checks equal to one-half your mythic tier and can read non-magical writings at a rate of one page per round rather than per minute. In addition, you can expend a portion of the spell's remaining duration to speak or write a message in a language you do not know. Each word the message contains reduces the remaining duration of the spell by 1 minute.

### CONFESS<sup>APG</sup>

This spell deals nonlethal damage equal to one-half the amount of lethal damage it deals. Until all of the target's nonlethal damage is healed, the target is fatigued.

**Augmented (4th):** If you expend two uses of your mythic power, the duration of this spell is changed to concentration, with a maximum duration of 1 round per 2 mythic tiers. You must ask a different question each round, and the damage dealt by this spell (and the duration of the sickened effect on a failed save) is halved for any question after the first.

### CONFOUND LANGUAGES<sup>DM</sup>

The target creature receives a penalty to its Will save equal to your mythic tier.



#### CONFOUND SENSES<sup>DM</sup>

The targets also receive a –2 penalty to all attack rolls.

#### CONFUSION, LESSER<sup>CR</sup>

You affect a single living creature as *mythic confusion*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented:** If you expend two uses of mythic power, the duration is increased by one round per two mythic tiers.

#### CONJURE BLACK PUDDING<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### CONJURE ENERGY ARROWS<sup>DM</sup>

The energy arrows deal an additional amount of damage of the chosen energy type equal to your mythic tier.

#### CONJURE GIANT EAGLE<sup>DM</sup>

The giant eagle gains the advanced template, except it does not gain additional natural armor.

#### CONSTRUCT BODY<sup>DM</sup>

You can spend additional uses of mythic power to gain additional augmentations, but you cannot spend more mythic power uses than a number equal to half your mythic tier.

#### CONSUME LIGHT<sup>DM</sup>

You may consume much larger light sources, including fires and other sources as big as 10 square feet. Each light source bigger than a campfire that you consume grants you 1d8 temporary hp.

#### CONTACT OTHER PLANE<sup>CR</sup>

You may ask one extra question per mythic tier and subtract your mythic tier from your percentile roll to determine the truthfulness of the answer. If you choose to ask only one question, you do not have to make a save and “Lie” and “Random Answer” results count as “Don’t Know”. Add your mythic tier to your Intelligence check to avoid Int/Cha decrease.

#### CONTAGION, GREATER<sup>UM</sup>

This spell functions as *mythic contagion*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, but the disease cannot be cured without the use of magic. The DC to remove the disease with magic is equal to the save DC + 5 + your mythic tier. Spells such



as *heal* that automatically cure disease remove the *mythic greater contagion* only if the caster succeeds at a caster level check as if using *remove disease*. *Mythic heal* automatically removes this disease.

#### CONTAGION OF RUST<sup>DM</sup>

Against ferrous creatures, this spell deals 6d8+1 hp/caster level. A Reflex save only negates 25 percent of this damage.

#### CONTAGIOUS FLAME<sup>APG</sup>

You can target any creatures within range; they need not be within 30 feet of one another. Any creature struck by a ray of fire catches on fire, and any creature (other than you) adjacent to the target of a ray must succeed at a Reflex save or catch on fire as well.

**Augmented (4th):** If you expend two uses of your mythic power, creatures that catch on fire from the *contagious flame* take 2d6 points of fire damage per round, and the fire damage dealt by this spell (including damage caused by catching on fire) bypasses fire resistance or fire immunity.



### CONTINUAL FLAME<sup>CR</sup>

The radius of normal light provided by this spell increases by 5 feet per two mythic tiers, while the radius of increased light increases by 5 feet per mythic tier. In addition, the *continual flame* gives off a comforting warmth to creatures within the radius of its normal light, granting a +2 circumstance bonus to Constitution checks, Fortitude saves, and Survival checks made to withstand the effects of a cold climate.

### CONTROL CONSTRUCT<sup>UM</sup>

You add your mythic tier on Spellcraft checks to gain or maintain control of the target construct. If successful, you can give a non-mythic construct a simple command, which it will follow for a number of rounds equal to your mythic tier after you stop concentrating. If the target is a mythic construct, add its mythic rank to the DC of this check, and you must check each round to maintain control. If the

construct's creator or master is a mythic creature and is present and trying to control the construct, she adds her mythic rank or tier to her Spellcraft check to oppose your attempts to control the construct.

**Augmented:** If you expend two uses of mythic power, you can implant a *suggestion* (as the spell, but affecting only the target construct) in the construct that it will continue to obey even after you cease concentrating. If the construct's creator is present, it can attempt a Spellcraft check with a DC equal to 10 + your ranks in Spellcraft + your mythic tier + your ability modifier in your primary spellcasting ability score. The construct's creator can attempt this check each round to end the *suggestion* effect and wrest back control of the construct.

**Augmented (6th):** If you expend a number of uses of mythic power equal to one-half the target construct's CR, the duration of this spell changes to permanent and you no longer need to make Spellcraft rolls to control the construct, as it regards you as its creator.

### CONTROL PLANTS<sup>CR</sup>

Add twice your mythic tier to the total Hit Dice of plant creatures you can control, and the creatures need only be within range to be affected; they need not be within 30 feet of each other. In addition, while following your commands the controlled plants gain a morale bonus equal to one-half your tier on attack rolls, damage rolls, saving throws, skill checks, and ability checks.

### CONTROL SUMMONED CREATURE<sup>UM</sup>

If you succeed on a Spellcraft check to identify a summoning spell as it is being cast, you can cast this spell as an immediate action. You gain a bonus equal to your mythic tier on this check. The original caster of the spell designates the location where the summoned creature will appear, but if the target fails its save you control its actions once it arrives.

### CONTROL UNDEAD<sup>CR</sup>

Add twice your mythic tier to the Hit Dice of undead you may control. You may target any undead within range; they need not be within 30 feet of each other. Change the save to Will partial. Undead that successfully save become shaken for a number of rounds equal





to your mythic tier, even if normally immune to fear. Undead failing their saves against *mythic control undead* are controlled, and upon the ending of the spell they become panicked for a number of rounds equal to your mythic tier. While panicked, they can attempt a new saving throw each round at the end of their turn to end the panicked effect.

#### CONTROL WATER<sup>CR</sup>

The affected area increases to 20 ft./level by 20 ft./level, with a depth of 5 ft./level, and you can choose to make the waters within churning and rough (penalizing Swim checks by an amount equal to your mythic tier) or placid and smooth (granting a bonus to Swim checks equal to your mythic tier). If you cast this spell on water elementals and other creatures with the water subtype, you duplicate the effect of a *mythic slow* spell, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented (3rd):** If you expend two uses of mythic power, the affected area increases to 100 ft./level by 100 ft./level, with a depth of 10 ft./level; alternatively, you can affect a smaller area 10 ft./level by 10 ft./level, but with a depth of 100 ft./level.

**Augmented (6th):** If you expend three uses of mythic power, the affected area increases to 1 mile/level by 1 mile/level, with a depth of 100 ft./level; alternatively, you can affect a smaller area 100 ft./level by 100 ft./level, but with a depth of 1000 ft./level.

#### CONTROL WINDS<sup>CR</sup>

The DC for Strength checks and Fly checks to avoid being checked or blown away is increased by your mythic tier. The attack roll penalties for ranged attacks are increased by an amount equal to half your tier.

**Augment (3rd):** If you expend two uses of mythic power, any non-mythic spell or spell-like ability with the air descriptor, except for calling or summoning spells, fails within the area of effect unless its caster succeeds at a caster level check with a DC equal to 11 plus your caster level. If the caster is not a mythic creature, add your mythic tier to the DC.

#### CONVERSE WITH DRAKE<sup>DM</sup>

An unwilling dragon receives a penalty to its Will save equal to your mythic tier. Further, if you must make a Diplomacy check to alter the attitude of a dragon affected by this spell, you gain a bonus to the check equal to twice your mythic tier.

#### COORDINATED EFFORT<sup>APG</sup>

You add your mythic tier to your caster level to determine how many allies can share your teamwork feat, and you can designate one target of the spell to be treated as if they actually had the teamwork feat. Allies can gain the benefits of the shared teamwork feat when coordinating their effort with that creature as well as with you.

**Augmented (4th):** If you expend two uses of your mythic power, you can share two teamwork feats that you possess with the targets of the spell. Alternatively, you can share one teamwork feat with all targets of the spell as if they actually had the teamwork feat; they do not need to cooperate with you or your chosen designee to gain those benefits.

#### CORPSE REBELLION<sup>DM</sup>

The spell's duration is increased by a number of rounds equal to your mythic tier.

#### CORPSEWALL<sup>DM</sup>

The wall created is made up of even more dead, bloated flesh. It is 8 ft. high, and when an animated *mythic corpsewall* attacks, add your mythic tier to its attack rolls.

**Augmented (6th):** If you expend two uses of mythic power, on a successful hit, add twice your mythic tier to the normal amount of damage a *mythic corpsewall* deals.

#### CORROSIVE CONSUMPTION<sup>UM</sup>

You can affect objects as well as creatures, and the damage from this spell is not halved against metal objects. If the object is currently worn or wielded by a creature, you can affect the object by making a successful disarm, steal, or sunder combat maneuver, with a bonus on your combat maneuver check equal to your mythic tier.

Against both objects and creatures, this spell deals 1 point of damage per caster level (maximum 15) plus damage equal to your mythic tier on the first round. On the second round it deals 1d6 points of damage per caster level (maximum 15d6), and on the third and final round it deals 1d8 points of damage per caster level (maximum 15d8). A creature becomes sickened as long as the acid clings to it, and for a number of rounds thereafter equal to one-half your mythic tier.

The acid cannot be rinsed off with water save by total immersion or being targeted with a water effect that affects an area at least as large as the target, such as *aqueous orb* or *hydraulic torrent*. A creature attempting to scrape off the acid must succeed on a Reflex save (DC 15 + your mythic tier + your Intelligence modifier).



**Augmented (5th):** If you expend two uses of mythic power, this spell affects both a creature and one object it carries. If you succeed on a touch attack against the creature, roll randomly to determine which of its items is affected, using the *Items Affected by Magical Attacks* table in the Chapter 9 of the *Pathfinder Roleplaying Game Core Rulebook*. If you instead make a successful disarm, steal, or sunder combat maneuver against the target, you may choose which item is affected along with the creature. Total immersion in water can rinse off the creature and the item simultaneously, but scraping the acid off must be done separately for the item and the creature.

### CORROSIVE TOUCH<sup>UM</sup>

This spell's damage increases to 1d6 points of acid damage per caster level (maximum 5d6). If the target is wearing metal armor or wielding a metal weapon or shield, you may attempt a free sunder combat maneuver against the target; if the maneuver is successful, the item takes the same amount of acid damage as the target. The damage dealt by this spell is not halved against metal objects.

**Augmented:** If you expend two uses of mythic power and the free sunder combat maneuver is successful, the acid ignores the hardness of the item (unless it is a legendary item or artifact) and bypasses any acid resistance or immunity possessed by the target creature. If the acid damage you deal exceeds the item's hit points, any leftover damage is dealt to the target creature.

### CORRUPTION RESISTANCE<sup>APG</sup>

The target gains a +4 bonus on saves against effects that deal damage of the selected alignment type. Once each round as a free action, the target can choose one adjacent ally to gain energy resistance 5 against the chosen alignment type for 1 round. This increases to energy resistance 10 at caster level 7 and energy resistance 15 at caster level 11.

### CORVID'S CUNNING<sup>DM</sup>

When you roll a second time on a single Intelligence-based skill or ability check, add your mythic tier to the result.

### CORVID'S CUNNING, MASS<sup>DM</sup>

Like *mythic corvid's cunning*, but add half your mythic tier (minimum 1) to the result of the second roll when an affected creature makes a single Intelligence-based skill or ability check.

**Augmented (3rd):** If you expend two uses of mythic power, add your mythic tier to the result of the

second roll when an affected creature makes a single Intelligence-based skill or ability check.

### COSMIC COMMUNION<sup>GCC</sup>

You may ask one extra question per mythic tier and subtract your mythic tier from your percentile roll to determine the truthfulness of the answer. If you choose to ask only one question, you do not have to make a save and "Lie" and "Random Answer" results count as "Don't Know". Add your mythic tier to your Intelligence check to avoid Intelligence and Charisma decrease and Wisdom damage. If you attract the attention of a cosmic entity and it sends mythos creatures to attack, you gain an insight bonus on your attack rolls, saving throws, caster level checks, and initiative against such creatures equal to one-half your mythic tier.

### COSMIC RAY<sup>PSTAR</sup>

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

### COSMIC REALIGNMENT<sup>DM</sup>

The bonus or penalty to attack rolls and saving throws increases to +3 or -3. Further, targets that are confused by this spell deal an additional amount of damage to themselves when they must strike themselves due to the condition. That damage is equal to 1d6 hp + 1/2 your mythic tier (minimum 1).

### COSTLY VICTORY<sup>DM</sup>

The amount of damage dealt to opponents increases to 1d10/caster level (maximum 20d10), or the amount of damage dealt by an ally's nimbus increases to 2d8 hp.

### COUNTLESS EYES<sup>UM</sup>

The target gains a bonus equal to one-half your mythic tier (minimum +1) on saving throws made to disbelieve visual illusions. In addition, the target can expend one hour of the spell's duration to negate the dazzled condition or all of the spell's remaining duration to negate the blinded condition. If the target would be affected by a pattern, it can ignore that pattern by expending a number of hours of the spell's duration equal to the level of the pattern.

### COVETOUS AURA<sup>SWG</sup>

The duration of the covetous aura increases to 1 minute per level or until discharged. You may gain the benefits of spells of 5th level or lower cast within



the aura's area of effect. You can gain the effects of two separate spells, after which the *mythic covetous aura* ends.

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

#### COWARD'S LAMENT<sup>APG</sup>

The target must succeed on a Will save at the end of a turn in which it attacks you in melee to reset its penalties to zero, rather than this reset occurring automatically. In addition, whenever one of your *judgments* directly affects the target of this spell (or protects you from an ability or attack used by the target), you add the creature's penalty from this spell at the beginning of its turn to your inquisitor level to determine the effect of your judgment. If you are at least a 7th-level inquisitor and use your *bane* ability against the target, any attacks you make while it is suffering penalties from this spell are treated as if you had the *greater bane* ability.

#### CRAFTER'S CURSE<sup>APG</sup>

Add your mythic tier to the penalty on the target's Craft skills.

#### CRAFTER'S FORTUNE<sup>APG</sup>

On the target's next Craft check, it may roll twice and select the better result. If the target has Skill Focus in that Craft skill, she can treat the result of her next Craft skill check as a natural 20.

#### CRAWLING CORRUPTION<sup>DM</sup>

The area of corruption becomes thicker, more viscous, and more horrible. Creatures in the area of effect receive a -2 penalty to their Reflex and Fortitude saves. In addition, any creature that fails either its Reflex or Fortitude save is sickened for as long as they are entangled or for as long as they take Fortitude or Strength damage, plus an additional number of rounds equal to half your mythic tier (minimum 1).

#### CREATE DARK CREEPER<sup>DM</sup>

The dark creepers created using this spell gain the advanced template.

#### CREATE DEMIPLANE (ALL)<sup>UM</sup>

You may choose to increase the duration of your demiplane to one week per level, or you may increase its size to a number of 20-foot cubes (rather than 10-foot cubes) as appropriate to the spell you cast. Only a creatures whose mythic rank or tier exceeds yours can dispel your demiplane.

#### CREATE FOOD AND WATER<sup>CR</sup>

The food created by this spell is highly nourishing and refreshing. Eating and drinking this food for 10 minutes removes the fatigued condition and reduces exhaustion to fatigue (though continuing to eat cannot further reduce this fatigue). In addition, rather than bland fare you can create a sumptuous feast of full-flavored food and well-crafted dishes. You can only create food that you yourself have consumed, and you cannot create foods that are dangerous or harmful. The GM may require Profession (cook) and Spellcraft checks to create rare or highly specific foods, from DC 10 for simple yet delicious fare to DC 20 for delicacies or DC 30 for extremely rare foodstuffs.

#### CREATE PIT<sup>APG</sup>

Add your mythic tier to the Climb DC for creatures attempting to climb out of the pit.

**Augmented (3rd):** If you expend two uses of your mythic power, you can increase the depth of the pit by 50% or you can increase its size to 15 by 15 feet.

**Augmented (6th):** If you expend three uses of your mythic power, you can increase the depth of the pit by 100% or you can increase its size to 20 by 20 feet.

#### CREATE TREASURE MAP<sup>APG</sup>

Add your mythic tier to your caster level to determine the number of sources of treasure you can locate with this spell. In addition, you can use any part of the target creature's corpse as long as you have a blank scroll or blank page in a book upon which to create the map. If the creature is aware of monsters, traps, or other obvious safeguards on the treasure sources, this spell will reveal the general nature of that safeguard to the best of the creature's understanding. This is subject to the GM's discretion but may reveal the creature's size and/or type, and whether a known trap is mundane or magical.

#### CREATE TUPILAQ<sup>DM</sup>

The cost of the materials required to create the tupilaq is reduced to 15,000 gp.

**Augmented (2nd):** If you expend two uses of mythic power, the cost is reduced to 10,000 gp.



### CREATE UNDEAD<sup>CR</sup>

You can use this spell to create any corporeal, non-extraplanar undead creature whose CR does not exceed your caster level -10.

**Augmented:** If you expend two uses of mythic power, you can apply the *advanced* or *giant* simple template to the created undead. This doubles the material component cost of the spell.

**Augmented (3rd):** If you expend one use of mythic power times the undead creature's adjusted CR (including the adjustment for any templates), you can apply the *agile, invincible, or savage mythic simple creature template*, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*, to the newly created undead creature. This triples the material component cost of the spell.

### CREATE GREATER UNDEAD<sup>CR</sup>

You can use this spell to create any incorporeal or extraplanar undead creature whose CR does not exceed your caster level -9.

**Augmented:** If you expend two uses of mythic power, you can apply the *advanced* or *giant* simple template to the created undead. This doubles the material component cost of the spell.

**Augmented (3rd):** If you expend one use of mythic power times the undead creature's adjusted CR (including the adjustment for any templates), you can apply the *agile, invincible, or savage mythic simple creature template*, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*, to the newly created undead creature. This triples the material component cost of the spell.

### CREATE WATER<sup>CR</sup>

You create one cubic foot (8 gallons) of water per level. If you create this water as a downpour on top of a creature with the fire subtype, it takes damage equal to your mythic tier (Reflex negates). You can use the water to try to extinguish a Medium or smaller nonmagical fire, with a 50% chance of success, increased by 5% times your caster level.

### CREATE WORMHOLE<sup>DM</sup>

The spell's duration is increased by a number of rounds equal to your mythic tier.

**Augmented (7th):** If you expend two uses of mythic power, this spell's range increases to long (400 + 40 ft./caster level).

### CREeping DOOM<sup>CR</sup>

The centipede swarms you summon deal 4d10 points of damage with their swarm attack. Prone creatures take double damage from the swarm and take a penalty equal to half your mythic tier against the swarm's distraction and poison attacks. The swarms gain the savage *mythic simple template*, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*. You can command the swarms as a move action instead of a standard action. Any area containing a swarm is considered difficult terrain.

**Augmented:** If you expend two uses of your mythic power, creatures taking damage from a *mythic creeping doom* become entangled for as long as they remain within the swarm and for a number of rounds equal to half your mythic tier thereafter, taking 2d10 points of damage and 1 point of additional bleed damage from clinging centipedes each round they remain entangled. The clinging centipedes can be removed as a full-round action with a Reflex save against the spell's save DC.

### CROWN OF EMPYREAL GLORY<sup>DM</sup>

The crown sheds light equal to sunlight in a 40-ft. radius, bright light in the next 80 ft., and dim light for another 110 ft. If you channel positive energy while the spell is in effect, the additional amount to healing or damage increases to 2d8.

### CRUMBLEWALL<sup>DM</sup>

The fissure this spell creates increases to 10 ft. wide and 40 ft. deep. Thus, creatures that fall into the fissure take 4d6 hp damage. Additionally, add 10 hp damage to the amount the target structure takes. This damage is also magically bound to affect structures and therefore is not halved as with object damage and bypasses any of the structure's hardness.

### CRUOR OF VISIONS<sup>DM</sup>

The pool of blood acts as a crystal ball with *detect thoughts* and *true seeing*.

### CRUSADER'S EDGE<sup>ISM</sup>

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

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





#### CRUSHING DEPTHS<sup>DM</sup>

The amount of damage dealt increases to 1d8 hp bludgeoning damage/level (maximum 20d8).

#### CRUSHING DESPAIR<sup>CR</sup>

You can choose which creatures in the area are affected by the spell, and the saving throw of the spell changes to Will partial, and creatures that make their saves are affected by the spell for a number of rounds equal to half your mythic tier. In combat situations, affected creatures must make a Will save each round at the beginning of their turn or become staggered by the weight of their hopelessness. A creature failing its save in consecutive rounds becomes nauseated rather than staggered, and a creature failing three or more saves in a row becomes dazed. A successful save ends any of these conditions for the creature's turn. *Mythic crushing despair* cannot be countered or dispelled by non-mythic *good hope*.

**Augmented (8th):** If you expend three uses of mythic power, you affect every living creature within 1 mile and the effect lasts for a number of days equal to your mythic tier. You may exclude yourself and

a number of other creatures equal to your mythic tier from the effect.

#### CRUSHING HAND<sup>CR</sup>

Add your mythic tier as a deflection bonus to the hand's Armor Class, to its combat maneuver bonus and combat maneuver defense, and to the DC for caster level checks to dispel it. You can command a *mythic crushing hand* to perform drag, reposition, or trip combat maneuvers, in addition to those normally allowed, and it deals damage when it succeeds on any combat maneuver, including grapple maneuvers made to pin or move a grappled opponent. A *mythic crushing hand* takes damage from a *disintegrate* spell but is not automatically destroyed by it.

If a *mythic crushing hand* attacks a target using *freedom of movement*, you may expend one use of mythic power as a swift action as part of its attack to make a caster level check to dispel that effect, as if you had cast *dispel magic*.

**Augmented:** If you expend two uses of mythic power, a *mythic crushing hand* gains the smother special attack, as described in the New Universal Monster Rules section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

#### CRUSHING TRAMPLE<sup>DM</sup>

The amount of damage dealt to a trampled opponent increases to 1d8 hp + 1 1/2 your Strength modifier + your mythic tier. The die increases to 1d10 if you are Large.

#### CRUSTACEAN CARAPACE<sup>DM</sup>

The natural armor bonus granted increases to +5.

**Augmented (2nd):** If you expend two uses of mythic power, the natural armor bonus increases to +7.



### CUP OF DUST<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### CURE CRITICAL WOUNDS, MASS<sup>CR</sup>

The damage cured increases to 8d8 points of damage plus 2 points per caster level (maximum +80), and additionally each living creature you target is cured of 4 points of ability damage. The type of ability damage cured is chosen separately by each target. If the target is undead, it is dazzled for a number of rounds equal to your caster level if it fails its saving throw.

### CURE LIGHT WOUNDS, MASS<sup>CR</sup>

The damage cured increases to 2d8 points of damage plus 2 points per caster level (maximum +50), and additionally each living creature you target is cured of 1 point of ability damage. The type of ability damage cured is chosen separately by each target. If the target is undead, it is dazzled for a number of rounds equal to your caster level if it fails its saving throw.

### CURE MODERATE WOUNDS, MASS<sup>CR</sup>

The damage cured increases to 4d8 points of damage plus 2 points per caster level (maximum +60), and additionally each living creature you target is cured of 2 points of ability damage. The type of ability damage cured is chosen separately by each target. If the target is undead, it is dazzled for a number of rounds equal to your caster level if it fails its saving throw.

### CURE SERIOUS WOUNDS, MASS<sup>CR</sup>

The damage cured increases to 6d8 points of damage plus 2 points per caster level (maximum +70), and additionally each living creature you target is cured of 3 points of ability damage. The type of ability damage cured is chosen separately by each target. If the target is undead, it is dazzled for a number of rounds equal to your caster level if it fails its saving throw.

### CURSE, MAJOR<sup>UM</sup>

You add your mythic tier to the DC to remove the curse. In addition, any creature attempting to remove the curse from the target is affected by the same curse as the target (Will negates). This save is required after each attempt to remove the *mythic major curse*, regardless of whether or not the removal succeeds.

**Augmented:** If you expend two uses of mythic power, the *mythic major curse* is hereditary, passing on to all of the target's descendants for a number of generations equal to your mythic tier. The curse typically manifests in adolescence or adulthood, and each descendant is entitled to a single Will

save to avoid acquiring the curse. If they save, the curse's heredity nevertheless continues, but any of their descendants gain a +2 circumstance bonus on saving throws to avoid the curse. If a descendant has multiple ancestors that have resisted the curse, these bonuses stack.

### CURSE OF BOREAS<sup>DM</sup>

The target receives a penalty to its Fortitude save equal to your mythic tier.

### CURSE OF DISGUST<sup>UM</sup>

You can designate a number of different triggers for your *curse of disgust* equal to your mythic tier. If the target is within 30 feet of two or more triggers simultaneously, the penalties for the sickened condition increase by 1 for each trigger after the first (maximum penalty -5).

### CURSE OF INCOMPETENCE<sup>DM</sup>

The target also becomes incredibly clumsy, and it takes a -2 penalty to all Dexterity-based skill checks, initiative rolls, and Reflex saves.

### CURSE OF MAGIC NEGATION<sup>UM</sup>

The target takes a penalty equal to your mythic tier on caster level checks to overcome the spell resistance of its *negated spellblight* (as described in the Mastering Magic chapter of *Pathfinder Roleplaying Game Ultimate Magic*). You also add your mythic tier to the DC of caster level checks made to dispel or remove the curse.

### CURSE RING<sup>DM</sup>

The cost of this spell's material component is reduced to 500 gp.

### CURSE WATER<sup>CR</sup>

Unholy water you create with this spell deals 4d4 points of damage to good outsiders and 2d4 points of damage to paladins and clerics of good deities. Your mythic unholy water loses its potency after a number of days equal to your mythic tier, becoming ordinary unholy water after that period.

### CURSED EARTH<sup>UM</sup>

You increase the area affected by this spell to a radius of 1 mile times your mythic tier, and you also add your mythic tier to the DC of caster level checks made to dispel or remove the curse.





#### **CURSED GIFT<sup>DM</sup>**

Non-mythic creatures that freely accept a *mythic cursed gift* do not receive a Will save to negate the curse.

#### **CUSHIONING BANDS<sup>UM</sup>**

The target gains DR 5/slashing or piercing, and the *cushioning bands* absorb all damage from constriction, falling, being buried, and similar crushing effects, up to a maximum of 15 points of damage per caster level (maximum 150).



# D

damnation stride<sup>A</sup>

damp powder<sup>A</sup>

dance of a hundred cuts

dance of a thousand cuts<sup>A</sup>

dance of the dead

dancing lantern

dancing lights

dancing wand

dark brand

darkblindness

darkvision<sup>A</sup>

darkvision, communal

darkvision, greater

daybreak arrow

daze

daze, mass<sup>A</sup>

daze monster<sup>A</sup>

dazzling blade

dazzling blade, mass

deadeye's arrow<sup>A</sup>

deadeye's lore<sup>A</sup>

deadly finale

deadly juggernaut<sup>A</sup>

deafening song bolt

death candle<sup>A</sup>

death from below

death ward<sup>A</sup>

deathwatch

debilitating portent

debilitating stare

deceitful presence

decelerate

decompose corpse

deepen shadow<sup>A</sup>

deeper darkness

defending bone

defending glyph<sup>A</sup>

defensive shock<sup>A</sup>

defile armor<sup>A</sup>

deflection

deform angularity<sup>A</sup>

defy depth

deific vision

delay disease

delay pain

delay poison

delay poison, communal

delayed blast disintegrate<sup>A</sup>

delayed blast fireball<sup>A</sup>

delayed consumption

delusional pride

demand<sup>A</sup>

demand offering<sup>A</sup>

denounce

dermal flensing

destabilize powder<sup>A</sup>

destruction

detect aberration

detect animals or plants

detect chaos

detect charm

detect demon<sup>A</sup>

detect dragons<sup>A</sup>

detect evil<sup>A</sup>

detect good

detect law

detect magic<sup>A</sup>

detect poison

detect secret doors

detect snares and pits

detect thoughts

detect undead

detonate<sup>A</sup>

deva's wings

devil's charm

devolution

devourer's fury<sup>A</sup>

devouring maw

devouring maw, greater

devouring shadow

diabolical temper

diagnose disease

die for your master

dimensional anchor<sup>A</sup>

dimensional bleed<sup>A</sup>

dimensional shove

dimensional wave

diminish plants<sup>A</sup>

dirge of the victorious knights<sup>A</sup>

discern lies

discern location<sup>A</sup>

discharge eyespore

discordant blast

discovery torch

disfiguring touch<sup>A</sup>

disguise other

disguise self

disgusting stench<sup>A</sup>

disgusting stench, greater<sup>A</sup>

dismissal

dispel chaos

dispel evil

dispel good

dispel law

dispel magic, greater

dispelling glyph



displacement  
disrupt undead<sup>A</sup>  
disrupting weapon<sup>A</sup>  
disruptive aura  
distracting cacophony<sup>A</sup>  
distressing resonance  
distressing tone  
divination  
divine arrow  
divine power<sup>A</sup>  
divine pursuit  
divine transfer<sup>A</sup>  
divine vessel  
dizzying bolt  
dome of silence  
dominate animal<sup>A</sup>  
dominate clockwork  
dominate monster  
doom  
doom harvester  
doom of blood  
doom of blue crystal  
doom of consuming fire<sup>A</sup>  
doom of cowards  
doom of dancing blades  
doom of disenchantment  
doom of serpent coils  
doom of sundering  
doom of the cracked shield  
doom of the earthen maw<sup>A</sup>  
doom of the slippery rogue  
douse  
draconic reservoir<sup>A</sup>  
draconic suppression<sup>A</sup>  
dragon turtle shell  
dragon's breath  
dragonvoice  
dread bolt  
dream feast<sup>A</sup>  
dream serpent  
dungeonsight  
dust form<sup>A</sup>  
dust of twilight<sup>A</sup>

#### DAMNATION STRIDE<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### DAMP POWDER<sup>UC</sup>

The spell targets a number of firearms equal to your mythic tier.

**Augmented (6<sup>th</sup>):** If you expend two uses of mythic power, you may instead target an ammo pouch or

other receptacle that contains firearm ammunition. Ammunition in that pouch that is fired during the next 5 rounds has a 50% chance of being affected by the spell.

#### DANCE OF A HUNDRED CUTS<sup>UM</sup>

You add your mythic tier to your caster level to determine the bonus you gain from this spell (maximum +10), and the bonus is doubled when making Acrobatics checks.

#### DANCE OF A THOUSAND CUTS<sup>UM</sup>

This spell functions as *mythic dance of a hundred cuts*, but you also gain the benefits of *mythic haste*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented (6<sup>th</sup>):** If you expend two uses of mythic power, you gain the effects of augmented *mythic haste*.

#### DANCE OF THE DEAD<sup>DM</sup>

This spell can animate skeletons with the burning template and zombies that are not staggered.

#### DANCING LANTERN<sup>APG</sup>

You can command the *dancing lantern* to move up to 10 feet times your mythic tier away from you, though if it is not within 5 feet of you it is considered an unattended object if attacked. You can specify the distance and direction from you that the lantern should remain and it will maintain that unless it comes to a solid barrier or a choice of direction, in which case it will wait at the barrier or decision point until you give it a new direction. As a swift action, you can adjust the illumination shed by mental command, shifting between normal bright light, dim light, and extinguishing it (allowing ambient darkness or total darkness to prevail).

#### DANCING LIGHTS<sup>CR</sup>

You can create one additional light per mythic tier. Each additional light increases the radius of normal light shed by the *mythic dancing lights* by 5 feet. You can form the *dancing lights* into an equal number of letters or numbers, spelling messages, though this requires you to concentrate on the effect as a move action. In addition, as a swift action at any point during the spell's duration you can command one or more lights to flash brightly and then wink out. This flash causes a creature within the area of *mythic dancing lights* to become dazzled for a number of rounds equal to the number of lights you sacrifice. The target can halve the duration of the dazzled effect with a Reflex save.



### DANCING WAND<sup>DM</sup>

Using a *mythic dancing wand* does not expend any more charges than normal.

### DARK BRAND<sup>DM</sup>

The target receives a penalty to its Will save to resist this spell equal to twice your mythic tier.

### DARKBLINDNESS<sup>DM</sup>

The spell's duration is increased by a number of hours equal to your mythic tier.

### DARKVISION<sup>CR</sup>

The range of the target's darkvision is increased to 120 feet, and this range stacks with any existing darkvision the target possesses. In addition, the target can see through up to 10 feet plus 5 feet per mythic tier of magical darkness.

**Augmented (3rd):** If you expend two uses of mythic power, the range of the target's *mythic darkvision* becomes equal to the target's line of sight.

### DARKVISION, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *darkvision* is described above..

### DARKVISION, GREATER<sup>UM</sup>

The range of the target's darkvision becomes equal to its line of sight, and the target can see normally through up to 20 feet plus 10 feet per mythic tier of magical darkness.

### DAZE<sup>CR</sup>

Increase the Hit Die limit of this spell by an amount equal to one-half your mythic tier. In addition, you may choose to affect one or more creatures within a 5-foot-radius spread rather than affecting a single creature. Creatures with the lowest Hit Dice are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

### DAZE, MASS<sup>UM</sup>

You add one-half your mythic tier to the Hit Die limit of creatures you can affect, and targets may be up to 30 feet plus 5 feet times your mythic tier apart.

**Augmented (5th):** If you expend two uses of mythic power, this spell functions as *daze monster* rather than *daze*, in addition to the above modifications.

### DAZE MONSTER<sup>CR</sup>

Increase the Hit Die limit of this spell by an amount equal to your mythic tier. In addition, you may choose to affect one or more creatures within a 10-foot-radius spread rather than affecting a single creature. Creatures with the lowest Hit Dice are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

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

### DAZZLING BLADE<sup>RG</sup>

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

### DAZZLING BLADE, MASS<sup>RG</sup>

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

### DEADEYE'S ARROW<sup>SG</sup>

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

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



#### DEADEYE'S LORE<sup>UC</sup>

You add half your mythic tier to the sacred bonus granted by this spell. If you move at half speed while traveling you automatically find enough food to feed yourself in any environment where that is possible.

**Augmented (5th):** If you expend two uses of mythic power, if you move at half speed while traveling you automatically find enough food to feed up to six people in any environment where that is possible. You must travel to a new location at least two miles away each day to find new sources of sustenance.

#### DEADLY FINALE<sup>APG</sup>

Add your mythic tier to your caster level to determine how many targets you can affect, and these targets need only be within spell range to be affected; they do not need to be within 30 feet of one another. Targets failing their saving throws are staggered for as long as they are taking bleed damage.

#### DEADLY JUGGERNAUT<sup>UC</sup>

If you reach the spell's maximum bonus you immediately add your mythic tier to the luck bonus and DR.

**Augmented (3rd):** If you expend two uses of mythic power, you may make a free 5 ft. step every time you reduce a qualifying opponent to 0 or fewer hit points and may make a single melee attack on another creature.

**Augmented (5th):** You may expend up to three extra uses of mythic power. For each extra use of mythic power you expend, the luck bonus for each qualifying opponent increases by 1.

#### DEAFENING SONG BOLT<sup>APG</sup>

You may launch one additional *deafening song bolt* for every 3 mythic tiers. If a target is struck by multiple *deafening song bolts*, the duration of deafness from all bolts stacks and the target must succeed on a Fortitude save with a penalty equal to the number of bolts that hit it. In addition, each bolt deals 3d12 points of sonic damage, and the damage dealt by all bolts from a single casting is combined as if it were a single effect for the purpose of overcoming a target's sonic resistance.

#### DEATH CANDLE<sup>ARG</sup>

Increase the spell's range to close (25 feet + 5 feet per 2 caster levels). The fire elemental you summon gains the benefits you would normally gain from a *death knell* spell.

**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. If you spend 1 round casting the spell, you may add the *agile, invincible, or savage mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### DEATH FROM BELOW<sup>ARG</sup>

The dodge bonus granted by this spell increases to +2 for every size category the attacker is larger than the target of the spell. You add your mythic tier to your caster level to determine the maximum dodge bonus allowed by the spell (+1 per 3 levels, +1 per 2 levels for gnomes).

#### DEATH WARD<sup>CR</sup>

The target gains immunity to all non-mythic death effects, and when targeted by a mythic death effect that allows a saving throw the target can roll twice and take the better roll.

**Augmented (3rd):** If you expend two uses of mythic power, any undead creature and any creature delivering a death effect, energy drain effect, or negative energy effect by touch to the target (including both normal melee attacks as well as melee touch attacks) takes feedback damage equal to your mythic tier (no save) with each touch.





### DEATHWATCH<sup>CR</sup>

In addition to the categories normally revealed, you can discern whether creatures you see are:

*Normal health:* At least 90% of full normal hit points.

*Fair health:* Between 30% and 90% of its full hit points,

*Poor health:* Less than 30% of full normal hit points remaining.

*Mythic deathwatch* also reveals how many temporary and/or permanent negative levels or points of Constitution damage or drain creatures have.

### DEBILITATING PORTENT<sup>UC</sup>

Any time the subject fails its Will save, you may dismiss the spell as an immediate action to deal 1d3 Wisdom damage to the subject.

### DEBILITATING STARE<sup>DM</sup>

The spell's duration is increased by a number of rounds equal to half your mythic tier (minimum 1). The spell can last for a maximum of 15 rounds.

### DECEITFUL PRESENCE<sup>DM</sup>

Opponents that interact with the target receive a penalty to their Will save equal to your mythic tier.

### DECELERATE<sup>DM</sup>

Creatures whose speed is reduced to 5 ft. must make a Reflex save equal to this spell's DC or fall prone due to the slowed, disorienting feelings this spell causes them to experience.

### DECOMPOSE CORPSE<sup>UM</sup>

You can affect the corpse of a creature of any size. If cast on a non-skeletal corporeal undead creature, you inflict a temporary -2 penalty to its Strength or Dexterity score (caster's choice) for 1 minute, in addition to the spell's normal effect.

### DEEPEN SHADOW<sup>DM</sup>

The circumstance bonus to Stealth checks increases to +5.

**Augmented (2nd):** If you expend two uses of mythic power, the circumstance bonus to Stealth checks increases to +6.

### DEEPER DARKNESS<sup>CR</sup>

The light level is lowered by three steps, plunging even bright light into darkness. This supernatural darkness cannot be penetrated with the darkvision of non-mythic creatures, and even mythic creatures find

the range of their darkvision halved. Non-mythic light spells cannot be used to counter or dispel mythic *deeper darkness*.

### DEFENDING BONE<sup>ISG</sup>

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

### DEFENDING GLYPH<sup>DM</sup>

The glyph can prevent a total of 10 hp damage/caster level (maximum 100 hp) before it fades away and the spell is discharged.

**Augmented (5th):** If you expend two uses of mythic power, the glyph grants you DR 10/piercing.

**Augmented (8th):** If you expend three uses of mythic power, the glyph's damage reduction cannot be bypassed.

### DEFENSIVE SHOCK<sup>UM</sup>

When a creature strikes you with a metal melee weapon (not including hafted weapons like axes, hammers, and spears), you can attempt a free combat maneuver to disarm the attacker. This maneuver does not require an action and does not provoke attacks of opportunity. Each time the spell discharges, it loses only one die of damage, rather than being reduced by half.

**Augmented (4th):** If you expend two uses of mythic power, the electricity damage from this spell bypasses electricity resistance or immunity. In addition, even if you fail to overcome an attacker's spell resistance, you may attempt a new caster level check to overcome its spell resistance each time thereafter that it hits you. Once you succeed, the spell affects your attacker fully from that point on.

### DEFILE ARMOR<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.



#### DEFLECTION<sup>APG</sup>

You can use this as a touch spell rather than a personal spell, and the target gains a deflection bonus to AC equal to one-half your mythic tier (minimum +1). If you use this spell on yourself, you can deflect one ranged attack against you each round as if you had the Deflect Arrows feat.

#### DEFORM ANGULARITY<sup>GCC</sup>

Your deflection bonus to AC is increased by 2, and the chance for targeted attacks to be redirected away from you is increased by 5% per two mythic tiers you possess (maximum 75% at 10th tier).

**Augmented (5th):** If you expend two uses of mythic power, you can cast this spell as an immediate action.

#### DEFY DEPTH<sup>DM</sup>

The spell's duration is increased by a number of hours equal to your mythic tier.

#### DEIFIC VISION<sup>DM</sup>

Magical barriers do not block your eyes unless they are mythic spell effects or the extraordinary, supernatural, or spell-like abilities of mythic creatures.

#### DELAY DISEASE<sup>ARG</sup>

Increase the duration by a number of days equal to one-half your mythic tier (minimum 1). The target develops a resistance to the diseases in its system while the spell delays their onset. Once the spell expires, the save DC for any diseases in the target's system is reduced by an amount equal to one-half your mythic tier. Heal checks to treat disease and caster level checks when casting *remove disease* also gain this as a bonus.

#### DELAY PAIN<sup>UM</sup>

The target gains a bonus equal to one-half your mythic tier (minimum +1) on saving throws against effects with the pain descriptor. In addition, any nonlethal damage taken by the target is reduced by 5 hit points, plus 5 hit points per mythic tier after 1st.

#### DELAY POISON<sup>CR</sup>

The target develops a resistance to the poisons in its system while the spell delays their onset. Once the spell expires, the target gains a bonus equal to half your mythic tier to saving throws vs. any poisons in its system. Heal checks to treat poison and caster level checks when casting *neutralize poison* also gain this bonus.

#### DELAY POISON, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *delay poison* is described above.

#### DELAYED BLAST DISINTEGRATE<sup>DM</sup>

A disintegrated creature cannot be *resurrected* or the target of similar effects unless it is mythic.

**Augmented (8th):** If you expend three uses of mythic power, creatures do not receive Fortitude saves to reduce the damage unless they are mythic.

#### DELAYED BLAST FIREBALL<sup>CR</sup>

Increase damage dealt to 1d10 points (maximum 20d10) and creatures that fail their saves catch on fire, taking 2d6 points of fire damage per round. The DC to extinguish this fire is equal to the spell's save DC.

You can choose to delay the burst for as long as 1 hour per mythic tier. You may expend one use of your mythic power to mentally move the bead up to 40 ft. or to detonate the bead early. Doing either is a standard action.

**Augmented (3rd):** If you expend two uses of mythic power, you can set the *mythic delayed blast fireball* to explode multiple times, up to once per two mythic tiers. These detonations deal only half normal damage and must be timed at least 1 minute apart.

**Augmented (6th):** If you expend two uses of mythic power, damage increases to 1d12 points of fire damage per level and the area increases to a 40-foot-radius spread. Fire damage from a *mythic delayed blast fireball* augmented in this way ignores fire resistance or immunity.

#### DELAYED CONSUMPTION<sup>APG</sup>

You can consume and delay the effects of multiple extracts, so long as their combined level does not exceed 3 + one-half your mythic tier. All extracts to be delayed must be consumed within 1 minute of using the *delayed consumption* extract.

#### DELUSIONAL PRIDE<sup>UM</sup>

The target's *mythic delusional pride* renders it incapable of fighting defensively, using Combat Expertise or the total defense action, or using Acrobatics to avoid attacks of opportunity. Enemies gain a +2 circumstance bonus on attack rolls when the target uses the charge action or when making attacks of opportunity against the target due to her reckless lack of caution. The target also disdains the assistance of others, and cannot give or receive any benefit from flanking, teamwork feats, or the aid another action. The target gains a +2 morale bonus on saves against fear.



### DEMAND<sup>CR</sup>

This functions as *mythic sending*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, but also conveys a *suggestion* to each creature you target. Each creature receives the same *sending* and the same *suggestion*.

**Augmented (6th):** If you expend two uses of mythic power, each *suggestion* takes effect as a *mythic suggestion*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

### DEMAND OFFERING<sup>GCC</sup>

You may compel the target to give you a worn or carried object on its person, rather than the object it carries in its hands. This makes the effect language-dependent; if you cannot communicate your request, either by sharing a language or using Bluff to successfully use nonverbal communication, the target offers you what it holds in its hands.

**Augmented (4th):** If you expend two uses of your mythic power, the target continues moving toward you in order to give its offering for a number of rounds equal to one-half your mythic tier. Each round it begins its turn adjacent to you, it offers you what it has in its hands or a worn or carried object you request (or a random item if it does not understand you). The target gains a new saving throw to end the effect at the end of each turn that it gives you an offering.

### DENOUNCE<sup>APG</sup>

A creature you *denounce* takes a penalty equal to one-half your mythic tier (minimum 1) on Charisma checks and Charisma-based skill checks. In addition, save DC of any charm or compulsion effects the target uses the target uses is reduced by one-half your mythic tier (minimum 1). Add your mythic tier to the DC of Diplomacy checks to reverse the effects of this spell.

### DERMAL FLENSING<sup>GCC</sup>

The target takes 2 points of Strength, Dexterity, Constitution, and Charisma damage and 1d6 points of bleed damage. The reduction in the target's natural armor bonus to AC and the bonus on critical hit confirmation rolls against the target are both increased by an amount equal to one-half your mythic tier (minimum 1).

### DESTABILIZE POWDER<sup>UC</sup>

The spell targets a number of firearms equal to your mythic tier.



**Augmented (6th):** If you expend two uses of mythic power, you may instead target an ammo pouch or other receptacle that contains firearm ammunition. Ammunition in that pouch that is fired during the next 5 rounds has a 50% chance of being affected by the spell.

### DESTRUCTION<sup>CR</sup>

The damage dealt by this spell is increased to 15 points of damage per caster level, plus 2 points of Strength, Dexterity, and Constitution damage. Creatures that save take 10d10 points of damage, plus 2 points of Strength, Dexterity, or Constitution damage (your choice).

### DETECT ABERRATION<sup>APG</sup>

You gain a bonus equal to your mythic tier to Knowledge (dungeoneering) checks to identify aberrations. You can also detect burrowing aberrations through up to 5 feet of solid earth or 1 foot of solid rock per mythic tier.

### DETECT ANIMALS OR PLANTS<sup>CR</sup>

You can cease concentrating on the spell without ending the spell. It provides no information when you are not concentrating on it, but you can resume and cease concentrating again to use its effects any number of times within the spell's duration. Each time you concentrate on the spell, you can specify a number of kinds of animals or plants equal to your mythic tier +1, gaining information on each kind simultaneously.



#### DETECT CHAOS<sup>CR</sup>

As *mythic detect evil*, but detecting chaotic auras.

#### DETECT CHARM<sup>ASL</sup>

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

#### DETECT DEMON<sup>DHH</sup>

You can cease concentrating on the spell without ending the spell. It provides no information when you are not concentrating on it, but you can resume and cease concentrating again to use its effects any number of times within the spell's duration. On the third round of detection, you can make a Knowledge (planes) check to identify the type of demon represented by each demonic aura you detect.

You can detect demons even if they are protected by effects that block divination with a successful caster level check against a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 caster level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your divination is not mythic, or if it already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on your caster level check or saving throw.

**Augmented:** If you expend two uses of mythic power, any overwhelming demonic auras within the area become clearly visible to everyone at the beginning of your turn on the first round you scan an area. Strong areas become clearly visible at the end of your turn on the first round you concentrate on an area, moderate auras at the end of the second round, and faint auras at the end of the third round. Demonic auras on creatures, objects, or areas that are

invisible are also invisible, and you cannot see auras to which you have no line of sight even if you are able to detect their strength and location.

#### DETECT DRAGONS<sup>DM</sup>

You may make one untrained Knowledge (arcana or dungeoneering) check to determine a dragon's age, type, and color.

**Augmented (3rd):** If you expend two uses of mythic power, you may make a number of untrained Knowledge (arcana or dungeoneering) checks equal to your mythic tier to determine the dragons' age, type, and color.

#### DETECT EVIL<sup>CR</sup>

You can cease concentrating on the spell without ending the spell. It provides no information when you are not concentrating on it, but you can resume and cease concentrating again to use its effects any number of times within the spell's duration. On the third round of detection, you can determine whether the alignment aura is from an aligned magic item; aligned spell; aligned undead, outsider; cleric, paladin, or antipaladin of an aligned deity, or other character class or type with an aura class feature; or other type of aligned creature.

You can detect evil auras protected by effects that block divination with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 caster level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your divination is not mythic, or if it already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on your caster level check or saving throw.

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



### DETECT GOOD<sup>CR</sup>

As *mythic detect evil*, but detecting good auras.

### DETECT LAW<sup>CR</sup>

As *mythic detect evil*, but detecting law auras.

### DETECT MAGIC<sup>CR</sup>

You can cease concentrating on the spell without ending the spell. It provides no information when you are not concentrating on it, but you can resume and cease concentrating again to use its effects any number of times within the spell's duration. You gain a bonus equal to your mythic tier to Knowledge (arcana) skill checks to determine the school of magic that you detect. In addition, you can detect magical auras protected by effects that block divination with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 caster level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your divination is not mythic, or if it already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on your caster level check or saving throw.

**Augmented:** If you expend two uses of mythic power, any overwhelming magical auras within the area become clearly visible to everyone at the beginning of your turn on the first round you scan an area. Strong areas become clearly visible at the end of your turn on the first round you concentrate on an area, moderate auras at the end of the second round, and faint auras at the end of the third round. Any creature able to see these auras can make Knowledge (arcana) checks to identify the school of magic. Magical auras on creatures, objects, or areas that are invisible are also invisible, and you cannot see auras to which you have no line of sight even if you are able to detect their strength and location.

### DETECT POISON<sup>CR</sup>

You add your mythic tier to your Wisdom and/or Craft (alchemy) check to identify any poison you detect. If you identify it, you gain a +2 circumstance bonus to Heal checks to treat it or caster level checks to negate it with *neutralize poison*.

### DETECT SECRET DOORS<sup>CR</sup>

When you are not concentrating, the spell continues to function in a 10-foot-radius emanation centered on you. In addition, you gain a bonus equal to one-half

your mythic tier on Perception checks made to notice traps placed on secret doors that you detect. You can concentrate as a swift action to gain information on the second and subsequent rounds after detecting a secret door.

You can penetrate effects that block divination with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 caster level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your divination is not mythic, or if it already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on your caster level check or saving throw.

### DETECT SNARES AND PITS<sup>CR</sup>

This spell functions continuously, without requiring concentration, revealing the presence of hazards within the area. You can concentrate on the spell as a swift action to gain additional information as described for the second and additional rounds. While this spell is in effect, you gain a bonus equal to your mythic tier on Perception and Disable Device checks to find and disarm snare and pit traps. If you use the aid another action to assist someone else in finding or removing a pit or snare trap, add one-half your mythic tier to the bonus you provide that person.

### DETECT THOUGHTS<sup>CR</sup>

You add one-half your mythic tier to Sense Motive checks against any creature. If you are reading a creature's surface thoughts at the same time you make this check, you add your mythic tier instead.

If a creature fails its saving throw, you can ask it one question per two caster levels. This functions like *speak with dead* but represents mental probing and searching rather than literal questions and answers. The target gains a new saving throw after each question; if it succeeds, it is able to shut you out of its mind and you can no longer read its thoughts.

You can detect minds and read thoughts even through effects that block divination with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 caster level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your divination is not mythic, or if it already allows a caster level check



or saving throw to penetrate its protection, add your mythic tier on your caster level check or saving throw.

#### DETECT UNDEAD<sup>CR</sup>

You gain a bonus equal to your mythic tier to Knowledge (religion) checks to identify undead creatures. You can also detect incorporeal undead even if they are hiding inside a solid object thicker than would normally allow detection.

#### DETONATE<sup>APG</sup>

The eruptive force of this spell causes any creature failing its Reflex save to be pushed away from you a distance equal to 5 feet times your mythic tier. If a creature strikes a solid barrier or a creature larger than itself before traveling this distance, it takes 1d6 points of damage per 10 feet traveled and falls prone. A creature pushed back by this spell can move through the space of creatures its own size or smaller without impediment, but if this forced movement would cause them to end up in another creature's space they instead fall prone in the nearest square before entering that creature's space. This forced movement does not provoke attacks of opportunity.

**Augmented (6th):** If you expend two uses of your mythic power, you deal 1d12 points of damage of the selected type for every 2 caster levels. Creatures of your own size or smaller are pushed 10 feet away from you (as described above) even if they succeed on their saving throw.

#### DEVA'S WINGS<sup>DM</sup>

When used as a secondary attack, the damage the wings deal increases to 1d6 hp plus 1/2 your Strength bonus (1d4 if you are Small).

#### DEVIL'S CHARM<sup>DM</sup>

The bonus to Charisma is doubled, but it decays at twice the rate. For instance, you gain a +12 bonus the round after casting the spell, but it declines to +10 in the following round, then to +8, then to +6, then to +4, then to +2, and it ends in the seventh round after casting.

#### DEVOLUTION<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### DEVOURER'S FURY<sup>SG</sup>

Add your mythic tier to your combat maneuver check to trip creatures within the area. In addition, you can alter the area of effect to fill a 60-foot line or a 15-foot-

radius spread centered on you. You are never tripped by your own *devourer's fury*.

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

#### DEVOURING MAW<sup>GCC</sup>

Add one-half your mythic tier to the damage dealt by your bite attack and the DC of the *ghoul fever* your bite inflicts, including saves to avoid becoming nauseated or sickened by your bite and swallow whole attacks. You may attempt to swallow a creature up to one size category larger than yourself, being treated as if carrying a heavy load, or a single creature of your own size, becoming as encumbered as if carrying a medium load. You do not become encumbered by swallowing a single creature smaller than yourself. If you are at least 4th tier, you can swallow a number of creatures of your own size or smaller, becoming encumbered as if carrying a medium load if you have swallowed more than one. The maximum number of smaller creatures you can have swallowed at the same time is equal to one-half your mythic tier.

#### DEVOURING MAW, GREATER<sup>GCC</sup>

As *mythic devouring maw*, but you add your mythic tier (rather than one-half your mythic tier) to the damage dealt by your bite attack and the DC of the *ghoul fever* your bite inflicts, including saves to avoid becoming nauseated or sickened by your bite and swallow whole attacks. If a humanoid creature dies within your gullet, you can expend two uses of your mythic power to regurgitate it as a mythic ghoul or four uses of your mythic power to regurgitate it as a mythic ghastr, as described in the *Mythic Monster Manual*. If you do not have that product, you can apply the *savage mythic simple template*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, to a standard ghoul or ghastr.

#### DEVOURING SHADOW<sup>DM</sup>

The target is not fatigued when this spell ends.

#### DIABOLICAL TEMPER<sup>DM</sup>

While this spell is in effect, the target must roll percentile each round. On a result of 51-100, the target attacks itself with whatever object(s) it holds as its rage turns toward itself.



### DIAGNOSE DISEASE<sup>UM</sup>

You add one-half your mythic tier (minimum +1) on Heal checks to treat a disease and on caster level checks to *remove disease* from a creature on whom you have used this spell. If you are exposed to a disease within 1 minute of using this spell, you gain a +2 circumstance bonus on your saving throw to avoid contracting that disease.

### DIE FOR YOUR MASTER<sup>AA</sup>

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

### DIMENSIONAL ANCHOR<sup>CR</sup>

You may add your mythic tier to caster level checks to overcome the spell resistance of non-mythic creatures. In addition, if the target attempts to use any form of extradimensional travel, it becomes entangled for a number of rounds equal to your mythic tier (no save). If you target a non-mythic incorporeal creature with this spell, it loses the ability to pass through solid objects or creatures and takes full damage from magical effects and magical weapons, rather than half damage.

**Augmented (2nd):** If you expend two uses of your mythic power, you can target one additional creature per two mythic tiers.

### DIMENSIONAL BLEED<sup>DM</sup>

Add your mythic tier to the ranged touch attack this spell requires.

**Augmented (2nd):** If you expend two uses of mythic power, the damage the attack deals increases to 1d8 hp/caster level (maximum 15d8 hp damage). Additionally, a target that fails its save takes 2 hp bleed damage each round until a full-body force effect blocks the hemorrhaging.

### DIMENSIONAL SHOVE<sup>DM</sup>

The target does not receive a Will save to resist the spell unless it is a mythic creature. In addition, you can select the destination of the target, as long as that destination is known to you, on solid ground, and is within the normal range of the shove (100 ft.). The location cannot be within a solid object. Otherwise, the spell fails.

### DIMENSIONAL WAVE<sup>DM</sup>

The amount of damage dealt increases to 1d8 hp force damage/caster level (maximum 20d8 hp damage) to all creatures except you within 10 ft. It deals 1d6 hp force damage/caster level (maximum 20d6) to all creatures between 11 and 30 ft.

### DIMINISH PLANTS<sup>CR</sup>

When you use this spell to *stunt growth*, you reduce the potential productivity of plants in the area to one-twelfth normal over the next year within a radius of one mile per two mythic tiers. When you cast it to *prune growth*, you affect a circle with a radius of 100 feet times your mythic tier (150 feet per tier for a semicircle, 200 feet per tier for a quarter-circle), and you automatically dispel mythic and non-mythic spells that enhance plants, such as *entangle*, *plant growth*, and *wall of thorns*.

**Augmented:** If you expend two uses of your mythic power, all plant creatures within the area of your *prune growth* effect become fatigued (if mythic) or exhausted (if non-mythic). If those plant creatures are summoned, you can make a caster level check against a DC of 11 plus the caster level of the summoning effect to dismiss them back to their place of origin.

**Augmented (6th):** If you expend two uses of mythic power, you can increase the radius of *prune growth* to one mile times your mythic tier (1.5 miles per tier for a semicircle, 2 miles per tier for a quarter-circle).





#### DIRGE OF THE VICTORIOUS KNIGHTS<sup>ISWG, MO</sup>

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

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

#### DISCERN LIES<sup>CR</sup>

You gain a bonus equal to twice your mythic tier on all Sense Motive checks to oppose a Bluff check, Linguistics checks to detect forgeries, and Perception checks to oppose a creature's Disguise or Sleight of Hand check. In addition, you penetrate non-mythic protections from divination with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

#### DISCERN LOCATION<sup>CR</sup>

You can overcome the protection of a non-mythic *mind blank* or similar effect with a caster level check with a DC of 11 plus the caster level of the *mind blank*. In addition, you can find your way to the target creature or object as though you were finding a location with *mythic find the path* for a number of rounds equal to your caster level. If the creature or object moves, you sense its movement and continue to be able to follow it.

**Augmented (3rd):** If you expend two uses of mythic power, the *mythic find the path* secondary effect lasts a number of minutes equal to your caster level.

If you are at least 6th tier and expend three uses of mythic power, the *mythic find the path* secondary effect lasts a number of hours equal to your caster level.

#### DISCHARGE EYESPORE<sup>GCC</sup>

Removing an eye to cast this spell deals only 1 point of Constitution damage. The radius of the *eyesore's* blindsight is increased by 10 feet, plus 10 feet per 5 mythic tiers. If the *eyesore* is damaged it explodes in a 20-foot-radius. Creatures adjacent to the *eyesore* when

it explodes take a penalty on their saving throw equal to one-half your mythic tier (minimum 1) against both the damage and *blinding sickness* caused by the explosion.



#### DISCORDANT BLAST<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### DISCOVERY TORCH<sup>UC</sup>

The spell's counters and dispels any non-mythic darkness spells in its area of effect. Secret doors within the area are limned in light, lowering the DC of perception checks to discover them by 20.

#### DISFIGURING TOUCH<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### DISGUISE OTHER<sup>UM</sup>

Add your mythic tier to your bonus on Disguise skill checks made by the target. In addition, as a full-round action the target may change its appearance to create a new disguise. Each time the target changes its appearance, this bonus on Disguise skill checks is reduced by 2, to a minimum of +2.

#### DISGUISE SELF<sup>CR</sup>

Add your mythic tier to your bonus on Disguise skill checks. As a full-round action, you may change your appearance to create a new disguise. Each time you change your appearance, your bonus on Disguise skill checks is reduced by 2, to a minimum of +2.

#### DISGUSTING STENCH<sup>DM</sup>

If a creature attempts to swallow you whole while this spell is in effect, in addition to immediately regurgitating you and anything else in its stomach, it is nauseated for a number of rounds equal to half your mythic tier (minimum 1).

**Augmented (5th):** If you expend two uses of mythic power, creatures that attempt to swallow you whole are nauseated for a number of rounds equal to your mythic tier.



### DISGUSTING STENCH, GREATER<sup>DM</sup>

As *mythic disgusting stench*, but creatures that bite you and fail a Will save are sickened for a number of rounds equal to twice your mythic tier.

**Augmented (7th):** If you expend three uses of mythic power, creatures that bite you and fail a Will save are nauseated for a number of rounds equal to your mythic tier.

### DISMISSAL<sup>CR</sup>

If the target is a non-mythic extraplanar creature, it receives no saving throw to avoid being sent back to its proper plane, and there is no chance it will be sent back to plane other than its own. A mythic creature gains a saving throw to resist the spell, but you may add your mythic tier to caster level checks to overcome its spell resistance.

### DISPEL CHAOS<sup>CR</sup>

As *dispel evil*, but affecting chaotic creatures and spells and granting an insight bonus when used to dispel a chaotic spell or enchantment spell cast by a chaotic creature.

### DISPEL EVIL<sup>CR</sup>

The deflection bonus to AC against evil creatures is increased to +6. In addition, if using this spell to drive an evil extraplanar creature back to its home plane, you gain a bonus equal to half your mythic tier to your melee touch attack and to your caster level check to overcome the creature's spell resistance (if any). If the target is a non-mythic evil extraplanar creature, it does not receive a saving throw against the spell. If you use this spell to dispel an evil spell or enchantment cast by an evil creature, if that spell affected a single creature, that creature gains a +2 sacred bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. If it affected an area or multiple creatures, all non-evil creatures in that area or that were formerly affected gain a +1 sacred bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round.

### DISPEL GOOD<sup>CR</sup>

As *dispel evil*, but affecting good creatures and spells and granting a profane bonus when used to dispel a good spell or enchantment spell cast by a good creature.

### DISPEL LAW<sup>CR</sup>

As *dispel evil*, but affecting lawful creatures and spells and granting a luck bonus when used to dispel a

lawful spell or enchantment spell cast by a lawful creature.

### DISPEL MAGIC, GREATER<sup>CR</sup>

When *mythic greater dispel magic* is used to dispel non-mythic spells (or remove a non-mythic curse), you can roll your caster level check twice for each spell, using the better result. In addition, if you fail a caster level check to dispel or counter a mythic spell, as a free action you can expend an additional use of mythic power to reroll your caster level check. You may do this only once for each spell you try to dispel or counter (with a targeted dispel) or per creature (area dispel).

When used to counterspell a non-mythic spell, your caster level check is automatically successful. If you successfully counterspell, you heal 1d4 points of damage times the level of the spell for a non-mythic spell, 1d6 times the spell's level if it was a mythic spell.

**Augmented (6th):** If you have *mythic greater dispel magic* prepared, you can expend two uses of your mythic power to cast it and use it to counterspell as an immediate action.

### DISPELLING GLYPH<sup>DM</sup>

The glyphs are only dispelled if they successfully dispel the intercepted spell.

### DISPLACEMENT<sup>CR</sup>

The subject of this spell appears to be about 5 feet away from its true location, and the image flickers and shifts its position relative to the subject's true position. Before the subject has acted in combat, attacks targeted at this displaced image attack a square that does not contain the subject; if the subject is Medium or smaller, these attacks automatically miss.

Once the target has taken an action in combat, or at any time if the target is larger than Medium, the subject can be targeted normally but the miss chance is increased by 5% per 2 mythic tiers.

### DISRUPT UNDEAD<sup>CR</sup>

The damage dealt increases to 2d6.

**Augmented (3rd):** If you expend two uses of mythic power, you can target one additional undead creature per 3 mythic tiers. Each attack requires a separate attack roll.

### DISRUPTING WEAPON<sup>CR</sup>

The target weapon's critical multiplier is increased



by 1 when used against undead creatures, and if an undead creature struck by the *disrupting weapon* has damage reduction, the wielder of the weapon may ignore an amount of that damage reduction equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, the target weapon also gains the ghost touch or undead bane magical weapon property.

**Augmented (6th):** If you expend three uses of mythic power, the target weapon gains both the ghost touch and undead bane magical weapon properties.

#### DISRUPTIVE AURA<sup>DM</sup>

The targets receive a penalty to their Will saves equal to your mythic tier.

#### DISTRACTING CACOPHONY<sup>UM</sup>

You add your mythic tier to the DC of concentration checks and Perception checks based on hearing within the spell's area. The white noise created by the spell reduces the save DC of language-dependent and sonic effects within the area by an amount equal to one-half your mythic tier. You are unaffected by your own *mythic distracting cacophony*.

**Augmented (4th):** If you expend two uses of mythic power, the radius of the effect is increased by 10 feet per 4 mythic tiers you possess, and language-dependent and sonic effects are negated within the area as if it was an area of magical silence.

#### DISTRESSING RESONANCE<sup>DM</sup>

Creatures within or entering the area receive a penalty to their Fortitude saves equal to your mythic tier. In addition, the nauseated or sickened conditions persist for 1d6 rounds after a creature exits the area of effect.

#### DISTRESSING TONE<sup>UM</sup>

The vibrations induced by this spell make it difficult for creatures to maintain their grasp on held objects. All targets take a penalty equal to your mythic tier to their CMD against disarm attempts, and once per round as a swift action you can attempt a combat maneuver check to disarm one target, using your caster level in place of your base attack bonus and your primary spellcasting ability modifier in place of your Strength modifier. In addition, a creature attempting to draw a weapon (including drawing a piece of ammunition to use in a ranged weapon), retrieve a stored item, or pick up an item from the ground must succeed on a Reflex save against the spell's DC or the action fails. If the action is normally

a free action, the target can attempt a number of free actions equal to its Dexterity bonus (minimum 1). The target can automatically succeed at the action by increasing the type of action required by one step, as follows: free, swift, move, standard, full-round. If the action already requires a full-round action to complete, the target can automatically succeed by taking one round to perform the action, in which case the action is completed just before its next turn.

#### DIVINATION<sup>CR</sup>

You add twice your mythic tier to the percentage chance of a successful *divination*, and the maximum chance of success is equal to 90% plus your mythic tier. You do not require a costly offering to cast the spell, and you can gain useful advice regarding a goal, event, or activity that is to occur within a number of weeks times your mythic tier.

#### DIVINE ARROW<sup>UC</sup>

This spell affects a number of projectiles equal to your mythic tier. On a critical hit, the projectile shines brightly for one round, causing undead within 30 ft. to flee unless they succeed on a Will Save.

#### DIVINE POWER<sup>CR</sup>

The luck bonus provided by this spell is increased by +1 to attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks, and the temporary hit points you gain are increased to twice your caster level.

**Augmented (4th):** If you expend two uses of mythic power, the luck bonus provided by this spell is increased by an additional +1 for every 3 mythic tiers beyond 1st, and you gain temporary hit points equal to twice your mythic tier plus twice your caster level.

#### DIVINE PURSUIT<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### DIVINE TRANSFER<sup>APG</sup>

The target gains a number of hit points equal to twice the number of hit points you sacrifice. If you have the divine bond class feature, you can sacrifice your own hit points to repair your bonded item or to heal your special mount; the target gains triple the number of hit points you sacrifice in this case. If the hit points you transfer would bring the target above its normal maximum, any excess hit points are gained as temporary hit points that last until expended or until the spell expires. In addition to healing hit point



damage, you can also grant the target a number of mercies equal to one-third your mythic tier. You can only provide the effects of mercies that you possess.

**Augmented (5th):** If you expend two uses of your mythic power, the target gains triple the number of hit points you sacrifice (quintuple if you repair a divine bonded item or heal a divine bonded creature). If the item has been destroyed, you can repair it and restore its magical functions (if any) as long as your paladin level plus your mythic tier exceeds the item's caster level. If you transfer hit points to a creature that has died since the end of your last turn as a result of hit point damage, you can restore the creature to life if the amount of healing you provide is sufficient to raise the target's hit points above the threshold of death, similar to a *breath of life* spell.

### DIVINE VESSEL<sup>APG</sup>

Your size increases by two categories rather than one, and the size bonuses to Strength and Constitution and natural armor bonus to AC this spell provides are increased by 2. Your alignment-based damage reduction is increased to DR 15/chaotic (or evil, good, or lawful, as appropriate to your chosen aspect), and your SR is increased by 5 against effects with the alignment descriptor opposed to your chosen aspect. You can communicate with creatures of the same alignment subtype as your chosen form as if you were using *tongues*, and you gain a bonus on Charisma checks and Charisma-based skill checks with such creatures equal to one-half your mythic tier.

### DIZZYING BOLT<sup>DM</sup>

A successful Fortitude save does not keep the target from falling prone, although the damage is still halved.

### DOVE OF SILENCE<sup>DM</sup>

Sonic effects that pass through the dome do not dispel it, although creatures inside the dome still take only half damage from such a spell's attack before any saving throw is made.

### DOMINATE ANIMAL<sup>CR</sup>

You can communicate with the animal you dominate as if using *speak with animals*, and issuing the animal a new command is a swift action rather than a move action. If the animal is protected by a non-mythic *protection from evil* or similar effect that blocks direct mental control, you can override that protection with a caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus.

The Sense Motive DC to detect that the animal is dominated is increased by an amount equal to your mythic tier. As a full-round action, you can receive direct sensory input from the animal until the beginning of the next turn; you are considered fascinated while doing so. This is considered a scrying effect.

**Augmented:** If you expend two uses of mythic power, the duration is increased to 1 minute per level.

**Augmented (3rd):** If you expend two uses of mythic power, the duration is increased to 1 day per level rather than 1 hour per level, and you can receive direct sensory input from the animal as a move action, becoming dazzled rather than fascinated while doing so.

**Augmented (6th):** If you expend two uses of mythic power, the duration is increased to 1 day per level rather than 1 hour per level and you can use the animal's senses as a swift action, with no ill effects when doing so.

### DOMINATE CLOCKWORK<sup>DM</sup>

The target clockwork device does not receive a Will save to negate this spell's effects unless it is a mythic creature.

### DOMINATE MONSTER<sup>CR</sup>

Issuing a new command to the creature you dominate is a swift action rather than a move action. As a full-round action, you can send and receive a telepathic message to the target and receive a reply, as a *sending* spell. If the creature is protected by a non-mythic *protection from evil* or similar effect that blocks direct mental control or telepathic contact, you can override that protection with a caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus.

The Sense Motive DC to detect that the creature is dominated is increased by an amount equal to your mythic tier.

### DOOM<sup>CR</sup>

This spell becomes a curse effect and cannot be dispelled. As long as the *doom* continues, the target must attempt a saving throw against any effect that grants a morale bonus, even if that effect is harmless. This does not apply to effects that do not allow a save.

### DOOM HARVESTER<sup>MIM</sup>

Add one-half your mythic tier (minimum 1) to the fast healing you gain when creatures within 10 feet are nauseated, sickened, or suffering from a fear, pain, or



harmful emotion effect, as well as to the maximum possible fast healing you can achieve with this spell. You can spend uses of mythic power interchangeably with points from your ki pool (if you have one) in order to expand the area of this spell.

#### **DOOM OF BLOOD<sup>DM</sup>**

The initial bleed damage that a creature within a 15-ft. radius takes increases to 4 hp. A successful save reduces this to 2 hp bleed damage.

#### **DOOM OF BLUE CRYSTAL<sup>DM</sup>**

The bonus you receive to your Fortitude saves increases to +4. Additionally, other creatures receive a penalty to their Fortitude saves equal to half your mythic tier (minimum 1).

#### **DOOM OF CONSUMING FIRE<sup>DM</sup>**

The consuming fire's radius increases to 10 ft.

**Augmented (4th):** If you expend two uses of mythic power, the damage the freezing flames deal to you increases to 1d10 hp cold damage. In addition, the damage dealt to creatures within 10 ft. of you increases to 2d12+1/caster level (maximum +15).

#### **DOOM OF COWARDS<sup>DM</sup>**

Creatures with 8 or fewer HD are affected by this spell.

#### **DOOM OF THE CRACKED SHIELD<sup>DM</sup>**

Magical shields are susceptible to this effect.

#### **DOOM OF DANCING BLADES<sup>DM</sup>**

You summon an additional images equal to half your mythic tier (minimum 1). The maximum number of images increases to 12.

#### **DOOM OF DISENCHANTMENT<sup>DM</sup>**

The spell's duration is increased by a number of rounds equal to your mythic tier.

#### **DOOM OF THE EARTHEN MAW<sup>DM</sup>**

Creatures that attempt to break free of the earthen maw receive a penalty to their Strength checks equal to your mythic tier.

**Augmented (5th):** If you expend three uses of mythic power, creatures that attempt to break free of the earthen maw receive a penalty to their Strength checks equal to twice your mythic tier.

#### **DOOM OF SERPENT COILS<sup>DM</sup>**

If you choose to fail your Fortitude save against the poison, all creatures within range suffer a -4 profane penalty to their Fortitude saves against this spell.

#### **DOOM OF THE SLIPPERY ROGUE<sup>DM</sup>**

Add your mythic tier to your level for purposes of determining how many squares this spell affects.

#### **DOOM OF SUNDERING<sup>DM</sup>**

Magical weapons are susceptible to this effect.

#### **DOUSE<sup>DM</sup>**

Casters of 6th level or higher can douse a single hearth fire, campfire, bonfire, or similarly sized magical fire using this spell.

#### **DRACONIC RESERVOIR<sup>APG</sup>**

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### **DRACONIC SUPPRESSION<sup>DSH</sup>**

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

**Augmented (3rd):** If you expend two uses of mythic power, you can suppress one mythic ability or mythic feat of a mythic dragon. Any mythic abilities a mythic dragon uses that require the expenditure of mythic power require one more use of mythic power than normal. If the dragon is not a mythic creature, expending two uses of mythic power allows you to reduce its effective age by one additional category for every 3 mythic tiers you possess.

#### **DRAGON TURTLE SHELL<sup>DSH</sup>**

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

#### **DRAGON'S BREATH<sup>APG</sup>**

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.



### DRAGONSKIN<sup>DM</sup>

The spell grants DR 5 to three different energy types (acid, cold, electricity, or fire), and it increases by 5 for every three levels above 9th, to a maximum of 20 at 18th level.

### DRAGONVOICE<sup>DSH</sup>

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

### DRAKE FORM I-IV<sup>DM</sup>

You may cast this spell as a swift action.

### DREAD BOLT<sup>UM</sup>

This spell affects the target as *mythic unholy blight*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

### DREAM FEAST<sup>ISG</sup>

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

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

### DREAM SERPENT<sup>GCC</sup>

Add one-half your mythic tier (minimum 1) to the damage dealt by the *dream serpent*. In addition, a creature entangled by the *dream serpent* takes a -2 penalty on saving throws against compulsions, increased to -4 against sleep effects.

### DRINK DEEP FROM MIMIR'S WELL<sup>DM</sup>

There is no chance you must make a Will save or lose a prepared spell or spell slot for 24 hrs.

### DUEL<sup>DM</sup>

The insight bonus to attack and Spellcraft checks increases to +2.

### DUNGEONSIGHT<sup>DSH</sup>

You gain a bonus equal to your mythic tier on Perception checks to locate and Disable Device checks

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

### DUST FORM<sup>UC</sup>

Your physical attacks do full damage. While in dust form your base speed increases by 10 ft.

**Augmented (3rd):** If you expend two uses of mythic power, when the spell ends all creatures adjacent to you must make a Fort Save or be blinded for 1d4 rounds.

### DUST OF TWILIGHT<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.





# E

eagle aerie<sup>A</sup>  
eagle eye  
eagle's splendor<sup>A</sup>  
eagle's splendor, mass  
eaglesoul  
ear-piercing scream<sup>A</sup>  
early judgment  
earth glide  
earth shield  
earth wave  
echolocation  
efficacious perception  
effortless armor  
eldritch blood  
eldritch conduit  
eldritch conduit, greater  
eldritch fever<sup>A</sup>  
eldritch monolith<sup>A</sup>  
elemental aura  
elemental blast<sup>A</sup>  
elemental body<sup>A</sup>  
elemental body, mythos<sup>A</sup>  
elemental bombardment<sup>A</sup>  
elemental boost  
elemental conversion  
elemental glyphs  
elemental grasp  
elemental horns  
elemental line attunement<sup>A</sup>  
elemental scale  
elemental speech  
elemental surge  
elemental swarm<sup>A</sup>  
elemental touch<sup>A</sup>  
elemental vengeance  
elf lord's battle armor  
elfmarked for death  
elude time  
embrace destiny  
embryonic implantation  
emergency force sphere  
empty flesh  
emptyheart false life  
enchant ring  
endure elements, communal  
enemy hammer<sup>A</sup>  
enemy within<sup>A</sup>  
enemy's heart<sup>A</sup>  
energy absorption  
energy drain  
energy missile  
energy siege shot  
energy siege shot, greater  
enhance water  
enhanced judgment  
enlarge person, mass  
enslave thrall  
ensnare ley line

enter image  
enthrall<sup>A</sup>  
enticing gleam  
envious urge  
epidemic  
erase<sup>A</sup>  
erode defenses  
eruptive pustules<sup>A</sup>  
escaping ward  
essence jar  
ethereal jaunt  
etherealness  
euphoric tranquility  
evolution surge  
evolution surge, greater  
evolution surge, lesser  
evulsion  
exalted chance  
excellent enclosure  
excruciating deformation<sup>A</sup>  
expeditious excavation  
expend  
explosive runes  
exquisite accompaniment  
exsanguinate<sup>A</sup>  
exsanguinating cloud<sup>A</sup>  
extravasation of tears<sup>A</sup>  
eyebite

## EAGLE AERIE<sup>UM</sup>

You add your mythic tier to your caster level to determine the number of eagles you summon. In addition, the summoned eagles gain the agile mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented (4th):** If you expend two uses of mythic power, you can polymorph a number of willing creatures equal to one-half your mythic tier into giant eagles, as if you had cast *beast shape IV* on each target. Each of these creatures gains a +30-foot enhancement bonus to its fly speed during any round in which they take only move actions or use the run action.

## EAGLE EYE<sup>APG</sup>

The DC for vision-based Perception checks made when looking through your *eagle eye* increases by 1 every 100 feet (rather than 1 every 10 feet). This does not affect other modifiers on Perception checks. However, your *eagle eye* can see without impairment through natural (though not magically created) fog, mist, and precipitation.

## EAGLE'S SPLENDOR<sup>CR</sup>

Your target gains a bonus to Charisma checks equal to half your mythic tier, and once during the spell's duration the target can elect to take 20 on a Charisma



check or Charisma-based skill check, treating that skill as trained even if he has no ranks in it.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Charisma score rather than +4.

### EAGLE'S SPLENDOR, MASS<sup>CR</sup>

As *mythic eagle's splendor*, but affecting one creature per level within range; the targets need not be within 30 feet of each other.

### EAGLESOUL<sup>ISM</sup>

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

### EAR-PIERCING SCREAM<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### EARLY JUDGMENT<sup>SG</sup>

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

### EARTH SHIELD<sup>DM</sup>

The natural armor increase this spell grants increases to 6.

### EARTH GLIDE<sup>ARG</sup>

The target can *earth glide* with a speed of 10 feet, increasing by 5 feet per 5 mythic tiers. While using this ability to pass through solid earth or stone, the target can sense earthen and stone surfaces within 30 feet as if it had tremorsense, but cannot detect the presence of creatures moving on those surfaces.

### EARTH GLIDE<sup>DM</sup>

You gain a +1 bonus to attack and damage if you and your foe are touching the ground.

### EARTH WAVE<sup>DM</sup>

The damage dealt to walls, other constructed objects, and Large or smaller creatures increases to 4d8 hp. Non-mythic creatures do not receive Reflex saves to half this damage, and neither do objects unless they were created by mythic creatures.

### ECHOLOCATION<sup>UM</sup>

You may cast this spell with a range of touch. If you use the spell on yourself, your *echolocation* can penetrate non-mythic silence effects, though its clarity is muted and it provides only blindsense rather than blindsight in such areas.

### EFFICACIOUS PERCEPTION<sup>DM</sup>

The enhancement bonuses increase to +4 at first caster level, +6 at fifth caster level, and +8 at ninth caster level.

### EFFORTLESS ARMOR<sup>UC</sup>

The reduction in armor check penalty increases by half your mythic tier and you are not subject to the max Dexterity of your armor.

### ELDRITCH BLOOD<sup>DM</sup>

The target may use abilities with a limited number of uses per day as often as a sorcerer of your caster level would be able to.

### ELDRITCH CONDUIT<sup>ISM</sup>

Whenever you use the *eldritch conduit*, you may expend one use of mythic power to maintain the spell rather than having it end immediately. If you expend an additional use of mythic power, you add a number of rounds equal to your mythic tier to the spell's duration.

### ELDRITCH CONDUIT, GREATER<sup>ISM</sup>

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

### ELDRITCH FEVER<sup>UM</sup>

You add your mythic tier to the DC of caster level checks to remove the eldritch ague spellblight with



remove curse or remove disease, and it is considered a supernatural disease that cannot be cured without the use of magic. Spells such as *heal* that automatically cure disease remove the *mythic eldritch fever* only if the caster succeeds at a caster level check as if using *remove disease*. *Mythic heal* automatically removes this spellblight. You also add your mythic tier to the DC of concentration checks made to cast spells while shaking from the ague.

**Augmented (4th):** If you expend two uses of mythic power and the target fails its saving throw, each time it casts a spell it begins shaking for a number of rounds equal to one-half your mythic tier. In addition, the condition cannot be removed by non-mythic effects unless they are used by a creature whose mythic rank or tier equals or exceeds yours.

#### ELDRITCH MONOLITH<sup>GCC</sup>

Add your mythic tier to your caster level to determine the area you can affect and to the hit points of each 5-foot cubic section, and increase the hardness of the *eldritch monolith* by an amount equal to one-half your mythic tier (minimum 1).

**Augmented (6th):** If you expend two uses of mythic power, you can affect a cube 5 feet on each side times your mythic tier. You can increase the size of this cube by an additional 5 feet times your mythic tier for each additional use of mythic power you spend.

#### ELEMENTAL AURA<sup>APG</sup>

You gain energy resistance equal to 5 plus your mythic tier against the same type of energy as your *elemental aura*. In addition, you can change the energy type of your *elemental aura* at will as a standard action, as often as desired.

#### ELEMENTAL BLAST<sup>DM</sup>

Creatures do not receive a Reflex save to halve the damage unless they are mythic. This means non-mythic creatures taking cold damage are automatically fatigued, and non-mythic creatures taking electricity damage are automatically staggered for 2d6 rounds.

**Augmented (6th):** If you expend two uses of mythic power, the elemental blast's damage increases to 6d8 hp +1/caster level.

#### ELEMENTAL BODY (ALL)<sup>CR</sup>

Each *mythic elemental body* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-

level *elemental body* spells to learn their higher-level versions.

*Mythic elemental body* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

The subject gains the ability to speak and understand the elemental language of the elemental type it assumes. The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

#### ELEMENTAL BODY, MYTHOS (ALL)<sup>GCC</sup>

Each *mythic elemental body, mythos* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *elemental body, mythos* spells to learn their higher-level versions. You may exchange one of the following traits granted by the elemental form you assume for the equivalent traits of a different elemental: ability score modifiers, energy resistance or immunity, or forms of movement. You must exchange all modifiers, resistances and immunities, or forms of movement. All other effects of your *elemental body* are determined by the form you assume. You also gain an *unnatural aura* with a radius of 10 feet plus 5 feet per mythic tier.

**Augmented (5th):** If you expend two uses of mythic power, you may gain the energy resistance or immunity or forms of movement of a different elemental type in addition to those of the elemental form you assume. You also gain the *frightful presence* special quality with one-half the radius of your unnatural aura. This ability only affects animals and creatures with the air, earth, fire, or water subtype, as determined by the type of *elemental body* you adopt.





### ELEMENTAL BOMBARDMENT<sup>MO</sup>

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

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

### ELEMENTAL BOOST<sup>DM</sup>

The extra damage this spell causes increases to 1d8 hp.

### ELEMENTAL CONVERSION<sup>DM</sup>

You can convert a spell, spell-like ability, or special ability with an elemental damage component (acid, cold, electricity, or fire) into any two other types for the duration of the spell.

### ELEMENTAL GLYPHS<sup>DM</sup>

You call forth two glyphs, plus an additional two for every four levels beyond 3rd.

### ELEMENTAL GRASP<sup>DM</sup>

The successful melee touch attack deals 1d8+1/caster

level hp damage of the chosen energy type (maximum 10d8+10).

### ELEMENTAL HORNS<sup>DM</sup>

The energy damage dealt by a gore attack increases to 2d6 hp. In addition, if the spell is expended on a critical hit, the target takes 6d6 hp energy damage. Finally, the target of the spell also gains energy resistance 10 against the selected energy type as long as the spell lasts.

### ELEMENTAL LINE ATTUNEMENT<sup>DM</sup>

The ley line also locks to the Empower Spell metamagic feat. Roll on the ley line backlash table (see *Deep Magic*, pg. 46) an additional time.

**Augmented (4th):** The ley line is locked to the Maximize Spell feat instead of the Empower Spell feat.

### ELEMENTAL SCALE<sup>DM</sup>

Choose an additional energy type to gain resistance against.

### ELEMENTAL SPEECH<sup>APG</sup>

You gain a bonus equal to one-half your mythic tier (minimum +1) on Charisma checks and Charisma-based skill checks with creatures of the chosen type. In addition, if you use a language-dependent effect to affect creatures of that type, you can expend the remaining duration of the spell's effect in order to increase the save DC of the effect by an amount equal to one-half your mythic tier. If the spell or effect requires a caster level check, you gain a bonus equal to one-half your mythic tier.

### ELEMENTAL SURGE<sup>DM</sup>

The successful ranged touch attack deals 2d8 hp +1/caster level. In addition, if the surge is made of air, the target takes a penalty on its CMD equal to your mythic tier. If the surge is made of any other element, the target takes a penalty to its save equal to your mythic tier.

### ELEMENTAL SWARM<sup>CR</sup>

The elementals you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. Your summoned monsters gain no other mythic abilities.

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



These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ELEMENTAL TOUCH<sup>APG</sup>

Your *elemental touch* deals 1d10 points of damage of the chosen type with each hit. In addition, you can use your *elemental touch* in combination with unarmed strikes or when wielding a weapon, making an attack roll instead of a melee touch attack. You may use your *elemental touch* once per round, but missed attacks do not count against this total; only a successful melee attack discharges your *elemental touch* for the round. In addition, your target suffers an additional effect on a failed save:

**Acid:** Your target takes 1d4 points of ongoing acid damage per round for a number of rounds equal to one-third your caster level.

**Cold:** The target is fatigued and entangled by clinging ice for 1 round.

**Electricity:** The target is blinded and staggered for 1 round.

**Fire:** Your target catches on fire and is shaken for as long as it remains on fire. Creatures that take no fire damage while on fire do not become shaken.

**Augmented (3rd):** If you expend two uses of your mythic power while wielding multiple weapons or a double weapon or if you have multiple natural weapons you gain the effects of *elemental touch* once per round with each weapon. Alternatively, if you are wielding a single weapon you can use *elemental touch* with all attacks you are allowed each round with that weapon, including attacks of opportunity and immediate actions.

#### ELEMENTAL VENGEANCE<sup>DM</sup>

If the spell surrounds a creature that has reduced you to zero, in addition to the normal damage the creature takes, it is stunned for a number of rounds equal to half your mythic tier (minimum 1).

#### ELF LORD'S BATTLE ARMOR<sup>DM</sup>

The morale bonus to saving throws and attacks granted to allies within 30 ft. and line of sight of you increases to +3.

#### ELF MARKED FOR DEATH<sup>DM</sup>

The spell's rays can strike elves, half-elves, or other creatures with the elf subtype if they are up to 15 ft. away from the specific target. All rays still must be aimed at targets within 30 ft. of each other, and rays are still fired simultaneously.

#### ELUDE TIME<sup>APG</sup>

You can use this extract as an immediate action. You add your mythic tier to the DC to dispel the effect.

#### EMBRACE DESTINY<sup>LK</sup>

The duration increases to 1 hour/level or until discharged. If you activate the spell's effect within a number of rounds equal to your caster level plus your mythic tier, you add the effect of a mythic surge to the d20 roll. Any feats or abilities you possess that modify your mythic surge apply.

#### EMBRYONIC IMPLANTATION<sup>GCC</sup>

You can cast this spell as a full-round action, and you may add or subtract your mythic tier from the 2d6 roll to determine incubation time of the embryo (minimum 1). Add your mythic tier to the DC to detect the embryo with non-mythic effects or Heal checks.

#### EMERGENCY FORCE SPHERE<sup>CCD</sup>

You can double the sphere's radius to 10 feet, or you can create a 5-foot-radius hemisphere but increase the sphere's hardness to 40 and its hit points to 20 per caster level. Add your mythic tier as a bonus on the Craft, Knowledge, or Profession check you make to create a stable dome after the sphere ends. If the sphere is buried or submerged, you can expend one use of mythic power as a full-round action to allow the sphere to move toward the surface as if it had a burrow speed of 5 feet or a swim speed of 10 feet. The sphere may only move directly upwards, and it cannot move through a space occupied by a creature or an intact building, though it may move through the ruins of a collapsed or destroyed building.

#### EMPTY FLESH<sup>MIM</sup>

The target gains a 75% chance to negate critical hits and precision-based damage, and takes only 1/4 damage from negative energy or death effects. Energy drain effects inflict 2 fewer negative levels than normal. The target takes no penalty on initiative checks, and you and the target can spend uses of mythic power interchangeably with points from your ki pool (if you or the target has one) to suppress the staggered condition inflicted by this spell.

#### EMPTYHEART FALSE LIFE<sup>GCC</sup>

This spell functions as *mythic false life*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, but each vial of acid you use to etch the victim's face increases your caster level and the maximum number of



temporary hit points you gain by 3 (up to a maximum of three times your caster level).

### ENCHANT RING<sup>DM</sup>

This spell's effect is not subject to a creature's spell resistance unless it is a mythic creature.

### ENDURE ELEMENTS, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The *mythic version of endure elements* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### ENEMY HAMMER<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### ENEMY WITHIN<sup>DM</sup>

The damage the illusory insects deal increases to 3d8 hp/round.

**Augmented (3rd):** If you expend two uses of mythic power, the target does not receive a Fortitude save each round to halve the damage unless it is a mythic creature.

### ENEMY'S HEART<sup>ARG</sup>

Increase the temporary hit points gained from eating the enemy's heart by an amount equal to your mythic tier, and increase the profane bonus to Strength to +4. In addition, you gain a +4 profane bonus to Constitution.

**Augmented (3rd):** If you expend two uses of mythic power, you can cast this spell as a swift action, targeting a dead creature that you killed on your last turn or since the end of your last turn. The dead creature is not allowed a saving throw.

### ENERGY ABSORPTION<sup>DM</sup>

The amount of energy damage the spell can absorb increases to 15 hp/caster level.

### ENERGY DRAIN<sup>CR</sup>

The number of negative levels you inflict is increased to 2d6, and the target becomes sickened for a number of days equal to your mythic tier. An undead creature struck by the ray gains 2d6 x 5 temporary hit points and a +2 profane bonus on attack rolls, damage rolls, and saving throws for 1 hour.

### ENERGY MISSILE<sup>DM</sup>

If you are a cleric, you may choose whether this missile deals positive or negative energy damage,

regardless of which type you channel. Additionally, the damage the missile deals increases to 1d8+1 hp/caster level.

### ENERGY SIEGE SHOT<sup>UC</sup>

You may expend one use of mythic power as a move action to change the energy type. You may do so once per round.

### ENERGY SIEGE SHOT, GREATER<sup>UC</sup>

You may expend one use of mythic power as a move action to change the energy type. You may do so once per round. The radius of any effect created by this spell increases by 5 ft.

### ENHANCE WATER<sup>ISG</sup>

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

### ENHANCED JUDGMENT<sup>DM</sup>

You may enhance an additional number of judgments equal to half your mythic tier (minimum 1).

### ENLARGE PERSON, MASS<sup>CR</sup>

This functions as *mythic enlarge person*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, but you can target any creatures within range; they do not need to be within 30 feet of each other.

### ENSLAVE THRALL<sup>DM</sup>

The improved familiar you summon with this spell gains DR 5/— for a number of hours equal to your mythic tier. Once this DR expires, the improved familiar's DR reverts to normal, if it has any.

### ENSNARE LEY LINE<sup>DM</sup>

All caster level checks required are reduced by a number equal to half your mythic tier (minimum 1).

### ENTER IMAGE<sup>APG</sup>

When you fill an image with your consciousness, you can use any form of bardic performance that you possess, centered on that image and treating it as if it were you; however, beginning such a performance is a full-round action regardless of your level, and each round you continue performing costs





2 rounds of performance. In addition, when your consciousness fills an image you can discharge the remaining duration of the spell in order to cast a single language-dependent spell through it, treating the image as if it were the spell's point of origin. The language-dependent spell's level cannot exceed the level of the *enter image* spell on your class spell list. The targets of this language-dependent spell gain a +4 bonus on their saving throw, though this is reduced by an amount equal to one-half your mythic tier (minimum 0).

#### ENTHRALL<sup>CR</sup>

You can cast a companion mind-affecting spell you have prepared as part of your speech or performance that you use to *enthrall* creatures. This spell's level cannot exceed one-half your mythic tier. The companion spell affects its normal target(s) or area, but it can only affect creatures that failed their saving throw against *enthrall*. This companion spell takes effect when the *enthrall* spell ends, either at the end of its duration or if it is dispelled, disrupted, or simply abandoned by the caster.

**Augmented (6th):** If you expend two uses of mythic power per level of the companion spell, it affects every creature that fails its saving throw against *enthrall*, even if it normally affects only a single creature.

#### ENTICING GLEAM<sup>DM</sup>

The cost to cast this spell is reduced to 50 gp of treasure per level.

#### ENVIOUS URGE<sup>UM</sup>

You may choose to specify a number of objects or creatures up to your mythic tier as the object(s) of the targets' envy, rather than having the targets simply be envious of the nearest creature. The targets of the spell gain a bonus equal to your mythic tier on combat maneuver checks made to disarm, grapple, or steal against the creature they envy. However, their single-minded and obsessive focus on the object they are trying to take causes them to become flat-footed against all creatures other than the one holding the object of their envy as long as they are within 30 feet of that object or creature.

#### EPIDEMIC<sup>UM</sup>

The save DC for creatures to contract the disease from close contact from the target is the spell DC, not the disease's normal DC, and you add one-half your mythic tier to the DC to remove the disease. Spells such as *heal* that automatically cure disease remove the *mythic epidemic* only if the caster succeeds at a caster level check as if using *remove disease*; any other effects of such spells are unaltered. *Mythic heal* automatically cures a target that has contracted a *mythic epidemic*. The original target of the disease remains a carrier even after recovering from the disease for an amount of time equal to the disease's frequency times your mythic tier.

#### ERASE<sup>CR</sup>

You can erase non-mythic *illusory script* or a *symbol* by touch, though you cannot erase the mythic versions of those spells. You can erase a mythic or non-mythic *arcane mark*, *explosive runes*, *glyph of warding*, or *sepia*





snake sigil anywhere within range, adding your mythic tier to your caster level check to erase such writing.

**Augmented:** If you expend two uses of mythic power, you can use *mythic erase* as an immediate action when a creature within range attempts to read a spell from a scroll.

### ERODE DEFENSES<sup>DSH</sup>

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

eroding that defense unless you expend a move action while the target is within range to choose a different defense to erode.

### ERUPTIVE PUSTULES<sup>UM</sup>

The acid damage dealt by this spell bypasses acid resistance or immunity unless the target is also immune to disease. The caustic pus created by this spell clings to an attacker for a number of rounds equal to your mythic tier regardless of whether it saves, dealing 1 point of acid damage per round to the target and to any other creature that touches it other than you, including melee touch attacks, natural weapons, and unarmed strikes. Any creature damaged by this spell contracts *filth fever* unless it succeeds at a Fortitude save against the spell's save DC. If a creature contracts filth fever, all subsequent saves use the normal DC for the disease.

**Augmented (3rd):** If you expend two uses of mythic power, creatures failing their save are sickened for a number of rounds equal to one-half your mythic tier. This is in addition to the normal 1 round of being sickened or nauseated. Non-mythic creatures striking you with a melee touch attack, natural weapon, or unarmed strike are sickened (or nauseated on a critical hit) for 1 round even if they succeed on their saving

throw. If a creature contracts filth fever from the *mythic eruptive pustules*, all saving throws against the disease use the spell's save DC.

### ESCAPING WARD<sup>ARG</sup>

When a creature larger than you misses you, you can move an additional 5 feet, plus 5 feet for every 5 mythic tiers. The creature that misses you also loses track of your location, enabling you to make a Stealth check after moving using this spell to remain hidden from that creature until the end of your next turn, even if that creature still has line of sight to you.

### ESSENCE JAR<sup>DM</sup>

Your maximum hp never decreases as a result of placing one or more of your organs in a jar. Additionally, if a jar with your organ in it is opened before the spell ends, you may make a Fortitude save to halve the damage.



#### ETHEREAL JAUNT<sup>CR</sup>

While using this spell, you can shift into the Material Plane as if using *mythic blink*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. If you are 3rd tier or higher, you can spend two points of mythic power to use the augmented effect of *mythic blink*. If you remain completely ethereal, you gain energy resistance equal to twice your mythic tier against force effects.

#### ETHEREALNESS<sup>CR</sup>

Creatures using this spell can shift into the Material Plane as if using *mythic blink*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. If they are 3rd or higher-tier (or rank) mythic creatures, they can spend two uses of their mythic power to use the augmented version of *mythic blink*. If the targets of this spell remain completely ethereal, they gain energy resistance equal to twice your mythic tier against force effects.

#### EUPHORIC TRANQUILITY<sup>APG</sup>

Regardless of whether the target saves, its movements are made sluggish and feeble by its profound tipsy euphoria, causing him to become fatigued (or exhausted if a non-mythic creature).

#### EVOLUTION SURGE<sup>APG</sup>

The target eidolon can gain a single evolution that costs no more than 5 evolution points, subject to the normal restrictions of the spell. Alternatively, you can grant your eidolon two evolutions whose total cost does not exceed 5 evolution points. If this evolution creates an effect, that is considered a mythic effect. While it possesses this evolution, the eidolon is considered a mythic creature.

#### EVOLUTION SURGE, GREATER<sup>APG</sup>

The target eidolon can gain a single evolution that costs no more than 7 evolution points, subject to the normal restrictions of the spell. Alternatively, you can grant your eidolon two evolutions whose total cost does not exceed 7 evolution points. If this evolution creates an effect, that is considered a mythic effect. While it possesses this evolution, the eidolon is considered a mythic creature.

If you grant an evolution that grants your eidolon a natural attack you may double the cost of the evolution in order to allow that attack to bypass DR/epic (though not the eidolon's other natural attacks, even if they are of the same type). If you grant an evolution that grants a





special ability that enhances a natural attack, such as constrict, grab, pounce, rake, or rend, any natural weapon attacks that are made as part of that attack bypass DR/epic.

### EVOLUTION SURGE, LESSER<sup>APG</sup>

The target eidolon can gain a single evolution that costs no more than 3 evolution points, subject to the normal restrictions of the spell. If this evolution creates an effect, that is considered a mythic effect. While it possesses this evolution, the eidolon is considered a mythic creature.

### EVULSION<sup>DM</sup>

The damage dealt increases to 2d8 hp slashing damage/caster level (maximum 40d8). In addition, the target creature does not receive a Fortitude save to halve the damage unless it is a mythic creature.

### EXALTED CHANCE<sup>DM</sup>

You may choose to silence the trumpet-like blare that sounds when you call on the exalted chance. Additionally, the spell's duration is increased by a number of rounds equal to your mythic tier.

### EXCELLENT ENCLOSURE<sup>RG</sup>

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

### EXCRUCIATING DEFORMATION<sup>UM</sup>

Each round the target fails its saving throw, it is staggered with pain until the beginning of its next turn.

**Augmented:** If you expend two uses of mythic power, this spell deals lethal damage, and it causes Dexterity and Constitution drain rather than damage on a failed saving throw.

### EXPEDITIOUS EXCAVATION<sup>APG</sup>

You can excavate an additional number of 5-foot cubes equal to your mythic tier.

### EXQUISITE ACCOMPANIMENT<sup>UM</sup>

You can cast this spell as part of the same action you use to begin a bardic performance. You add your mythic tier to the result of any Perform check you make.

### EXPEND<sup>APG</sup>

Each time a creature fails its saving throw, it must expend two uses of one of its abilities rather than one. In addition, non-mythic creatures affected by this spell must successfully save twice in order to end the spell's effect.

### EXPLOSIVE RUNES<sup>CR</sup>

Increase the damage to 6d10 points of force damage, and a creature failing its saving throw (or not allowed a save) is pushed 5 feet directly away per mythic tier by the force of the explosion, landing prone at the end of this movement. If a creature is blasted into another object or creature, both that creature and the object or creature it impacts take 5d6 points of bludgeoning damage, reduced by 1d6 per 10 feet of movement. And add your mythic tier to the Perception and Disable Device DC to find or disarm the trap, as well as to the DC to dispel the *mythic explosive runes*.

### EXSANGUINATE<sup>GCC</sup>

Any bleed or blood drain damage the target takes is tripled rather than doubled, and you add your mythic tier to the DC of Heal check DCs to halt bleed damage or to repair the damage from this spell.

**Augmented:** If you expend one additional use of mythic power, you can cast this spell on a creature that has fewer than half its hit points remaining, even if it is not currently taking bleed damage.

**Augmented (6th):** If you expend three uses of mythic power, you can cast this spell as an immediate action when a creature within 30 feet takes bleed damage.

### EXSANGUINATING CLOUD<sup>DM</sup>

The spell's duration is increased by a number of rounds equal to your mythic tier. Undead creatures within a *mythic exsanguinating cloud* either gain +4 channel resistance or, if they already have channel resistance, that channel resistance is increased by 4.

**Augmented (6th):** If you expend two uses of mythic power, you deny the Fortitude save to non-mythic creatures within the cloud. Such creatures take the Constitution damage each round automatically.



#### EXTRAVASATION OF TEARS<sup>GCC</sup>

The target is affected as *mythic crushing despair* and its miss chance when it does not spend a move action each round wiping away its tears is increased to 30%.

**Augmented:** If you expend two uses of mythic power, the target is blinded and takes a 50% miss chance during any round in which it does not wipe away its tears. Even if it does so, the target still has a 20% miss chance on its attacks (this does not count as concealment).

#### EYEBITE<sup>CR</sup>

This spell functions as a *gaze attack*, affecting all creatures within a radius equal to 5 feet plus 5 feet per 2 mythic tiers. You may exclude a number of creatures equal to your mythic tier from the effects of your gaze.





# F

fabricate<sup>A</sup>  
fabricate bullets<sup>A</sup>  
face of deception  
face of the devourer  
faceless disguise  
faceless rage  
fade from existence  
faerie form (all)<sup>A</sup>  
faerie ring  
fairness  
fallback strategy  
false alibi<sup>A</sup>  
false death<sup>A</sup>  
false life, greater  
false vision  
familiar figment  
familiar melding<sup>A</sup>  
fangbox  
fate denied<sup>A</sup>  
fate revealed<sup>A</sup>  
fault line  
fear  
fearful rapture  
fearsome duplicate<sup>A</sup>  
feast of ashes  
feather step  
feather step, mass  
feeblemind  
feed the forest<sup>A</sup>  
feral scent  
fester<sup>A</sup>  
fester, mass<sup>A</sup>  
feverish confession<sup>A</sup>  
fey crossroads<sup>A</sup>  
fey's cursed coiffure  
fickle winds<sup>A</sup>  
field of axes  
fiery blood  
fiery body<sup>A</sup>  
fiery lightning<sup>A</sup>  
fiery sandstorm  
fiery shuriken<sup>A</sup>  
final combustion  
final rest  
find quarry  
find the path  
find traps  
find treasure  
fins to feet  
fire breath  
fire charm  
fire claws<sup>A</sup>

fire of entanglement  
fire of judgment  
fire of vengeance<sup>A</sup>  
fire snake<sup>A</sup>  
fire trail  
fire trap  
fire under the tongue<sup>A</sup>  
firebelly  
firebrand<sup>A</sup>  
fireburst<sup>A</sup>  
fireball<sup>A</sup>  
firefall  
firestream<sup>A</sup>  
flame arrow  
flames of the faithful  
flaming sphere<sup>A</sup>  
flare  
flare burst  
flash fire  
flesh to ooze  
fleshcurdle<sup>A</sup>  
fleshworm infestation  
flickering fate  
float  
fluctuating alignment<sup>A</sup>  
fluid form  
flurry<sup>A</sup>  
fly, mass<sup>A</sup>  
fly true<sup>A</sup>  
foe to friend  
follow aura<sup>A</sup>  
fool's forbiddance  
fool's gold  
forbid action  
forbid action, greater  
forbiddance  
force hook charge  
force phalanx  
force punch<sup>A</sup>  
forcecage<sup>A</sup>  
forced quiet  
forced repentance<sup>A</sup>  
forceful hand<sup>A</sup>  
forceful strike<sup>A</sup>  
forest friend  
forgetful slumber<sup>A</sup>  
fortified hoard  
fortune's frown  
foster hatred  
fox's cunning<sup>A</sup>  
fox's cunning, mass  
fractions of heal and harm<sup>A</sup>  
freedom<sup>A</sup>  
freedom's toast<sup>A</sup>



freedom of movement  
freeze  
freeze, greater  
freeze potion  
freeze time  
freezing fog  
freezing sphere  
Freya's fallen timber rage  
Freya's instant ballista  
frightful aspect  
frigid touch  
frost fall  
frostbite  
frozen note  
fugue script  
full lung  
fumbletongue  
fungus infestation  
furiously hooves<sup>A</sup>  
furiously summoning  
fury of the sun<sup>A</sup>

#### FABRICATE<sup>CR</sup>

Increase the volume of material you can convert to 100 cubic feet/level (10 cubic feet per level of mineral matter), and casting requires 1 round per 100 cubic feet of material. Add your mythic tier to Craft checks to determine the quality of items you create.

You can target a damaged object or construct creature with this spell, repairing 10 points of damage per caster level (maximum 150). The casting time for using the spell in this way is 1 round, regardless of the size of the object or construct creature.

**Augmented:** If you expend two uses of mythic power, you can instantaneously increase the hardness of an existing item by an amount equal to one-half your mythic tier and its hit points by an amount equal to your mythic tier, up to a maximum of double the hardness and hit points of a normal, unaltered, non-magical object of that size and material.

#### FABRICATE BULLETS<sup>UC</sup>

You may use any metal weapon that weighs at least one pound as the material component.

**Augmented (3'd):** If you expend two uses of mythic power, ammunition created by this spell is +1 ammunition for the next hour.

**Augmented (6th):** If you expend three uses of mythic power, ammunition created by this spell is +1 ammunition for the next hour and has the bane weapon quality (you pick the designated foe when you cast the spell) during that time.

#### FACE OF DECEPTION<sup>DM</sup>

The spell's duration increases a number of rounds equal to your mythic tier.

#### FACE OF THE DEVOURER<sup>SG</sup>

You add one-half your mythic tier (minimum 1) to the bonus this spell grants on the target's Intimidate checks. If the target creates a fear effect, it increases the save DC by 1. If the target hits another creature with the bite attack granted by this spell, it can attempt an Intimidate check as a move action to demoralize the creature it hits.

#### FACELESS DISGUISE<sup>GCC</sup>

You can cast this spell on others with a range of touch. If you cast it on yourself, add one-half your mythic tier on Stealth checks in areas of natural stone and on Sleight of Hand checks to hide small objects on your person.

#### FACELESS RAGE<sup>GCC</sup>

This spell functions as *mythic rage*, but each target of the spell is also shrouded in a *faceless disguise*.

#### FADE FROM EXISTENCE<sup>GCC</sup>

You can *fade from existence* for an additional number of rounds equal to one-half your mythic tier; you may dismiss the spell as a standard action. If you choose to *fade from existence* for only 1 round, you do not become confused when you return to reality. Add your mythic tier to the save DC for creatures to temporarily forget your existence, and creatures that fail their saves forget your existence as long as you remain faded, rather than for only 1 round.

#### FAERIE FORM (ALL)

Each *mythic faerie form* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *faerie form* spells to learn their higher-level versions.

*Mythic faerie form* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the damage reduction the spell provides by 1. In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

The target gains the ability to speak and understand Sylvan as long as it remains in *faerie form*. The target of this spell can resume its normal form or shift back into the same assumed form as a standard action



without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.



### FAERIE RING<sup>DM</sup>

You may roll twice on the Faerie Ring Effects table and choose the more favorable result. If you are a fey creature, an elf, a half-elf, or a fey bloodline sorcerer, you may roll three times and take the more favorable result.

### FAIRNESS<sup>SG</sup>

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

### FALLBACK STRATEGY<sup>SG</sup>

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

### FALSE ALIBI<sup>SG</sup>

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

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

### FALSE DEATH<sup>DM</sup>

You gain fast healing 5 for 1 round/caster level.

**Augmented (3rd):** If you expend two uses of mythic power, add your mythic tier to your caster level when determining how long the fast healing effect lasts.



#### FALSE LIFE, GREATER<sup>UM</sup>

The temporary hit points gained increase to  $4d10 + 2$  per caster level (maximum +40). As an immediate action, you can dismiss the remaining duration of the spell to prevent 1 point of Strength, Dexterity, or Constitution damage per 5 temporary hit points remaining from the spell. This takes effect after the attack affects you and the damage is rolled but before you take the damage. This spell is particularly effective at absorbing damage caused by death effects. Each temporary hit point provided by this spell absorbs 2 points of damage from death effects.

#### FALSE VISION<sup>CR</sup>

The duration increases to 1 day per level. In addition, any creature scrying on the area sees a *programmed image* that plays on its own for a number of rounds equal to your caster level plus your mythic tier, rather than a *major image*.

#### FAMILIAR FIGMENT<sup>AA</sup>

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

#### FAMILIAR MELDING<sup>DM</sup>

The range of this spell is increased to 1 mile per mythic tier. In addition, while melded with your familiar you can expend one use of mythic power to ignore the verbal, somatic, or material component of a non-mythic spell; you may spend up to three uses of mythic power to ignore all three. If you wish to cast a mythic spell, you must expend two uses of mythic power for each component you ignore.

**Augmented (4th):** If you expend two uses of mythic power, the range of the spell is unlimited, as long as you remain on the same plane.

**Augmented (8th):** If you expend three uses of mythic power, the range of the spell is unlimited, including travel to other planes.

#### FANGBOX<sup>DM</sup>

A *mythic fangbox's* attacks are swifter and its teeth are sharper. When the fangbox takes an attack of opportunity, add half your mythic tier (minimum 1) to its attack roll. In addition, increase the damage it deals by one die step (1d4 becomes 1d6, 1d6 becomes 1d8, and 2d6 becomes 2d8).

#### FATE DENIED<sup>DM</sup>

The penalty to the target's attack rolls, skill checks, and saving throws increases to -2. In addition, if you dismiss this spell after the target has made an attack roll, a skill check, or a saving throw, the target suffers a -6 penalty when rerolling.

**Augmented (6th):** If you expend two uses of mythic power, the spell's duration increases a number of minutes equal to your mythic tier.

#### FATE REVEALED<sup>DM</sup>

The bonus to the target's attack rolls, skill checks, and saving throws increases to +2. In addition, if you dismiss this spell after the target has made an attack roll, a skill check, or a saving throw, the target takes a -6 penalty when rerolling.

**Augmented (6th):** If you expend two uses of mythic power, the spell's duration increases a number of minutes equal to your mythic tier.

#### FAULT LINE<sup>DM</sup>

The fault line is much more pronounced and rises 5 ft. vertically into the air. Each square that's adjacent to the line is difficult terrain. In addition, the line itself requires one or more DC 25 Climb checks to traverse, and creatures can only do so at one-quarter their normal speed while climbing normally. Creatures can try to move at half speed over the fault line, but doing so requires a DC 30 Climb check.

#### FEAR<sup>CR</sup>

You can select which creatures within the area are affected. In addition, you can affect non-mythic creatures that are normally immune to fear, though they gain a +2 circumstance bonus to their saving throw. The terror induced by the spell lingers so strongly that the next time creatures affected go to sleep, they must save again against the spell's DC or suffer a *nightmare*, as the spell.

#### FEARFUL RAPTURE<sup>GCC</sup>

Living enemies within the area are affected as *mythic fear*, while you increase the morale bonus you grant allies on saving throws against harmful emotion effects. Allies currently affected by harmful emotion or fear effects who successfully break the effect with the new save granted by this spell gain temporary hit points equal to your mythic tier; these temporary hit points last 1 minute or until expended.

#### FEARSOME DUPLICATE<sup>ARG</sup>

You can control your *fearsome duplicate* as a move



action, and you add one-half your mythic tier on Intimidate checks you make through it. If your *fearsome duplicate* is hit by an attack or is in the area of a damaging effect, you can make a concentration check with a DC equal to  $10 + \frac{1}{2}$  the damage dealt by the attack. If the damaging effect is created by a non-mythic creature, you add your mythic tier as a bonus on this concentration check. If your concentration check succeeds, the *fearsome duplicate* is not destroyed by that attack or effect.

If a non-mythic creature within 10 feet of your *fearsome duplicate* attacks it, as an immediate action you can end the spell. The attacker is then affected as *fear*.

**Augmented (6th):** If you expend two uses of mythic power, enemies within 10 feet of your *fearsome duplicate* become shaken for as long as they remain within 10 feet and for 1d4 rounds thereafter (Will negates). Creatures with fewer Hit Dice than your mythic tier become frightened instead of shaken on a failed save. In addition, you can control your *fearsome duplicate* as a swift action, and you automatically succeed on concentration checks to maintain your *fearsome duplicate* when it would be damaged by a non-mythic effect. You add your mythic tier as a bonus on concentration checks to maintain concentration when it would be damaged by a mythic effect.

If a non-mythic creature within 10 feet of your *fearsome duplicate* attacks it, as an immediate action you can expend one use of mythic power and end the spell. The attacker is then affected as *phantasmal killer*.

### FEAST OF ASHES<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### FEATHER STEP<sup>APG</sup>

The subject ignores the adverse movement effects of difficult terrain and also reduces any skill check penalties related to difficult terrain by an amount equal to one-half your mythic tier (minimum 0).

### FEATHER STEP, MASS<sup>APG</sup>

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

### FEEBLEMIND<sup>CR</sup>

The save changes to Will partial. Creatures that save are confused and shaken for 1 round and shaken thereafter for a number of rounds equal to one-half your mythic tier.

### FEED THE FOREST<sup>DM</sup>

Casting this spell is a standard action.

**Augmented (2nd):** If you expend two uses of mythic power, casting this spell is a swift action.

### FERAL SCENT<sup>DM</sup>

The DC of the Perception check for a creature trying to differentiate between you and the target creature increases to  $25 + 1/\text{caster level}$ .

### FESTER<sup>APG</sup>

You add your mythic tier to the target's spell resistance against effects that restore hit points or grant temporary hit points. In addition, healing provided by effects that ignore spell resistance is reduced by 50% plus 5% times your mythic tier.

**Augmented (4th):** If you expend two uses of your mythic power, the mythic *fester* spell is contagious. If any ally of the target touches or is touched by the target, that creature is also affected (though it gains a +2 bonus on its saving throw to reduce the effect to a single round). Creatures afflicted with mythic *fester* in this way also become contagious, though allies they touch that touch them gain a +4 bonus on their saving throw.

Your mythic *fester* effect can spread to a maximum number of additional targets equal to your mythic tier.

### FESTER, MASS<sup>APG</sup>

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

### FEVERISH CONFESSION<sup>DM</sup>

The target creature suffers a penalty to its Will save equal to half your mythic tier (minimum 1).

**Augmented (4th):** If you expend two uses of mythic power, the target creature suffers a penalty to its Will save equal to your mythic tier.

### FEY'S CURSED COIFFURE<sup>DM</sup>

If the hair is shaved or cut off, it magically grows back within 1d4 hours. The way to stop this is by casting *dispel magic*, *break enchantment*, *cleans* or similar magic on the target. Doing this also causes the hair to immediately slough off.

### FEY CROSSROADS

Creatures passing through a *fey crossroads* are filled with euphoria and delight upon re-entering the



Material Plane (or crossing into a different plane bordering the Fey Realms), gaining the benefit of an *aid* spell.

**Augmented (6th):** If you expend two uses of mythic power, you and your companions may pause within the Fey Realms for 1d6 hours to consume a *heroes' feast*, the benefits of which persist for 1d6 hours after you re-emerge into the Material Plane (or cross into a different plane bordering the Fey Realms).

#### FICKLE WINDS<sup>UM</sup>

You add your mythic tier to your caster level to determine how many Medium creatures you can affect, and the targets of this spell need not be within 30 feet of each other. This spell functions normally within the area of non-mythic wind or weather spells, regardless of their level, unless they were created by a mythic creature whose tier or rank exceeds yours.

**Augmented (5th):** If you expend two uses of mythic power, the mystic winds are so intense that they can deflect magical rays and missiles as *entropic shield*.

#### FIELD OF AXES<sup>DM</sup>

Add your mythic tier to the axes' attack. In addition, non-mythic creatures' that are damaged by axes always have their speed reduced for 24 hrs., regardless of whether they receive a successful Heal check or magical healing. Mythic creatures' speed reduction can still be ended as described.

#### FIERY BLOOD<sup>DM</sup>

The target of the spell gains fire resistance 10. The fire damage that an opponent takes when it hits the target with a piercing or slashing weapon is increased by a number equal to your mythic tier.

#### FIERY BODY<sup>APG</sup>

You do not take additional damage from cold and you take only 1d6 points of damage per round when immersed in water. Your fly speed is increased to 60 feet, and you deal 6d6 points of fire damage to objects formed of ice or snow with your unarmed attack rather than 3d6. As a full-round action, you can move up to your speed and leave behind a 5-foot wide path of fire similar in effect to a *wall of fire* (caster level equals your caster level), but it fills only those 5-foot squares through which you move and it radiates heat in all directions, rather than just one side. If your body takes up more than one square, you must choose a contiguous line of squares in which to lay this path of fire, though if you move through the same square(s) more than once you can stack the squares of

fire vertically on top of other squares of fire, as long as you actually pass through each square. This *wall of fire* lasts a number of rounds equal to one-half your mythic tier, and creating it discharges 1 minute of the *fiery body* spell's duration.

**Augmented (6th):** If you expend two uses of your mythic power, any fire damage dealt by this spell bypasses fire resistance or immunity, and non-mythic creatures that do not avert their gaze from you are blinded for 1 round if they are within 5 feet times your mythic tier.

#### FIERY LIGHTNING<sup>DM</sup>

The damage increases to 1d8 hp electricity damage and 1d8 hp fire damage per caster level (maximum 10d8 hp each). Any creature that fails its save is staggered for 1 round.

**Augmented (4th):** 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 and catches on fire.

#### FIERY SANDSTORM<sup>DM</sup>

Non-mythic creatures must make a second Reflex save after taking fire damage or catch on fire.

**Augmented (7th):** If you expend two uses of mythic power, non-mythic creatures do not receive a Reflex save to halve the bludgeoning damage. In addition, the fire damage increases to 1d8 hp fire damage/4 levels.

#### FIERY SHURIKEN<sup>UC</sup>

The shuriken deal 2d8 damage +1d10 on a critical hit.

**Augmented (4th):** If you expend two uses of mythic power, you can fire any of your shuriken at an adjacent attacking creature as an immediate action. That creature takes a -2 penalty on that attack roll whether the shuriken hit them or not.

#### FINAL COMBUSTION<sup>DM</sup>

Non-mythic creatures do not receive a Reflex save to half the *fireball* damage.

#### FINAL REST<sup>DM</sup>

Non-mythic undead do not receive a Will save to negate his effect.

#### FIND QUARRY<sup>UC</sup>

The base radius of this spell increases to 30 miles. When moving towards your quarry you may move through up to 10 ft. of difficult terrain per round without slowing.





### FIND THE PATH<sup>CR</sup>

While following the path to the specified destination, the target of this spell gains immunity to *maze* spells or other effects that would cause her to lose her sense of direction, as well as a bonus equal to half your tier to saving throws against illusion effects that hide or obscure the route toward the destination. If the destination is warded by non-mythic protections from divination, you can overcome those protections with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

### FIND TRAPS<sup>CR</sup>

Your target gains an additional bonus to its Perception checks to find traps equal to half your mythic tier. If your target has the trap sense ability, their bonus from that ability is increased by 1, and the saving throw bonus applies to all saving throws, not just Reflex saves.

### FIND TREASURE<sup>DM</sup>

Add your mythic tier to your level for purposes of determining how many minutes this spell lasts.

### FINS TO FEET<sup>ARG</sup>

The target gains the amphibious special quality, able to breathe air as well as water, and may switch from fins, flippers, or tail to legs and feet (or vice versa) as a free action.

### FIRE BREATH<sup>APG</sup>

You can breathe multiple times throughout the spell's duration, dealing a total number of d6 equal to 7 plus one-half your mythic tier. You can assign these dice of damage to your breath in any combination to each breath you use, with a minimum of 1d6 and a maximum number of dice equal to one-half the number of dice you have remaining (rounding up). Any creature that fails its saving throw against your *fire breath* catches on fire, and the DC of the Reflex save to put out the fire is increased by an amount equal to your mythic tier.

### FIRE CHARM<sup>GCC</sup>

Creatures viewing the *fire charm* are affected as *mythic enthrall*, and you increase the penalty on Will saves and Wisdom checks (including Wisdom-based skill checks) by an amount equal to one-half your mythic tier for creatures failing their save. The save becomes Will partial, and creatures that successfully save still take one-half this penalty on Will saves, Wisdom checks, and Wisdom-based skill checks as long as they have line of sight to the *mythic fire charm* and are within range of its entrancing effect.

### FIRE CLAWS<sup>DM</sup>

You may choose whether this spell deals fire, cold, electricity, or acid damage, and the color of the flames surrounding your hands changes accordingly. In addition, the damage the flames deal increases to 1d8 points of fire damage for every 3 levels.

**Augmented (3rd):** If you expend two uses of mythic power, this spell's damage ignores 10 points of energy resistance, energy immunity, or hardness.

### FIRE OF ENTANGLEMENT<sup>ARG</sup>

If the target fails its saving throw while adjacent to you, it is considered pinned rather than entangled. It can attempt a new saving throw each round at the end of its turn to remove the pinned condition, at which



point it becomes entangled instead. Each time it fails its saving throw against this spell, the target takes fire damage equal to your mythic tier. If the target has the evil subtype, this fire damage bypass fire resistance or immunity.

#### **FIRE OF JUDGMENT<sup>APG</sup>**

You add one-half your mythic tier to the damage the target takes each round and each time it attacks a creature other than you. Whenever the target of the spell attacks a creature other than you, the flames blaze brightly and it is automatically dazzled until the beginning of its next turn.

#### **FIRE OF VENGEANCE<sup>APG</sup>**

You add your mythic tier to the damage dealt by this spell. In addition, when the *fire of vengeance* is triggered, the target is wracked with pain that causes it to become sickened for a number of rounds equal to your mythic tier.

**Augmented (4th):** If you expend two uses of your mythic power, the *fire of vengeance* triggers a number of times equal to one-half your mythic tier before being expended. If your smite evil effect expires before this time, the spell ends unless you strike the blow that kills the target. If you do so, and if you use your smite evil ability and hit a second evil creature before the end of your next turn, the remaining duration of the spell is transferred to that target. You can repeat this process until the spell's duration expires or until you have exhausted its number of uses or your number of smite evil uses.

#### **FIRE SNAKE<sup>APG</sup>**

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### **FIRE TRAIL<sup>ARG</sup>**

Creatures taking damage from your *fire trail* catch on fire (DC 15 Reflex negates). In addition, your *fire trail* burns for a number of rounds equal to your mythic tier.

#### **FIRE TRAP<sup>CR</sup>**

The damage dealt increases to 2d4 points of fire damage +2 points per caster level (maximum +40), and increase the Perception and Disable Device DC to locate and disarm the trap, as well as the caster level check DC to dispel the trap, by an amount equal to your mythic tier. In addition, the *mythic fire trap* may be triggered a number of times equal to your mythic tier before its magic is expended. If the triggering

condition of a *mythic fire trap* is still met one round after it was initially triggered, the *mythic fire trap* is triggered again and continues triggering once per round until the triggering condition is no longer present.

#### **FIRE UNDER THE TONGUE<sup>DM</sup>**

You can vomit forth the fire as a swift action. If you're trying to hit a particular target, treat it as a ranged touch attack with a range of 20 ft. Campfire-sized flames deal 1d6 hp fire damage, while torch-sized flames deal 1d4 hp fire damage.

**Augmented (2nd):** If you expend two uses of mythic power, you can have this fire damage ignore resistance to fire of 10 or less.

#### **FIREBALL<sup>CR</sup>**

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### **FIREBELLY<sup>1SG</sup>**

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

#### **FIREBRAND<sup>APG</sup>**

A creature with a mythic *firebrand* is immune to any fire effect you create, including spells as well as spell-like and supernatural abilities, magic item effects, and even mundane fire damage that you deal. In addition, when a target of this spell deals a critical hit with a weapon (whether natural or manufactured), that hit deals +1d10 fire damage plus an additional +1d10 for each critical multiplier of the weapon above x2. This ability is identical to and does not stack with the effect of a weapon with the *flaming burst* property.

**Augmented (4th):** If you expend two uses of your mythic power, the recipients' immunity to fire extends to mythic effects that you create that normally ignore or bypass fire resistance or immunity. In addition, the fire damage dealt by the targets' weapons bypass fire resistance or immunity, as does the damage dealt if they choose to discharge their *firebrand* to create a ray of fire.

#### **FIREBURST<sup>DM</sup>**

The arrow deals 1d6 hp fire damage per spell caster level (maximum 15d6 hp) and causes creatures struck to catch on fire.



**Augmented (4th):** If you expend two uses of mythic power, you can have this fire damage ignore resistance to fire of 10 or less.

### FIREFALL<sup>APG</sup>

The ground within the area of effect ignites with sooty flames for a number of rounds equal to one-half your mythic tier (minimum 1 round). Any creature beginning its turn within this area takes 1d6 points of fire damage, and creatures that breathe air must succeed on a Fortitude save against the spell's DC or become fatigued due to smoke inhalation. Creatures already fatigued become exhausted and creatures already exhausted become nauseated for as long as they remain within the area.

### FIRESTREAM<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### FLAME ARROW<sup>CR</sup>

Creatures struck by a *mythic flame arrow* catch on fire (Reflex negates). On a critical hit, *mythic flame arrows* deal 3d6 points of fire damage instead of 1d6 and the fire damage bypasses fire resistance or immunity.

### FLAMES OF THE FAITHFUL<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### FLAMING SPHERE<sup>CR</sup>

The damage dealt increases to 3d10 points of fire damage, and change the saving throw from Reflex negates to Reflex half.

**Augmented (3rd):** If you expend two uses of mythic power, the *mythic flaming sphere* does not stop when it enters a creature's square but affects all creatures in the line of its movement. The save DC decreases by 2 for each creature in its path after the first, and a creature can be affected by it only once per round even if the *mythic flaming sphere* moves through its space multiple times.

### FLARE<sup>CR</sup>

The target is blinded for 1 round and dazzled for one minute per mythic tier if it fails its saving throw, and is dazzled for 1 round even on a successful save.

### FLARE BURST<sup>APG</sup>

Creatures failing their save are blinded for 1 round and dazzled for 1 minute (or 1 minute per mythic tier

for non-mythic creatures). Non-mythic creatures are dazzled for a number of rounds equal to your mythic tier even on a successful save.

### FLASH FIRE<sup>UC</sup>

You add your mythic tier to the duration of blindness resulting from this spell. The target firearm is too hot to handle for the next round and loading it requires its bearer to make a Will save with the same DC as the Fort save. If its bearer fails the Will save by 5 or more, it drops the firearm.

### FLESH TO OOZE<sup>DM</sup>

If the creature fails its Will save, it is summoned as the appropriate ooze with the sickened condition for a number of rounds equal to your mythic tier.

### FLESHCURDLE<sup>GCC, ISM, MO</sup>

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

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

### FLESHWORM INFESTATION<sup>UM</sup>

A creature failing its save against the *mythic fleshworm infestation* takes Dexterity drain rather than damage and is staggered and sickened for 1 round. A successful save deals 1 point of Dexterity damage and sickens the target for 1 round. Non-mythic *protection from evil* does not stop a *mythic fleshworm infestation* unless the caster is a mythic creature whose rank or tier exceeds yours.

### FLICKERING FATE<sup>DM</sup>

Creatures suffer a penalty to their Will save equal to half your mythic tier (minimum 1).

### FLOAT<sup>DM</sup>

You can hover above any surface at a distance of up to 5 ft. The same penalties to attack apply, but this causes the spell to grant you a higher ground bonus while in combat.



#### FLUCTUATING ALIGNMENT<sup>DM</sup>

The target retains its last alignment for a number of minutes equal to your mythic tier.

**Augmented (8th):** If you expend three uses of mythic power, the target retains its last alignment for a number of hours equal to your mythic tier.

#### FLUID FORM<sup>APG</sup>

As a move action, you can increase your reach by an additional 5 feet until the beginning of your next turn. While underwater (or at the water's surface), you gain concealment (20% miss chance) and are treated as if you had *freedom of movement*.

#### FLURRY<sup>DM</sup>

The area of the spell increases to a 10-ft. radius, and you are not affected by neither the -4 penalty to Perception checks nor the 20% miss chance.

**Augmented (2nd):** You may expend an additional use of mythic power to also prevent your allies from being affected by the -4 penalty to Perception checks and the 20% miss chance.

#### FLY, MASS<sup>APG</sup>

This spell functions as *mythic fly* (as described in *Pathfinder Roleplaying Game Mythic Adventures*), but you can affect an additional number of targets equal to one-half your mythic tier, and the targets need not be within 30 feet of each other.

**Augmented (6th):** If you expend two uses of your mythic power, you can cast this spell as an immediate action.

#### FLY TRUE<sup>DM</sup>

You can apply this spell's effects to a shot made within 5 rounds of casting this spell. However, the spell still enchants the next shot made after casting this spell.

**Augmented (4th):** If you expend two uses of mythic power, you can apply this spell's effects to a shot made within 10 rounds of casting this spell. You also may choose which shot the spell enchants. If you do not choose a shot within 10 rounds, this spell dissipates.

#### FOE TO FRIEND<sup>APG</sup>

You can cast this spell as a free action even when it is not your turn, as long as the target is attacking you. If you attack the same opponent as the target of this spell attacks, you automatically are treated as flanking that opponent regardless of your positioning, and you may add a circumstance bonus on either your attack roll or your Armor Class against that opponent, as if the target of the spell had used the aid another action on your behalf.

In addition to the above, you gain a bonus equal to your mythic tier on Charisma checks or Charisma-based skill checks against the target of the spell, and the save DC of any charm or emotion effect you use against the target is increased by an amount equal to one-half your mythic tier. This does not apply on Intimidate checks or fear effects.

#### FOLLOW AURA<sup>APG</sup>

You can follow the trail of alignment auras without penalty across water or empty air, not merely along the ground. In addition, you gain a bonus equal to your mythic tier on Survival checks to track the source of the chosen alignment aura. This bonus is doubled for auras of overwhelming strength and halved for auras of moderate strength. At 10th level, you can follow the trail of alignment auras of faint strength, though you gain no bonus when doing so.

**Augmented (5th):** If you are at least 5th tier and the target you are following with this spell uses a teleportation effect, you can expend an additional use of your mythic power and any remaining duration of the *follow aura* spell in order to scry on the target (as *scrying*, caster level equals your caster level plus your mythic tier) for 1 round. You do not need a scrying focus to use this ability. If you expend two additional uses of your mythic power, you can scry on the target as if using *greater scrying* instead. Unlike most augmented spells, you do not need to expend multiple uses of mythic power when you cast the *follow aura* spell.

#### FOOL'S FORBIDDANCE<sup>APG</sup>

Creatures are affected by this spell as long as they remain within the area and for a number of rounds thereafter equal to one-half your mythic tier (minimum 1 round, as normal for the spell). In addition, an enemy failing its saving throw is affected as *mythic confusion* (as described in *Pathfinder Roleplaying Game Mythic Adventures*); however, creatures confused by this spell are compelled not to attack you or include you in the area of any harmful effect. Whenever a result on the *mythic confusion* table would normally result in them doing so, their attack is redirected to the next nearest creature within their reach or the nearest area that does not include you. If no other valid targets are available, a confused creature attacks itself instead of you.

#### FOOL'S GOLD<sup>DM</sup>

You may cast this spell with the items to be transformed in your hand rather than on a flat, smooth surface. Additionally, this spell's duration





increases by a number of hours equal to your mythic tier.

### FORBID ACTION<sup>UM</sup>

You can target up to one creature per level, each of which must be forbidden to perform the same action. Creatures that successfully save are staggered for 1 round (this is a mind-affecting effect).

### FORBID ACTION, GREATER<sup>UM</sup>

Creatures that succeed on their saving throw against this spell, whether when initially cast or in a subsequent round, become staggered and remain staggered until they successfully save a second time in a subsequent round.

### FORBIDDANCE<sup>CR</sup>

The damage dealt is increased to 12d10 or 6d10 points of damage, and any extraplanar creature attempting to enter the area by planar travel, teleportation, summoning, calling, or any other effect takes damage and is banished back to its home plane if it fails its Will save.

### FORCE HOOK CHARGE<sup>UM</sup>

You add your mythic tier to the force damage dealt by this spell. You also gain a deflection bonus to AC equal to one-half your mythic tier on attacks of opportunity that your movement provokes from the target of your *force hook charge* (though not against other attackers). When you are pulled adjacent to your target, you may choose for the hook to disappear as normal or to persist for a number of rounds equal to your mythic tier. While it persists, you and the target are tethered by a cord of force that passes harmlessly through other creatures and objects. This cord can be any length you desire, up to the spell's maximum range. The target cannot move beyond this distance from you unless it succeeds on an opposed Strength check. You gain a bonus on this check equal to your mythic tier. Even if the target succeeds, you can allow the creature to pull you along with it as it moves. Your movement while being pulled in this fashion does not provoke attacks of opportunity. If you are not adjacent to the target at the beginning of your turn, you can expend one round of the spell's remaining duration as a swift action to pull yourself adjacent to the target as if you had cast *force hook*

*charge* again in terms of movement; this does not deal damage to the target or entitle you to make an attack as part of pulling yourself toward the target.

### FORCE PHALANX<sup>DM</sup>

Add your mythic tier to your caster level for purposes of determining the phalanx's hp.

### FORCE PUNCH<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### FORCECAGE<sup>CR</sup>

A mythic *forcecage* has hardness of 40 and has 30 hit



points per caster level. A non-mythic *disintegrate* spell or *rod of cancellation* suppresses a *mythic forcecage* for 1 round, after which it repairs itself. The barred cage version of this spell provides improved cover (+8 cover bonus to Armor Class, +4 bonus on Reflex save, and improved evasion against effects from the other side of the cage wall).

**Augmented:** If you expend two uses of mythic power, an unwilling creature trapped within a *mythic forcecage* is entangled by shackles of force as long as it remains within.

#### FORCED QUIET<sup>UM</sup>

All sounds made by the target become muffled and inaudible to creatures unless they succeed on a Perception check with a DC equal to 10 + your caster level + your mythic tier. If the target uses a language-dependent effect, sound-based bardic performance, or even attempts to give verbal instructions, creatures must succeed at this check to hear the target and be affected. They cannot voluntarily fail this check. In addition to the above, you add one-half your mythic tier on the bonus this spell grants the target on saves against sonic effects and Stealth checks and reduce the save DC of sonic effects the target creates by the same amount.

#### FORCED REPENTANCE<sup>APG</sup>

You can target a chaotic creature without the chaotic subtype as well as an evil creature without the evil subtype. The target's loud confessions are so distracting that allies within 30 feet able to hear the target are dazzled for as long as the confessions continue (this is sonic, language-dependent effect).

**Augmented (4th):** If you expend two uses of your mythic power, the target's confessions of guilt are intelligible to every creature within 30 feet that has a language, as if the target were using a *tongues* spell. In addition, the confessions are so luridly detailed that allies of the target within 30 feet are fascinated as long as the confessions continue (Will negates).

#### FORCEFUL HAND<sup>CR</sup>

Add your mythic tier as a deflection bonus to the hand's Armor Class, to its combat maneuver bonus and combat maneuver defense, and to the DC for caster level checks to dispel it. You can command a *mythic forceful hand* to perform both bull rush and drag combat maneuvers. A *mythic forceful hand* takes damage from a *disintegrate* spell but is not automatically destroyed by it.

**Augmented:** If you expend two uses of mythic power, a *mythic forceful hand* can attempt a combat

maneuver against two adjacent Medium or smaller creatures as part of a single combat maneuver. If it overcomes the CMD of one target but not the other, only one creature is affected by the chosen maneuver. If it overcomes the CMD of both creatures, both creatures are affected, using the higher CMD of the two targets to determine how far the targets are bull rushed or dragged.

#### FORCEFUL STRIKE<sup>ISM</sup>

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

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

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

#### FOREST FRIEND<sup>UC</sup>

When adjacent to a tree or in undergrowth, the subject has concealment against all non-adjacent creatures.

#### FORGETFUL SLUMBER<sup>ARG</sup>

The spell affects up to 20 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 save to awaken. If you target a single creature, the target is put to sleep for one hour per level and loses all memory from 10 minutes before falling asleep, plus 5 minutes times your mythic tier.

**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.

**Augmented (8th):** If you expend three uses of mythic power, you can target all living creatures other than you that have 10 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 designate a number of creatures equal to your mythic tier to be unaffected by this use of the spell.

### FORTIFIED HOARD<sup>DM</sup>

The spell's duration increases by a number of days equal to your mythic tier.

### FORTUNE'S FROWN<sup>DM</sup>

The target also takes a penalty to attack rolls, saving throws, skill checks, and ability checks equal to half your mythic tier (minimum 1). This effect and all others last for 1 min./level.

### FOSTER HATRED<sup>GCC</sup>

You shift creatures' attitudes toward the target group by two steps. You may affect an additional number of targets equal to one-half your mythic tier, and the targets need not be within 30 feet of each other.

### FOX'S CUNNING<sup>CR</sup>

Your target gains a bonus to Intelligence checks equal to half your mythic tier, and once during the spell's duration the subject can roll twice when making an Intelligence check or an Intelligence-based skill check (treating that skill as trained even if he has no ranks in it) and select the better result.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Intelligence score rather than +4.

### FOX'S CUNNING, MASS<sup>CR</sup>

As *mythic fox's cunning*, but affecting one creature per level within range; the targets need not be within 30 feet of each other.

### FRACTIONS OF HEAL AND HARM<sup>SG</sup>

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

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

### FREEDOM<sup>CR</sup>

You can affect a number of creatures equal to your mythic tier if you cast the spell as a standard action. Alternatively, you can cast the spell as an immediate action, affecting a single creature.

**Augmented:** If you expend two uses of mythic power, the duration becomes both instantaneous (removing any of the listed conditions or effects) and 1 round per level, granting immunity to the listed effects.

### FREEDOM OF MOVEMENT<sup>CR</sup>

The target ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

### FREEDOM'S TOAST<sup>ISG</sup>

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

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

### FREEZE<sup>DM</sup>

Non-mythic creatures cannot take a full-round action to end the effect, nor can they attempt an Escape Artist check to escape the effect.

### FREEZE, GREATER<sup>DM</sup>

Non-mythic creatures cannot take a full-round action to end the effect, nor can they attempt an Escape Artist check to escape the effect. Non-mythic creatures suffer 3d6 hp damage. A successful Fortitude save still halves this damage.

### FREEZE POTION<sup>DM</sup>

This spell can affect liquid in Medium-sized containers, including cauldrons, small pools, etc. The containers do not need to be closed or otherwise secured to be affected.



#### **FREEZE TIME<sup>DM</sup>**

This spell can last for up to 3 rounds.

#### **FREEZING FOG<sup>DM</sup>**

This spell's duration is increased a number of rounds equal to your mythic tier.

#### **FREEZING SPHERE<sup>CR</sup>**

The damage dealt increases to 1d10 points of cold damage per level (maximum 15d10). Creatures with the water subtype take 1d12 points of cold damage per level (maximum 15d12) and are staggered for 1d8 rounds. You can delay shooting a *mythic freezing sphere* for a number of minutes equal to your mythic tier. If you cast this spell over water, it freezes water to a depth of 1 foot per 2 mythic tiers.

#### **FREYA'S FALLEN TIMBER RAGE<sup>DM</sup>**

You may target one Gargantuan wooden structure or smaller per five levels. Treat the structure's attack as a club with a +13 attack bonus, dealing 1d10+7 points of bludgeoning damage.

#### **FREYA'S INSTANT BALLISTA<sup>DM</sup>**

This spell affects twice as many trees as normal, and each tree deals 3d10 points of damage.

#### **FRIGHTFUL ASPECT<sup>UC</sup>**

You add your mythic tier to the size bonuses and natural armor bonus granted by this spell.

**Augmented (6th):** If you expend two uses of mythic power, add your mythic tier to your DR. Enemy creatures within the aura that hit you but do not damage you are panicked for 2d4 rounds.

#### **FRIGID TOUCH<sup>UM</sup>**

The damage increases to 4d10 points of cold damage, and the target is slowed (as the *slow* spell) for 1 round and takes 1 point of Dexterity damage. On a critical hit, the target is slowed for 1 minute and takes 1 point of Dexterity drain and 1 point of Dexterity damage.

#### **FROST FALL<sup>UC</sup>**

The spell's damage increases to 2d10 when cast and 1d10 on subsequent turns. Each turn you may designate one further adjacent 5 ft. square which becomes part of the spell's area of effect. Creatures in those squares when you designate them are affected by the initial damage of the spell.

#### **FROSTBITE<sup>UM</sup>**

You add your mythic tier to the nonlethal damage

dealt by this spell, and the target's fatigue persists for a number of minutes equal to your mythic tier even after all nonlethal damage dealt by this spell has been healed.

#### **FROZEN NOTE<sup>APG</sup>**

You can maintain a *mythic frozen note* while making a single 5-foot step each round, and by making a successful concentration check if you are damaged or affected by a non-damaging effect that would otherwise distract you. Creatures using extraordinary means to avoid hearing the *mythic frozen note* gain only a +1 bonus for each barrier between your voice and their ears. You can affect creatures using a magical silence effect to protect themselves if the sum of your caster level and your mythic tier exceeds the caster level (and mythic tier, if applicable) of the creator of the silence effect. Creatures using magical silence gain a +4 bonus on their saving throw.

#### **FUGUE SCRIPT<sup>DM</sup>**

Add your mythic tier to your caster level for purposes of determining the chance you receive correct information. The maximum chance is 90 %. Additionally, this spell's casting time is reduced to 5 min.

#### **FUMBLETONGUE<sup>UM</sup>**

The duration of this spell is increased by a number of rounds equal to your mythic tier, and the chance of spell failure for spells with verbal components or failure to activate an item requiring a command word is increased to 25%, increasing by 5% per two mythic tiers you possess.

#### **FUNGAL INFESTATION<sup>UM</sup>**

The duration is increased by a number of days equal to your mythic tier, and it is considered a supernatural disease and cannot be cured without the aid of magic. As long as the *mythic fungal infestation* persists, the target takes a penalty equal to one-half your mythic tier against disease, poison, and the exceptional or supernatural abilities or effects of fungal creatures or hazards. Spells such as *heal* that automatically cure diseases remove the *mythic fungal infestation* only if the caster succeeds at a caster level check as if using *remove disease*; any other effects of such spells are unaltered. *Mythic heal* automatically cures a target that has contracted a *mythic fungal infestation*.



### FULL LUNG<sup>DM</sup>

The target can hold its breath an additional number of rounds equal to your mythic tier.

### FURIOUS HOOVES<sup>DM</sup>

The target increases its base speed by 40 ft. (up to a maximum of three times its speed).

**Augmented (5th):** If you expend two uses of mythic power, the hooves' attack increases to 1d8 hp plus 1/2 the target's Strength modifier (1d10 if the target is Large).

### FURIOUS SUMMONING<sup>DM</sup>

While under the effects of this spell, you can cast *summon monster* spells with a casting time of 1 standard action, and all chaotic or evil summoned creatures are affected as if you cast the *rage* spell on them.

### FURY OF THE SUN<sup>ARG</sup>

As long as the target is suffering heatstroke as a result of nonlethal damage, it also gains the *light blindness* special quality, as described in the Appendix of the *Pathfinder Roleplaying Game Bestiary* rulebooks.

**Augmented (4th):** If you expend two uses of mythic power, a fatigued target that fails another saving throw against the severe heat becomes exhausted.





# G

gallant inspiration  
gate<sup>A</sup>  
gaze of Veles  
gear barrage<sup>A</sup>  
geas, lesser  
geas/quest  
gecko's grip  
genetic purification  
geniekind<sup>A</sup>  
gentle repose<sup>A</sup>  
getaway<sup>A</sup>  
geyser  
geyser of the dragon turtle<sup>A</sup>  
ghost sound  
ghost wolf<sup>A</sup>  
ghostbane dirge<sup>A</sup>  
ghostbane dirge, mass<sup>A</sup>  
ghostly arrow<sup>A</sup>  
ghostly disguise<sup>A</sup>  
ghoul hunger  
ghoul pack<sup>A</sup>  
ghoul touch<sup>A</sup>  
ghoulish devotion  
giant form (all)<sup>A</sup>  
giant to kobold  
glacial wind<sup>A</sup>  
glibness  
glide  
gliding step  
glitterdust<sup>A</sup>  
globe of invulnerability, lesser  
gloomblind bolts  
glorious music  
glyph of remembrance  
glyph of vengeance  
glyph of warding, greater  
gnashing floor  
goat hoof's charm  
good hope<sup>A</sup>  
grace  
grasp of the tupilaq  
grasping hand<sup>A</sup>  
grave binding  
gravity bow  
gravity sphere  
gravity well  
greater to lesser  
greensight  
groundswell  
grove of respite<sup>A</sup>  
grudge match  
guardian deva

guidance  
guiding star  
gust of wind<sup>A</sup>  
gusting sphere<sup>A</sup>

## GALLANT INSPIRATION<sup>APG</sup>

You can apply this bonus retroactively to a saving throw as well as an attack roll or skill check. If you apply it to an attack roll or skill check, you add one-half your mythic tier to the bonus you provide.

## GATE<sup>CR</sup>

If used for planar travel, you can increase the size of the gate by 5 feet per mythic tier, and the duration you can keep it open is increased by a number of rounds equal to your mythic tier. If you cease concentrating on the *mythic gate*, it stays open for a number of rounds equal to your mythic tier, though you can dismiss it as a standard action.

If used to call creatures, add your mythic tier to the total Hit Dice of non-mythic creatures you can call through the *mythic gate*. Alternatively, you can call one or more mythic creatures through the *mythic gate*, up to a total of 2 Hit Dice times your caster level. Mythic creatures that you call and attempt to control can make a Will save every round at the beginning of their turn to break free from your control.

**Augmented (3rd):** If you expend two uses of mythic power, you can keep open a *mythic gate* for planar travel for a number of minutes equal to your caster level plus your mythic tier.

**Augmented (6th):** If you expend three uses of mythic power, you can keep open a *mythic gate* for planar travel for a number of hours equal to your caster level plus your mythic tier.

## GAZE OF VELES<sup>DM</sup>

Non-mythic creatures do not receive a Will save against this spell.

## GEAR BARRAGE<sup>DM</sup>

The spell's damage increases to 1d6+1 hp/level (maximum 10d6+10).

**Augmented (4th):** If you expend two uses of mythic power, non-mythic creatures do not receive a Reflex save to halve the damage.

## GEAS, LESSER<sup>CR</sup>

Increase the Hit Die limit of the spell by your mythic tier, and you may choose to affect one or more creatures within a 10-foot-radius spread whose total Hit Dice do not exceed your Hit Die limit. Creatures





with the fewest Hit Dice are affected first, and those closest to the center of the area if Hit Dice are equal. Hit Dice insufficient to affect a creature are wasted. The maximum ability score penalty for failing to obey the *mythic lesser geas* is increased by an amount equal to one-half your mythic tier. Add your mythic tier to the DC to remove your *mythic lesser geas* with non-mythic *break enchantment* or *remove curse*.

### GEAS/QUEST<sup>CR</sup>

The maximum ability score penalty for failing to follow the terms of the *mythic geas/quest* is increased by an amount equal to your mythic tier. A *mythic geas/quest* can be removed by a non-mythic *limited wish*, *miracle*, or *wish* only if the caster's level is equal to or higher than your caster level. Non-mythic *remove curse* has no effect.

### GECKO'S GRIP<sup>DM</sup>

Add your mythic tier to your level when determining how many minutes this spell lasts.

### GENETIC PURIFICATION<sup>GCC</sup>

The target gains immunity to disease and polymorph effects for 24 hours. In addition, if you purge a part-human creature of its genetic impurity and transform it into a full-blooded human (or similarly convert a half-elf into an elf or half-orc into an orc), the target does not gain negative levels if it is a willing target.

### GENIEKIND<sup>ISM, MO</sup>

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

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

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

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

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

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

**Augmented (7th)**: If you expend three uses of mythic power, the energy resistance granted by your genie form becomes energy immunity. While you are transformed, you can change into a different type of genie as a full-round action. You can become each type of genie only once per casting, and you can use one listed spell-like ability in each of your different genie forms. The duration of the spell-like abilities ends when the spell's duration ends or when you change to a different genie form, whichever comes first.

### GENTLE REPOSE<sup>CR</sup>

You can target one additional corpse per mythic tier, and corpses protected by this spell gain hardness equal to your mythic tier.

**Augmented (3rd)**: If you expend two uses of mythic power, you may cast this spell on a mindless corporeal undead creature to permanently preserve its flesh so it does not decay. When you cast this spell on an undead creature it is treated as entangled by the effect of this spell upon its flesh and bone (Will negates). An undead creature entangled can attempt a new Will save at the end of its turn to negate this effect.



#### GETAWAY<sup>APG</sup>

If any targets of this spell (including you) are affected by a non-mythic effect that blocks teleportation, or by a mythic effect whose spell level is lower than your mythic tier, you can make a caster level check with a bonus equal to your mythic tier against a DC of 11 plus the caster level of the effect blocking teleportation. If the target is a mythic effect, the DC is equal to the 15 plus the caster level plus the mythic rank or tier of the effect's creator. If the check succeeds, your *mythic getaway* functions normally for a number of targets equal to one-half your mythic tier (minimum 1).

**Augmented:** You can affect more targets than normally allowed, both for the normal function of the spell and for the purpose of breaching an effect that blocks teleportation (as described above) by expending one additional use of your mythic power for each additional target.

#### GEYSER<sup>APG</sup>

The column of boiling water erupts in a 5-foot-radius cylinder-shaped burst, and you increase its height by 10 feet per 2 mythic tiers. Creatures with the fire subtype take nonlethal damage rather than fire damage from this spell, as the rushing waters of the geyser quench their flames. If a creature with the *burn* ability or similar flaming natural weapons (such as a nightmare's hooves or hell hound's bite) fails its Reflex save against the *mythic geyser*, those abilities are suppressed for a number of rounds equal to one-half your mythic tier (minimum 1).

A flying creature within the column of the geyser may be pushed upwards by the force of the geyser. You can attempt a bull rush combat maneuver, using your caster level plus your mythic tier plus your ability score modifier for your primary spellcasting attribute (i.e., Intelligence for wizards, Charisma for sorcerers, Wisdom for druids) in place of your base attack bonus. If your combat maneuver succeeds, the creature is pushed upwards and also must succeed on a Fly check with a DC equal to the spell's save DC or be staggered until the end of its next turn.

#### GEYSER OF THE DRAGON TURTLE<sup>DM</sup>

The geyser deals 1d8 hp/3 caster levels of fire damage.

**Augmented (6th):** If you expend two uses of mythic power, this spell ignores fire resistance of up to 10.

#### GHOST SOUND<sup>CR</sup>

You can create eerie, unnerving, and distracting sounds with this spell that affect all living creatures within a 10-foot-radius burst at any point within range. Creatures in this area that fail their saves take

a -2 penalty on Perception checks, concentration checks, and Will saves against fear effects.

#### GHOST WOLF<sup>FARG</sup>

The rider automatically succeeds at Ride checks to remain mounted on the *ghost wolf*. The *ghost wolf'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). You add one-half your mythic tier to the Hit Dice of creatures that can become shaken by the *ghost wolf's* fear aura, and you can designate a number of creatures (in addition to the rider) equal to your mythic tier to be immune to its fear aura.

**Augmented:** If you expend one additional use of mythic power, you add your mythic tier to the *ghost wolf's* attack and damage rolls and to the number of rounds the *ghost wolf* lasts once it begins attacking.





Creatures bitten by the *ghost wolf* become shaken for 1 round (Will negates). If the target is already affected by a fear effect, including as a result of the *ghost wolf's* fear aura, that fear increases by one category for 1 round.

**Augmented (3rd):** If you expend two uses of mythic power, the *ghost wolf* is incorporeal, but its rider can interact with it normally. Its bite attack is resolved as an incorporeal touch attack. Creatures that fail their saving throw against the *ghost wolf's* fear aura are frightened for 1d4 rounds, and are shaken for 1 round even on a successful save.

### GHOSTBANE DIRGE<sup>APG</sup>

An *incorporeal* creature that fails its save is forced into a nearly solid form. It retains its fly speed but cannot move through solid objects or creatures and takes full damage even from non-magical attack forms. It no longer moves in complete silence and can be located with Perception checks as well as physical senses such as scent and blindsight. A non-mythic creature takes a penalty to its saving throw equal to one-half your mythic tier, and even on a successful save suffers the normal effects of *ghostbane dirge* for 1 round.

**Augmented (3rd):** If you expend two uses of mythic power, the incorporeal creature loses its Charisma bonus to its Armor Class and its attacks no longer fully ignore armor, shield, and natural armor bonuses to AC, though those bonuses are halved against its attacks. A non-mythic creature that successfully saves suffers the normal effects of *ghostbane dirge* for a number of rounds equal to your mythic tier.

### GHOSTBANE DIRGE, MASS<sup>APG</sup>

This spell functions as *mythic ghostbane dirge*, but affects a number of targets equal to your caster level plus your mythic tier, and all targets to be affected need not be within 30 feet.

### GHOSTLY ARROW<sup>DM</sup>

The ghostly arrows receive a +1 enhancement bonus to attack and damage.

**Augmented (4th):** If you expend two uses of mythic power, the ghostly arrows receive a +3 enhancement bonus to attack and damage.

### GHOSTLY DISGUISE<sup>UM</sup>

You may choose for your body (or any part of it) to shed light as bright as a candle, and while in your *mythic ghostly disguise* you can create minor sensory effects to enhance your disguise, as if using *prestidigitation*.

Mindless undead creatures are automatically fooled

by your illusion and ignore you as if you were an insubstantial ghost, while intelligent undead can make a Will save to disbelieve the illusion if they interact with you; however, the save DC is increased by an amount equal to your mythic tier (for non-mythic undead) or one-half your mythic tier (for mythic undead). If you channel positive energy, turn or command undead, or touch an undead creature, all undead immediately see through your illusion.

**Augmented:** If you expend two uses of your mythic power, you gain an *unnatural aura* for as long as the spell lasts. You also gain a circumstance bonus equal to one-half your mythic tier on Intimidate checks against living creatures, and the save DC of any fear effect you create is increased by 1. These bonuses do not apply against creatures that see through your illusion.

### GHOUL HUNGER<sup>ISG</sup>

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

### GHOUL PACK<sup>ISM</sup>

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

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

### GHOUL TOUCH<sup>CR</sup>

Add your mythic tier to the number of rounds the target remains paralyzed, and its stench causes creatures to become nauseated and sickened (Fortitude negates). If a creature fails its initial save against this stench, it can attempt a new saving throw each round at the end of its turn. One successful save removes the nauseated condition, while a second successful save removes the sickened condition. These effects otherwise last as long as the *mythic ghoul touch* spell does.

**Augmented (2nd):** If you expend two uses of mythic power, you can make one attack per round with *mythic ghoul touch*, up to a maximum number of attacks after the first equal to one-half your mythic tier.



### GHOUlish DEVOLUTION<sup>GCC</sup>

You reduce the spell's casting time to 1 minute.

### GIANT FORM (ALL)<sup>CR</sup>

Each *mythic giant form* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *giant form* spells to learn their higher-level versions.

*Mythic giant form* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

The subject gains the ability to speak and understand Giant. The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell. Changing shape in this way is a standard action.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

### GIANT TO KOBOLD<sup>DM</sup>

Creatures affected by this spell are also staggered for a number of rounds equal to half your mythic tier (minimum 1).

### GLACIAL WIND<sup>DM</sup>

You may bend the line of this spell by 45 or 90 degrees once.

**Augmented (6th):** If you expend two uses of mythic power, non-mythic creatures do not receive a Fortitude save to halve the damage or negate the staggered condition.

### GLIBNESS<sup>CR</sup>

Add your mythic tier to Bluff checks

made to convince others of your truthfulness. Non-mythic effects that would detect your lies or force you to speak the truth have no effect on you, and mythic effects affect you only if the user of the effect succeeds on a caster level check (DC 15 + your caster level).

### GLIDE<sup>APG</sup>

You can move up to 10 feet in any horizontal direction for every 1 foot you fall, gliding at a speed of 100 feet per round. In addition, while gliding you gain *Wingover* as a bonus feat. At any point during your glide you can expend an additional use of your mythic power to gain elevation, up to 5 feet times your mythic tier.

### GLIDING STEP<sup>DM</sup>

You can choose not to leave tracks as normal.

### GLITTERDUST<sup>CR</sup>

This spell can reveal a target hidden by *mythic*





*invisibility*. In addition, change the saving throw to Will partial (blinding only). Creatures that succeed at their saving throw are dazzled and their vision blurred so that they have a 20% miss chance against any target they attack. A second successful saving throw negates this miss chance and a third successful saving throw eliminates the dazzled condition.

**Augmented (6th):** If you expend two uses of mythic power, your spell acts as *dust of appearance* within the area.

### GLOBE OF INVULNERABILITY, LESSER<sup>CR</sup>

Add one-third your mythic tier to the level of non-mythic spells the globe excludes. The globe excludes mythic spells of 3rd level or lower.

### GLOOMBLIND BOLTS<sup>ARG</sup>

Damage dealt by your bolts is increased to 6d6, and the targets you select need not be within 30 feet of one another as long as they are within spell range. The saving throw for this spell becomes Reflex partial, as creatures successfully saving after being struck have their vision clouded for 1 round, causing the target to become dazzled with a 20% miss chance on any targeted attack the target makes. If you strike a creature with multiple *gloomblind bolts*, the duration of its blindness or clouded vision stacks.

### GLORIOUS MUSIC<sup>DM</sup>

The circumstance bonus applies to all Charisma-based skills.

### GLYPH OF REMEMBRANCE<sup>DM</sup>

You can cast an additional number of spells into the glyph equal to your mythic tier. In addition, you have 3 minutes to cast spells into the glyph.

### GLYPH OF VENGEANCE<sup>DM</sup>

The glyph grants you a +3 deflection bonus to AC, and damage a creature takes increases to 1d8 hp + 1/caster level (maximum +15).

### GLYPH OF WARDING, GREATER

Add your mythic tier to the Perception and Disable Device DC to find and disable the glyph. The damage from a blast glyph increases to 1d8 per caster level (maximum 20d8). For a spell glyph, add half your mythic tier to the maximum level of spell that you can store.

### GNASHING FLOOR<sup>DM</sup>

Add your mythic tier to the attacks the teeth make. In addition, the teeth cannot be dispelled.

### GOAT HOOF'S CHARM<sup>DM</sup>

When climbing slopes and inclines, the target can move at normal speed. The target can move at half speed on vertical surfaces. The insight bonus on checks made to catch themselves is increased by a number equal to half your mythic tier (minimum 1).

### GOOD HOPE<sup>CR</sup>

You can affect a number of additional targets equal to your mythic tier, and you may select targets anywhere within range; they do not need to be within 30 feet of each other. If the target of *mythic good hope* fails a save against a non-mythic fear or emotion effect, they can reroll the save as an immediate action. They must accept the result of the second save, even if it is worse than the first. *Mythic good hope* cannot be countered or dispelled by non-mythic *crushing despair*.

**Augmented (3rd):** If you expend two uses of mythic power, increase the morale bonus granted by this spell by an amount equal to one-third your mythic tier.

### GRACE<sup>APG</sup>

Until the end of your turn, standing up from prone, casting a harmless spell, consuming a potion, or making a Heal check do not provoke attacks of opportunity.

### GRASP OF THE TUPILOQ<sup>DM</sup>

Add 1 to your d6 roll when determining the spell or spells you may steal.

### GRASPING HAND<sup>CR</sup>

Add your mythic tier as a deflection bonus to the hand's Armor Class, to its combat maneuver bonus and combat maneuver defense, and to the DC for caster level checks to dispel it. You can command a *mythic grasping hand* to perform drag, reposition, or trip combat maneuvers, in addition to those normally allowed. A *mythic grasping hand* takes damage from a *disintegrate* spell but is not automatically destroyed by it.

**Augmented:** If you expend two uses of mythic power, a *mythic grasping hand* can attempt a combat maneuver against two adjacent Medium or smaller creatures as part of a single combat maneuver. If it overcomes the CMD of one target but not the other, only one creature is affected by the chosen maneuver.





If it overcomes the CMD of both creatures, both creatures are affected, using the higher CMD of the two targets to determine how far the targets are bull rushed, dragged, or repositioned.

#### GRAVE BINDING<sup>DM</sup>

The binding is permanent.

#### GRAVITY BOW<sup>APG</sup>

This spell affects any kind of ranged weapon that uses ammunition, including slings and firearms. In addition, on a critical hit the impact of your heavy projectile pushes the target backwards 5 feet (plus 5 feet for every point of the weapon's critical modifier above x2), as if you had made a successful bull rush combat maneuver against it. If this would push the target into a space occupied by another object or creature, the target falls prone instead.

#### GRAVITY SPHERE<sup>PSTAR</sup>

When you create a low-gravity sphere, falling damage is reduced to 1/4 normal and Strength checks to lift objects, Climb checks, Fly checks, and Acrobatics checks made to jump gain a bonus equal to your mythic tier. When you create a high-gravity sphere, falling damage is quadrupled and Strength checks made to lift objects, Climb checks, Fly checks, and

Acrobatics checks made to jump take a penalty equal to twice your mythic tier. If you create an area of no gravity, falling damage is negated and Strength checks made to lift objects, Climb checks, Fly checks, and Acrobatics checks made to jump gain a bonus equal to twice your mythic tier. Creatures or objects and lifted into the air and then released remain floating where they were released and do not fall or rise unless pushed or pulled by wind or other creatures or effects. A creature floating in mid-air with nothing to push against can move 5 feet as a full-round action with a successful DC 15 Acrobatics check; this movement is considered identical to crawling, and attackers gain a +2 circumstance bonus on attack rolls against a creature moving in this way.

#### GRAVITY WELL<sup>DSH</sup>

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

#### GREATER TO LESSER<sup>DM</sup>

The target's Intelligence, Wisdom, and Charisma scores suffer a -2 penalty if it fails its Fortitude save.

#### GREENSIGHT<sup>RG</sup>

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

#### GROUNDSWELL<sup>ARG</sup>

The target can increase the height of the *groundswell* to 10 feet, and can cause the ground to rise in his own square and in all adjacent squares if desired. All squares adjacent to squares the target elevates are considered steep slopes. The target can command a *groundswell* to remain in place even after it moves away, though each round the *groundswell* is maintained in this fashion consumes 1 minute of the spell's remaining duration. If the target creates another *groundswell* in a different location, the first *groundswell* returns to its normal elevation.

#### GROVE OF RESPITE<sup>APG</sup>

The *goodberries* within the grove are treated as the *mythic goodberry* spell. In addition, one of the trees that forms the grove contains a *dryad* who cannot leave the



grove but will keep watch over it and help guard the grove if you or your allies are attacked within it. Her spell-like abilities do not harm or impede you and a number of allies you designate equal to your mythic tier.

**Augmented (4th):** If you expend two uses of your mythic power, the guardian dryad gains the *divine* or *invincible mythic simple template*. In addition, a number of *mythic goodberries* equal to one-half your mythic tier persist for up to one day times your mythic tier after the *mythic grove of respite* expires (or until consumed).

### GRUDGE MATCH<sup>DM</sup>

This spell's insight bonus increases to +3.

### GUARDIAN DEVA<sup>DM</sup>

A *mythic guardian deva* glows with a bright, warm light. Its DR increases to 15/evil, and the fire damage it deals increases to 2d6.

**Augmented (8th):** If you expend two uses of mythic power, the deva's retaliatory strike hits creatures using reach weapons, and the fire damage increases to 2d8.

### GUIDANCE<sup>CR</sup>

The target's competence bonus is increased by an amount equal to one-half your mythic tier, and the duration of the spell is increased to a number of minutes equal to your mythic tier. The bonus may still be used only once.

### GUIDING STAR<sup>APG</sup>

You can maintain a number of simultaneous *mythic guiding star* spells equal to your mythic tier, and for each spell's duration you can determine the distance and direction to your chosen locations as a swift action.

### GUST OF WIND<sup>CR</sup>

Increase the spell's duration to concentration (up to 1 round plus 1 round per mythic tier). Each round you may spend a standard action to direct a new *gust of wind*, which may affect the same area or a different area.



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Instead of increasing the spell's duration in this way, you may instead change the spell's area from a 60-foot line to a 60-foot cone-shaped burst lasting 1 round.

**Augmented (3rd):** If you expend two uses of mythic power, increase the power of the *mythic gust of wind* to *windstorm strength*, as described in Table 13-10: Wind Effects in the *Pathfinder Roleplaying Game Core Rulebook*.

**Augmented (5th):** If you expend three uses of mythic power, you increase the wind to hurricane strength.

**Augmented (9th):** If you expend four uses of mythic power, you increase the wind to tornado strength.

### GUSTING SPHERE<sup>ARG</sup>

The damage increases to 1d10 points of nonlethal damage, and the saving throw changes from Fortitude negates to Fortitude half. In addition, you add your mythic tier to your CMB to bull rush a Medium or smaller creature you strike with the *gusting sphere*.

**Augmented (3rd):** If you expend two uses of mythic power, the *mythic gusting sphere* does not stop when it enters a creature's square but affects all creatures in the line of its movement. The save DC and CMB for bull rush maneuvers

decreases by 2 for each creature in its path after the first, and a creature can be affected by it only once per round even if the *mythic gusting sphere* moves through its space multiple times.



# H

hairline fractures  
half-blood extraction<sup>A</sup>  
hallow<sup>A</sup>  
hallucinatory terrain<sup>A</sup>  
hallucinogenic smoke  
halt undead  
hammer of mending  
hands of the djinn  
harrowing<sup>A</sup>  
harrying cipher  
haunted fey aspect  
haunting choir  
haunting mists<sup>A</sup>  
haze of dreams  
heal, mass  
heal mount  
healing bequest  
healing thief<sup>A</sup>  
healing warmth  
heart of the mammoth  
heart skewer  
heartstrike<sup>A</sup>  
hearth charm  
heavy burden  
heavy chains  
hellmouth lash<sup>A</sup>  
helping hand  
herd plague  
heroic conjunction  
heroic finale  
heroic invocation<sup>A</sup>  
hero's defiance  
hero's steel  
heroes' feast  
heroism, greater<sup>A</sup>  
hex ward  
hibernate<sup>A</sup>  
hide  
hidden speech  
hide campsite  
hide from animals  
hide from undead  
hoarfrost  
hobble mount  
hobble mount, mass  
Hod's gift  
hold animal<sup>A</sup>  
hold monster<sup>A</sup>  
hold monster, mass  
hold person<sup>A</sup>  
hold person, mass  
holy aura

holy chance  
holy ice  
holy shield  
holy sword  
holy whisper  
hone blade  
honeyed tongue  
horn of pursuit  
horrid revelations  
horrid wilting  
horrors of the deep  
hostile juxtaposition<sup>A</sup>  
hostile juxtaposition, greater<sup>A</sup>  
hostile levitation<sup>A</sup>  
hovering gleam  
howling agony  
hungry are the damned<sup>A</sup>  
hungry darkness<sup>A</sup>  
hungry dead<sup>A</sup>  
hungry pit<sup>A</sup>  
hunter's blessing  
hunter's eye  
hunter's friend  
hunter's howl<sup>A</sup>  
hunter's intuition  
hunter's lore  
hunter's shot  
hydraulic push  
hydraulic torrent<sup>A</sup>  
hypnotic pattern<sup>A</sup>  
hypnotism<sup>A</sup>

## HAIRLINE FRACTURES<sup>1SG</sup>

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

## HALF-BLOOD EXTRACTION<sup>ARG</sup>

You may transform the target half-orc into a full-blooded human or a full-blooded orc. You may also use this spell to transform a willing half-elf into a full-blooded human or full-blooded elf, or to transform a willing creature of any of the following races into a full-blooded human: aasimar, changeling, dhampir, fetchling, gillman, ifrit, oread, sulis, sylph, tiefling, undine. For any use of this spell, you reduce the material component cost by 100 gp times your mythic tier.





**Augmented:** If you expend one or more additional uses of mythic power, you further reduce the material component cost by 500 gp per additional use of mythic power you spend.

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

### HALLOW<sup>CR</sup>

The area is increased to a 60-foot radius and the target site is warded by a *mythic magic circle against evil* effect, and the DC to resist positive channeled energy is increased by an additional amount equal to half your mythic tier, while the DC to resist negative channeled energy is decreased by an additional amount equal to half your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power per level of the companion spell you attach to *mythic hallow*, that companion spell is made permanent instead of lasting only one year.

### HALLUCINATORY TERRAIN<sup>CR</sup>

The duration increases to one day per level, and add one-half your mythic tier to the save DC for non-mythic creatures to disbelieve the effect.

**Augmented (6th):** Increase the area to a radius of one mile per mythic tier.

### HALLUCINOGENIC SMOKE<sup>FP</sup>

You can exhale the *hallucinogenic smoke* in a later round as a swift action rather than a standard action, and you may exhale it in a 60-foot line, 30-foot cone, or a 15-foot-radius spread centered on you; you are

immune to its effects. You may choose for creatures failing their saves to gain one of the following conditions, rather than becoming nauseated: confused, diseased (as *contagion*, afflicting the target with *cackle fever* or *mindfire*), fascinated, poisoned (as *insanity mist*, but using the spell's save DC as the poison's DC). You add one-half your mythic tier (minimum 1) to your caster level if you cast *augury*, *commune*, *contact other plane*, *divination*, or *vision* during the duration of *hallucinogenic smoke*; this stacks with the caster level increase *hallucinogenic smoke* normally provides to *augury*.

### HALT UNDEAD<sup>CR</sup>

When an undead creature is immobilized by this spell and the effect is broken by taking damage, the undead is staggered until the end of its next turn. You can immobilize one additional undead creature per 3 mythic tiers, and you can target undead anywhere within range; they need not be within 30 feet of each other.

### HAMMER OF MENDING<sup>ISG</sup>

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

### HANDS OF THE DJINN<sup>DM</sup>

When creatures make a save as determined by this spell's type, they take a penalty equal to half your mythic tier (minimum 1).



#### HARROWING<sup>ISWG</sup>

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

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

Alternative, you can draw a single card as a swift action to call down a baneful *harrowing* on a single creature within 30 feet. Roll randomly to determine the suit of the card you draw, which is always considered to be opposed to the target's alignment. The target gets no saving throw against this *harrowing* penalty, though spell resistance applies. If the target is a non-mythic creature, it also becomes shaken for 1 round by your pronouncement of doom.

**Augmented (6th):** If you expend two uses of mythic power during the reading, you may discard one card of your choice and draw one new card in its place, replacing the effects of the chosen card with the effects of the newly drawn card. You must keep this new card. You can use each bonus twice, both at the doubled values. Once you have used both bonuses, or when the spell's duration ends, the spell ends and any penalties are removed.

#### HARRYING CIPHER<sup>DM</sup>

The harrying cipher gains DR 5/slashing.

#### HAUNTED FEY ASPECT<sup>UC</sup>

You add half your mythic tier to the DR granted by this spell.

#### HAUNTING CHOIR<sup>UM</sup>

Creatures within 30 feet of the *haunting choir* take a -3 penalty on attack rolls, skill checks, and ability checks; these penalties increase to -4 for creatures that occupy the same space as the *haunting choir*. Creatures failing their save against the *haunting choir's* agonizing moans treat the phantom singers similar to a hostile creature. The *haunting choir's* 10-foot space is treated as a hostile creature for the purpose of flanking

adjacent creatures, and any creature within its space is automatically considered flanked. Each round, you can use a move action to direct the *haunting choir* to move up to 30 feet in any direction, including vertically. It can move through creatures and solid obstacles as long as they do not block line of effect to you.

#### HAUNTING MISTS<sup>UM</sup>

The range increases to 50 feet, and the cloud's radius and height both increase to 50 feet, and creatures within the mist take a penalty equal to one-half your mythic tier on saves against fear effects other than this spell.

**Augmented (3rd):** If you expend two uses of mythic power, you may increase the spell's range and radius to 500 feet and its height to 100 feet. Alternatively, you may retain the 50-foot range, radius, and height while increasing the Wisdom damage dealt by the spell by an amount equal to one-half your mythic tier. Non-mythic creatures take 1d2 points of Wisdom damage even on a successful save.

#### HAZE OF DREAMS<sup>ISG</sup>

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

#### HEAL, MASS<sup>CR</sup>

Each creature you target is affected as *mythic heal*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### HEAL MOUNT<sup>CR</sup>

This functions as *mythic heal*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, but it affects only a paladin's divine bonded creature (including similar alternate creatures obtained through archetypes and replacement class features).

#### HEALING BEQUEST<sup>DM</sup>

The same creature may be healed by the spell up to three times.

#### HEALING WARMTH<sup>ARG</sup>

You can absorb up to 20 points of damage per caste level (maximum of 200 points at 10th level). You can discharge 10 points of stored energy as a standard



action or 20 points of stored energy as a swift action to heal 1d10 points of damage to a touched creature. If the target has taken at least 20 points of cold damage within the previous round, this healing is doubled. Using your *healing warmth* to heal damage does not provoke attacks of opportunity.

### HEART OF THE MAMMOTH<sup>DSH</sup>

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

### HEART SKEWER<sup>DM</sup>

When you make the required melee touch attack, add a bonus to your attack roll equal to half your mythic tier (minimum 1).

### HEARTSTRIKE<sup>DM</sup>

This spell's insight bonus is +12.

**Augmented (2nd):** If you expend two uses of mythic power, this spell's insight bonus is +15.

### HEARTH CHARM<sup>DM</sup>

This spell slows the target object or material's burning rate by its normal speed by a factor of three, effectively tripling the time it can be used as fuel.

### HEAVY BURDEN<sup>DM</sup>

This spell reduces targets' speed by 30 ft. (60 ft. for flying movement).

### HEAVY CHAINS<sup>DM</sup>

When you make the required ranged touch attack, add a bonus to your attack roll equal to your mythic tier.

### HELLMOUTH LASH<sup>ARG</sup>

A successful touch attack with your *hellmouth lash* deals 1d10 points of acid, electricity, or fire damage per two caster levels (maximum 5d10). In addition, you can retract or extend your tongue as a move action. While retracted, you can speak, cast spells, and utter command words normally.

**Augmented (6th):** If you expend two uses of mythic power, your *mythic hellmouth lash* ignores acid, electricity, or fire resistance or immunity (except against creatures with the fire subtype), and you can retract or extend your tongue as a swift action.

### HELPING HAND<sup>CR</sup>

The *helping hand* can travel a number of miles equal to 5 plus your mythic tier in searching for the creature you designate. If the creature follows the hand to your location, the *helping hand* points out obstacles and potential dangers as well as the best route to travel, granting the target creature a +2 circumstance bonus on Acrobatics, Climb, Fly, Ride, and Swim checks made to follow the hand, as well as a +2 circumstance bonus on Perception or Survival checks to notice hostile creatures, traps, or natural or supernatural hazards. A creature following the *helping hand* to you also gains a +2 insight bonus to Armor Class during surprise rounds.

### HERD PLAGUE<sup>DM</sup>

This spell's duration increases by a number of rounds equal to your mythic tier.

### HEROES' FEAST<sup>CR</sup>

Creatures eating a *mythic heroes' feast* gain the benefits of *mythic remove disease* and *mythic neutralize poison* and gain 2d8 temporary hit points +1 point per caster level (maximum +20). They also gain a +1 morale bonus on attack rolls, weapon damage rolls, and saving throws, and they gain immunity to non-mythic fear effects and poison for 12 hours.

### HEROIC CONJUNCTION<sup>DM</sup>

This spell's duration increases by a number of rounds equal to your mythic tier.

### HEROIC FINALE<sup>APG</sup>

When you end a bardic performance, any one creature within range can take a full-round action or can take any two of the following: a swift action, a move action, and/or a standard action. Alternatively, you can allow one creature per mythic tier within range to take a move action of their choice.

### HEROIC INVOCATION<sup>UC</sup>

You add your mythic tier to the morale bonuses granted by this spell. Targets gain a morale bonus equal to your mythic tier on all Will saves against mind-affecting effects.



**Augmented (6th):** If you expend two uses of mythic power, any creature that casts a fear spell on the target creatures must save against its own spell or be affected by it.

#### HEROISM, GREATER<sup>CR</sup>

The target gains a +6 morale bonus on attack rolls, saves, and skill checks, immunity to all fear, emotion, and compulsion effects, and temporary hit points equal to your caster level plus twice your mythic tier. Allies adjacent to the target gain immunity to fear and a +2 morale bonus on attack rolls, saves, and skill checks.

**Augmented:** If you expend two uses of mythic power, the target gains the ability to roll twice and select the better result on a number of attack rolls, saving throws, skill checks, or mythic surges equal to your mythic tier. Using these extra rolls is a free action but must be declared before the dice are rolled. Any unused rolls at the end of the spell are wasted.

#### HERO'S DEFIANCE<sup>APG</sup>

You add your mythic tier to the damage cured by this spell. If you have exhausted all daily uses of your lay on hands ability, you still heal a number of hit points equal to 1d6 plus your mythic tier, but you do not gain any other benefits as if you had used your lay on hands ability, such as mercies or any effect that enhances lay on hands.

#### HERO'S STEEL<sup>DM</sup>

When opponents must make a Will save, they suffer penalty equal to half your mythic tier (minimum 1).

#### HEX WARD<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### HIBERNATE<sup>FG</sup>

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

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

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



#### HIDDEN SPEECH<sup>APG</sup>

As long as they are within range, creatures using this spell can always whisper messages even if they cannot see or hear one another, as if using a *message* spell. If the targets are able to see and hear one another, they add your mythic tier on Bluff checks made to send secret messages, and you add your mythic tier to the penalty on Sense Motive checks for others to intercept or decipher your secret messages.

#### HIDE<sup>DM</sup>

The DC of Perception checks required to see the target object increases to 22.



### HIDE CAMPSITE<sup>APG</sup>

The hidden campsite is screened against scrying effects as a *private sanctum* spell. In addition, the spell gains the shadow subschool as the briars and obstructions around it are quasi-real. All squares within the area are treated as *heavy undergrowth* (for terrain with plants) or *dense rubble* (for terrain without plants) for creatures that fail their save to disbelieve the effect and as *light undergrowth* or *light rubble* (as appropriate) for creatures that succeed on their saves or that are aware of the illusion.

### HIDE FROM ANIMALS<sup>CR</sup>

The duration increases to 1 hour per level, and creatures do not become visible to animals if they touch them. If a creature hidden by this spell attacks an animal, that creature is no longer hidden by the spell, but other creatures remain hidden by the spell unless they also attack.

### HIDE FROM UNDEAD<sup>CR</sup>

Intelligent undead whose Hit Dice are equal to or less than your mythic tier are not entitled to a saving throw to see through this spell.

### HOARFROST<sup>DM</sup>

The damage increases to 1d4 hp cold damage.

### HOBBLE MOUNT<sup>DM</sup>

The damage to an affected creature that moves more than half its base speed increases to 1d8 hp.

### HOBBLE MOUNT, MASS<sup>DM</sup>

The damage to affected creatures that move more than half their base speed increases to 1d8 hp.

### HOD'S GIFT<sup>DM</sup>

You gain blindsense 70 ft.

### HOLD ANIMAL<sup>CR</sup>

When an animal paralyzed by this spell succeeds at a subsequent saving throw to end the paralysis, it becomes slowed (as the *slow* spell). A second successful save ends the *slow* effect.

**Augmented (3rd):** If you expend two uses of mythic power, you can paralyze one additional animal for every 3 mythic tiers.

### HOLD MONSTER<sup>CR</sup>

When a creature paralyzed by this spell succeeds at a subsequent saving throw to end the paralysis,

it becomes slowed (as the *slow* spell). A second successful save ends the *slow* effect.

**Augmented (3rd):** If you expend two uses of mythic power, you can paralyze one additional target for every 3 mythic tiers.

### HOLD MONSTER, MASS<sup>CR</sup>

As *mythic hold monster*, but you can target a number of creatures anywhere within range; they need not be within 30 feet of each other.

### HOLD PERSON<sup>CR</sup>

When a creature paralyzed by this spell succeeds at a subsequent saving throw to end the paralysis, it becomes slowed (as the *slow* spell). A second successful save ends the *slow* effect.

**Augmented (3rd):** If you expend two uses of mythic power, you can paralyze one additional target for every 3 mythic tiers.

### HOLD PERSON, MASS<sup>CR</sup>

As *mythic hold person*, but you can target a number of humanoids anywhere within range; they need not be within 30 feet of each other.

### HOLY AURA<sup>CR</sup>

Warded creatures gain a +6 deflection bonus to Armor Class and a +6 resistance bonus on saving throws and spell resistance of 25 plus your mythic tier against evil spells and spells cast by evil creatures. An evil creature attempting to possess or exercise mental control over a protected creature takes 1d6 points of damage per 2 caster levels (maximum 10d6) from mental feedback (Will negates). Finally, an evil creature that succeeds on a melee attack against a warded creature is both blinded and deafened as *mythic blindness/deafness* (Fortitude negates), as described in *Pathfinder Roleplaying Game Mythic Adventures*, with a separate Fortitude save allowed against each effect.

### HOLY CHANCE<sup>DM</sup>

You may add +1 to all rolls made while this spell is in effect.

### HOLY ICE<sup>UM</sup>

You can duplicate the effect of a *mythic wall of ice*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, save that creatures vulnerable to holy water take damage equal to your mythic tier every time they touch or attack the wall with a melee attack or 1d6 plus your mythic tier per round for extended contact with the wall, such as climbing or walking on it.



Creatures stepping through the frigid air left behind when the wall is broken take damage as *mythic wall of ice*, but half the damage is cold and half is damage from holy water; creatures not damaged by holy water take only the cold damage.

If you instead use the spell to hurl ice javelins, you add one-half your mythic tier as a sacred bonus on your attack rolls, and you may add cold damage or holy water damage (your choice) equal to one-half your mythic tier to the damage dealt by each javelin.

#### HOLY SHIELD<sup>UM</sup>

As long as you do not change the target, you can maintain the protection of your *holy shield* each round as a free action rather than a swift action. If you have feats that apply to your shield, such as Shield Focus or Missile Shield, the target gains the benefit of those feats. If your shield has special properties, such as *energy resistance* or *arrow deflection*, the target gains the benefit of those abilities as well, though the target cannot make shield bash attacks or gain total cover from a tower shield you are using.

#### HOLY SWORD<sup>CR</sup>

You can cast this spell on a melee weapon or ranged weapon, and that weapon radiates a *mythic magic circle against evil*, and creatures within this radius gain spell resistance of 20 plus your mythic tier against evil spells and spells cast by evil creatures.

If you have the divine bond class feature you can enhance the same weapon with this spell and your divine bond; the effects stack. If you have a divine bond (mount), you can cast this spell on one of your mount's natural weapons.

#### HOLY WHISPER<sup>APG</sup>

You add your mythic tier to the damage dealt by this spell and one-half your mythic tier to the number of rounds that evil creatures are sickened and that good creatures gain a sacred bonus on attack and damage rolls. In addition, non-mythic evil creatures take half damage and are sickened for 1 round even on a successful save.

#### HONE BLADE<sup>DM</sup>

The weapon also gets a +1 bonus to attack.

#### HONEYED TONGUE<sup>APG</sup>

You add one-half your mythic tier on Diplomacy checks you make while using this spell, and you reduce the amount of time required to make a Diplomacy check by 1 round per mythic tier; at 10th tier, you can make a Diplomacy check without penalty as a standard action.

#### HORN OF PURSUIT<sup>UM</sup>

Your horn can be heard up to 5 miles away per mythic tier you possess. You may unleash a number of peals from the *horn of pursuit* equal to 3 plus your mythic tier over the course of a duration of one hour per caster level or until discharged. Allies moving toward your signal with a *horn of pursuit* gain a +2 circumstance bonus on saving throws against exhaustion and fatigue and on Constitution checks to avoid fatigue from a *forced march* or *running*.

#### HORRID REVELATIONS<sup>DM</sup>

This spell's duration increases by a number of minutes equal to your mythic tier.

#### HORRID WILTING<sup>CR</sup>

The damage dealt increases to 1d10 points of damage per level (maximum 20d10), and targets that fail their saves become fatigued with dehydration. Water elementals and plant creatures take 1d12 points of damage per level (maximum 20d12) and become exhausted on a failed save; on a successful save, they take half damage and become fatigued.

#### HORRORS OF THE DEEP<sup>DM</sup>

The damage dealt by this spell is lethal instead of nonlethal.

#### HOSTILE JUXTAPOSITION<sup>UC</sup>

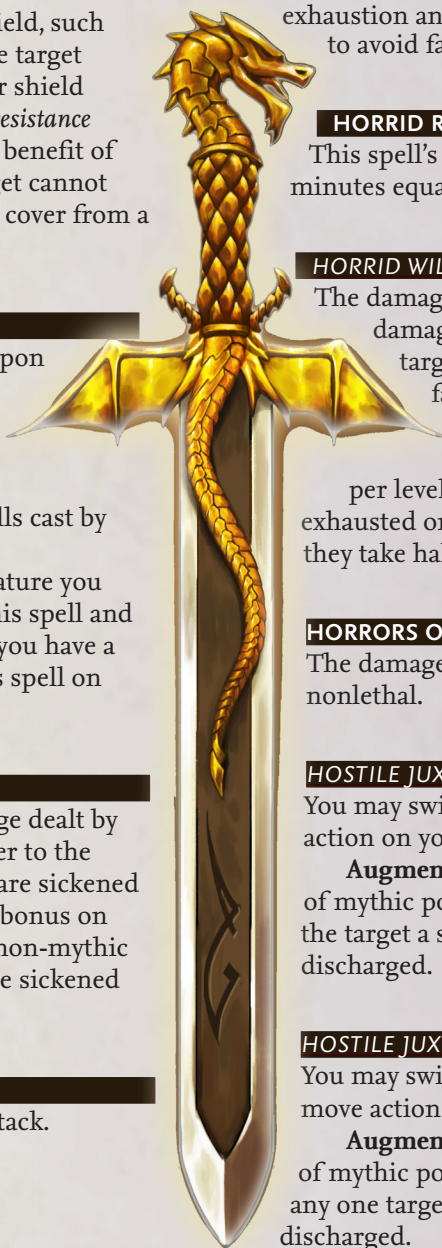
You may switch places with the target as a move action on your turn.

**Augmented (5th):** If you expend two uses of mythic power, you may switch places with the target a second time before the spell is discharged.

#### HOSTILE JUXTAPOSITION, GREATER<sup>UC</sup>

You may switch places with any of the targets as a move action on your turn.

**Augmented (5th):** If you expend two uses of mythic power, you may switch places with any one target a second time before the spell is discharged.





### HOSTILE LEVITATION<sup>UC</sup>

You can affect a number of targets up to your caster level, but their total weight can be no more than 100 pounds per caster level.

**Augmented (4th):** If you expend two uses of mythic power, you may move any single target creature up or down 10 ft. as a move action. You may take this action once per round. If you move the target down so that its feet touch the ground, the levitation effect ends for that creature.

### HOVERING GLEAM<sup>DM</sup>

The sphere can move a distance each round equal to this spell's range.

### HOWLING AGONY<sup>UM</sup>

Creatures failing their saving throw take a -3 penalty on AC, attack rolls, melee damage rolls, and Reflex saves, and must succeed at a concentration check with a DC equal to the spell's save DC plus your mythic tier. Creatures that elect to scream as loudly as possible to alleviate their pain must succeed at a Fortitude save each time they do so or become hoarse due to vocal strain for 1d6 hours for each failed save. This functions as the *caster croak spellblight* (as described in Chapter 2 of *Pathfinder Roleplaying Game Ultimate Magic*), though it also affects non-spellcasters.

### HUNGRY ARE THE DAMNED<sup>GCC</sup>

You wrack the target creature with an unyielding hunger. If it fails to hit a living creature with its bite attack, it becomes fatigued until the end of its next turn.

**Augmented (4th):** If you expend two uses of mythic power, a target that fails to hit a living creature with its bite attack becomes fatigued. If it fails to hit a living creature with its bite attack while already fatigued, it becomes exhausted.

### HUNGRY DARKNESS<sup>ISM</sup>

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

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

### HUNGRY DEAD<sup>GCC</sup>

You wrack the target undead with an impossible

hunger. If it fails to hit a living creature with its bite attack during its turn, it is treated as if fatigued until the end of its next turn.

**Augmented (4th):** If you expend two uses of mythic power, an undead creature that fails to hit a living creature with its bite attack becomes fatigued for 1 hour. If it fails to hit a living creature with its bite attack while already fatigued, it becomes exhausted for 1 hour.

### HUNGRY PIT<sup>APG</sup>

Add your mythic tier to the Climb DC for creatures attempting to climb out of the *hungry pit*. In addition, every time the pit contracts and crushes creatures within add your mythic tier to the damage dealt. Creatures damaged by this crushing contraction must succeed on a Climb check or fall back to the bottom of the pit.

**Augmented (3rd):** If you expend two uses of your mythic power, you can increase the depth of the pit by 50% or you can increase its size to 15 by 15 feet.

**Augmented (6th):** If you expend three uses of your mythic power, you can increase the depth of the pit by 100% or you can increase its size to 20 by 20 feet.

### HUNTER'S BLESSING<sup>ISG</sup>

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

### HUNTER'S EYE<sup>APG</sup>

As long as the target is within range, you can see it clearly even in darkness, underwater, in dense foliage, or other forms of concealment (though not through solid barriers that block line of effect). You also can automatically distinguish figments that look like your target from your actual target, allowing you to ignore *mirror images* and similar illusory duplicates. If your target is using a disguise, glamor, or polymorph effect to appear as someone or something else, you are automatically entitled to a Will save to disbelieve the illusion or an opposed Perception check to see through the disguise. This does not take an action, and you add your mythic tier on the save or the check.

### HUNTER'S FRIEND<sup>AA</sup>

You can share one additional ability with your animal



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

#### HUNTER'S HOWL<sup>APG</sup>

Creatures that are already one of your favored enemies are frightened for 1 round and then shaken for 1 round per level on a failed save; they are shaken for 1 round even if the save succeeds. This effect does not apply to creatures whose mythic tier equals or exceeds yours. In addition to this fear effect, you increase your favored enemy bonus by 2 when attacking or otherwise interacting with creatures of your actual favored enemy type(s) that fail their save.

**Augmented (5th):** If you expend two uses of your mythic power, the favored enemy bonus this spell provides is increased to +4, and creatures that are your favored enemy are panicked for 1 round and then shaken for the remainder of the spell's duration on a failed save.

#### HUNTER'S INTUITION<sup>DM</sup>

Upon touching the arrow, you not only see its previous owner but also the previous owner's current surroundings. Instead of learning a random bit of information, you can ask a single question about the owner. If the previous owner is a non-mythic creature, you automatically receive the answer to that question. If the owner is a mythic creature, that creature receives a Will save. If the owner succeeds the save, you do not receive the answer to the question.

#### HUNTER'S LORE<sup>ISM</sup>

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

#### HUNTER'S SHOT<sup>DM</sup>

Add your mythic tier to your level for purposes of determining whether your prey's HD exceeds half yours.

#### HYDRAULIC PUSH<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### HYDRAULIC TORRENT<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### HYPNOTIC PATTERN<sup>CR</sup>

Increase duration by a number of rounds equal to your mythic tier, and you may affect a number of Hit Dice of creatures equal to 2d6 plus your caster level plus your mythic tier. Creatures within a *mythic hypnotic pattern* are dazzled as long as they remain within the area regardless of their saving throw.

**Augmented (3rd):** If you expend two uses of mythic power, the mind-bending whorls of the pattern deal 1d4 points of Intelligence, Wisdom, or Charisma damage (your choice) to creatures within the area when their fascinate effect is ended.







successful Will save against the spell's DC reduces this damage by half.

### HYPNOTISM<sup>CR</sup>

Increase duration by a number of rounds equal to your mythic tier, and the number of Hit Dice of creatures you may affect by an amount equal to your mythic tier. Creatures failing their save take a penalty equal to one-half your mythic tier (minimum -1) against other mind-affecting effects you use against them. Using an offensive mind-affecting ability breaks the fascinate effect of a hypnotized creature, but not until after you have activated that effect.

**Augmented:** If you expend two uses of mythic power, you can cast a second compulsion on a hypnotized creature. It does not perceive this as an attack. If it fails its save, you can delay the onset of that effect for a number of hours equal to your caster level, activating after a set amount of time that you designate or when a triggering condition that you state occurs, as *magic mouth*. The spell level of the companion compulsion must be lower than your mythic tier. You can spend one additional use of mythic power to make this second compulsion undetectable to non-mythic effects.

If you are at least 3rd mythic tier, you can delay this effect up to one day per caster level. If you are at least 6th mythic tier, you can delay the effect up to one year per caster level. If you are at least 9th mythic tier, you can delay the effect indefinitely.

**Augmented (6th):** If you expend three uses of mythic power, you can implant a companion compulsion as described above, but it triggers whenever the triggering condition occurs, up to a number of times equal to your mythic tier, rather than triggering only once.



# I

I am a rock  
ice armor  
ice arrow  
ice body<sup>A</sup>  
ice crystal teleport<sup>A</sup>  
ice spears<sup>A</sup>  
iceshockle  
icicle dagger<sup>A</sup>  
icy prison  
icy prison, mass  
identify<sup>A</sup>  
identify technology<sup>A</sup>  
ill omen<sup>A</sup>  
Illemak's bloody vengeance  
Illemak's slingshot<sup>A</sup>  
Illemak's switchskin  
illusion of calm  
illusory hoard<sup>A</sup>  
illusory script  
illusory wall<sup>A</sup>  
imbue with aura  
imbue with elemental might  
imbue with flight  
imbue with spell ability  
impaling swords  
impart mind<sup>A</sup>  
implosion  
imprisonment  
improve trap<sup>A</sup>  
incendiary cloud<sup>A</sup>  
incense haze  
indulgence<sup>A</sup>  
inevitable's rampage  
infernal healing<sup>A</sup>  
infernal healing, greater<sup>A</sup>  
inflict critical wounds, mass  
inflict light wounds, mass  
inflict moderate wounds, mass  
inflict serious wounds, mass  
inflict doom<sup>A</sup>  
ingest  
ingest, greater  
inheritor's smite<sup>A</sup>  
ink blot  
ink cloud  
inky ray<sup>A</sup>  
inner demon  
inner focus  
innocence  
innocuous aspect  
inquisitor's bane  
insanity

insanity void  
inscrutable grimoire  
insect plague  
inspiring speech  
instant armor<sup>A</sup>  
instant enemy  
instant siege weapon  
instant summons<sup>A</sup>  
instrument of agony  
intensify death throes  
intensifying force  
interplanetary teleport<sup>A</sup>  
interposing hand<sup>A</sup>  
interrogation  
interrogation, greater  
intoxicating scent  
invigorate  
invigorate, mass  
invisibility, greater  
invisibility, mass<sup>A</sup>  
invisibility purge  
invisibility sphere  
invisibility well  
invisible hunter<sup>A</sup>  
ioun storm  
ioun strike  
iron body<sup>A</sup>  
ironbeard<sup>A</sup>  
ironsides<sup>A</sup>  
ironwood<sup>A</sup>  
ivory flesh

## I AM A ROCK<sup>DM</sup>

Add your mythic tier to your level for purposes of determining how many minutes this spell lasts.

## ICE ARROW<sup>DM</sup>

Add your mythic tier to your level for purposes of determining how many rounds creatures are encased in ice.

## ICE ARMOR<sup>SG</sup>

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

## ICE BODY<sup>UM</sup>

You do not gain vulnerability to fire while using this spell, and your unarmed strike deals damage as a club



plus cold damage equal to your mythic tier. This cold damage bypasses the cold immunity or resistance of non-mythic creatures or creatures whose mythic rank or tier is lower than yours, except for creatures with the cold subtype. When you are burrowing through ice and snow you gain tremorsense 60 feet, and you add your mythic tier on caster level checks made to burrow through magical ice and snow. Your movement is not impeded by snow or ice and you can climb icy surfaces as if using *spider climb*, though you can fall through snow or ice that cannot support your weight. In conditions of severe cold (below 0 degrees Fahrenheit), you gain fast healing 1. This increases to fast healing 2 in extreme cold (below -20 degrees Fahrenheit); see *Cold Dangers* in the *Pathfinder Roleplaying Game Core Rulebook*.

**Augmented (5th):** If you expend two uses of mythic power while you are in contact with an icy surface larger than your size, you can grow in size and power as if you had cast *righteous might*, although you do not gain DR/good or DR/evil.

### ICE CRYSTAL TELEPORT<sup>UM</sup>

The hit points of the ice crystal are increased to 5 hit points per inch of thickness. You may choose to reduce the number of rounds the target remains frozen in ice before teleportation occurs by an amount equal to one-half your mythic tier (minimum 0 rounds). Alternatively, you may choose for the target to remain frozen in ice for a number of rounds equal to your mythic tier after teleportation has been completed.

**Augmented (5th):** If you expend two uses of mythic power while you are in contact with an icy surface larger than your size, you can grow in size and power as if you had cast *righteous might*, although you do not gain DR/good or DR/evil.

### ICE SPEARS<sup>ISM</sup>

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

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

### ICESHOCKLE<sup>AH</sup>

Your critical threat range with the *iceshockle* is increased to 18-20, and when you confirm a critical hit the target becomes fatigued with hypothermia (or exhausted if already fatigued). Creatures immune to cold or with cold resistance 10 or greater are immune to this effect. You can cast melee touch spells while using the *iceshockle* and can deliver them through the *iceshockle*, using its reach to make a melee touch attack that deals no damage or as part of a normal attack. Touch spells delivered through your *iceshockle* use its increased critical threat range but not its critical multiplier.

### ICICLE DAGGER<sup>UM</sup>

The range of this spell increases to touch, and you can give the weapon to another creature to wield, though every round that it is wielded by a creature other than you counts as 1 minute of the spell's duration. The *mythic icicle dagger* does not melt if out of your hand for more than 1 round. If you wield the *mythic icicle dagger* yourself, you add one-half your mythic tier to the cold damage it deals on a successful hit. This damage is multiplied on a critical hit.

**Augmented:** If you expend two uses of mythic power, you may create a masterwork version of any light slashing or piercing melee weapon in which you are proficient, rather than just a dagger. If you create a dagger with this spell, it retains its full duration when wielded by other creatures.

### ICY PRISON<sup>UM</sup>

The hit points of a *mythic icy prison* are increased to 5 hit points per inch of thickness, and you add your mythic tier to the Strength DC to break the ice. You add your mythic tier to the cold damage a creature takes each round it is helpless or entangled in the ice, and the cold damage dealt by this spell bypasses the cold immunity or resistance of non-mythic creatures or creatures whose mythic rank or tier is lower than yours, except for creatures with the cold subtype.

### ICY PRISON, MASS<sup>UM</sup>

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

### IDENTIFY<sup>CR</sup>

You add twice your mythic tier on Spellcraft checks made to identify the properties and command words of magic items in your possession. In addition, you



can identify the properties of any magical item not in your possession that is within the area of effect by concentrating on it as a standard action, adding your mythic tier to the Spellcraft check.

**Augmented (6th):** If you expend two uses of mythic power, you can identify one power of an artifact by succeeding at a caster level check against a DC equal to 10 plus twice the artifact's caster level. Learning one property of an artifact expends the spell.

#### IDENTIFY TECHNOLOGY

You add twice your mythic tier on Disable Device, Knowledge (engineering), and Spellcraft checks made to identify the properties and activation method of technological items in your possession. In addition, you can identify the properties of any technological item not in your possession that is within the area of effect by concentrating on it as a standard action, adding your mythic tier on the Disable Device, Knowledge (engineering), or Spellcraft check.

**Augmented:** If a technological creature, including a construct with the *clockwork* or *robot* subtype, is within the area of effect, you can expend one use of your mythic power to gain a bonus equal to 10 plus your mythic tier on Knowledge checks you make to identify the creature and its abilities.

#### ILL OMEN<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ILLEMAK'S BLOODY VENGEANCE<sup>DM</sup>

Non-mythic creatures do not receive a Fortitude save to negate the bleed damage.

#### ILLEMAK'S SLINGSHOT<sup>DM</sup>

The damage the shards deal increases to 1d8 hp piercing/caster level (maximum 10d8).

**Augmented (4th):** If you expend two uses of mythic power, non-mythic creatures do not receive a Fortitude save to prevent the sickened condition.

#### ILLEMAK'S SWITCHSKIN<sup>DM</sup>

This spell's duration increases by a number of rounds equal to your mythic tier.

#### ILLUSION OF CALM<sup>UC</sup>

As a move action you can direct the illusory double to move up to 15 ft. a round, which it does at a stately unhurried pace. When the illusory double first leaves your space you may make a stealth check with a bonus equal to twice your mythic tier to hide in plain sight.

#### ILLUSORY HOARD<sup>DSH</sup>

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

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

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

#### ILLUSORY SCRIPT<sup>CR</sup>

The duration increases to permanent, and it cannot be dispelled unless the caster level of the dispeller exceeds yours. If more than one creature is present when the *mythic illusory script* is read by an unauthorized person, all creatures within 10 feet are affected by the *suggestion*.

#### ILLUSORY WALL<sup>CR</sup>

A *mythic illusory wall* cannot be detected as magical or an illusion by non-mythic divinations unless the caster succeeds at a caster level check with a DC of 11 plus your caster level plus your mythic tier. Add your mythic tier to the caster level check DC to dispel the *mythic illusory wall*.

**Augmented:** If you expend two uses of mythic power, you can create an additional 1-ft. by 10-ft. by 10-ft. section of *mythic illusory wall*, plus one additional section per 3 mythic tiers after 1st.

#### IMBUE WITH AURA<sup>UM</sup>

You can target an additional number of creatures equal to your mythic tier. While the targets are imbued with your alignment aura, they perceive you as credible and trustworthy and you gain a +2 circumstance bonus on Charisma checks and Charisma-based skill checks, and the DC of charm, compulsion, and language-dependent effects you use against the targets is increased by 1.



### IMBUE WITH ELEMENTAL MIGHT<sup>ARG</sup>

In addition to (or instead of) transferring your elemental assault ability to the target, you can also transfer a prepared (or known, for spontaneous spellcasters) 1st or 2nd level with the air, earth, fire, or water descriptor. This shared spell can be used by the target exactly as described for *imbue with spell ability*.

### IMBUE WITH FLIGHT<sup>MO</sup>

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

### IMBUE WITH SPELL ABILITY<sup>CR</sup>

You can imbue a total number of spell levels equal to your mythic tier, in addition to the spells normally allowed. You can imbue spells up to 4th level, though the maximum level of spell you imbue cannot exceed one-half the target's Hit Dice, and the total number of spell levels cannot exceed its Hit Dice. You can imbue the target with mythic spells that you know, including augmented versions of mythic spells for which you qualify. If the target is mythic, it may use its own mythic power to cast or augment these mythic spells. If it chooses not to spend its mythic power to do so, the spell takes effect as an ordinary spell. If the target is not mythic (or if it is mythic but does not wish to expend its own mythic power), you can imbue one or more points of your mythic power into the target, who may use this mythic power only to cast or augment the imbued mythic spells. Your pool of mythic power is reduced by one point until the recipient uses all of the imbued mythic spells or until you dismiss the spell.

### IMPALING SWORDS<sup>DM</sup>

You can make the swords masterwork for no extra cost.

### IMPART MIND<sup>SM</sup>

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

**Augmented (5th):** If you expend two uses of mythic power, you can add an inherent bonus equal to one-half your mythic tier to the target object's Intelligence, Wisdom, or Charisma score. This bonus may be applied to a single ability score or split between them.

### IMPLOSION<sup>CR</sup>

The damage inflicted is increased to 15 points per caster level, and you may target objects rather than creatures.

### IMPRISONMENT<sup>CR</sup>

You can affect more than one creature within a 10-foot burst, as long as the total number of Hit Dice of creatures you affect does not exceed your caster level plus your mythic tier. You can select which creatures in the area you wish to affect. A non-mythic *freedom* spell cast at the spot releases one of the trapped creatures at random unless one of them is named specifically. A mythic *freedom* spell frees all trapped creatures.

### IMPROVE TRAP<sup>ARG</sup>

You can improve the target trap in two of the listed ways. A trap may have more than one improvement at a time from *mythic improve trap*.

**Augmented:** If you expend one or more additional uses of mythic power, you can improve the target trap in one additional way per additional use of mythic power you spend. You cannot select any improvement more than once.

### INCENDIARY CLOUD<sup>CR</sup>

The damage dealt increases to 6d10 points of damage per round, and the acrid, choking smoke sickens living creatures that fail their saving throw for as long as they remain within the cloud and for 1d6 minutes thereafter.

**Augmented (3rd):** If you expend two uses of mythic power, you increase the radius and height of the cloud to 10 feet times your mythic tier, and the *mythic incendiary cloud* bypasses fire resistance and fire immunity.



#### INCENSE HAZE<sup>DM</sup>

The cloud area increases to a 15-ft. radius that is 15 ft. high.

#### INDULGENCE<sup>DM</sup>

The cost to cast this spell decreases to 2,000 gp worth of rare incense and sacred offerings.

**Augmented (2nd):** If you expend two uses of mythic power, the cost to cast this spell decreases to 1,000 gp. If you expend three uses of mythic power, the cost decreases to 750 gp.

#### INEVITABLES' RAMPAGE<sup>DM</sup>

This spell's duration increases by a number of minutes equal to your mythic tier.

#### INFERNAL HEALING<sup>SWG</sup>

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

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

#### INFERNAL HEALING, GREATER<sup>SWG</sup>

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

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

#### INFLICT CRITICAL WOUNDS, MASS<sup>CR</sup>

The damage dealt increases to 8d8 points of damage plus 2 points per caster level (maximum +80). Additionally, each living creature you target is sickened for a number of rounds equal to your caster level if it fails its saving throw. Undead you target gain a +4 profane bonus on attack rolls, weapon damage rolls, and saving throws for 1 round.

#### INFLICT DOOM<sup>DM</sup>

Add a bonus to the required range touch equal to half your mythic tier (minimum 1).

**Augmented (6th):** If you expend three uses of mythic power, non-mythic creatures do not receive a Will save to avoid becoming panicked.

#### INFLICT LIGHT WOUNDS, MASS<sup>CR</sup>

The damage dealt increases to 2d8 points of damage plus 2 points per caster level (maximum +50). Additionally, each living creature you target is sickened for a number of rounds equal to your caster level if it fails its saving throw. Undead you target gain a +1 profane bonus on attack rolls, weapon damage rolls, and saving throws for 1 round.

#### INFLICT MODERATE WOUNDS, MASS<sup>CR</sup>

The damage dealt increases to 4d8 points of damage plus 2 points per caster level (maximum +60). Additionally, each living creature you target is sickened for a number of rounds equal to your caster level if it fails its saving throw. Undead you target gain a +2 profane bonus on attack rolls, weapon damage rolls, and saving throws for 1 round.

#### INFLICT SERIOUS WOUNDS, MASS<sup>CR</sup>

The damage dealt increases to 6d8 points of damage plus 2 points per caster level (maximum +70). Additionally, each living creature you target is sickened for a number of rounds equal to your caster level if it fails its saving throw. Undead you target gain a +3 profane bonus on attack rolls, weapon damage rolls, and saving throws for 1 round.

#### INGEST<sup>DM</sup>

This spell's duration increases by a number of hours equal to your mythic tier.

#### INGEST, GREATER<sup>DM</sup>

This spell's duration increases by a number of hours equal to your mythic tier.

#### INHERITOR'S SMITE<sup>SG</sup>

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



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

### INK BLOT<sup>DM</sup>

Add your mythic tier to your level for purposes of determining how many minutes this spell lasts.

### INK CLOUD<sup>DM</sup>

The cloud of ink spreads 40 ft. from you and is 40 ft. high. Moderate gusts or currents do not disperse the cloud at all. A strong gust or current disperses it in 4 rounds.

### INKY RAY<sup>DM</sup>

Targets suffer a penalty to their Reflex save equal to half your mythic tier (minimum 1).



**Augmented (5th):** If you expend two uses of mythic power, non-mythic creatures do not receive a Reflex save.

### INNER DEMON<sup>DM</sup>

This spell's duration increases by a number of rounds equal to your mythic tier.

### INNER FOCUS<sup>PSAND</sup>

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

### INNOCENCE<sup>APG</sup>

You add your mythic tier on Bluff checks made to profess your own innocence. If you are making a Sleight of Hand or disarm or steal combat maneuver and your target notices you doing so, you can make a Bluff check as a swift action to convince them the contact was accidental, and your action does not provoke an attack of opportunity even if it would normally do so.

If another creature has reach to the target of your check or maneuver and you exceed the DC by 10 or more, you convince the target that the other creature attempted the Sleight of Hand check or disarm or steal maneuver rather than you. This does not result in the target taking an attack of opportunity against the other creature but may result in hostile actions (GM's discretion).

### INNOCUOUS ASPECT<sup>DM</sup>

The DC of the Perception check required to notice that something seems strange about the group increases to 22. In addition, creatures that make a Will save to disbelieve suffer a penalty equal to half your mythic tier (minimum 1).

### INQUISITOR'S BANE<sup>DM</sup>

This spell's duration increases by a number of hours equal to your mythic tier.



#### INSANITY<sup>CR</sup>

An affected creature behaves as if under the effects of a *mythic confusion* spell, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### INSANITY VOID<sup>DM</sup>

Friendly creatures affected by this spell may make a Will save each round to avoid being affected by the spell's confusion.

#### INSCRUTABLE GRIMOIRE<sup>GCC</sup>

The duration increases to permanent, and it cannot be dispelled unless the caster level of the dispeller exceeds yours. If more than one creature is present when the *mythic inscrutable grimoire* is read by an unauthorized person, all creatures within 10 feet are affected by the companion spell effect. If the Madness rules are being used, each creature to fail a save gains 1 Madness point.

#### INSECT PLAGUE<sup>CR</sup>

The wasp swarms you summon gain the agile *mythic simple template*, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*. In addition, as a move action you can direct one wasp swarm to move and as a full-round action you may direct all wasp swarms to move. They do not move other than as you direct them.

A *mythic insect swarm* obscures the vision of creatures inside it as *fog cloud*, providing concealment (20% miss chance) against targets within 5 feet and total concealment (50% miss chance) beyond 5 feet. Creatures outside a *mythic insect swarm* can attack creatures within it with no miss chance.

#### INSPIRING SPEECH<sup>DM</sup>

The morale bonus this spell grants to allies increases to +3. In addition, as long as allies within 500 ft. can see you, they gain this bonus. Because the ardor and persuasiveness of your *mythic inspiring speech* is visible in your expression and gesticulating, they do not need to hear you to be affected.

#### INSTANT ARMOR<sup>APG</sup>

You add your mythic tier to your caster level to determine what kind of force armor you create with this spell. For every 3 levels above 12th of your adjusted caster level, you can add a +1 enhancement bonus to the armor you create (maximum +5). This is in addition to the enhancement bonus you can gain by creating a lower-level type of armor.

**Augmented (2nd):** If you expend two uses of your mythic power, you treat the armor's category (light, medium, or heavy) as one step lighter for determining its effect on movement and abilities dependent on armor type. In addition, you reduce the armor's armor check penalty by 1 and increase its maximum Dexterity bonus by 1.

#### INSTANT ENEMY<sup>APG</sup>

You can target a creature that is one of your favored enemy types, allowing you to treat the target as if it were a different type of favored enemy for all purposes. In addition, rather than affecting only a single creature you treat all creatures of the same specific kind (e.g., frost giants, not all humanoids or all humanoids of the giant subtype) as if they were of your chosen favored enemy type for all purposes.

#### INSTANT SIEGE WEAPON<sup>DM</sup>

The siege weapon is masterwork and its damage die type is increased by one (for siege weapons that deal d10 damage, double the dice and change the die type to d6; for example 3d10 becomes 6d6).

**Augmented:** If you expend two uses of mythic power, the siege weapon automatically makes a single attack.

#### INSTANT SUMMONS<sup>CR</sup>

You can cast this spell on an item without first casting *arcane mark*, and you can summon an item weighing up to 10 pounds times your mythic tier, with a longest dimension equal to 5 feet plus your mythic tier. The spell cannot be dispelled by any non-mythic means unless the dispelling creature's caster level equals or exceeds yours.

You cannot summon an item that is worn or carried by a mythic creature, but you can summon an item worn or carried by a non-mythic creature if that creature fails a Will save.

In addition, you may use this spell to teleport even while you or the item is subject to a non-mythic effect that blocks teleportation or summoning, such as *antimagic field*, *dimensional anchor*, *dimensional lock*, or *forbiddance*, with a successful caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus to the check.

**Augmented:** If you expend two uses of mythic power, you can cast this spell even if the material component is not in your possession (though it still shatters when you cast the spell).

**Augmented (6th):** If you expend two uses of mythic power, you can reduce the cost of the material component to 100 gp. In addition, a non-



mythic creature gains no saving throw to block your summons of the item. A mythic creature in possession of your item can block the summons with a Will save, as described above.

### INSTRUMENT OF AGONY<sup>UC</sup>

You add your mythic tier to the morale bonus granted by this spell. The DC of any of your spells targeting a creature nauseated by this spell is increased by 5.

### INTENSIFY DEATH THROES<sup>DM</sup>

The duration of this spell increases by a number of hours equal to your mythic tier.

### INTENSIFYING FORCE<sup>DM</sup>

This spell's range increases to 30 ft.

### INTERPLANETARY TELEPORT<sup>ISWG, UM</sup>

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

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

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

### INTERPOSING HAND<sup>CR</sup>

Add your mythic tier as a deflection bonus to the hand's Armor Class and to the DC for caster level checks to dispel it. A *mythic interposing hand* grants a +2 bonus on Reflex saves against any effect created by your chosen opponent. In addition, a *mythic interposing hand* offers partial cover against enemies adjacent to your chosen opponent, providing a +2 cover bonus to Armor Class and a +1 bonus on Reflex saves against attacks by them. A *mythic interposing hand* takes damage from a *disintegrate* spell but is not automatically destroyed by it.

**Augmented:** If you expend two uses of mythic power, a *mythic interposing hand* provides improved cover against the chosen opponent, granting a +8

cover bonus to Armor Class and a +4 bonus on Reflex saves, as well as improved evasion against effects created by that opponent. Used in this way, a *mythic interposing hand* does not provide cover against attackers adjacent to your chosen opponent.

### INTERROGATION<sup>UM</sup>

You may ask one additional question for every two mythic tiers you possess, and the target's penalty on Bluff checks to convince you when it is lying increases by an amount equal to your mythic tier. When a target refuses to answer a question, you may choose to deal lethal or nonlethal damage. You may expend one minute of the spell's remaining duration to switch any remaining questions you are allowed to a new target, who is entitled to a saving throw. If the new target's saving throw is successful, the spell ends and any remaining questions are lost.

### INTERROGATION, GREATER<sup>UM</sup>

You may ask one additional question for every two mythic tiers you possess, and the target's penalty on Bluff checks to convince you when it is lying increases by an amount equal to twice your mythic tier. When a target refuses to answer a question, you may choose to deal lethal or nonlethal damage, and you may choose either to add your mythic tier to the damage dealt or to strike fear into the target, which must succeed at a Will save against the spell's save DC or become shaken (or have its fear condition worsened by one step, to frightened, panicked, or cowering). A cowering creature answers questions truthfully to the best of its ability; however, there is a 50% chance that the creature's panicked blubbling makes its answer unintelligible. This chance is reduced by 10% for every two mythic tiers you possess. You may expend one minute of the spell's remaining duration to switch any remaining questions you are allowed to a new target, who is entitled to a saving throw. If the new target's saving throw is successful, that minute of the spell's duration is wasted and that creature cannot be successfully interrogated with that casting of the spell; however, you may resume questioning the original target or may expend an additional minute of the spell's duration to attempt to question a new target.

### INTOXICATING SCENT<sup>DM</sup>

You extend the range you affect creatures to 10 ft., and you can select which creatures within the area are affected. In addition, you can affect non-mythic creatures that are normally immune to mind-affecting effects, though they gain a +2 circumstance bonus to their saving throws.



#### INVIGORATE<sup>APG</sup>

This spell banishes temporary ability penalties to Strength and Dexterity, such as those caused by *ray of enfeeblement* and *touch of gracelessness*. If the target has (or takes) Strength or Dexterity damage or drain, this spell temporarily suppresses penalties on Strength or Dexterity-based rolls, such as attack and damage rolls, Reflex saves, and skill checks, by an amount equal to one-half your mythic tier. This does not actually remove or cure the ability damage.

#### INVIGORATE, MASS<sup>APG</sup>

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

#### INVISIBLE HUNTER<sup>DM</sup>

You may spend one use of mythic power to choose a second creature to which you become invisible, and neither creature can detect you 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*) with respect to the affected creatures.

**Augmented (3rd):** If you expend two uses of mythic power, you are undetectable by any blindsense, blindsight, scent, or tremorsense possessed by either creature.

#### INVISIBILITY, GREATER<sup>CR</sup>

This spell includes the benefits of *mythic invisibility*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, but it cannot be dispelled, penetrated, or revealed by non-mythic spells of 3rd level or less, including *dispel magic* and *invisibility purge*.

#### INVISIBILITY, MASS<sup>CR</sup>

All creatures are affected as *mythic invisibility*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*. All creatures affected by *mythic mass invisibility* can see one another.

**Augmented:** If you expend two uses of mythic power, a number of creatures equal to your mythic tier can attack without disrupting the invisibility of the remaining creatures (though they become visible themselves). Once the number of creatures that have attacked exceeds your mythic tier, the spell ends.

**Augmented (3rd):** If you expend one additional use of mythic power, all creatures made invisible by this spell become undetectable by blindsense, blindsight, scent, or tremorsense.

#### INVISIBILITY PURGE<sup>CR</sup>

This spell functions as an area dispel (as *dispel magic*) on all forms of invisibility, with a bonus to the caster level check to dispel equal to your mythic tier against non-mythic forms of invisibility. Supernatural invisibility effects are not dispelled but are suppressed within the area.

#### INVISIBILITY SPHERE<sup>CR</sup>

This spell includes the benefits of *mythic invisibility*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*. In addition, affected creatures that become visible on exiting the *mythic invisibility sphere* become invisible again if they later return to it. If the subject of the spell is a mythic creature, it may expend one use of mythic power to make a creature entering the area invisible, as if it had been within the spell's area of effect at the time it was cast.

#### INVISIBILITY WELL<sup>GCC</sup>

A creature beginning its turn in a *mythic invisibility well* is affected as *mythic invisibility*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### IOUN STORM<sup>DM</sup>

The duplicate ioun stones fill a 15-ft. square and the swarm deals 2d8 hp damage. The swarm's distraction DC changes to 13 + your primary spellcasting attribute's modifier.

#### IOUN STRIKE<sup>DM</sup>

The ioun stone deals 1d8 hp bludgeoning, piercing, or slashing damage of your choice per caster level (maximum 5d8). Additionally, the target is blinded for 1 round per mythic tier. A successful Fortitude saving throw reduces the blinding effect to dazzled for 1 round.

#### IRON BODY<sup>CR</sup>

Your enhancement bonus to Strength is increased to +8 and your Dexterity penalty is reduced to -4, and your damage reduction becomes DR 15/adamantine and epic. Your unarmed attack deals damage equal to a greatclub sized for you and this counts as adamantine, cold iron, and magic for the purpose of overcoming damage reduction.

**Augmented:** If you expend two uses of mythic power, you can cast this spell with a range of touch (Fortitude negates (harmless), SR yes).



### IRONBEARD<sup>ARG</sup>

The armor bonus granted by this spell is increased to +2, and creatures striking you with natural weapons, unarmed strikes, and touch attacks take piercing damage equal to one-half your mythic tier (minimum 1) with each hit. When you cast this spell on yourself the spell failure chance for casting spells with a verbal component does not apply. Your *ironbeard* is treated as a magical cold iron and silver weapon for the purpose of overcoming damage reduction.

**Augmented (3rd):** If you expend two uses of mythic power, the armor bonus granted by your *ironbeard* increases to +3. In addition, your *ironbeard* gains an enhancement bonus equal to one-third your mythic tier when used to attack with it as armor spikes or when making a grapple combat maneuver. It also bypasses damage reduction (but not hardness) as if it were adamantine.

### IRONSIDES<sup>DM</sup>

The spell's duration increases to 1 hour/level, the hull's hardness triples, and the ship's hit points increase by 50%.

**Augmented (5th):** If you expend two uses of mythic power, the spell's range increases to close, and you can affect two ships of up to Colossal size which are no more than 30 feet apart.

### IRONWOOD<sup>CR</sup>

You gain a bonus equal to your mythic tier to Craft checks related to creating items out of *ironwood*, and increase the hardness and hit points of any items you create by an amount equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power while making only half as much *ironwood* as the spell would normally allow, increase the enhancement bonus you grant to any weapon, shield, or suit of armor so created by one-third your mythic tier.

### IVORY FLESH<sup>DM</sup>

Your DR must be overcome by epic weapons, and there is a 25% chance any critical hit or sneak attack against you is treated as a normal hit, as if you were wearing *light fortification* armor.





# J

jellied resilience

jester's jaunt

jeweled bolt

jitterbugs

jolting portent

Jormungandr's call

Jotun's jest

joyful rapture

judgment light

jump

jungle mind

jury-rig

## JELLIED RESILIENCE<sup>DM</sup>

The spell subject's DR must also be overcome by epic weapons. The subject also becomes immune to poison, sleep effects, paralysis, polymorph, and stunning. The subject's natural attacks and unarmed strikes gain the *corrosive burst* weapon quality.

## JESTER'S JAUNT<sup>APG</sup>

You can teleport the target to a space within 30 feet of its original location even if you cannot see the destination. You can also teleport a creature onto a structure that is solid enough to support its weight, such as a table or chandelier, rather than onto solid ground. If the target has a climb speed, you can teleport it onto a solid vertical surface or structure; it appears clinging to that surface. If the target has a swim speed, you can teleport it into a body of water, and if it has a fly speed you can teleport it into midair. This supersedes the standard requirement of teleporting onto solid ground. However, the destination must be large enough to fit the space of the creature you teleport; hence, you could teleport a Medium-sized creature into a closet or a large wardrobe but not inside a small treasure chest. The destination cannot be a space that is inherently hazardous to the creature you are teleporting (including a space with no escape or no air to breathe). The spell fails if you try to teleport a creature to an invalid destination.

## JWELELED BOLT<sup>DM</sup>

The crystals deal 1d6 hp damage per 2 caster levels. If the target fails its Fortitude save, it is stunned for round per mythic tier; success reduces this to 1 round. Removing the jewels requires a number of Heal checks equal to the caster level with a DC equal to the spell's save DC. Each failed check deals an additional 1d4 hp damage to the affected creature.

## JITTERBUGS<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

## JOLTING PORTENT<sup>UC</sup>

Any time the subject fails its Fortitude save, you may dismiss the spell to deal 1d3 Dexterity damage to the subject.

## JORMUNGANDR'S CALL<sup>DM</sup>

The spell deals 10d8 hp damage to structures and creatures. The Reflex save DC to take half damage changes to 16 + primary spellcasting attribute modifier. All creatures within the spell's range are panicked. Creatures that carry a scale of Jormungandr may make a Will save; if the save succeeds, the creature is frightened instead. The spellcaster can choose which creatures are affected by this effect.

## JOTUN'S JEST<sup>DM</sup>

The affected item weighs 16x its original weight and cannot be used effectively by creatures smaller than Colossal size. It also gains hardness 30 for the spell's duration. You can spend one use of mythic power to affect a second item in the same way.

## JOYFUL RAPTURE<sup>UM</sup>

You immediately end the confused, dazed, staggered, and stunned conditions, and you cure 1d4 points of Intelligence, Wisdom, and Charisma damage and 1 point of Intelligence, Wisdom, and Charisma drain to all allies in the area. All allies gain a +1 morale bonus on attack rolls and saving throws against mind-affecting effects. Any existing morale bonuses they possess (except morale bonuses to ability scores) are increased by 1.

## JUDGMENT LIGHT<sup>UC</sup>

When you cast this spell, you may immediately activate another judgment. This does not count against your judgment limit for the day if it is the first time you've cast this spell today.

*Destruction:* Enemies in the area take 8d8 points of damage.

*Healing:* Allies in the area regain hit points equal to 2d8 + the caster's Wisdom modifier.

*Justice:* Incorporeal creatures within the burst may be attacked by non-magical weapons.

*Piercing:* The spell resistance of enemies within the burst is reduced by 10 for 1 round per caster level.

*Protection:* Allies in the burst gain a +4 sacred bonus to AC and CMD, and a +6 sacred bonus to AC against



critical confirmation attack rolls for 1 round per caster level.

**Purity:** Each ally within the burst may attempt a saving throw against every effect that allows a saving throw with a +4 sacred bonus on the roll.

**Resiliency:** Allies within the burst gain DR 5/magic or the alignment your judgment allows for 1 round per caster level.

**Resistance:** Allies within the burst gain resistance 10 against the energy the judgment protects the inquisitor against when she casts this spell for 1 round per caster level.

**Smiting:** Allies' weapons within the burst count as magic, the alignment her weapon is, and adamantite for purposes of overcoming damage reduction for 2 rounds per caster level.

### JUMP<sup>CR</sup>

Increase the bonus on Acrobatics checks made to jump by 5 times your mythic rank. The target of this spell is always considered to have a running start. If the target intentionally jumps down from a height on his turn as a move action, he may make an Acrobatics check to jump, reducing the effective falling

distance by a number of feet equal to the result of his Acrobatics check to determine falling damage. If his jump check equals or exceeds the distance fallen, he takes no damage and lands on his feet.

### JUNGLE MIND<sup>FP</sup>

You gain the ability to *speak with animals* for the duration of the *jungle mind*, and you gain a bonus equal to your mythic tier on Intimidate checks made against animals. You can influence the reactions of animals of your chosen type as if you had wild empathy, adding your mythic tier as a bonus on your Charisma check when using this ability.

Concentrating to read the thoughts of an animal or to share its senses reduces the spell's remaining duration to 1 minute per level rather than

1 round/level. You can switch your mental link to a different animal of the same type anywhere within range by concentrating for 1 minute; the new animal becomes your scrying sensor. This time is reduced to a full-round action if the animal with whom you currently have a mental link has line of sight and line of effect to the new animal with whom you wish to establish a link.

### JURY-RIG<sup>UC</sup>

Every object within a 30-foot radius loses the broken condition. If objects in the area becomes broken, you may expend an additional use of mythic power to negate the broken condition.





# K

*karmic blessing*

*keen edge*

*keen senses*

*Khor's cleansing conflagration*

*ki arrow*

*ki leech*

*ki shout*

*kinetic reverberation*<sup>A</sup>

*king's castle*

*kiss of the fey realms*

*knight's calling*<sup>A</sup>

*knockdown wave*

*know direction*

*know the enemy*

*kobold's fury*

## KARMIC BLESSING<sup>ARG</sup>

The target gains a number of ranks equal to one-half your mythic tier (minimum 1) in the skill you choose. The target's ranks in this skill cannot exceed her Hit Dice. Alternatively, you may choose to allow the target to treat an additional number of skills equal to one-half your mythic tier (minimum 1) as class skills.

## KEEN EDGE<sup>CR</sup>

Increase the target weapon's critical multiplier by 1. This does not stack with the mythic version of the Improved Critical feat.

## KEEN SENSES<sup>APG</sup>

You add one-half your mythic tier to the bonus this spell provides on Perception checks, or a bonus equal to your mythic tier on checks to track by scent or to pinpoint the location of a hidden or invisible creature. If the target has an exceptional sense such as blindsense, blindsight, darkvision, scent, or tremorsense, the range of that sense is increased by 5 feet for every 2 mythic tiers.

## KHOR'S CLEANSING CONFLAGRATION<sup>DM</sup>

The spell's duration increases to 1 round/level. The magical flames inflict 2d8 hp damage for every 2 caster levels. Any of your allies with good alignment

can smite evil (add your Cha bonus [minimum 1] to attack rolls and damage bonus equal to your caster level) against a creature harmed by the fire until the end of your next turn.

## KI ARROW<sup>UM</sup>

You add your mythic tier to the damage dealt by your *ki arrow*. In addition, you can deliver your Stunning Fist (or equivalent ability) through your *ki arrow*.

## KI LEECH<sup>UM</sup>

You can cast this spell as a swift action after confirming a critical hit in melee. In addition, if you confirm a critical hit against a living enemy that has a ki pool (even if you do not reduce the target to 0 or fewer hit points), you can steal 1 point from the target's ki pool and transfer the ki to your own ki pool, or to the ki pool of an adjacent ally.





### KI SHOUT<sup>UM</sup>

The damage is increased to 1d8 points of sonic damage per level (maximum 20d8), and you can also attempt a combat maneuver check against the target using your caster level plus your primary spellcasting ability modifier plus your mythic tier. If your combat maneuver succeeds, your target is pushed 10 feet in a direction of your choice and knocked prone. If an obstacle prevents this movement, the target and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

### KINETIC REVERBERATION<sup>UC</sup>

If a creature's weapon takes damage from this spell, that creature suffers a -5 penalty on attacks with that weapon next round.

**Augmented (3<sup>rd</sup>):** If you expend two uses of mythic power, non-magical weapons that take damage from this spell gain the broken condition.

**Augmented (6<sup>th</sup>):** If you expend three uses of mythic power, non-magical weapons that take damage from this spell are destroyed. If a creature attacks with a natural attack or unarmed strike, they must succeed on a Fort save or take damage and suffer a -5 penalty on attacks with that attack next round.

### KING'S CASTLE<sup>APG</sup>

You can cast this spell as an immediate action. In addition, you may choose to grant the ally with whom you switch places the benefits of *shield other* for a number of rounds equal to your mythic tier.

### KISS OF THE FEY REALMS<sup>SM</sup>

A living creature gains a +4 insight bonus on Charisma checks and Charisma-based skill checks, and it gains fast healing 3 that is suppressed only if the target takes acid, fire, or negative energy damage from a mythic creature or effect. An undead creature takes a penalty on saving throws against positive energy effects equal to one-half your mythic tier, and the save DCs for any of its exceptional or supernatural abilities are decreased by an amount equal to 2 plus one-half your mythic tier.

### KNIGHT'S CALLING<sup>APG</sup>

You may increase the duration of this spell by a number of rounds equal to your mythic tier.

Once your target has moved adjacent to you and made at least one attack against you, it can attempt a new saving throw each round at the end of its turn to break free of the compulsion.

**Augmented (2<sup>nd</sup>):** If you expend two uses of your mythic power, you can use the non-mythic version of *knight's calling* to affect a number of creatures equal to your mythic tier.

### KNOCKDOWN WAVE<sup>DM</sup>

The spell's area increases to a 60-ft. radius burst. The shockwave's CMB gains a further bonus equal to your tier for its bull rush attempt.

Creatures bull rushed by the spell receive no saving throw to avoid being knocked prone. Instead, they must make a Reflex save to avoid taking 1d6 hp damage.

### KNOW DIRECTION<sup>CR</sup>

You may choose for the spell to reveal the direction to a commonly known location within a number of miles equal to your caster level plus your mythic tier times 10. This location must be commonly known, such as a city or other settlement or a natural feature such as a mountain or river, with a Knowledge (geography), Knowledge (local), or Knowledge (nature) DC no greater than 10 plus your mythic tier unless you have previously visited that location.

### KNOW THE ENEMY<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### KOBOLD'S FURY<sup>DM</sup>

The circumstance bonus is discharged after two uses, rather than one. If you expend one use of mythic power when you cast this spell, you can target a second creature, which also receives two uses of the circumstance bonus.





# L

labyrinth mastery<sup>A</sup>  
lacerate  
Lada's sacred servant  
Lada's sacred servant, greater  
languid bomb admixture  
lay of the land  
lead blades  
leaf spray  
leap  
leashed shackles  
leeching lanthorn<sup>A</sup>  
legend lore  
lend condemnation  
lend judgment<sup>A</sup>  
lend judgment, greater<sup>A</sup>  
leprechaun's luck  
lesser to greater<sup>A</sup>  
ley energy bolt  
ley hail  
ley leech  
ley pulse, greater  
ley pulse, lesser  
ley storm  
ley surge  
ley whip  
liberating command  
life bubble<sup>A</sup>  
life conduit  
life conduit, improved  
life conduit, greater  
lift  
lift channel<sup>A</sup>  
light<sup>A</sup>  
light blindness  
light lance  
light of the crusader  
light prison  
light warding  
lighten object  
lighten object, mass  
lightning arc<sup>A</sup>  
lightning lash bomb admixture<sup>A</sup>  
lightning rod  
lily pad stride<sup>A</sup>  
limited wish<sup>A</sup>  
linebreaker  
lion's courage  
liquefaction  
liquefy air  
liquid form  
litany of defense  
litany of eloquence

litany of entanglement  
litany of escape<sup>A</sup>  
litany of madness  
litany of righteousness  
litany of sight  
litany of sloth  
litany of sure steel  
litany of thunder  
litany of vengeance  
litany of warding  
litany of weakness<sup>A</sup>  
liveoak<sup>A</sup>  
lizardbane  
loathsome veil  
locate creature  
locate object  
locate water  
locate weakness  
lock armor  
lock gaze  
lockjaw<sup>A</sup>  
Loki's gift  
longshot  
longstrider<sup>A</sup>  
lose the trail  
lover's vengeance<sup>A</sup>  
lucky break  
lullaby<sup>A</sup>  
lunar veil<sup>A</sup>

## LABYRINTH MASTERY<sup>DM</sup>

You learn the fastest path to reach an exit from the maze. You also know the location, but not the relative power, of all creatures within the maze. You cannot be caught flat-footed within the maze.

**Augmented (4th):** You can expend two uses of mythic power to *teleport* anywhere within the maze.

## LACERATE<sup>DM</sup>

The spell's duration increases to 1 min./level. Your claws deal damage as if you were one size larger. They bypass DR as if they were magic weapons.

## LADA'S SACRED SERVANT<sup>DM</sup>

The sacred servant heals hp equal to 1d6 + your Wisdom modifier + your tier. It can also attack undead. On a successful touch attack using your own attack modifier, the sacred servant deals positive energy damage to undead equal to 1d6 + your Wisdom modifier + your tier. Non-mythic undead receive no Will save to halve this damage, but mythic creatures do.



### LADA'S SACRED SERVANT, GREATER<sup>DM</sup>

The sacred servant heals 2d6 hp + your Wisdom modifier + your tier hit points. The sacred servant can also attack undead. On a successful touch attack, using your own attack modifier, the sacred servant deals positive energy damage equal to 2d6 hp + your Wisdom modifier + your tier to undead. Mythic undead get a Will save to halve the damage, but non-mythic creatures do not.

### LANGUID BOMB ADMIXTURE<sup>UC</sup>

Your *languid bomb admixture* affects creatures that take splash damage from the bomb even on a missed attack, affecting a number of targets equal to one-half your mythic tier (minimum 1), or increasing the number of targets it can affect on a direct hit by an amount equal to one-half your mythic tier, though only targets that take splash damage from the bomb can be affected.. In addition, a creature that takes a direct hit from your bomb becomes exhausted on a failed Will save, and is fatigued even if its save is successful.

### LAY OF THE LAND<sup>P</sup>

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

### LEAD BLADES<sup>APG</sup>

This spell affects any melee or thrown weapon on your person when the spell is cast. In addition, on a critical hit the impact of your heavy weapon pushes the target backwards 5 feet (plus 5 feet for every point of the weapon's critical modifier above x2), as if you had made a successful bull rush combat maneuver against it. If this would push the target into a space occupied by another object or creature, the target falls prone instead.

### LEAF SPRAY<sup>DM</sup>

The spell's range increases to 20 feet. Creatures that fail a Reflex save are blinded and entangled, and they must take a full-round action to remove each condition.

### LEAP<sup>DM</sup>

You add your tier to the enhancement bonus. This increases to double your tier at caster level 5th, and triple your mythic tier at caster level 9th. The spell's subject is treated as having a base speed 10 feet greater for the purposes of making long jumps.

### LEASHED SHACKLES<sup>UM</sup>

Your shackles of force reinforce the surface to which they are attached, adding your mythic tier to the object's hardness and adding 5 hit points to the surface times your mythic tier. If the original target of the spell saves, it cannot be entrapped by that casting of *leashed shackles*; however, you can spend one minute of the spell's duration to attempt to entrap a different creature within 30 feet of the object or location where your *leashed shackles* are anchored. You add your mythic tier to the DC of caster level checks made to dispel.

### LEECHING LANTHORN<sup>DM</sup>

The lantern improves such that it has hardness 4 and 45 hp. It sheds light in a 40-foot radius and deals 1d6 damage to the chosen ability score.

**Augmented (3rd):** You may expend two uses of mythic power to choose a second ability score.

### LEGEND LORE<sup>CR</sup>

The casting time is always the minimum possible based on the information you are trying to acquire. You gain a bonus equal to your mythic tier on all Knowledge checks related to the subject of study, and you gain a bonus equal to one-half your mythic tier on caster level checks and the save DC of any divination spell you cast to learn more about the same creature after casting *mythic legend lore*. The effect of any divination about the subject of this spell is doubled as if using the Extend Spell feat.

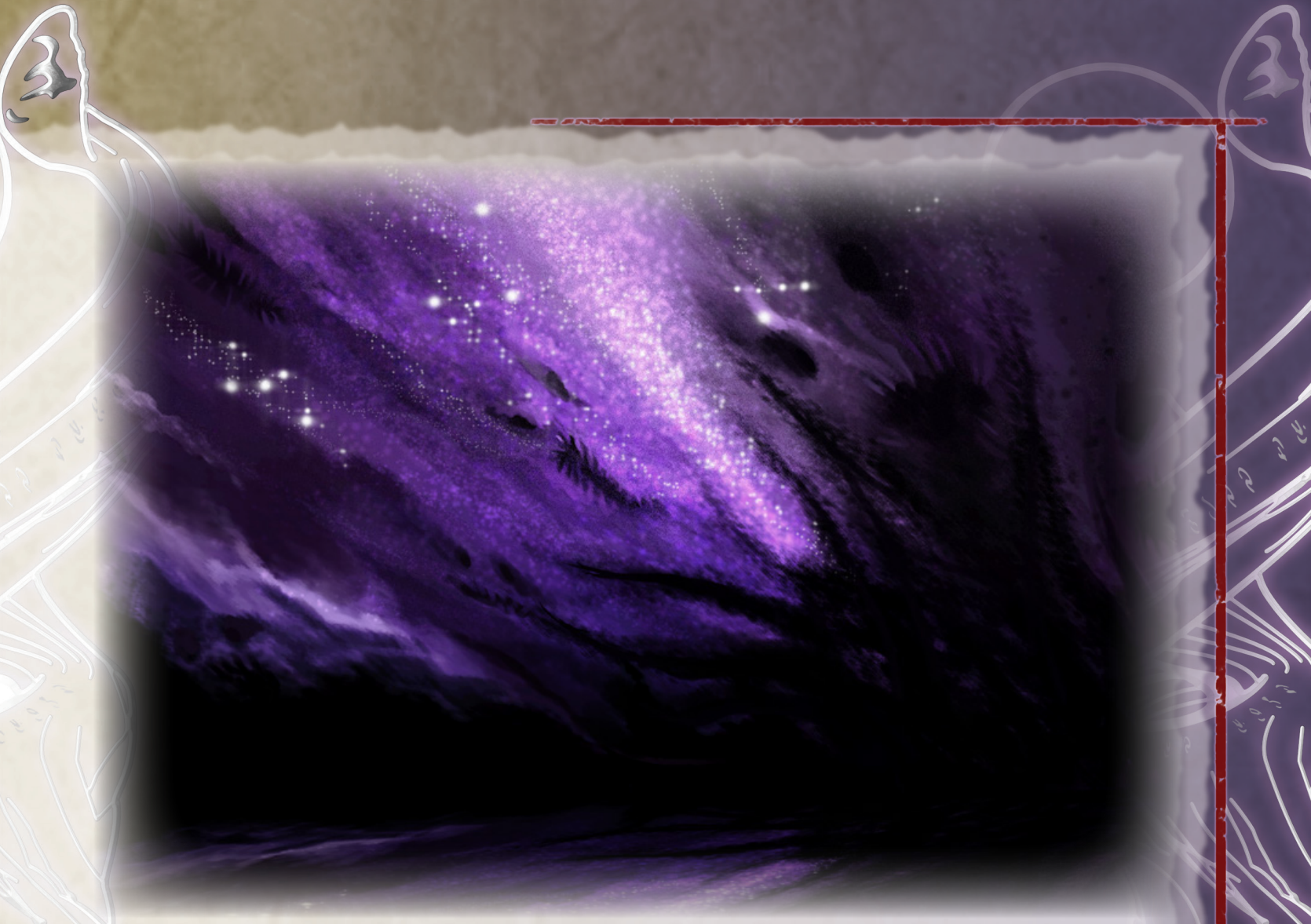
### LEND CONDEMNATION<sup>DM</sup>

You may spend one use of mythic power to grant the spell's subject the ability to confer a second condemnation, which only consumes one of your daily uses of the condemnation ability.

### LEND JUDGMENT<sup>UM</sup>

You can cast this spell as part of the action you use to begin your judgment. In addition, your ally gains the benefit of the judgment you share for the full duration of the spell, even if you cannot use the judgment or switch to a different active judgment. Your ally must remain in combat to





gain the benefits of the judgment; its benefits are suppressed and the spell's duration continues to elapse if the target is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in combat.

If you switch to a different judgment and you touch the target of this spell as a swift or move action, you may switch the target's active judgment to match your new active judgment. If the target is unwilling, it retains the previous active judgment.

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

#### LEND JUDGMENT, GREATER<sup>UM</sup>

This functions as *mythic lend judgment*, but your ally gains the benefit of all of your active judgments.

#### LEPRECHAUN'S LUCK<sup>DM</sup>

If you use this spell additional times in one day, you bestow the normal bonus on a result of 01-74. You may spend one use of mythic power and an additional gold piece to grant the target creature a +2 bonus on

its next die roll. If you do so, and this is a subsequent casting of the spell, you are subject to the same die roll for the spell's effect, but a result of 75-100 only imposes a -1 penalty to the target's next die roll.

#### LESSER TO GREATER<sup>DM</sup>

The spell's duration increases to 10 min./level and the target creature is not required to have any aspects in common with the dragon whose form it takes.

**Augmented (5th):** You may expend two uses of mythic power to grant two dragon forms, giving the subject resistances, abilities, and vulnerabilities. The subject also gains an additional use of breath weapon and can choose between the two breath weapons available. It still must wait 1d4 rounds between uses.

#### LEY ENERGY BOLT<sup>DM</sup>

The bolt deals 1d8 hp damage per caster level (maximum 10d8). If you spend one use of mythic power to have the bolt pass through an additional object it must instead hit a third object before it fizzles.



### LEY HAIL<sup>DM</sup>

The initial round of ley-infused rocks deals 4d8 hp bludgeoning damage and 3d8 hp electricity damage. You may spend one use of mythic power to conjure a second round of ley-infused rocks, which deal 4d6 hp bludgeoning damage and 3d6 hp electricity damage to every creature in the area.

### LEY LEECH<sup>DM</sup>

You gain temporary ability score points equal to the number of dice of ability score damage (half if the target saves). These ability score points remain for a number of minutes equal to your tier.

### LEY PULSE, GREATER<sup>DM</sup>

You gain a free relevant Knowledge check for each creature targeted by this spell. A non-mythic creature does not receive a Will save to negate the ley pulse's effect, but a mythic creature does. However, even if a mythic creature makes its save, the caster may choose one of its defensive abilities to remove.

### LEY PULSE, LESSER<sup>DM</sup>

You gain a free relevant Knowledge check for each creature targeted by this spell. A non-mythic creature does not receive a Will save to negate the ley pulse's effect, but a mythic creature does.

### LEY STORM<sup>DM</sup>

Each mythic creature that fails its Fortitude save against this spell's deafness is permanently deafened (non-mythic creatures automatically fail this save). The ley-infused pebbles deal 1d8 hp bludgeoning damage. The ley bolts deal 10d8 hp electricity damage, and non-mythic creatures do not receive a Reflex save. When you call down a *prismatic sphere* it also spontaneously generates a *prismatic spray* that originates from a point on the sphere and radiates directly away from the sphere's center. The pockets of ley surges deal 5d8 hp electricity damage. A geomancer who would gain more hp than his maximum gains these as temporary hp that last for 1 minute.

### LEY SURGE<sup>DM</sup>

The burst increases to a 40-foot radius. The ley energy surge deals 1d8 hp ley damage per caster level (maximum 30d8) and 1d6 points of Constitution drain.

### LEY WHIP<sup>DM</sup>

The whip gains an additional +2 enhancement bonus on its attack rolls and deals 2 extra hp ley energy damage. Its threat range increases to 18–20. No non-mythic spell of lower than 7th level can affect the whip. If the whip attacks a non-mythic creature with spell resistance and does not beat the resistance it deals no damage, but it is not dispelled.

### LIBERATING COMMAND<sup>UC</sup>

The target adds twice your mythic tier on his Escape Artist check to escape confinement. If the target is affected by a temporary paralysis effect, it can instead attempt a new saving throw as an immediate action to negate that effect. This does not affect paralysis based on ability drain or damage.

### LIFE BUBBLE<sup>APG</sup>

The duration is increased to 3 total hours per level, and you can affect a number of creatures equal to your caster level plus your mythic tier. In addition, any creature affected by *life bubble* can share the breathable air provided by the spell with one adjacent creature by spending a move action each round. This does not affect the spell's duration. If a creature has at least two hours remaining on their allotment of the spell's duration, they can transfer some of their remaining duration in one-hour increments to a willing adjacent creature as a standard action.

**Augmented:** If you expend two uses of mythic power, all affected creatures gain either darkvision 60 feet, low-light vision, or *mistsight* (as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*) for as long as the *life bubble* persists.

### LIFE CHANNEL<sup>ARG</sup>

When the target is subjected to an effect that heals hit points only to living creatures, it gains a number of temporary hit points equal to the number of hit points that the positive energy would normally heal.

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

### LIFE CONDUIT<sup>UC</sup>

The hit points you can transfer increase to 1d10. When you transfer hit points to your eidolon, you gain hit points equal to your mythic tier. When you transfer hit points to or from your eidolon, whichever of you lost hit points gains a +1 deflection bonus to AC for the next round.



#### LIFE CONDUIT, IMPROVED<sup>UC</sup>

The hit points you can transfer increase to 2d10. When you transfer hit points to your eidolon, you gain hit points equal to your mythic tier. When you transfer hit points to or from your eidolon, whichever of you lost hit points gains a +1 deflection bonus to AC for the next round.

#### LIFE CONDUIT, GREATER<sup>UC</sup>

The hit points you can transfer increase to 3d10. When you transfer hit points to or from your eidolon, whichever of you lost hit points gains a +1 deflection bonus to AC for the next round. When you transfer hit points to your eidolon, you gain hit points equal to your mythic tier.

#### LIFT<sup>DM</sup>

You can affect a total number of creatures and objects equal to your caster level, but the total weight supported cannot exceed 100 pounds per level. You can spend a move action to mentally direct all targets, but you must move all of them identically. Non-mythic creatures incur a penalty equal to your tier on their Reflex saves to negate this spell's effects.

#### LIGHT<sup>CR</sup>

Your *mythic light* sheds normal light in a 30-foot radius and increases the light level by one step for an additional 30 feet, and the duration is increased to one hour per level.

**Augmented:** You can cast *mythic light* as an immediate action to counter or dispel any darkness spell by spending a number of additional uses of mythic power equal to the level of the darkness spell.

#### LIGHT BLINDNESS<sup>DM</sup>

The creature touched can only see in shadowy illumination (neither full darkness nor bright light) for the spell's duration. If you spend one use of mythic ability when casting this spell you can affect a second creature.

#### LIGHT LANCE<sup>APG</sup>

Any evil creature you hit with your *light lance* is dazzled for 1 round; if you hit the same target multiple times, this duration stacks. If you confirm a critical hit with your *light lance* against an evil target, your target is blinded for 1 round and then dazzled for a number of rounds equal to your mythic tier. In addition, you can hurl the *light lance* as a one-handed thrown weapon with a range increment of 10 feet plus 10 feet per 2 mythic tiers, and it will return to your

hand immediately before your next turn, as if it had the returning weapon property.

#### LIGHT OF THE CRUSADER<sup>ISM</sup>

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

#### LIGHT PRISON<sup>ISG</sup>

The save changes to Reflex partial, and creatures failing their initial save who later attempt to leave the *mythic light prison* must succeed on a Reflex save, taking 1d10 points of damage and are blinded for 1 round regardless of the result of the save. A failed Reflex save means the character remains stuck within the *mythic light prison*. A trapped creature can substitute a Strength check for this Reflex save, adding its size modifier to its CMB as a modifier on this check. A mythic creature adds its mythic tier to a Strength check to escape a *mythic light prison*.

#### LIGHT WARDING<sup>DM</sup>

You can select one additional type or subtype per three caster levels. A creature with the shadow or dark subtype that fails its Will save to cross through the warded square takes 1d6 hp damage. Creatures in affected squares that fail their Reflex saves are blinded for 2d4 hours; success means the creatures are dazzled for 1d4 rounds.

#### LIGHTEN OBJECT<sup>ISG</sup>

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

#### LIGHTEN OBJECT, MASS<sup>ISG</sup>

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



### LIGHTNING ARC<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### LIGHTNING LASH BOMB ADMIXTURE<sup>UC</sup>

Your *lightning lash bomb admixture* affects creatures that take splash damage from the bomb even on a missed attack, affecting a number of targets equal to one-half your mythic tier (minimum 1), or increasing the number of targets it can affect on a direct hit by an amount equal to one-half your mythic tier, though only targets that take splash damage from the bomb can be affected. In addition, the spell deals 1d10 points of electricity damage to affected creatures each time they move. If two creatures affected by your *lightning lash bomb admixture* move adjacent to one another or remain adjacent at the end of their turns after being affected by this bomb, an additional jolt of electricity arcs between them, forcing them to make an additional saving throw or take damage.

**Augmented (3rd):** If you expend two uses of mythic power, the damage from this spell bypasses electricity resistance or electricity immunity, and creatures failing their Reflex save take 1 point of Dexterity damage for each failed save.

### LIGHTNING ROD<sup>DM</sup>

This spell absorbs 20 hp electricity damage before being discharged. Once during the spell's duration, you can redirect an electricity ranged attack in any direction you wish, using the parameters of the original spell or effect, but with you as the originator. The spell still absorbs the electricity damage from the spell or effect.

### LILY PAD STRIDE<sup>APG</sup>

Your allies may add your mythic tier on Acrobatics checks they make to follow in your footsteps on the lily pads you create behind you. As a standard action, you can cause a number of squares of lily pads equal to your mythic tier to disappear or reappear, though you cannot create new lily pad squares in areas where you have not walked. The lily pads are much more durable and resilient than normal, gaining hardness equal to your mythic tier and hit points equal to twice your mythic tier, allowing them to persist even in dangerous or damaging liquids. If you are knocked prone when using this spell, you can form lily pads under yourself that will support you. If a creature attempts to pull you under the water's surface with a drag or grapple combat maneuver, the *pull* special ability, or the like, you may add your mythic tier to your CMD to resist the attempt.

**Augmented (3rd):** If you expend two uses of your mythic power, you may choose to make your lily pads slippery, as a *grease* spell, though you may choose a number of creatures equal to your mythic tier to make exempt from this effect. Creatures falling prone on these slippery lily pads fall through them into the water below.

**Augmented (6th):** If you expend three uses of your mythic power, your lily pads entangle any creature other than you passing over them or moving adjacent to them in the water or in the air, though you may choose a number of creatures equal to your mythic tier to make exempt from this effect. Any creature ending its turn entangled by the lily pads is dragged underwater and must hold its breath or begin to drown.

### LIMITED WISH<sup>CRB</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### LINEBREAKER<sup>ARG</sup>

You can cast this spell on a willing ally with a range of touch, and the target can charge even in areas of difficult terrain. If the target is a mythic creature, when it takes the charge action it can spend one use of its own mythic power to make a combat maneuver check as a free action to bull rush or overrun a creature in the path of its charge or adjacent to it while it charges. If the target successfully bull rushes or overruns that creature, it can complete the charge. If the bull rush or overrun is unsuccessful, the charge ends in the space directly in front of that creature.

If you cast the spell on yourself, you add one-half your mythic tier on combat maneuver checks made to bull rush or overrun. In addition, when taking the charge action you can attempt to bull rush or overrun one creature in the path of the charge as a free action. You can attempt to bull rush or overrun an additional creature as a swift action by expending an additional use of your mythic power.

If the target possesses the *Charge Through* feat, this combat maneuver is in addition to the overrun attempt allowed by that feat. If the overrun maneuver granted by Charge Through fails, the target can use the bull rush or overrun maneuver allowed by *linebreaker* against the same target. If either maneuver succeeds, the target's charge can continue.

### LION'S COURAGE<sup>DM</sup>

The target is immune to fear effects and spells generated by non-mythic creatures, and has a +6 enhancement bonus to saving throws against fear



effects and spells from mythic creatures. If you spend one use of mythic power, you confer this spell's effects to a second creature.

#### LIQUEFACTION<sup>DM</sup>

All creatures in the spell's area must succeed at a Reflex save at the beginning of their turns to avoid taking 1d6 hp damage from the violently spraying water. Prone creatures take a -2 penalty on their saving throws.

#### LIQUEFY AIR<sup>DM</sup>

You add your tier to the CMB for the pressure wave's bull rush. You may extinguish all flame in squares where you move, and you may move one square of a swarm each time you move into its space during your movement (effectively allowing you to shove an entire swarm back a fraction of your movement rate).

#### LIQUID FORM<sup>DM</sup>

The liquid form lasts for 10 min. per caster level. While in liquid form the target's swim speed is 40 ft.

#### LITANY OF DEFENSE<sup>UC</sup>

The maximum dexterity of your armor improves by your mythic tier, and your armor gains the moderate fortification armor property.

#### LITANY OF ELOQUENCE<sup>UC</sup>

You can target a number of creatures equal to your mythic tier. Targeted creatures will follow you up to 30 ft. a round.

#### LITANY OF ENTANGLEMENT<sup>UC</sup>

The target cannot leave its square. Add your mythic tier to the attack penalty imposed by the entanglement.

#### LITANY OF ESCAPE<sup>UC</sup>

Any creature that was grappling the target must make a Fortitude save or be stunned for one round.

**Augmented (6<sup>th</sup>):** If you expend two uses of mythic power, any creature that was grappling the target must make a Fortitude save or be stunned for a number of rounds equal to your mythic tier.

#### LITANY OF MADNESS<sup>UC</sup>

When the target rolls its confusion roll, as an immediate action you may dictate one action (other than acting normally) that the target may not take.

#### LITANY OF RIGHTEOUSNESS<sup>UC</sup>

The target of the spell takes double damage and is dazzled when it takes damage from good weapons or creatures with good auras.

#### LITANY OF SIGHT<sup>UC</sup>

The spell lasts for a number of rounds equal to your mythic tier. Creatures who were in the range and invisible at the time the spell was cast must make a Fortitude save or be staggered.

#### LITANY OF SLOTH<sup>UC</sup>

The target loses any dodge bonus to AC that it possesses and its base speed is decreased by 10 feet.

#### LITANY OF SURE STEEL<sup>DM</sup>

The target may take one swift action to manipulate an object that would normally require a move action. If you spend one use of your mythic ability you can target one additional creature with this spell.

#### LITANY OF THUNDER<sup>UC</sup>

You may target a number of creatures equal to your mythic tier, all of whom must be within 10 feet of each other.

#### LITANY OF VENGEANCE<sup>UC</sup>

The sacred or profane bonus is increased by your mythic tier. On a critical hit, all of the damage acts as damage dealt by a good or evil-aligned weapon, depending on the alignment of the caster.

#### LITANY OF WARDING<sup>UC</sup>

The sacred bonus to AC is increased by your mythic tier. You may make as many attacks of opportunity as you wish.

#### LITANY OF WEAKNESS<sup>UC</sup>

The target is exhausted for 1 round and fatigued for a number of rounds equal to half your mythic tier.

**Augmented (6<sup>th</sup>):** If you expend two uses of mythic power, the target is exhausted for a number of rounds equal to half your mythic tier.

#### LIVEOAK<sup>CR</sup>

You can have a number of *mythic liveoak* spells in effect equal to your mythic tier, and the caster level check DC to dispel this effect with any non-mythic effect is increased by an amount equal to your mythic tier. While in its inanimate tree form, your *mythic liveoak* adds your mythic tier to its hardness and





gains spell resistance of 12 plus your caster level to resist spells that specifically affect plants; this spell resistance is increased by your mythic tier against non-mythic effects.

**Augmented:** If you expend two uses of mythic power, when your *mythic liveoak* animates into treant form it is considered a mythic creature and gains DR 10/epic and slashing instead of DR 10/slashing.

### LIZARDBANE<sup>DM</sup>

The rain of fire's burst radius increases to 90 ft. All affected creatures and objects take 3d8 hp fire damage, and non-mythic creatures incur a penalty equal to your mythic tier on their Reflex saves.

### LOATHSOME VEIL<sup>UM</sup>

You add your mythic tier to the number of Hit Dice of creatures you affect, and you may choose the order in which the creatures are affected. In addition, you can add a loathsome array of disturbing and discordant sounds or scents to your *mythic loathsome veil*, allowing it to affect even sightless creatures or creatures closing or averting their eyes, though creatures that do not see the *mythic loathsome veil* gain a +4 bonus on their saving throw.

### LOCATE CREATURE<sup>CR</sup>

Increase the range to 1 mile per level, and running water does not block the effect. You gain a bonus equal to your mythic tier on Perception checks made to oppose Disguise or Stealth checks by the

creature you are attempting to locate. You can also locate creatures protected by non-mythic effects such as *nondetection*, *private sanctum*, *mind blank*, and polymorph effects with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. If an effect already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on this check or saving throw.

### LOCATE OBJECT<sup>CR</sup>

Increase the range to 1 mile per level, and running water does not block the effect. You gain a bonus equal to your mythic tier to Perception checks to find or notice the item you seek by ordinary observation, including recognizing a disguised or camouflaged object for what it really is. You can also detect items hidden or disguised by non-mythic effects such as *nondetection*, *polymorph any object*, or *sequester* with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. If an effect already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on this check or saving throw.

### LOCATE WATER<sup>DM</sup>

You can locate a body of water up to 1 mile per level, and you learn the most direct route to the body of water.

### LOCATE WEAKNESS<sup>UC</sup>

You add your mythic tier on any roll to confirm a critical hit. You become aware of the vulnerabilities of every creature within 30 ft.

### LOCK ARMOR<sup>DM</sup>

This spell can affect one creature or construct per level. A creature that fails its Will save takes non-lethal damage equal to the armor's armor bonus, while a construct takes 1d6 hp lethal damage. *Mythic grease* is required to counter or dispel *mythic lock armor*.

### LOCK GAZE<sup>UC</sup>

The target takes a penalty on all Will saves against your spells equal to your mythic tier. If the target fails the Will save to negate this spell by 10 or more, it is fascinated for the duration.

### LOCKJAW<sup>APG</sup>

The target gains a bonus equal to one-half your



mythic tier (minimum +1) on combat maneuver checks made to start or maintain a grapple using the affected natural weapon. If the target chooses to use only part of its body to grapple its opponent so that it does not gain the grappled condition, it reduces the penalty for doing so by an amount equal to your mythic tier.

**Augmented (5th):** If you expend two uses of your mythic power, the target gains a bonus equal to your mythic tier on combat maneuver checks made to start or maintain a grapple using the affected natural weapon. In addition, the target can grapple creatures using non-mythic *freedom of movement* or similar effects, though it takes a -20 penalty on combat maneuver checks made against such creatures. This penalty is reduced by 2 for every mythic tier you possess above 5th.

#### LOKI'S GIFT<sup>DM</sup>

You gain an additional bonus equal to your tier for your Bluff check. If a creature fails its Will save against your coaxing it out of a secret, it incurs a penalty equal to your mythic tier on all Charisma-based checks for 24 hours. A non-mythic creature that succeeds at its Will save gains an unfriendly attitude toward you.

#### LONGSHOT<sup>UC</sup>

The range-increment bonus granted by this spell is equal to your mythic tier times 10 feet.

#### LONGSTRIDER<sup>CR</sup>

The speed bonus from this spell increases to 15 feet (and to 20 feet at 5th tier).

**Augmented:** If you expend two uses of mythic power, you can cast this spell on a number of creatures equal to your mythic tier.

#### LOSE THE TRAIL<sup>ISG</sup>

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

#### LOVER'S VENGEANCE<sup>ISWG</sup>

The target gains a +4 morale bonus to Strength and Constitution and a +2 morale bonus on Will saves while raging. If you cast this spell upon yourself, as a swift action you can suppress the effects of your rage until the beginning of your next turn. You can do this a number of times equal to your mythic tier. If you cast this spell on a mythic ally, that ally can expend one use of its mythic power as a swift action to suppress the effects of its rage until the beginning of its next turn.

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

#### LUCKY BREAK<sup>DM</sup>

The caster can choose the type of roll—saving throw, skill check, or attack roll—that becomes a success. The affected ally then may choose which specific roll of that type becomes a success long as it is made within a number of rounds equal to the caster's mythic tier after the spell is cast.

#### LULLABY<sup>CR</sup>

Increase the radius of the spell's area of effect by 5 feet times your mythic tier. You may exclude yourself plus a number of creatures equal to your mythic tier from the effect.

**Augmented (6th):** If you expend three uses of mythic power, you affect all creatures within 1 mile.

#### LUNAR VEIL<sup>UM</sup>

The area is increased to a 600-foot-radius emanation, and lycanthropes within the area become shaken on a failed Will save, remaining shaken as long as they remain within the area.

**Augmented (5th):** If you expend two uses of mythic power, the area is increased to a radius 1 mile in diameter times your mythic tier, up to a height of 1200 feet.





M.P. Lowe



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machine sacrifice  
mad hallucination<sup>A</sup>  
mad monkeys  
maddening oubliette  
mage hand  
mage's faithful hound  
mage's horrifying leech  
mage's lucubration  
mage's magnificent mansion<sup>A</sup>  
mage's private sanctum<sup>A</sup>  
mage's sword  
magic aura  
magic circle against chaos  
magic circle against evil<sup>A</sup>  
magic circle against good  
magic circle against law  
magic jar  
magic mouth<sup>A</sup>  
magic siege engine  
magic siege engine, greater  
magic stone  
magic weapon  
maggots  
magnetism<sup>A</sup>  
major creation<sup>A</sup>  
major image<sup>A</sup>  
major phantom object<sup>A</sup>  
malfunction  
malicious spite<sup>A</sup>  
manipulate symbol  
mantle of blades  
mantle of trust  
marauding cipher<sup>A</sup>  
marid's mastery  
marionette possession  
mark of blood  
mark of justice  
marks of forbiddance  
martial marionette<sup>A</sup>  
martyr's bargain<sup>A</sup>  
marvelous music  
mask dweomer  
mask dweomer, communal  
mask of the pharaoh  
master's eyes  
masterwork transformation  
maze, greater  
maze, lesser  
mechanical union<sup>A</sup>  
meld  
meld into stone<sup>A</sup>  
memento mori

memory echo  
memory lapse<sup>A</sup>  
mending  
message  
message in a bottle  
miasmatic form<sup>A</sup>  
might of the champion  
mighty fist of the earth  
mighty gale  
mimic eidolon  
mind blank  
mind blank, communal  
mind fog<sup>A</sup>  
mind's eye map  
mindquake  
mindquake, greater  
mine!  
minor creation<sup>A</sup>  
minor dream  
minor image<sup>A</sup>  
minor phantom object<sup>A</sup>  
miracle<sup>A</sup>  
mirage arcana<sup>A</sup>  
mirror strike  
misdirection  
miserable pity  
misleading shadows  
mnemonic enhancer  
moment of greatness  
moment of prescience  
monstrous extremities<sup>A</sup>  
monstrous physique (all)<sup>A</sup>  
moonstruck  
Mother Margase's impending doom  
mother stone  
mount<sup>A</sup>  
mount, communal  
mountain goat's grit  
mountain stride  
mucus spray  
mudball<sup>A</sup>  
murderous command<sup>A</sup>  
murdersphere<sup>A</sup>  
music of the spheres<sup>A</sup>  
mutagenic mist<sup>A</sup>  
mutagenic reversion<sup>A</sup>  
mutagenic touch<sup>A</sup>  
mutant plague  
mutation<sup>A</sup>  
mutation, mass<sup>A</sup>

## MACHINE SACRIFICE<sup>DM</sup>

The duration increases to 1 min./level. The creature touched gains all construct immunities. If this spell





grants temporary hit points, it adds your tier to those hp.

### MAD HALLUCINATION<sup>UM</sup>

This spell can affect a creature of any type, not only humanoids. The target's movement is also halved on a failed save.

**Augmented (3rd):** The target takes a -4 penalty on Will saving throws, caster level checks, and Intelligence and Wisdom-based skill checks, and during combat the target must make a new Will save each round or become slowed (as the *slow* spell) until the beginning of his next turn.

### MAD MONKEYS<sup>UM</sup>

The *mythic mad monkeys* gain the *agile mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. In addition, you add one-half your mythic tier to the save DC against the *mythic mad monkeys'* distraction attack and to their CMD, as well as their combat maneuver bonus for combat maneuvers made to disarm and steal.

### MADDENING OUBLIETTE<sup>1SG</sup>

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

### MAGE HAND<sup>CR</sup>

Increase the weight of the object you can lift by a number of pounds equal to your mythic tier, and you can pick up magical items with a *mythic mage hand*. As a move action, you can move an object up to 30 feet.

### MAGE'S FAITHFUL HOUND<sup>CR</sup>

A *mythic mage's faithful hound* sees with *true seeing* while on guard. When it attacks, it adds your mythic tier to its attack roll and deals 2d10+3 points of damage. When it hits, it can attempt a drag combat maneuver as a free action that does not provoke attacks of opportunity. It uses your caster level plus your mythic tier plus your ability modifier in your primary casting ability score to determine its CMB for this maneuver. If the

maneuver succeeds, it drags its target in a random direction away from the location it was set to guard and then immediately returns to its guard position.

### MAGE'S HORRIFYING LEECH<sup>DM</sup>

You heal extra hp on a success equal to your tier, regardless of whether you accept the healing effect. If you successfully absorb the spell being cast, you may cast the *mythic* version of the leech spell later by spending one use of mythic power.

### MAGE'S LUCUBRATION<sup>CR</sup>

You instantly prepare any one spell of 6th level or lower that you have used during the past 24 hours. Alternatively, you can instantly prepare any spell you know whose level does not exceed one-half your mythic tier, even if you have not used that spell. A spell you prepare with *mythic mage's lucubration* is treated as if prepared with the Eschew Materials feat.



#### MAGE'S MAGNIFICENT MANSION<sup>CR</sup>

Extend the duration to one day per level, and the mansion creates sufficient food and drink to supply 20 creatures per caster level for as long as they remain within the *mythic mage's magnificent mansion*.

**Augmented:** If you expend two uses of mythic power, the *mythic mage's magnificent mansion* contains one-way window looking back at the location where the spell is cast, allowing anyone inside the mansion to observe that location as if using *clairaudience/clairvoyance*.

#### MAGE'S PRIVATE SANCTUM<sup>CR</sup>

You may choose to make the boundary of the spell invisible, allowing vision into the *mythic mage's private sanctum* but masking the presence of the spell to ordinary observation and rendering its magical aura undetectable by non-mythic effects. You may affect the normal area while extending the duration by a number of days equal to your mythic tier.

**Augmented:** If you expend two uses of mythic power, you increase the area to one 100-foot cube per caster level.

#### MAGE'S SWORD<sup>CR</sup>

The damage dealt increases to 4d10 plus the weapon's enhancement bonus. In addition, for every 3 mythic tiers you possess you can increase the enhancement bonus of your *mythic mage's sword* by +1, or you may choose one or more of the following special weapon properties to add to your *mythic mage's sword*: *corrosive*, *corrosive burst*, *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, *shocking burst*, *speed*, *thundering*, or *wounding*.

#### MAGGOTS<sup>DM</sup>

Any creature witnessing the swarm of maggots must make a Will save to avoid becoming shaken for 1 round per mythic tier. Add mind-affecting and fear to the spell's descriptors.

#### MAGIC AURA<sup>CR</sup>

The duration increases to one year per caster level. In addition, add your mythic tier to the Will save DC to determine that the *mythic magic aura* is false.

#### MAGIC CIRCLE AGAINST CHAOS<sup>CR</sup>

As *mythic magic circle against evil*, except against chaotic creatures.

#### MAGIC CIRCLE AGAINST EVIL<sup>CR</sup>

The deflection bonus to AC and resistance bonus on

saves increases to +4, and you add your mythic tier to caster level checks to overcome the spell resistance of called or summoned evil creatures. Each round an evil summoned creature begins its turn within the *magic circle against evil*, it takes damage 1d6 points of damage per 2 caster levels (Will negates). This spell overlaps and does not stack with *mythic protection from evil*.

**Augmented (3rd):** If you expend two uses of mythic power, any evil creature beginning its turn within the *magic circle against evil* takes damage equal to your mythic tier (Will negates). This damage stacks with the damage taken by evil summoned creatures.

#### MAGIC CIRCLE AGAINST GOOD<sup>CR</sup>

As *mythic magic circle against evil*, except against good creatures.

#### MAGIC CIRCLE AGAINST LAW<sup>CR</sup>

As *mythic magic circle against evil*, except against lawful creatures.

#### MAGIC JAR<sup>CR</sup>

You can possess a non-mythic creature even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *antimagic field*. If the target of your possession is a mythic creature protected by a non-mythic effect, or a non-mythic creature protected by a mythic effect, you can overcome that protection with a caster level check against a DC of 15 plus that effect's caster level. You cannot possess a mythic creature protected by a mythic effect that blocks possession.

#### MAGIC MOUTH<sup>CR</sup>

The spell's duration is changed to permanent, and you can add 5 additional words to the message spoken by the *mythic magic mouth* for every two mythic tiers. A *mythic magic mouth* bypasses non-mythic magical darkness or illusions (including invisibility) when determining whether it is triggered.

**Augmented:** If you expend two uses of mythic power, you can implant a sonic or language-dependent spell whose level does not exceed half your mythic tier into the *mythic magic mouth*. This spell is triggered as part of the triggering of the *mythic magic mouth*. Used in this way, a *mythic magic mouth* is permanent until discharged and is considered a magical trap with a Perception and Disable Device DC of 27 plus your mythic tier.

#### MAGIC SIEGE ENGINE<sup>UC</sup>

The enhancement bonus granted by this spell is



increased by an amount equal to one-half your mythic tier (minimum 1). As long as your *magic siege engine* has an enhancement bonus of at least +1, you can exchange some of the enhancement bonus granted by this spell to cause the siege weapon to gain one or more of the following magic weapon properties: *breaking*<sup>DB</sup>, *corrosive*, *distance*, *endless ammunition*<sup>UE</sup> (even though this ability normally can be applied only to bows and crossbows), *flaming*, *frost*, *igniting*<sup>UE</sup>, *lesser designating*<sup>UE</sup>, *limning*<sup>UE</sup>, *reliable*<sup>UC</sup>, *seeking*, *shock*, *thundering*, or *veering*<sup>RTT</sup>. The total enhancement bonus of the weapon cannot exceed +5.

### MAGIC SIEGE ENGINE, GREATER<sup>UC</sup>

This spell functions as *mythic magic siege engine*, but you may also add the following magic weapon properties: *brilliant energy*, *corrosive burst*, *cyclonic*<sup>RTT</sup>, *flaming burst*, *greater reliable*<sup>UC</sup>, *icy burst*, *shocking burst*, *sonic boom*<sup>RTT</sup>, or *tailwind*<sup>RTT</sup>. If a creature using the *greater magic siege engine* expends a use of mythic power to add a mythic surge to any roll associated with using the siege engine, it may roll twice and select the better result. If the siege weapon allows a saving throw, add the result of the mythic surge to the save DC if the target is not a mythic creature or effect.

### MAGIC STONE<sup>CR</sup>

Each stone deals 1d10+1 points of damage on a hit (2d10+2 against undead). In addition, a *magic stone* flashes brightly when striking an undead creature, causing the target to become dazzled for 1 round (Will negates).

### MAGIC WEAPON<sup>CR</sup>

You may affect one additional weapon for every two mythic tiers. Casting the spell and touching multiple weapons is a full-round action.

### MAGNETISM<sup>DM</sup>

You gain a bonus equal to your tier to your CMD to resist bull rush and overrun attempts, or to your Climb checks. Your speed is reduced to 10 ft. per round while this extract is in effect.

**Augmented (3rd):** If you expend two uses of mythic power, your speed is not reduced while the extract is in effect.

### MAJOR CREATION<sup>CR</sup>

You may choose to increase the duration of the vegetable matter, stone, crystal, or base metal items you create to 1 day/level, precious metals or gems to 1 hour/level, or rare metals to 1 minute/level; or

you may increase the volume of material created to 10 cubic feet per level. Add your mythic tier to Craft checks to make complex items.

**Augmented:** If you expend two uses of mythic power, you can increase the duration and the volume of material as described above.

### MAJOR IMAGE<sup>CR</sup>

The duration increases to concentration plus 10 minutes per level and the area to 12 10-foot cubes plus one 10-foot cube per caster level.

**Augmented (6th):** If you expend two uses of mythic power, The duration increases to concentration plus 1 hour per level and the area to a 150-foot-radius emanation. An augmented *mythic major image* cannot move.

### MAJOR PHANTOM OBJECT<sup>ARG</sup>

Whenever a creature disbelieves your *major phantom object*, you may attempt a caster level check against a DC equal to the result of the target's Will save. If your check succeeds, the *major phantom object* does not cease to exist. However, a creature that disbelieved the object thereafter treats it as entirely illusory, a transparent image with no substance.

**Augmented:** If you expend two uses of mythic power, this spell functions as *major creation*.

### MALFUNCTION<sup>UM</sup>

This functions as *mythic confusion*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, except it only affects constructs, and instead of babbling incoherently the construct takes no actions on its turn and takes a -4 penalty on its Armor Class until its next turn.

### MALICIOUS SPITE<sup>UM</sup>

You can specify a number of specific acts of malice equal to one-half your mythic tier (minimum 1) that you wish the target to perform against the individual you designate. This functions like *suggestion* but the compulsion remains as long as the *malicious spite* spell persists. The target must perform at least one of the suggested acts each day until all are completed or take 2 points of Wisdom damage each day.

**Augmented (4th):** If you expend two uses of mythic power, you can target a number of creatures equal to one-half your mythic tier, imbuing all targets with *malicious spite* against the same designated individual.



#### MANIPULATE SYMBOL<sup>DM</sup>

You can manipulate mythic symbols with this spell. If you manipulate a non-mythic symbol you do not automatically fail on a natural 1 on your check. By expending one use of mythic power, you can select a second *symbol* spell you do not trigger and can manipulate.

#### MANTLE OF BLADES<sup>DM</sup>

This spell creates a number of blades equal to 6 + your tier. You can launch one of the weapons as a move action. Each successful attack with one of the weapons deals 4d8 hp force damage.

#### MANTLE OF TRUST<sup>DM</sup>

The spell's duration increases to 1 min./level. You reduce the bonus to the Will save of a non-mythic target who caught you in a lie by your tier.

#### MARAUDING CIPHER<sup>DM</sup>

The marauding cipher is considered a mythic creature and gains one use of mythic power and the surge ability, which it can use to add 1d6 to a single die roll. It gains no other mythic abilities. If you have *summon monster* or *illusory script* prepared (or the spell is in your list of spells known for a sorcerer), you are not required to cast the spell to grant its benefits.

**Augmented (6th):** If you expend two uses of mythic power, you can add the *agile, invincible, or savage mythic simple template* to the marauding cipher, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### MARID'S MASTERY<sup>ARG</sup>

The target gains a +2 bonus on attack and damage rolls if it and its opponent are touching water. If the opponent or the target is touching the ground, the target takes a -2 penalty on attack and damage rolls. If the target is a mythic creature, it can expend one use of its mythic power as a free action to ignore this penalty for 1 minute.

#### MARIONETTE POSSESSION<sup>UM</sup>

You can possess a willing creature even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *antimagic field*. In addition, you can select a number of the target's feats or exceptional or supernatural abilities equal to your mythic tier, allowing you to use those feats or abilities while inhabiting the target's body.

#### MARK OF BLOOD<sup>FG</sup>

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





### MARK OF JUSTICE<sup>CR</sup>

When the *mythic mark of justice* is activated, it has the effect of *mythic bestow curse*. It can be removed by non-mythic *break enchantment*, *limited wish*, *miracle*, or *wish* only if its caster level is equal to or higher than your caster level. Non-mythic *remove curse* cannot remove a *mythic mark of justice*.

### MARKS OF FORBIDDANCE<sup>APG</sup>

The *marks of forbiddance* require a successful Will save in order to perform any offensive action that would harm the designated opponent, including area-effect abilities. A successful Will save allows a creature with *marks of forbiddance* to take offensive actions (including attacks as well as harmful spells or other abilities) against the designated opponent. However, after resolving each such action the creature is affected as *bestow curse* (Will negates), regardless of whether the attack succeeds or harms the opponent. If a target makes multiple attacks against the designated opponent in the same round, it must save after every attack. The specific effect of each *bestow curse* is determined randomly; if a duplicate ability is rolled, roll again. The effects of these curses last as long as the *marks of forbiddance*. The *marks of forbiddance* can be dispelled, but any curse effects caused by them cannot be, though they can be removed by effects that negate or remove curses.

### MARTIAL MARIONETTE<sup>SM</sup>

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

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

### MARTYR'S BARGAIN<sup>SM</sup>

The delayed damage from your *martyr's bargain* is increased by 50%, as if empowered by the Empower

Spell metamagic feat, rather than being maximized. Spells and spell-like abilities that were already empowered gain no additional benefit from this spell.

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

### MARVELOUS MUSIC<sup>DM</sup>

Non-mythic creatures incur a penalty on their will save equal to your tier. As a standard action, you can dismiss the enraged effect on one creature.

### MASK DWEOMER<sup>APG</sup>

You can select a number of spell effects equal to one-half your mythic tier to hide with this spell. Non-mythic divinations such as *analyze dweomer* can only detect your *mask dweomer* if the caster succeeds on a caster level check against a DC equal to 11 plus your caster level plus your mythic tier. Whenever any other spell or effect allows a caster level check to detect your *mask dweomer* spell or any spell it hides, you add your mythic tier to the DC to detect the effect.

### MASK DWEOMER, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *delay poison* is described in *Mythic Magic: Advanced Spells I* from Legendary Games.

### MASK OF THE PHARAOH<sup>DM</sup>

The spell's duration increases to 1 round/2 levels. The range your gaze may affect a creature increases to 40 ft. Creatures affected by the spell add your tier to the duration of the effect.

### MASTER'S EYES<sup>DM</sup>

Your familiar gains a bonus to its Perception check equal to your tier. Once for the duration of the spell, you can expend one use of mythic power to originate a ranged spell from your familiar.

### MASTERWORK TRANSFORMATION<sup>UM</sup>

You can affect a number of weapons, shields, tools, skill kits, or suits of armor equal to your mythic tier, though you must pay the reagent cost for each item you convert into a masterwork item. An item with multiple masterwork options, such as a spiked shield, armor spikes, or double weapon, counts as one item for each option you choose to make masterwork.



#### MAZE, GREATER<sup>DM</sup>

If you expend one use of mythic power when casting the spell, the target must make 3 consecutive Intelligence checks to escape the maze and the maze lasts until the target succeeds at these checks. No other means of escape are possible unless the target is mythic.

#### MAZE, LESSER<sup>DM</sup>

If you expend one use of mythic power when casting the spell, the target must make 2 consecutive Intelligence checks to escape the maze. The maze lasts a number of rounds equal to your caster level + your tier before the target can return to its previous location. If the target does not escape before the duration elapses, he is confused for 1 round after he returns.

#### MECHANICAL UNION<sup>DM</sup>

A non-mythic intelligent construct takes a penalty equal to your tier on its Will save. You receive sensory input from the construct as a free action.

**Augmented (5th):** If you expend two uses of mythic power as a standard action, you can call the target construct to a space within 30 ft. of you.

#### MELD<sup>DM</sup>

The spell's duration increases to 1 hour/level. The armor bonus starts at +7 and increases by +1 every 2 caster levels. You gain DR 10/magic.

#### MELD INTO STONE<sup>CR</sup>

You gain tremorsense with a range of 10 feet plus 5 feet per mythic tier while melded into the stone, and you can see objects and creatures adjacent to the stone where you are hiding.

**Augmented (3rd):** If you expend two uses of mythic power, you can exit through a different surface of the stone than the one you entered. You may exit up to 10 feet away from the place you entered, plus 10 feet per 3 tiers beyond 3rd. The place where you exit, and all intervening stone through which you pass, must be large enough to accommodate your body.

#### MEMENTO MORI<sup>DM</sup>

Creatures that fail their Will save lose all their actions on their next round if they fail the save by 5 or more (or on a natural 1). Non-mythic creatures that save against this spell are immune to further castings for 1 hour.

#### MEMORY ECHO<sup>DM</sup>

Any number of creatures can gain the information from your memory until you choose to dismiss the spell. The DC of the Will save to avoid triggering a spell encoded in a *mythic memory echo* is increased by your tier.

#### MEMORY LAPSE<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### MENDING<sup>CR</sup>

You restore 1d8 hit points to the target item, and you can repair magical items with this spell as long as your caster level plus your mythic tier equals or exceeds the item's caster level.

#### MESSAGE<sup>CR</sup>

Nearby creatures cannot hear your whispered messages. In addition, you can send messages through magical *silence* with a caster level check against a DC of 15 plus the caster level of the *silence* effect. You can send *mythic message* through lead sheeting with a caster level check (DC 20 plus 5 per inch of thickness). You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a caster level check (DC 15 plus 5 for each multiple of that thickness).

#### MESSAGE IN A BOTTLE<sup>DM</sup>

You double the number of words held by the vessel. You can hear a number of words equal to those held by the vessel in the first response to your message. The message is still recited at the moment the vessel is broken, torn, or otherwise rendered useless.

#### MIASMATIC FORM<sup>ARG</sup>

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 cube and blocking vision as *obscuring mist*. Returning from expanded to normal size is also a free action. Any creature inside this expanded cloud is affected by the target's *miasmatic form* as if they had touched the target. In addition, the intensity of the *miasmatic cloud* is increased, depending on the type of cloud the target becomes. A creature suffers the effect of this cloud if they touch the target or if they are within the 10-foot cube.

*Stinking cloud:* A creature that touches the cloud is



sickened for 1 round even on a successful Fortitude save, as long as its mythic rank or tier does not exceed yours. The duration of this sickened effect stacks if the creature touches the target more than once per round, including attacking with natural weapons, touch spells, or unarmed strikes.

**Poisonous cloud:** A creature touching the target takes 1d3 points of Constitution damage (Fortitude halves) with each touch.

**Augmented (5th):** The target can shift into or out of *miasmatic form* as a move action. In addition, the toxins of either type of *miasmatic form* ignore the poison immunity of living creatures, unless those creatures do not need to breathe.

### MIGHT OF THE CHAMPION<sup>DM</sup>

The spell's target gains the benefit of the Improved Sunder feat for the duration of the spell. If the recipient already has the feat, she gains an additional +2 on sunder attempts. If you expend one use of mythic power when casting the spell, you extend the duration to 1 round/level (maximum 10 rounds).

### MIGHTY FIST OF THE EARTH<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### MIGHTY GALE<sup>DM</sup>

Your CMB gains a bonus equal to your tier for the bull rush attempt. Your Strength check to break an object or structure gains the same bonus. This spell extinguishes fires from all spells or effects of 4th level or lower, as well as fires from non-mythic spells or effects of 7th level or lower.

### MIMIC EIDOLON<sup>DM</sup>

If you expend one use of mythic power when you cast this spell, you can make an attack with the natural weapon during the round you cast the spell and the following round.

### MIND BLANK<sup>CR</sup>

You gain immunity to non-mythic mind-affecting effects. A non-mythic creature trying to use a mind-affecting effect on the target is dazed for a number of rounds equal to your mythic tier (Will negates).

### MIND BLANK, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *mind blank* is described above.

### MIND FOG<sup>CR</sup>

Increase the radius and height of the effect by 10 feet, plus 10 feet per 3 mythic tiers, and increase the duration of the effect for a number of rounds equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, increase the penalty to Wisdom checks and Will saves by an amount equal to one-half your mythic tier. This penalty also applies on Wisdom-based skill checks. In addition, the *mythic mind fog* cannot be blown away by wind effects unless they affect the entire cloud. Even if they do, the *mythic mind fog* reforms 1 minute after it disperses.

### MIND'S EYE MAP<sup>DM</sup>

You map 200 sq. ft. of space per minute. Any illusions encountered by the target in the mapped area count as if you interacted with them, allowing you to attempt a Will save to disbelieve them. If you cast this spell on an unwilling target, the Will save DC increases by your tier.

### MINDQUAKE<sup>DM</sup>

If you expend one use of mythic power when you cast this spell, each creature that failed its initial Will save must attempt another Will save at the beginning of its turn while the spell is in effect. Those failing a subsequent Will save change their condition per the spell, while those who save remain at the same condition.

### MINDQUAKE, GREATER<sup>DM</sup>

Non-mythic creatures in the spell's range incur a penalty equal your mythic level on their Will saves. The spell's duration is 3 rounds/caster level. If you expend one use of mythic power when you cast this spell, it has the same effect as *mythic mindquake*.

### MINE!<sup>DM</sup>

This spell affects objects 25 lbs. or less. You can choose to arrest the fall of an affected object so that it will not break. You may also designate a number of creatures equal to your tier that treat the object as substantial.

### MINOR CREATION<sup>CR</sup>

You may choose to increase the duration of the items you create to 1 day/level or increase the volume of material created to 10 cubic feet per level. Add your mythic tier to Craft checks to make complex items.

**Augmented:** If you expend two uses of mythic power, you can increase the duration and the volume of material as described above.



#### MINOR DREAM<sup>ARG</sup>

You can increase the length of the message you leave by 10 words times your mythic tier, and if the target is not asleep when you cast *minor dream* the spell does not automatically fail. You may remain in a trance and wait for the target to fall asleep, as *dream*, or you may expend an additional use of mythic power to leave your message in the target's subconscious, where it will be received by the target the next time it falls asleep.

#### MINOR IMAGE<sup>CR</sup>

The duration increases to concentration plus 1 minute per level and the area to 10 10-foot cubes plus one 10-foot cube per caster level.

**Augmented (6th):** If you expend two uses of mythic power, The duration increases to concentration plus 10 minutes per level and the area to a 100-foot-radius emanation. An augmented *mythic minor image* cannot move.

#### MINOR PHANTOM OBJECT<sup>ARG</sup>

Whenever a creature disbelieves your *minor phantom object*, you may attempt a caster level check against a DC equal to the result of the target's Will save. If your check succeeds, the *minor phantom object* does not cease to exist. However, a creature that disbelieved the object thereafter treats it as entirely illusory, a transparent image with no substance.

**Augmented:** If you expend two uses of mythic power, this spell functions as *minor creation*.

#### MIRACLE<sup>CR</sup>

You can use *mythic miracle* to duplicate any mythic spell you have prepared, and by expending one additional use of mythic power you can cast the mythic version of any cleric spell of 8th level or lower or any other spell of 7th level or lower that you don't know or you know but do have not prepared.

You can use *mythic miracle* to negate the effects of a harmful permanent or instantaneous spell effect for one creature. By expending a second use of mythic power, you instead can cast *mythic miracle* as an immediate action to undo an effect harmful to you or your allies such as the following: negate all effects of a non-mythic spell; negate all effects of a mythic spell whose level does not exceed your mythic tier minus 1; negate one attack (including physical attacks and extraordinary or supernatural abilities); or rescue a character from a dangerous or lethal event or occurrence that does not fit the above categories, such as falling from a great height, being buried in lava, etc. You can also make more powerful requests

of your deity as described in the *miracle spell description* in the *Pathfinder Roleplaying Game Core Rulebook*. These effects are always subject to GM discretion and the nature and alignment of your deity, but can be used to achieve even greater feats of power than a normal *miracle*.

**Augmented:** If you expend two uses of mythic power as a swift action immediately prior to casting a *mythic miracle*, you can determine the will of your deity and the likely outcome of the *mythic miracle* as if you had cast a *mythic augury*.

If you are at least 3rd mythic tier and expend three uses of mythic power, you instead gain the benefit of a *mythic divination* related to your intended *mythic miracle*.

If you are at least 6th mythic tier and expend four uses of mythic power, you instead may ask questions about your intended *mythic miracle* as if you had cast *mythic commune*.

**Augmented (7th):** If you expend two uses of mythic power, you can cast a silent, stilled *mythic miracle*, even if you would otherwise be unable to take actions (though not if you dead).

#### MIRAGE ARCANAC<sup>R</sup>

The duration increases to concentration plus 1 day per level and increase the area by a number of 20-foot cubes equal to your mythic tier.

**Augmented (6th):** If you expend two uses of mythic power, add the shadow descriptor to the spell, and any solid terrain or structures you create are quasi-real. These structures can be climbed just as normal terrain or structures can. Regardless of their appearance, illusory objects, materials, and terrain features you create have hardness 0, and each 5-foot cube has hit points equal to your caster level. If destroyed, these illusory materials dissolve into nothingness, dealing no damage from cave-ins, avalanches, etc. You cannot create open space where none exists, but you can cover existing open space or liquid surfaces with your *mythic mirage arcane*, making it appear solid and even allowing creatures to walk across.

#### MIRROR STRIKE<sup>UC</sup>

If you hit both of your selected opponents, you add your mythic tier to damage dealt to each.

#### MISDIRECTION<sup>CR</sup>

Rather than redirecting detection to an object or creature within range, you can choose the results that will register on divination spells that reveal auras.



Creatures using non-mythic divination effects are not allowed a saving throw to reveal the deception.

### MISERABLE PITY<sup>UM</sup>

Creatures that succeed on their Will save and successfully attack or harm the target must succeed on a second save at the end of their turn or take a -2 penalty on attack and damage rolls, saving throws, skill checks, and ability checks for a number of rounds equal to your mythic tier due to remorse and shame at attacking such a weak and helpless creature. Creatures that fail their saves do not attack the target but begin to ignore that target in combat. They do not threaten the target or provide flanking against the target, and if the target attacks them they are considered flat-footed against the first attack.

### MISLEADING SHADOWS<sup>DM</sup>

You gain a further bonus on Bluff and Stealth checks equal to your tier. In areas of bright daylight, the spell provides a bonus equal to half that normally granted by the spell, as it uses shadows cast by you and other objects to create its effect.

### MNEMONIC ENHANCER<sup>CR</sup>

You can regain any spell of 4th level or lower that you have cast within a number of previous rounds equal to your mythic tier, restoring it instantly to your mind. If you expended uses of your mythic power to cast or augment that spell, you regain one use of your mythic power, which may only be used to cast or augment the same spell.

Alternatively, you can prepare up to four additional levels of spells, or to prepare a single spell of up to 3rd level for which you know the mythic version. When you cast that spell, the cost in mythic power to cast or augment that spell is reduced by one, to a minimum of zero.

### MOMENT OF GREATNESS<sup>UC</sup>

The morale bonus modifier provided by this spell is increased from x2 to x3. The spell does not discharge until the target has modified two rolls with the spell.

### MOMENT OF PRESCIENCE<sup>CR</sup>

You can activate your insight bonus a number of times equal to one-half your mythic tier. Each time you activate the *mythic moment of prescience*, the bonus is reduced by 50% from the previous bonus.

### MONSTROUS EXTREMITIES<sup>ISG</sup>

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

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

### MONSTROUS PHYSIQUE (ALL)<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.



#### MOONSTRUCK<sup>APG</sup>

The target of a *mythic moonstruck* gains an acute vulnerability to silver (including mithral). If the target is wearing mithral armor, it is sickened until the armor is removed. Silver weapons deal additional damage to the target equal to one-half your mythic tier, and any critical hit with a silver weapon against the target causes the target to become staggered with pain and discomfort for a number of rounds equal to the weapon's critical multiplier.

#### MOTHER MARGASE'S IMPENDING DOOM<sup>DM</sup>

Remove the language-dependent descriptor from the spell. You can affect a number of living creatures for every 2 caster levels. The duration increases to 8 min. A creature succeeding at its Fortitude save takes 2d8 hp damage.

#### MOTHER STONE<sup>DM</sup>

You gain a +4 natural armor bonus to AC, DR 10/slashing, and a bonus on CMD against bull rush, drag, reposition, and trip attempts equal to 10 + your tier. You also gain a bonus on saves against spells or effects that would move you from your space equal to your tier.

#### MOUNT<sup>CR</sup>

The horse or pony you summon is considered a mythic creature for the purpose of spells and effects. It gains bonus hit points equal to your mythic tier and also gains the benefits of the mythic version of the Endurance feat (as described in Chapter 2 of *Pathfinder Roleplaying Game Mythic Adventures*), though it gains no other mythic abilities.

**Augmented (3rd):** If you expend two uses of mythic power, you can grant your pony or horse the agile or invincible *mythic simple template*. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*. You can instead expend two uses of mythic power to summon an advanced mythic pony or advanced mythic light horse, as described in the *Mythic Monster Manual*.

#### MOUNT, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *mount* is described above.

#### MOUNTAIN GOAT'S GRIT<sup>DM</sup>

The spell's duration increases to 24 hours. The targeted creature receives a bonus equal to your tier

on saves to resist high altitude effects and altitude sickness. The spell's subject can hold its breath for triple the normal duration while in a vacuum or underwater.

#### MOUNTAIN STRIDE<sup>DM</sup>

The transport range for each type of stone is doubled. You may move between stones additional times equal to your tier. When the spell duration ends, you choose the adjacent square to which you move. If the stone in which you are concealed is shattered or split, you receive a Fortitude save to avoid being slain. If you succeed, you are shunted to a random, adjacent square.

#### MUCUS SPRAY<sup>DM</sup>

The spell deals 1d6 hp acid damage per caster level. A failed Reflex save leaves an affected creature dazed for 1 round and staggered for 1d4 rounds, while a successful save leaves an affected creature dazed for 1 round (a creature with evasion that saves negates this effect).

#### MUDBALL<sup>ARG</sup>

The saving throw changes to Reflex partial, as your *mudball* deals 1d3 points of nonlethal damage on a successful hit, and the target is dazzled even if it successfully saves. It can attempt a new Reflex save each round to end this effect.

**Augmented (2nd):** If you expend two uses of your mythic power, your *mudball* deals 1d6 points of nonlethal damage, and you can hurl a number of *mudballs* equal to your mythic tier. All *mudballs* must be thrown within 1 minute; any unused *mudballs* are wasted. After throwing a *mudball*, you can create a new one in your hand as a swift action.

#### MURDEROUS COMMAND<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### MURDERSPHERE<sup>DM</sup>

The summoned sphere's whip has a 15-ft. reach and deals 2d8 hp damage. Its serrated blade deals 3d6 hp damage and 1d4 bleed. The sphere can use both weapons in a full-attack action. The sphere gains a bonus equal to your tier on its attack rolls. You can reestablish concentration on the sphere, but this does not reset the 1 round/level duration after you cease concentration.



**Augmented (6th):** If you expend two uses of mythic power, you detonate the sphere, which deals 4d8 hp damage of a chosen energy type (acid, cold, electricity, fire, or sonic) to all creatures in a 20-ft. radius (Reflex half).

### MUSIC OF THE SPHERES<sup>ISM</sup>

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

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

### MUTAGENIC MIST<sup>GCC</sup>

Creatures that fail their save against this spell are dazzled and take a saving throw penalty against polymorph effects equal to 2 plus one-half your mythic tier for as long as they remain within the *mutagenic mist* and for 1 hour after they leave it. Creatures that successfully save are dazzled and take a -2 penalty against polymorph effects as long as they remain within the *mutagenic mist* and for 1d4+1 rounds after they leave it.

**Augmented (6th):** If you expend two uses of mythic power, creatures that begin their turn within the *mutagenic mist* are affected as *mythic fleshcurdle*.

### MUTAGENIC REVERSION<sup>GCC</sup>

The target becomes highly resistant to new mutational or polymorph effects for the duration of the *mutagenic reversion*. Such spells or effects of 3rd level or lower have no effect on the target, and higher-level spells and supernatural effects such as alchemical mutagens affect the target only if the creator of the effect succeeds at a caster level check (using its Hit Dice in place of its caster level for supernatural effects) against a DC equal to 11 plus your caster level plus your mythic tier. If the effect is not a mythic effect, the DC is increased by 4.

**Augmented (3rd):** If you expend two uses of mythic power, you can affect one additional creature for every 2 mythic tiers you possess.

### MUTAGENIC TOUCH<sup>UC</sup>

If you expend one use of your mythic power, you can pass on the effect of your mutagen to a creature you touch while retaining the effect of the mutagen on yourself. You can do this multiple times, expending one use of your mythic power each time you share your mutagen. When you do this, you choose how much of your mutagen's remaining duration you wish to share with the target, with a minimum of 10 minutes. The remaining duration of your own mutagen is reduced by twice this amount, so if you share 1 hour of your mutagen's duration with the target, the remaining duration of your own mutagen is reduced by 2 hours.

**Augmented:** If you expend two uses of mythic power when sharing your mutagen, the target must succeed on a Will save against the spell's save DC or become filled with affection for you, seeing you as its mutant "parent." You may choose to affect the target as *charm monster* or as *reckless infatuation*. You must choose the desired effect before the creature makes its saving throw, and the effect lasts only as long as both you and it remain affected by the mutagen.

### MUTANT PLAGUE<sup>GCC</sup>

Add one-half your mythic tier (minimum 1) to the save DC of the mana fever inflicted by this spell, and increase the cure condition of the disease to 3 saves. Creatures using non-mythic effects to remove the disease take a penalty equal to your mythic tier on caster level checks or Heal checks.

### MUTATION<sup>GCC</sup>

If you use this spell to duplicate the effect of *fleshcurdle*, you instead duplicate the effects of *mythic fleshcurdle*. If you inflict a permanent *mutation* instead, you can roll twice to determine which mutation you inflict, choosing whichever result you prefer. You add your mythic tier to the DC to remove a *mutation* you inflict, whether to dispel a *fleshcurdle* effect or to use *break enchantment* or a similar effect to remove a permanent *mutation*.

**Augmented (3rd):** If you expend two uses of mythic power, the target must save twice against the spell; if both saves are failed, you inflict two mutations on the target rather than one.

### MUTATION, MASS<sup>GCC</sup>

This spell gains the same benefits as *mythic mutation*, but you may affect a number of additional targets equal to your mythic tier. In addition, you may select targets anywhere within range; they need not be within 30 feet of each other.



**Augmented (3rd):** If you expend two uses of mythic power, all targets of the spell must save twice against the spell; if both saves are failed, you inflict two mutations on the target rather than one.





# N

*nail foot*

*named bullet<sup>A</sup>*

*named bullet, greater*

*nap stack<sup>A</sup>*

*natural horror*

*natural rhythm*

*nature's exile*

*necromancer's ripost*

*negate aroma*

*negative reaction*

*neriid's grace*

*net of comets*

*neutralize poison*

*night of blades*

*nine lives*

*nixie's lure*

*nondetection<sup>A</sup>*

*nondetection, communal*

*not so fast!*

*not there*

*nova strike*

### NAIL FOOT<sup>DM</sup>

The sympathetic stab deals 1d4 hp piercing damage to the target. All damage dealt by this spell must be healed for the wounded creature to resume its normal movement. A Heal check with DC equal to 15 + your tier will also allow the creature to resume its normal movement.

### NAMED BULLET, GREATER<sup>UC</sup>

You increase the critical multiplier of the target weapon by 1 (maximum of x6), and if the attack roll with the target weapon indicates a miss the wielder gains a premonition of this failure before the weapon is thrown or shot and can choose not to follow through and make that attack. That particular attack is wasted but the weapon remains in the wielder's hand and ammunition (and black powder for firearms) is not expended. The wielder may continue making any additional attacks it is allowed that round.

### NAP STACK<sup>APG</sup>

Creatures within a *mythic nap stack* can continue to sleep for 2 additional hours for each mythic tier you possess, and any saving throws they make while sleeping gain a morale bonus equal to your mythic tier. Sleeping creatures dream of the Fey Realms and their bodies shift partly into that plane, such that while they remain asleep their bodies become

translucent and *incorporeal*. If they are awakened, their bodies return to normal. They cannot rejoin the *nap stack* even if they return to sleep.

**Augmented (4th):** If you expend two uses of mythic power, creatures that awaken during a *mythic nap stack* may rejoin the spell when they return to sleep, and creatures can enjoy the benefits of this spell a number of times per week equal to one-half your mythic tier.

### NATURAL HORROR<sup>DM</sup>

This spell grants a secondary attack that deals damage as if the targeted creature were one size larger, or it can improve an existing secondary attack to deal damage as if the target were two sizes larger.

### NATURAL RHYTHM<sup>APG</sup>

The damage bonus provided by this spell does not reset to +0 unless the target misses with consecutive attack rolls. If the subject of the spell misses with one attack, the damage roll on its next successful attack does not change, and the bonus resumes increasing with each consecutive successful attack. The maximum damage bonus the target can achieve is equal to 5 plus one-half your mythic tier.

### NATURE'S EXILE<sup>APG</sup>

Fey, plants, and vermin have the same negative reaction and hostility towards the target as animals do. In addition, the penalty on the target's Survival checks is increased by an amount equal to your mythic tier.

### NECROMANCER'S RIPOST<sup>DM</sup>

The spell affects 1d6 HD worth of undead creatures per caster level (maximum 20d6). If the spell would affect creatures with equal HD, you choose the creatures within the burst to affect. Affected creatures that succeed at their Fortitude saves take 2d8 hp damage. Creatures adjacent to an exploding undead creature suffer 4d8 hp acid and force damage from the splash. Undead creatures destroyed by this splash also explode. If you expend one use of mythic power when you cast this spell you can choose an alternate type of energy damage (cold, electricity, or fire) dealt by exploding undead. All creatures deal this chosen energy damage.

### NEGATE AROMA<sup>APG</sup>

You can affect any targets within range; you do not need to touch creatures in order to affect them. In addition, if you target creatures with the stench ability or a similar odor-based ability, you reduce the DC of



their odor-based ability by an amount equal to one-half your mythic tier even if the targets succeed on their Fortitude save. Rather than targeting creatures or objects as normal, you can also use this spell to counter or dispel a *stinking cloud* spell, as if it were *dispel magic*.

#### NEGATIVE REACTION<sup>UC</sup>

The duration of the spell does not elapse immediately but instead is delayed up to a number of hours equal to your mythic tier, triggering the first time the target makes a Bluff, Diplomacy, or Intimidate check or performance combat check. If the target is a non-mythic creature, you add your level to the penalty it takes on checks affected by this spell.

#### NEREID'S GRACE<sup>ARG</sup>

You gain the ability to breathe water as well as air, and you become transparent in water, making you invisible (as *invisibility*). If you attack, you become visible for the remainder of the spell's duration; otherwise, you can become visible or invisible as a free action.

#### NET OF COMETS<sup>DM</sup>

A *mythic net of comets* dispels any non-mythic darkness spell or effect of 4th level or lower that it touches, in addition to increasing the illumination in the area by one step. You add your tier to the damage dealt, regardless of whether an affected creature saves. A creature that fails its initial Reflex save is dazzled until the spell expires. Undead creatures suffer triple damage from the net.

#### NEUTRALIZE POISON<sup>CR</sup>

You automatically neutralize non-mythic poisons, including poisons created by non-mythic spells, poison on non-mythic traps, or the poison of non-mythic creatures. If you cast this spell on a non-mythic creature, it receives no saving throw to resist having its poison neutralized.

#### NIGHT OF BLADES<sup>ISG</sup>

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

#### NINE LIVES<sup>SARG</sup>

Using one of the abilities provided by this spell is a free action, which the target can take even when it is not its turn, rather than an immediate action. If the target uses an immediate action, it gains the following additional benefit:

**Cat's Luck:** Adds one-half your mythic tier (minimum +1) as a luck bonus on the reroll of the saving throw.

**Fortitude:** The target converts a number of points of damage from the chosen attack equal to twice your mythic tier to nonlethal damage.

**Rejuvenate:** The target adds your mythic tier to the number of points of damage healed by this effect.

**Shake Off:** The target can end two of the listed conditions.

**Shimmy Out:** The target escapes the grapple and can also take a 5-foot step. This does not affect the target's movement in the following round.

**Stay Up:** The target gains a dodge bonus to its AC equal to one-half your mythic tier (minimum +1) against the creature that would otherwise have tripped it or caused it to fall prone. This bonus lasts until the beginning of the target's next turn.

#### NIXIE'S LURE<sup>ARG</sup>

Increase duration by a number of rounds equal to your mythic tier, and add your mythic tier to the number of Hit Dice of creatures you can affect. You may choose which creatures within range are affected first, though you must have line of sight to the creatures you choose. Creatures failing their saving throws can hear nothing other than the *nixie's lure* and are otherwise treated as deafened for as long as the *nixie's lure* persists and for a number of rounds thereafter equal to your mythic tier. Creatures fascinated by your *nixie's lure* must succeed on a Will save each round they remain adjacent to you or take 1d2 points of Wisdom damage.

#### NONDETECTION<sup>CR</sup>

A non-mythic divination spell whose level is lower than your mythic tier minus 1 automatically fails if its caster level is lower than your caster level. If its caster level is equal to or higher than your caster level, add your mythic tier to the DC to overcome your *mythic nondetection*.

**Augmented:** If you expend two uses of your mythic power, you can target a number of creatures and objects equal to your mythic tier.

#### NONDETECTION, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *nondetection* is described above.





### NOT SO FAST<sup>DM</sup>

Your effective caster level to determine how much you reduce the target's speed equals your caster level + your tier. Creatures affected by this spell cannot run.

### NOT THERE<sup>GCC</sup>

The spell is not ended by attacking. Instead, each attack reduces the remaining duration of the spell by 1 minute and causes the target of the spell to become visible until the end of his turn. Thereafter, he can become invisible (and incorporeal, if desired) as a standard action.

### NOT THIS DAY!<sup>DM</sup>

The protected creature also gains a +4 luck bonus to AC against the specified danger. If you expend one use of mythic power when you cast this spell, you can choose two types of harm from which the rune protects the target.

### NOVA<sup>DM</sup>

When you release the spell's energy, it deals d8 damage instead of d6. The spell deals double damage to undead creatures. You can choose to deal 20d8 hp force damage to all creatures (including yourself) in a 30-ft. radius if you fail to release the energy at the end of 4 rounds.

### NOVA STRIKE<sup>DM</sup>

You deal additional fire damage equal to your tier. A creature that survives the strike catches on fire. A creature destroyed by this spell cannot be brought back to life by the non-mythic version of *raise dead*, but more powerful spells will still work.



# O

## **oath of peace**

obscure object

obsidian flow

ocean's army<sup>A</sup>

ocularum

of two minds

ogrekobold

old salt's curse

one of us

one with the cosmos

ooze shape I

ooze shape II<sup>A</sup>

ooze touch

ooze touch, lesser

oozy transparency

open/close

oppressive boredom<sup>A</sup>

oracle's burden

oracle's vessel

orb of light

orb of light, lesser

**orb of the void<sup>A</sup>**

orchid's drop

outflanking boon

overland flight

overwhelming grief<sup>A</sup>

overwhelming presence

owl's wisdom<sup>A</sup>

owl's wisdom, mass

## **OATH OF PEACE<sup>APG</sup>**

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

## **OBSCURE OBJECT<sup>CR</sup>**

The duration of this spell is increased to 24 hours, and you make the target object difficult to find by normal observation, with a penalty equal to your mythic tier on Perception checks to notice the object (including checks made to recognize a disguised or camouflaged object for what it truly is).

## **OBSIDIAN FLOW<sup>CC</sup>**

The area of the *obsidian flow* remains searing hot for a number of rounds equal to your mythic tier. Creatures entering or remaining within the area take 1d6 points of fire damage per round (2d6 if prone). Creatures entangled by the spell are anchored to the spot and cannot move (though they are not paralyzed or helpless). One successful Strength check or Escape Artist check enables an immobilized creature to

move again, but the creature retains the entangled condition until it succeeds on a second Strength check or Escape Artist check. The DC of these Strength and Escape Artist checks is increased by an amount equal to your mythic tier.

## **OCEAN'S ARMY<sup>DM</sup>**

In addition to the Huge water elementals, you also summon one greater water elemental. All water elementals summoned by this spell are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d10 to a single die roll. The elementals gain no other mythic abilities.

**Augmented (8th):** If you expend two uses of mythic power, you can add the *agile, invincible, or savage mythic simple template* to the water elementals summoned by this spell, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

## **OCULARUM<sup>DM</sup>**

You can attune yourself to any glyph you have created within a range of 10 miles/caster level. You gain the benefits of darkvision and *mythic detect magic* when you look out of that glyph. The Perception DC to notice the glyph is 20 + your tier.

## **OF TWO MINDS<sup>DM</sup>**

You add your tier to all the bonuses provided by this spell. Non-mythic divination spells that allow a save automatically fail against the protected creature.

## **OGREKOBOLD<sup>DM</sup>**

The spell's duration increases to 1 min./level. For the duration of the spell, any enlarged item that leaves the creature's possession retains its size, allowing the creature to deal more damage with thrown and projectile weapons. *Mythic ogrekobold* counters and dispels *mythic giant to kobold*.

## **OLD SALT'S CURSE<sup>ARG</sup>**

The target becomes fatigued whenever he has line of sight to a body of water more than a mile across. If the target is immersed in that body of water or in a ship or other aquatic vehicle or mount in, on, or under such a body of water, the target must succeed on a Fortitude save once per minute or become



nauseated for 1d4 rounds.

### ONE OF US<sup>GCC</sup>

A creature you transform with this spell must succeed at a Will save against the spell's DC or become dominated by you rather than charmed, as *dominate person* or *dominate monster*. Add one-half your mythic tier (minimum 1) to the DC of the target's Will save to temporarily break free of your dominate effect whenever a critical hit is confirmed against it or it succeeds at a saving throw against a mind-affecting effect.

### ONE WITH THE COSMOS<sup>DM</sup>

You gain the effects of *mythic true seeing* and *mythic freedom of movement*. You gain an additional bonus to all Knowledge skill checks equal to your tier, and you can take 10 on Knowledge checks. You can expend one use of mythic power to take 20 on a Knowledge check.

### OOZE SHAPE I<sup>DM</sup>

If the ooze form you assume deals acid damage, you deal an additional 2 hp damage. If the ooze form you assume has a climb or swim speed, you gain that movement type at 20 ft. or the ooze's speed, whichever is slower. You are immune to critical hits, poison, sleep effects, paralysis, polymorph, and stunning.

### OOZE SHAPE II<sup>DM</sup>

If the ooze form you assume deals acid damage, you deal an additional 4 hp damage. You are immune to critical hits, poison, sleep effects, paralysis, polymorph, and stunning. You gain a +2 bonus to all ability score bonuses, and you take no penalties to abilities scores.

**Augmented (2nd):** If you expend two uses of mythic power, the ability score bonuses increase by another +2. If you split into two or more oozes, as a standard action, you can transfer your intelligence to one of the split oozes.

### OOZE TOUCH<sup>DM</sup>

The pseudopod deals additional acid damage equal to your tier. The spell's target can wait until its turn to attack with the pseudopod, which allows it to take a full-attack action to make iterative touch attacks with the pseudopod. Any

additional effect with a duration has its duration increased by 1 round.

### OOZE TOUCH, LESSER<sup>DM</sup>

The pseudopod deals additional acid damage equal to your tier. If you expend one use of mythic power when you cast this spell, paralysis lasts for 1 extra round, or other additional effects increase the save DC by +1.

### OOZY TRANSPARENCY<sup>DM</sup>

The spell's duration increases to 10 min./level. The penalty to Perception checks increases by an amount equal to your tier.

### OPEN/CLOSE<sup>CR</sup>

Increase the weight of the object you can affect to 50 pounds per mythic tier. In addition, you can use this spell to assist a creature trying to open a closure, granting a +2 circumstance bonus to their Strength check or Disable Device check, or that is trying to close (or hold closed) an opening held open by another creature, granting a +2 bonus to their opposed Strength check to push or hold the door closed. This bonus increases by 1 for every 3 mythic tiers you have.

### OPPRESSIVE BOREDOM<sup>UM</sup>

If the target fails its initial save, the ennui it experiences can be broken only by the expiration of the spell or by succeeding on its Will save in two consecutive rounds thereafter.

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

### ORACLE'S BURDEN<sup>APG</sup>

You may select one oracle's curse you do not possess per 2 mythic tiers (minimum 1). When you cast *mythic oracle's burden* you may inflict your own oracle's curse or one of these additional curses. If you choose to inflict your own oracle's curse, the target must roll twice and take the lower result when making its saving throw.

### ORACLE'S VESSEL<sup>UM</sup>

The target treats the class skills for your oracle mystery as class skills and also gains one revelation you possess. This revelation functions as if the target were an oracle whose level was equal to your mythic tier +1, and the revelation must be one that is available





to oracles of that level.

#### ORB OF LIGHT<sup>DM</sup>

The orb deals  $1d8 + 1$  hp damage per caster level (maximum  $15d8 + 15$ ) to undead creatures and  $1d8$  hp damage per caster level (maximum  $15d8$ ) to other creatures. A creature struck by the orb is blinded for  $1d4$  rounds. A creature that succeeds at its Fortitude save is instead dazzled for  $1d4$  rounds.

#### ORB OF LIGHT, LESSER<sup>DM</sup>

The orb deals  $1d8$  hp damage to undead creatures (maximum  $10d8$ ). A creature struck by the orb is dazzled for 1 round per mythic tier, unless it succeeds at a Fortitude save.

#### ORB OF THE VOID<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ORCHID'S DROP<sup>ISM</sup>

The alchemical bonus on saving throws granted by this spell is increased to +3, and taking a dose of cognatogen or mutagen heals the imbibing alchemist

$4d10$  points of damage. An alchemist can also use the *orchid drop* to heal ability damage by sacrificing  $1d10$  points of healing for each point of ability damage he wishes to heal. He can heal ability drain by sacrificing  $2d10$  points of healing per point of ability drain he wishes to heal.

#### ORGIASTIC RITE<sup>GCC</sup>

Whenever creatures affected by this spell are adjacent to one another, they gain the grappled condition. You may affect an additional number of targets equal to one-half your mythic tier, and the targets need not be within 30 feet of each other.

#### OUTFLANKING BOON<sup>DM</sup>

A double can grant its flanking bonus to any other affected target. The Will save DC to disbelieve the illusory doubles increases by your tier. The flanking bonus granted by a double increases by +1.

#### OVERLAND FLIGHT<sup>CR</sup>

The fly speed increases to 60 feet (or 40 feet if wearing medium or heavy armor, or if carrying a medium or heavy load), with an additional bonus on Fly checks equal to your mythic tier. If you cast this spell on a mount, its rider gains a bonus equal to your mythic



tier on Ride checks to avoid being dismounted. The subject can cover 96 miles in an 8-hour period of flight (or 64 miles at a speed of 40 feet). The subject is treated as one size larger than its actual size for the purpose of being checked or blown away by strong winds.

### OVERWHELMING GRIEF<sup>UM</sup>

If the target fails its initial save, the grief and sorrow it experiences can be broken only by the expiration of the spell or by succeeding on two consecutive Will saves thereafter.

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

### OVERWHELMING PRESENCE<sup>UM</sup>

You add one-half your mythic tier to the number of creatures you may affect, and the targets need not be within 30 feet of one another. In addition, if the target fails its initial save, its awestruck adulation for you can be broken only by the expiration of the spell or by succeeding on two consecutive Will saves thereafter.

### OWL'S WISDOM<sup>CR</sup>

Your target gains a bonus to Wisdom checks equal to half your mythic tier, and once during the spell's duration the target can elect to reroll a Wisdom-based skill check or Will save. This reroll must be used immediately after the result of the first roll is determined, and the reroll must be used even if it is worse than the original roll.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Wisdom score rather than +4.

### OWL'S WISDOM, MASS<sup>CR</sup>

As *mythic owl's wisdom*, but affecting one creature per level, no two of which can be more than 30 ft. apart.





# P

pain strike  
pain strike, mass  
pain wave  
pains of the past  
painted form  
paladin's sacrifice  
paradox  
paragon surge  
pass without trace<sup>A</sup>  
passwall  
path of the winds  
patron's aspect  
peacebond  
peacock pose  
pellet blast  
pendulum  
perceive cues<sup>A</sup>  
permancency<sup>A</sup>  
permanent image<sup>A</sup>  
pernicious poison<sup>A</sup>  
persistent image  
persuasive goad<sup>A</sup>  
phantasmal revenge<sup>A</sup>  
phantasmal web  
phantom chariot  
phantom dragon<sup>A</sup>  
phantom driver  
phantom steed, communal  
phantom trap<sup>A</sup>  
phase door  
philosopher's brew  
pick your poison  
pied piping  
piercing shriek<sup>A</sup>  
pilfering hand  
**pillar of life**  
plague bearer  
plague carrier  
plague storm<sup>A</sup>  
planar adaptation  
planar adaptation, mass  
planar ally  
planar ally, greater  
planar ally, lesser  
planar binding  
planar binding, greater  
planar binding, lesser  
planetarium  
planetary adaptation  
planetary adaptation, mass  
plant growth<sup>A</sup>  
plant shape<sup>A</sup>

play instrument  
point the way  
poison  
poisoned egg<sup>A</sup>  
polar midnight  
pollen cloud  
polymorph<sup>A</sup>  
polymorph, greater  
polymorph any object  
polypurpose panacea  
Porevit's mantle<sup>A</sup>  
portal jaunt  
possess object  
potency of the pack  
powerslave  
powerslave, lesser  
**pox pustules**  
prediction of failure  
prehensile beard  
prehensile beard, greater  
prehensile pilfer  
prestidigitation  
primal scream  
primeval interdiction<sup>A</sup>  
prismatic fist<sup>A</sup>  
prismatic meteor  
prismatic ray<sup>A</sup>  
prismatic wall<sup>A</sup>  
prison without walls<sup>A</sup>  
produce flame<sup>A</sup>  
programmed image  
project image<sup>A</sup>  
protection from arrows, communal  
protection from chaos, communal  
protection from energy  
protection from energy, communal  
protection from evil, communal  
protection from good, communal  
protection from law, communal  
protection from lesser dragons  
protection from outsiders  
protection from spells<sup>A</sup>  
protective penumbra  
protective spirit  
prying eyes<sup>A</sup>  
prying eyes, greater<sup>A</sup>  
puddle jump  
puff of smoke<sup>A</sup>  
pugwampi's grace  
pup shape<sup>A</sup>  
purge pests  
purging finale  
purified calling<sup>A</sup>  
purify food and drink



*putrefy food and drink*

*pyrotechnics*<sup>A</sup>

### PAIN STRIKE<sup>APG</sup>

You add one-half your mythic tier to the nonlethal damage you deal each round, and you add your mythic tier on Intimidate checks against the target. In addition, non-mythic creatures are affected for 1 round even on a successful save.

### PAIN STRIKE, MASS<sup>APG</sup>

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

### PAIN WAVE<sup>DM</sup>

The pain wave deals 1d6 hp nonlethal damage per caster level and leaves the target stunned for 1d6 rounds. A successful Will save leaves the target staggered for 1 round and reduces the damage by half.

### PAINS OF THE PAST<sup>DM</sup>

The damage increases to 2d6 hp per Hit Dice of the target. On a failed save, the target is also dazed for 1 round.

### PAINTED FORM<sup>DM</sup>

A subject in the first form can use non-weapon magic items that do not require it to move from its location. A subject in the second form can recall everything visible and audible within 30 feet. The second form's effect ends when the triggering conditions are met, or when targeted by *mythic dispel magic*, *mythic break enchantment*, *mythic freedom* or similar mythic spell or effect.

### PALADIN'S SACRIFICE<sup>APG</sup>

After triggering this spell, it remains in effect for a number of rounds equal to your mythic tier. Once per round, you can trigger its effects as an immediate action. You can trigger its effects on a different ally each round.

### PARADOX<sup>MIM</sup>

You can cast this spell as an immediate action, allowing you to exchange the effect of one spell, spell-like ability, or magic item effect affecting you with a different one to which you have access of the same

spell level or lower (and no greater than 5th level in any case), such as replacing a *protection from energy (fire)* spell effect with *protection from energy (cold)* or *displacement*. Choose one spell, spell-like ability, or magic item effect affecting you to replace. A new spell you choose to replace it must be a spell you know but it need not be one that you have prepared; the *paradox* allows you to retroactively prepare it and to have already cast it on yourself in place of the previous spell effect. You must have any required components for the spell on your person. A spell-like ability or use of a magic item counts as one use of the new ability or item function; the use of the previous spell-like ability or item function is restored. A consumable item such as a potion or scroll is restored to its unused state, while the newly chosen potion or scroll is expended in its place. The remaining duration of an effect created with *mythic paradox* is equal to the remaining duration of the previous effect or one-half the normal duration of the new effect, whichever is less. *Mythic paradox* cannot be used to replace or create instantaneous effects or effects that affect other creatures; its only affects you. When changing a magic item function, you must have the new item on your person.

### PARAGON SURGE<sup>ARG</sup>

You gain a +2 enhancement bonus to Strength, Constitution, Wisdom, or Charisma, in addition to the spell's normal +2 enhancement bonus to Dexterity and Intelligence. In addition, instead of gaining any one bonus feat for which you meet the prerequisites, you may choose to gain two bonus feats for which being an elf, half-elf, or human is a prerequisite, such as *Elven Accuracy*, *Fearless Curiosity*, or *Sociable*. You must meet all non-race-based prerequisites for these feats, though you may choose to gain two feats in a feat chain, such as *Defiant Luck* and *Inexplicable Luck*, using one as the prerequisite for the other.

### PASS WITHOUT TRACE<sup>CR</sup>

When in natural surroundings (not urban or constructed dungeon areas), the subjects of this spell take no penalty to Stealth while moving faster than half speed, though they cannot use Stealth while attacking, running, or charging.

**Augmented:** If you expend two uses of your mythic power, all targets of the spell gain a bonus equal to one-half your mythic tier to saving throws against divination spells while in natural surroundings.



#### PASSWALL<sup>CR</sup>

You can create a *mythic passwall* through walls made of metal, treating each inch of thickness as 5 feet of stone. Add 5 feet times one-half your mythic tier to the depth of the passage you create. Rather than increasing the passage's depth, you can add a number of feet equal to your mythic tier to its height and width.

#### PATH OF THE WINDS<sup>ARG</sup>

You can designate a number of creatures equal to your mythic tier who can move normally within the *path of the winds* without penalty. During the first round of the spell, the winds sweep away anything of Medium or smaller size, and on the second and subsequent rounds the *wind walls* that bound the area of effect are considered *mythic wind walls*. The miss chance for ranged weapons other than arrows and bolts that pass through these *wind walls* is increased to 50%. Giant-thrown boulders, siege engine projectiles, and similar massive ranged weapons passing through the *wind walls* have a 20% miss chance.

#### PATRON'S ASPECT<sup>DM</sup>

A target failing its Reflex save takes 3d8 hp damage and is stunned for 1d4 rounds and then panicked. This spell bypasses a non-mythic creature's spell resistance.

#### PEACEBOND<sup>UC</sup>

The DC of the Strength check to draw the affected weapon is increased by an amount equal to your mythic tier. In addition, any attacks of opportunity provoked by trying to draw the weapon gain a bonus on attack and damage rolls equal to one-half your mythic tier (minimum +1).

#### PEACOCK POSE<sup>DM</sup>

You fascinate additional HD of creatures equal to your tier. You improve the attitude of all creatures affected by this extract by one step with respect to you. A non-mythic creature that succeeds on its Will save is immune to this effect for 1 hour.

#### PELLET BLAST<sup>UC</sup>

The *pellet blast* can bypass an amount of damage reduction (of any type) or hardness equal to your mythic tier.

#### PENDULUM<sup>DM</sup>

You choose whether the affected creature starts with

a result of 1 or 20. If you choose to start with a result of 1, the subsequent results follow this sequence: 20, 2, 19, 3, 18, etc.

#### PERCEIVE CUES<sup>APG</sup>

You add one-half your mythic tier (minimum +1) to the bonus this spell grants on Perception and Sense Motive checks. You also gain the same bonus on Will saves to disbelieve illusions.

**Augmented (4th):** If you expend two uses of your mythic power, you are automatically entitled to a Sense Motive check to notice when a creature is affected by a charm or dominate effect. Likewise, you are automatically entitled to a Will save to disbelieve an illusion when you perceive it; you are not required to interact with it before making an active attempt to disbelieve it.

#### PERMANENCY<sup>CR</sup>

A mythic *permanency* (and any spell it makes permanent) cannot be dispelled by non-mythic means, up to and including non-mythic *mage's disjunction*, and you add your mythic tier to DC of caster level checks made to dispel your mythic *permanency* even with mythic effects. If you use mythic *permanency* on yourself, it can be dispelled only by a mythic creature, and only if their caster level plus their mythic tier exceeds your caster level plus your mythic tier.

**Augmented:** You can reduce the gp cost of casting mythic permanency by 500 gp per use of mythic power you expend while casting the spell.

**Augmented (3rd):** If you expend two uses of mythic power, you can target a magical item with mythic permanency while spending 1,000 gp times the item's caster level. That item gains immunity to having its powers negated or suppressed by any non-mythic effect, including a non-mythic *antimagic field*, *dispel magic*, *mage's disjunction*, *rod of cancellation*, or *rod of negation*.

#### PERMANENT IMAGE<sup>CR</sup>

Increase the area to one 20-foot cube per caster level. A *mythic permanent image* is not disrupted by being attacked or interacted with, and it does not detect as magical or illusory to any form of non-mythic divination unless the caster succeeds at a caster level check with a DC of 11 plus your caster level plus your mythic tier. Add your mythic tier to the DC of caster level checks made to dispel a *mythic permanent image*, and if dispelled by a non-mythic effect the *mythic permanent image* returns 24 hours later.



**Augmented (6th):** If you expend two uses of mythic power, increase the area to a 200-foot-radius emanation, and it cannot be detected or revealed as an illusion by non-mythic effects, including senses like blindsight and tremorsense.

### PERNICIOUS POISON<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### PERSISTENT IMAGE<sup>CR</sup>

This functions as *mythic major image*, but it follows a script determined by you, including intelligible speech. In addition, the illusion adapts to changing conditions. Illusory creatures and objects show damage if attacked and appear to react naturally, apparently “dying” and falling to the ground if dealt damage. You may include a number of specific triggered variations equal to your mythic tier wherein the scripted illusion changes if the trigger action you stipulate occurs. Each triggered variation in your programmed script lasts one minute, and can be set to trigger as a *magic mouth* spell.

### PERSUASIVE GOAD<sup>UM</sup>

You add one-half your mythic tier (minimum +1) to both the nonlethal damage dealt by this spell and on Intimidate checks you make against the target for 1 minute.

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

### PHANTASMAL REVENGE<sup>APG</sup>

If the target of *mythic phantasmal revenge* fails its Will save to disbelieve and its Fortitude save, it takes 15 points of damage per caster level if it is a mythic creature. If the target is a non-mythic creature that fails both saves, it dies of fright regardless of its hit points. If the target fails its Will save but succeeds on its Fortitude save, it takes damage normally but the phantom persists in its mind, causing it to be dazed until your next turn. On your next turn it must make a second Fortitude save, with the same effects on a successful or failed save as on the first round.

**Augmented (6th):** If you expend two uses of your mythic power, the *mythic phantasmal revenge* can affect a living creature that is immune to fear.

### PHANTASMAL WEB<sup>APG</sup>

Each time a creature fails its Fortitude save against the *mythic phantasmal web*, it takes 1d2 points of

Strength and Dexterity damage from neural feedback from their body’s intense reaction to believing itself to be poisoned and ravaged by the illusory spiders.

### PHANTOM CHARIOT<sup>UC</sup>

The *phantom chariot* gains a deflection bonus to AC equal to your mythic tier, and it gains additional hit points equal to twice your mythic tier. If you use the chariot’s scythes to attack, they gain an enhancement bonus equal to one-half your mythic tier (minimum +1). If the enhancement bonus is at least +2, you may choose to exchange one point of enhancement bonus to grant the scythes the keen or ghost touch property. You may grant both properties to the scythes, as long as this does not reduce their enhancement bonus below +1.

### PHANTOM DRAGON<sup>DM</sup>

You make the creature appear as a mature adult dragon of a type of your choosing. If the target is an adult or older dragon, you make the target appear up to two age categories older than its age. The spell’s target receives an additional bonus to Disguise checks equal to your tier.

**Augmented (4th):** If you expend two uses of mythic power when you cast the spell, you change the change the spell’s subschool to shadow. The target creature gains an illusory damaging breath weapon it can use once. Creatures caught in the breath weapon’s area of effect that fail a Will save to disbelieve the illusion take damage as if struck by the breath weapon (a Reflex save with the same DC allows the creature to take half damage). If the breath weapon is disbelieved, the breath weapon deals one-fifth of its damage.

### PHANTOM DRIVER<sup>UC</sup>

The *phantom driver* gains a deflection bonus to AC equal to your mythic tier, and it gains additional hit points equal to twice your mythic tier. It makes all driver skill checks with a bonus equal to your mythic tier.

### PHANTOM STEED, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The *mythic version of phantom steed* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### PHANTOM TRAP<sup>CR</sup>

A *mythic phantom trap* cannot be detected as illusory by non-mythic divinations unless the caster succeeds at a caster level check with a DC equal to 15 plus



your caster level plus your mythic tier. In addition, any creature who “finds” the *phantom trap* becomes obsessed with figuring out how to disarm it, becoming fascinated for a number of minutes equal to your mythic tier (Will negates). This is an illusion (pattern) effect.

**Augmented:** If you expend two uses of mythic power, when a *mythic phantom trap* is discovered the creature that finds it and any of their allies become shaken as long as they remain within 10 feet of the object upon which the spell was cast (Will negates). a creature that “finds” the illusory trap becomes obsessed with figuring out how to

#### PHASE DOOR<sup>CR</sup>

You extend the length of the *mythic phase door* by 5 feet per mythic tier, and you add your mythic tier to the number of times the *mythic phase door* can be used. You can take creatures larger than Medium through a *mythic phase door*, spending one additional use per size category above Medium.

#### PHILOSOPHER'S BREW<sup>DM</sup>

You affect one or more metallic objects of the same metal with a combined weight no more than 10 lbs./caster level. If you transform a precious metal or special substance into a precious metal, the transformation lasts for 10 min./level. A precious metal or special substance transformed into a base metal lasts 1 hour./caster level. A special substance transformed into another special substance lasts 1 min./level.

#### PICK YOUR POISON<sup>SG</sup>

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

#### PIED PIPING<sup>APG</sup>

You can specify a number of identifiable groups to be attracted to your *mythic pied piping* equal to your mythic tier. If you pass out of range or out of hearing (including if you or affected creatures enter an area of magical silence), the effects of the *mythic pied piping* persist for a number of rounds equal to your caster level plus your mythic tier.

#### PIERCING SHRIEK<sup>UM</sup>

The target is deafened as well as staggered. You can target a creature within a non-mythic *silence* effect if you succeed on a caster level check against a DC of 11 + the caster level of the *silence* effect. You add your mythic tier as a bonus on this check.

**Augmented (3rd):** If you expend two uses of mythic power, the save for this spell changes to Fortitude: partial and the target takes nonlethal sonic damage equal to your mythic tier regardless of whether it saves against the spell. If the target fails its save, it takes additional nonlethal sonic damage equal to one-half your mythic tier (minimum 1 point) each round at the end of its turn.

#### PILFERING HAND<sup>UC</sup>

Add your mythic tier on combat maneuver checks or Sleight of Hand checks made against non-mythic creatures with this spell, or one-half your mythic tier against mythic targets. Add one-half your mythic tier on Disable Device checks you make with the *careful maneuver* version of this spell.

#### PILLAR OF LIFE<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### PLAGUE BEARER<sup>ISG</sup>

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

#### PLAGUE CARRIER<sup>UM</sup>

You add one-half your mythic tier to the save DC of the target's filth fever, including both the initial saving throw as well as saving throws to recover from the disease. This also applies to the DC of Heal checks to treat the disease or caster level checks to remove the disease.



### PLAGUE STORM<sup>UM</sup>

The ability damage dealt by the *mythic plague storm's* disease on a failed save is increased by 1, and as long as the disease persists the target is fatigued, and non-mythic creatures within the cloud must roll twice on saving throws, using the worse result. As a move action, you can move the cloud 10 feet in any direction.

**Augmented (6th):** If you expend two uses of mythic power, the spell bypasses the disease immunity of living creatures.

### PLANAR ADAPTATION<sup>APG</sup>

Each time you move from one plane to another while this spell is in effect, you can shift the spell's effects as a swift action to adapt you to the new plane. When you adapt yourself to a plane, you may choose to gain energy resistance 30 to one type of energy associated with that plane, energy resistance 20 to two forms of energy associated with that plane, or energy resistance 10 against acid, cold, electricity, fire, and sonic. You must make this choice when you enter a new plane and you may not change the selected resistance(s) unless you shift to a new plane.

### PLANAR ADAPTATION, MASS<sup>APG</sup>

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

### PLANAR ALLY<sup>CR</sup>

As *mythic lesser planar ally*, but you can call one or more non-mythic outsiders or extraplanar creatures whose Hit Dice total no more than 12 plus half your mythic tier, or one or more mythic outsiders or extraplanar creatures whose Hit Dice total 12 or less.

### PLANAR ALLY, GREATER<sup>CR</sup>

As *mythic lesser planar ally*, but you can call one or more non-mythic outsiders or extraplanar creatures whose Hit Dice total no more than 18 plus half your mythic tier, or one or more mythic outsiders or extraplanar creatures whose Hit Dice total 18 or less.

### PLANAR ALLY, LESSER<sup>CR</sup>

You can call a non-mythic outsider or extraplanar creature whose Hit Dice are up to 6 plus half your mythic tier, and the payment required for such a creature is reduced by half. Alternatively, you can call a mythic outsider or extraplanar creature of 6 Hit Dice or less. You cannot call creatures with class levels

or templates except for the celestial, *entropic*, fiendish, or *resolute* simple templates. Creatures to which you apply one of these templates are treated as having 1 Hit Die more than normal for the purpose of your Hit Die limit.

### PLANAR BINDING<sup>CR</sup>

As *mythic lesser planar binding*, but you can call one or more non-mythic outsiders or extraplanar creatures whose Hit Dice total no more than 12 plus half your mythic tier, or one or more mythic outsiders whose Hit Dice total 12 or less.

### PLANAR BINDING, GREATER<sup>CR</sup>

As *mythic lesser planar binding*, but you can call one or more non-mythic outsiders or extraplanar creatures whose Hit Dice total no more than 18 plus your mythic tier, or one or more mythic outsiders whose Hit Dice total 18 or less.

### PLANAR BINDING, LESSER<sup>CR</sup>

You can call a non-mythic outsider or extraplanar creature whose Hit Dice are up to 6 plus half your mythic tier. Alternatively, you can call a mythic outsider of 6 Hit Dice or less. You cannot call creatures with class levels or templates except for the celestial, *entropic*, fiendish, or *resolute* simple templates. Creatures to which you apply one of these templates are treated as having 1 Hit Die more than normal for the purpose of your Hit Die limit.

Add your mythic tier to the DC of Charisma checks a trapped creature uses to try to break free and on your opposed Charisma checks to negotiate for the creature's service, as well as on caster level checks made to overcome a trapped creature's spell resistance if it attempts to break free from your binding.

### PLANETARIUM<sup>PSTAR</sup>

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





#### PLANETARY ADAPTATION<sup>DW, PSTAR</sup>

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

#### PLANETARY ADAPTATION, MASS<sup>DW, PSTAR</sup>

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

#### PLANT GROWTH<sup>CR</sup>

When you use this spell to cause *enrichment*, plants' potential productivity over the next year is doubled within a radius of one mile per two mythic tiers. When you cast it to cause *overgrowth*, you affect a circle with a radius of 100 feet times your mythic tier (150 feet per tier for a semicircle, 200 feet per tier for a quarter-circle), and the increase to save DC for plant-enhancing spells lasts 1 year. Non-mythic *diminish plants* and *blight* do not affect plants within the area unless the caster makes a caster level check with a DC of 11 plus your caster level plus your mythic tier.

**Augmented:** If you expend two uses of your mythic power, you can cast this spell on a Gargantuan or smaller creature of the plant type, granting that creature the same benefits an animal gains from *animal growth*.

**Augmented (6th):** If you expend two uses of mythic power, you can increase the radius of *overgrowth* to one mile times your mythic tier (1.5 miles per tier for a semicircle, 2 miles per tier for a quarter-circle).

#### PLANT SHAPE (ALL)<sup>CR</sup>

Each *mythic plant shape* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *plant shape* spells to learn their higher-level versions.

*Mythic plant shape* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself. The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.



**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

### PLAY INSTRUMENT<sup>UM</sup>

You can play the instrument of your choice as if you had a number of ranks in the appropriate Perform skill equal to your mythic tier. Alternatively, you can cast this spell with a range of touch, affecting a number of targets equal to one-half your mythic tier (minimum 1). If you are trained in the Perform skill for the instrument you are playing, each target is treated as if it had a number of ranks in that Perform skill equal to one-half your mythic tier (minimum 1).

### POINT THE WAY<sup>DM</sup>

When you cast the spell, you can make a Knowledge (geography) check about the location in question. If you succeed, the arrow will reveal the direction to a feature or landmark whose location is not common knowledge. If you expend one use of mythic power when you cast the spell, the arrow points to a feature or landmark that is deliberately hidden.

### POISON<sup>CR</sup>

The poison you create deals 1d4 points of Constitution damage per round for a number of rounds equal to 6 plus one-half your mythic tier, and ending the poison's effect requires two consecutive successful saving throws. In addition, you can choose for your poison to deal Strength or Dexterity damage rather than Constitution damage. Non-mythic *delay poison*, *heal*, *neutralize poison*, and similar effects have no effect on *mythic poison* unless the caster makes a successful caster level check with a DC equal to the poison's save DC plus one-half your mythic tier.

### POISONED EGG<sup>ISG</sup>

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

each size category that the target is different than your size.

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

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

### POLAR MIDNIGHT<sup>UM</sup>

Illumination in the area is dropped by three steps, to supernatural darkness, and all creatures in the area take 5d8 points of cold damage and 1d6 points of Dexterity drain. A successful save reduces the Dexterity drain to 1 point of Dexterity damage but does not reduce cold damage. Any creature in the area that does not move on its turn is encased in an *icy prison* but cannot breathe.

### POLLEN CLOUD<sup>DM</sup>

A successful save only negates the fatigued condition. Additionally, a creature that failed its initial save must make a Fortitude save at the beginning of its turn. If it fails this save, it cannot act on this turn as it sneezes and coughs. Succeeding at this save allows the creature to act as normal, albeit with the conditions still applied to it.

### POLYMORPH<sup>CR</sup>

In addition to the usual forms, you can polymorph the target into a monstrous humanoid (as *monstrous physique I*), undead (as *undead anatomy I*), or vermin (as *vermin shape I*), and at the GM's option into other forms allowed by similar spells of the polymorph subschool of 4th level or lower that allow polymorphing into a single specific creature type.

*Mythic polymorph* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus).

The subject of this spell can resume its normal form or shift back into the same assumed form as a standard action without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form of the same creature type.



**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

#### **POLYMORPH, GREATER<sup>CR</sup>**

As *mythic polymorph*, but in addition to the listed forms the subject can also be polymorphed into a monstrous humanoid (as *monstrous physique IV*), undead (as *undead anatomy III*), or vermin (as *vermin shape II*), and at the GM's option into other forms allowed by similar spells of the polymorph subschool of 6th level or lower that allow polymorphing into a single specific creature type.

#### **POLYMORPH ANY OBJECT<sup>CR</sup>**

Add one-half your mythic tier to the duration factor of objects or creatures you target with this spell. You can polymorph a suit of magical armor into a different type of armor, a magical shield into a different type of shield, or a magical weapon into a different type of weapon. A magical rod that functions as a magical weapon can be affected in this way, though this affects only its properties as a weapon, not its other magical abilities. Any magical abilities that are invalid for the new item type are lost permanently. If the new form has a higher price than the item's original form, crushed gemstones equal in value to the difference in price must be added to the material component of the spell.

At the GM's option, *mythic polymorph any object* also may be used to transmute wearable wondrous items into items with the same ability but that can be worn in a different body slot. This spell has no effect on artifacts.

By expending two uses of mythic power, you may use *mythic polymorph any object* to duplicate the mythic versions of *baleful polymorph*, *greater polymorph*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.

#### **POLYPURPOSE PANACEA<sup>UM</sup>**

You can cast this spell with a range of touch, allowing another creature to benefit from your *polypurpose panacea*, though it must be consumed within a number of hours equal to your mythic tier or its effect is wasted. If you use the *polypurpose panacea* yourself, you may choose to gain two effects or you may choose a single effect but gain twice the normal benefit while halving any penalties.

#### **POREVIT'S MANTLE<sup>DM</sup>**

The subject gains a +6 circumstance bonus to Stealth checks, and a +3 circumstance bonus to Disguise checks to appear as a specific type of tree or collection of plants found in that terrain.

**Augmented:** If you expend two uses of mythic power, the subject gains immunity to paralysis, poison, polymorph, sleep effects, and stunning.

#### **PORTAL JAUNT<sup>DM</sup>**

The spell's range increases to long (400 ft. + 40 ft./level). You may allow a number of willing creatures equal to your tier to pass through the portal, but they must do so before the spell's duration expires. If you spend one use of mythic power when you cast this spell, you increase the duration to 2 rounds, and the spell is dismissible by you.

#### **POSSESS OBJECT<sup>UM</sup>**

You can possess an object even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *antimagic field*. When you animate an object while you possess it, you may grant the object a +4 enhancement bonus to its Strength or Dexterity score (or +2 to each), and the object gains 1-1/2 times the normal number of construction points. You can speak through the possessed object, but you cannot cast spells or trigger magical items with your voice.

#### **POTENCY OF THE PACK<sup>DM</sup>**

The spell's duration increases to 10 min./level. If you spend one use of mythic power when you cast this spell, you allow the targets to choose two effects granted by the spell.

#### **POWERSLAVE<sup>GCC</sup>**

The maximum ability score penalty for failing to follow the terms of the *geas/quest* imposed by your *mythic powerslave* is increased by an amount equal to your mythic tier. The spell can be removed by a non-mythic *limited wish*, *miracle*, or *wish* only if the caster's level is equal to or higher than your caster level. Non-mythic *remove curse* has no effect. The profane bonus you provide to the enslaved creature is increased by 1, as is their penalty on saving throws against your mind-affecting spells and their Madness gained.

#### **POWERSLAVE, LESSER<sup>GCC</sup>**

Increase the Hit Die limit of the spell by your mythic tier, and you may choose to affect one or more



creatures within a 10-foot-radius spread whose total Hit Dice do not exceed your Hit Die limit. Creatures with the fewest Hit Dice are affected first, and those closest to the center of the area if Hit Dice are equal. Hit Dice insufficient to affect a creature are wasted. The maximum ability score penalty for failing to obey a geas laid with *mythic lesser powerslave* is increased by an amount equal to one-half your mythic tier. Add your mythic tier to the DC to remove your mythic lesser geas with non-mythic break enchantment or remove curse. The profane bonus you provide to the enslaved creature is increased by 1, as is their penalty on saving throws against your mind-affecting spells and their Madness gained.

### POX PUSTULES<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### PREDICTION OF FAILURE<sup>UM</sup>

If the target fails its save, it is cursed as if you had cast *major curse*. If the target is a spellcaster, you can instead inflict one major or two minor *spellblights* (as described in Chapter 2 of *Pathfinder Roleplaying Game Ultimate Magic*).

### PREHENSILE BEARD<sup>DM</sup>

You may use your beard as a whip, which has a 10-foot reach, deals damage as if you were one size category smaller, cannot perform a trip, and does not provoke an attack of opportunity when you use it.

### PREHENSILE BEARD, GREATER<sup>DM</sup>

Your beard can carry a shield, but you must be proficient with the shield to gain any benefit. Using your beard to wield a weapon does not incur any penalties for two- or multi-weapon fighting. You may use your beard as a normal whip, but you cannot avoid being tripped during a trip attempt with your beard.

### PREHENSILE PILFER<sup>ARG</sup>

The target can use its tail to make a dirty trick or steal combat maneuver, or to make a Sleight of Hand check, as a swift action during any round in which he uses the attack or full attack action or attempts another combat maneuver that requires a standard action. The target cannot use this bonus action during any round in which it takes an additional attack on a full attack action (such as from a *haste* spell or monk

using ki to gain an additional attack) or uses amazing initiative to gain an additional standard action.

### PRESTIDIGITATION<sup>CR</sup>

You can affect an area up to 1 cubic foot per mythic tier or move an object up to 1 pound per mythic tier. Using *mythic prestidigitation* to rapidly shift the color and appearance of small objects on or around your person grants you a competence bonus equal to one-half your mythic tier on Disguise, Perform, and Sleight of Hand checks. In addition, you can discharge this spell as part of making a Craft or Profession check to provide you a +2 competence bonus on that check. This ends the spell.

### PRIMAL SCREAM<sup>UM</sup>

You can cast this spell as an immediate action when you would be affected by a harmful enchantment or paralysis effect, or when subjected to a curse or other magical effect that specifically affects your hearing or your ability to speak, dispelling or removing such effects as *break enchantment*. This does not remove general conditions such as petrification, polymorph, or death that prevent you from speaking. Your *primal scream* can dispel a magical silence effect if you are its target or in its area as well as effects that cause you to become dazed, deafened, nauseated, or stunned as if they were enchantment effects. If these effects are not spells or spell-like abilities, the DC to remove them is equal to the effect's save DC or, if the effect allowed no save, a DC of 11 plus the Hit Dice of the creature that created the effect. If you cast *mythic primal scream* as a standard action, add your mythic tier to the caster level check to remove the effect.

### PRIMEVAL INTERDICTION<sup>GCC</sup>

The effect of this spell depends on which version you choose:

**Area Interdiction:** Add your mythic tier to the caster level check DC required to cast non-mythic divine spells, and add one-half your caster level (minimum 1) to the caster level check DC required to cast mythic spells.

**Divine Dispelling:** The spell functions as *mythic greater dispel magic* but affects only divine magic.

**Targeted Interdiction:** You add your mythic tier on your caster level check to block the target from using divine magic. If the target saves, add your mythic tier to your caster level to determine the reduction in the target's effective caster level when using divine spells or spell-like or supernatural abilities.

**Augmented (3rd):** If you expend two uses of mythic power, you can expand an *area interdiction* to a radius



of 10 feet times your mythic tier, doubled if the area contains a permanent *desecrated* or *unhallowed* shrine or altar of Tanoth-Gha.

**Augmented (7th):** If you expend two uses of mythic power, you can extend the area of an *area interdiction* to a radius of 20 feet times your mythic tier or the duration of a *targeted interdiction* to one week.

**Augmented (10th):** If you expend five uses of mythic power, you may expand an *area interdiction* to a radius of 1 mile or you may increase the duration to permanent. If you expend ten uses of mythic power, you may expand its radius to 1 mile and make it permanent.

#### PRISMATIC FIST<sup>DM</sup>

You need not continue concentrating to generate the yellow, green, indigo, and violet rays in the following round, but instead you must spend a swift action to fire the rays at your targets.

**Augmented (6th):** You can expend an additional two uses of mythic power to generate up to three rays of your choice each round. On the first round, you generate the rays when you cast the spell. In subsequent rounds, you can generate the rays as a swift action. You can only generate each of the different types of rays once.

#### PRISMATIC METEOR<sup>DM</sup>

Each meteor created by this spell deals 3d6 hp fire damage. The meteor's threat range is doubled (19–20). The dazzled and blinded effects last for additional rounds equal to your tier.

#### PRISMATIC RAY<sup>DM</sup>

Damage-dealing effects inflict 1d8 hp damage per level. A successful save against non-damage-dealing effects reduces the duration of the inflicted condition to 1 round. On a critical hit with the ray, you may choose two colors for the beam.



**Augmented (4th):** You can expend two uses of mythic power to create one ray per 4 caster levels that must each target a different creature. Each ray bypasses the target's spell resistance and spell immunity.

#### PRISMATIC WALL<sup>CR</sup>

The size of the wall increases to 10 ft./level wide, 3 ft./level high and the duration increases to 1 hour/level. Creatures with fewer Hit Dice than 8 plus your mythic tier who look at a *mythic prismatic wall* from within 20 feet are blinded permanently. When you cast the spell, you can designate one creature per mythic tier to share your immunity to the wall's effects.

**Augmented (4th):** If you expend two uses of mythic power, creatures beginning their turn within 5 feet of a *mythic prismatic wall* are affected as *prismatic spray*. The save DC of this *prismatic spray* is the same as the DC of the *mythic prismatic wall*.

At 8th mythic tier, you may instead expend three uses of mythic power to increase the range of this effect to 10 feet.



### PRISON WITHOUT WALLS<sup>DM</sup>

The spell ignores armor bonuses granted by non-mythic spells and effects such as *mage armor*, *bracers of armor*, and *elf lord's battle armor*. The DCs to escape or break free of the tether are increased by your tier.

**Augmented (2nd):** You can expend two uses of mythic power to have the tether deal your choice of energy equal to 1d6 hp damage per caster level (maximum 15d6) when the target attempts to move beyond the tether's limit.

### PRODUCE FLAME<sup>CR</sup>

The damage dealt increases to 1d10 points of fire damage +1 point per caster level (maximum +10). In addition, the target's square is filled with flames until the beginning of your next turn. Any creature within or entering that square catches on fire (DC 15 Reflex negates).

**Augmented:** If you expend two uses of mythic power, the spell creates a 5-foot-radius burst of flames (at least one square must be occupied by the target of your ranged touch or melee touch attack). Creatures within this burst take splash damage equal to one-half your caster level and all squares in this burst are filled with flames as above.

### PROGRAMMED IMAGE<sup>CR</sup>

Increase area to one 20-foot cube per caster level, and your *mythic programmed image* can be triggered a number of times equal to your mythic tier. If a *mythic programmed image* is dispelled while the illusion is active, only that activation is dispelled. It can still be triggered again the next time its triggering condition is met. The spell can be permanently dispelled while the illusion is not active, but only if the dispeller's caster level exceeds yours.

### PROJECT IMAGE<sup>CR</sup>

Your image can persist for a number of rounds equal to one-half your tier when you do not have line of effect to it. You cannot direct its actions during any round during which you lose line of effect, but if you re-establish line of effect before the above number of rounds elapses you can again make use of it. These rounds do not need to be consecutive.



**Augmented (2nd):** If you expend two uses of mythic power, you can cause your image to become semisolid for a number of rounds equal to one-half your mythic tier. In this form, your image can manipulate objects as if it had a Strength score equal to your mythic tier. During a round in which your image is semisolid, as a move action you can try to hand a magical object or item to another creature; this has a 50% chance of delivering the real item, causing it to disappear from your person. If this roll fails, the item remains on your person and you hand over an illusory duplicate that dissolves at the end of your turn. You can make physical attacks in this form, though your attacks are only quasi-real, dealing 20% normal damage.



#### PROTECTION FROM ARROWS, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The *mythic version of protection from arrows* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### PROTECTION FROM CHAOS, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The *mythic version of protection from chaos* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### PROTECTION FROM ENERGY<sup>CR</sup>

The spell absorbs 20 points per level of energy damage of the selected type before being discharged. In addition, if the target of the spell is a mythic creature and takes damage of a different energy type than the type chosen when the spell was cast, it may spend one use of its mythic power as an immediate action to switch the energy type of the *protection from energy* spell to the type of energy used in that attack. This reduces the remaining damage-absorbing capacity of the *protection from energy* spell by 50%; this reduction is applied before applying the damage from the attack.

#### PROTECTION FROM ENERGY, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *protection from energy* is described above.

#### PROTECTION FROM EVIL, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The *mythic version of protection from evil* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### PROTECTION FROM GOOD, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The *mythic version of protection from good* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### PROTECTION FROM LAW, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The *mythic version of protection from law* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### PROTECTION FROM OUTSIDERS<sup>DHH</sup>

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

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

#### PROTECTION FROM LESSER DRAGONS<sup>DM</sup>

The bonuses to AC and on saves increase to +4. Any lesser dragon attempting to exercise mental control over the target must attempt a Will save against this spell. If it fails, the lesser dragon takes 1d6 hp damage per 2 caster levels (maximum 5d6) from mental feedback. A lesser dragon 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 SPELLS<sup>CR</sup>

The targets of this spell can attempt saving throws against spells that normally allow no save, though resistance bonuses to saving throws (including from this spell) do not apply to such saving throws. A successful saving throw halves any hit point damage, ability damage, ability drain, or negative levels; any other effects of the spell are negated.

**Augmented:** If you expend two uses of mythic power, choose one type of saving throw: Fortitude, Reflex, or Will. If a protected creature would normally suffer a reduced effect when it successfully saves against a spell requiring a save of that type, the spell has no effect instead.

#### PROTECTIVE PENUMBRA<sup>UM</sup>

You can increase the duration to 1 hour per level, or you may affect a number of creatures equal to your mythic tier for the standard duration.

#### PROTECTIVE SPIRIT<sup>APG</sup>

Your protective spirit gains a bonus on its attack rolls equal to your mythic tier. If attacked, it gains a bonus to its touch Armor Class equal to your mythic tier.

#### PRYING EYES<sup>CR</sup>

The duration increases to 2 hours/level and add your mythic tier to the Armor Class of your *mythic prying eyes*. The *mythic prying eyes* gain darkvision with a range of 20 feet plus 10 feet per mythic tier.

**Augmented:** If you expend two uses of mythic power, you can send a number of eyes equal to your mythic tier back out after that eye has returned to you and reported.



### PRYING EYES, GREATER<sup>CR</sup>

This spell gains the benefits of *mythic prying eyes*, but you also add your mythic tier to the hit points of each eye.

**Augmented:** If you expend two uses of mythic powers, whenever one of your *mythic greater prying eyes* makes a Perception check, roll twice and take the higher result.

### PUDDLE JUMP<sup>DM</sup>

The range you can move between bodies of water increases to long (400 ft. + 40 ft./level). Each body of water must have a surface area to accommodate the passage of your body as if you were two size categories smaller. If you spend one use of mythic power when you cast this spell, you can take one willing creature with you.

### PUFF OF SMOKE<sup>DM</sup>

An affected creature that succeeds at its Reflex save is dazzled for 1 round. If the creature has scent, this spell reduces the range a creature can detect opponents by half.

**Augmented:** You can expend two uses of mythic power to grant total concealment (50% miss chance) to any opponent attacked by the affected creature.

### PUGWAMPI'S GRACE<sup>ISM</sup>

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

### PUP SHAPE<sup>UC</sup>

If the target is injured while in pup shape, any of its allies that are adjacent must succeed at a Will save against the spell's DC or be affected as *compassionate ally* for a number of rounds equal to your mythic tier. An ally that saves is immune to this effect for the remainder of the spell's duration.

**Augmented:** If you expend two uses of mythic power the duration becomes permanent.

### PURGE PESTS<sup>DM</sup>

If used against a swarm comprised of vermin, this spell deals 1d6 hp damage per caster level (maximum 4d6), as if the spell did not target a specific number of creatures.

### PURGING FINALE<sup>APG</sup>

When you end a bardic performance, you can remove one of the following conditions from a number of creatures within 30 feet equal to one-half your mythic tier (minimum 1): blinded, cowering, dazzled, deafened, exhausted, fatigued, frightened, paralyzed, shaken, staggered, or stunned. You may remove a different condition from each target.

Alternatively, you may remove a number of the above-listed conditions equal to one-half your mythic tier (minimum 1) from a single creature.

### PURIFIED CALLING<sup>APG</sup>

When you summon your eidolon after casting this spell, you can remove all ability drain from one ability score, one negative level, or one other permanent negative condition. If the condition is the result of a mythic effect (including the special attack of a mythic creature), you can remove the condition only if your mythic tier exceeds the mythic rank or tier of the creature that inflicted the condition.

**Augmented:** If your eidolon has ability drain from multiple ability scores, multiple negative levels, or multiple other permanent negative conditions, you can remove each of them by expending an additional use of your mythic power for each such condition beyond the first. If these negative conditions are a result of mythic effects or were created by mythic creatures, you can remove those conditions by expending two uses of mythic power for each condition you wish to remove, even if your mythic tier does not equal or exceed the mythic tier or rank of the creature that inflicted the condition.

### PURIFY FOOD AND DRINK<sup>CR</sup>

The food and drink affected by this spell are so nourishing and refreshing that creatures need to eat and drink only half the normal amount to be fully sustained. In addition, creatures eating and drinking this food gain a +1 bonus to saving throws against becoming exhausted, fatigued, nauseated, or sickened for a number of hours equal to your mythic tier.

### PUTREFY FOOD AND DRINK<sup>APG</sup>

You can target an alchemical item, alchemical extract, poison, or the alchemical reagents in an alchemist's mutagen or bomb, forcing a Will save to avoid destruction as if it were a potion. A creature that eats or drinks an item that has been putrefied with this spell must make a Fortitude save against the spell's save DC or become sickened for a number of rounds equal to your mythic tier.



#### PYROTECHNICS<sup>CR</sup>

You can cast this spell without a fire source. If you have a fire source, increase the radius of blinding from your fireworks or of the smoke cloud you create by 5 feet times your mythic tier. You can extinguish magical fires with this spell if the level of the fire spell is lower than your mythic tier. A fire creature used as the fire source for this spell takes 1d6 points of damage per 2 caster levels.

**Augmented:** If you expend two uses of mythic power, change the saving throw to Will partial and Fortitude partial. Creatures succeeding on their saving throw against blindness from your fireworks are dazzled instead for 1d4+1 rounds. Creatures succeeding on their saving throw against your smoke take a -2 penalty to Strength and Dexterity for 1d4+1 rounds. If creatures fail their saving throws, add one-half your mythic tier to the number of rounds they are blinded or take a penalty to Strength and Dexterity.





# Q

*qualm*

*quell the tide*

*quench*

*quicken*

*quintessence<sup>A</sup>*

### QUALM<sup>UC</sup>

Spending an entire turn doing nothing allows a new saving throw but does not automatically discharge the spell. If the target is a non-mythic creature, you add one-half your mythic tier to the penalty on ability checks, skill checks, and concentration checks.

### QUELL THE TIDE<sup>DM</sup>

A creature that fails its initial Fortitude save loses a number of spell levels worth of prepared spells, spell slots, or spell-like abilities equal to your tier. This affects the highest slot available to the affected creature. Additionally, the creature is nauseated if it fails the initial saving throw. For a creature that succeeds at the initial, or subsequent, Fortitude save, it must still make a Fortitude save at the beginning of its turn for the duration of this spell. Failure means the creature takes damage equal to the spell level when it casts a spell or uses a spell-like ability.

### QUENCH<sup>CR</sup>

Increase the damage dealt to a target with the fire subtype to 1d10 points of damage per level (maximum 10d10). If using the spell to dispel a fire effect, add your mythic tier to the caster level check. If using the spell to suppress the abilities of a magic item that creates or controls flame, you can target a number of items equal to your mythic tier; if you target only a single item, add your mythic tier to the number of hours its abilities are suppressed if it fails its Will save.

### QUICKEN<sup>DM</sup>

The enhancement bonus to initiative increases to +2. If you spend one use of mythic power when you cast this spell you grant the target one use of the amazing initiative mythic ability until the end of your next turn.

### QUINTESSENCE<sup>DM</sup>

Your frightful presence affects all non-mythic creatures regardless of their HD. A non-mythic

opponent that succeeds at its saving throw is immune to your frightful presence for 1 hour. The spell grants you an additional +2 on all bonuses you gain.

**Augmented (3rd):** If you expend two uses of mythic power, you gain a 60 ft. fly speed (good maneuverability) for the spell's duration.





# R

rage<sup>A</sup>  
rage against death  
raging rubble  
rain of blades<sup>A</sup>  
rain of fangs<sup>A</sup>  
rain of frogs<sup>A</sup>  
rainbow pattern  
raise animal companion<sup>A</sup>  
raise dead<sup>A</sup>  
raise lesser undead<sup>A</sup>  
raise undead host<sup>A</sup>  
rally point  
rampart  
rapid repair  
raven's revocation  
ravenous urge<sup>A</sup>  
ray of exhaustion  
ray of frost  
ray of life suppression<sup>A</sup>  
ray of sickening  
ray of the eclipse  
razor maw  
read magic  
read weather  
reality riptide  
reality wrinkle  
reboot<sup>A</sup>  
reborn in flames<sup>A</sup>  
rebuke  
recharge innate magic<sup>A</sup>  
reckless infatuation<sup>A</sup>  
recoil fire<sup>A</sup>  
red dragonfly swarm<sup>A</sup>  
reduce animal<sup>A</sup>  
reduce person, mass  
refuge  
reincarnate<sup>A</sup>  
reinforce armaments  
reinforce armaments, communal  
rejuvenate eidolon  
rejuvenate eidolon, greater  
rejuvenate eidolon, lesser  
reloading hands  
remove blindness/deafness  
remove curse<sup>A</sup>  
remove disease<sup>A</sup>  
remove fear  
remove paralysis  
remove sickness<sup>A</sup>  
repair metal  
repair metal, greater  
repel force

repel metal or stone<sup>A</sup>  
repel vermin  
replenish ki  
reprobation<sup>A</sup>  
repulsion<sup>A</sup>  
reset<sup>A</sup>  
residual tracking  
resilient reservoir  
resilient sphere  
resinous skin<sup>A</sup>  
resist energy, communal  
resistance<sup>A</sup>  
resize shadow  
resonating word  
resounding blow  
rest eternal<sup>A</sup>  
restful sleep  
restoration<sup>A</sup>  
restoration, greater<sup>A</sup>  
restoration, lesser<sup>A</sup>  
restore corpse  
restore eidolon<sup>A</sup>  
restore eidolon, lesser<sup>A</sup>  
resurgent transformation  
resurrection<sup>A</sup>  
retribution<sup>A</sup>  
returning weapon<sup>A</sup>  
returning weapon, communal  
revenancer's rage  
reverberate  
reverse industry  
reverse scry<sup>A</sup>  
revitalizing word<sup>A</sup>  
reviving finale  
ricochet shot<sup>A</sup>  
ride the lightning<sup>A</sup>  
ride the waves<sup>A</sup>  
riding the thunder<sup>A</sup>  
righteous blood  
righteous might<sup>A</sup>  
righteous vigor  
rimy nimbus  
riptide  
river of moonlight  
river of wind  
rope  
rope trick  
rusting bomb admixture  
rusting grasp<sup>A</sup>  
ruthless beating

## RAGE<sup>CR</sup>

You can affect one additional creature per mythic tier. In addition, if affected creatures take damage while





mythic rage is in effect, the bonuses provided by this spell are doubled.

**Augmented:** If you expend two uses of mythic power, all affected creatures gain the *ferocity* special quality and can fight on at 0 or fewer hit points, to a maximum hit point total equal to their Constitution plus your mythic tier.

### RAGE AGAINST DEATH<sup>MIM</sup>

Casting this spell does not require a ki pool or expending a point of ki. The target is affected as the *mythic rage* spell, and whenever the target hits with a melee attack it gains temporary hit points equal to one-half your mythic tier (minimum 1); these temporary hit points stack with each other (but not other sources of temporary hit points) and last as long as the *mythic rage against death* does or until they are expended.

### RAGING RUBBLE<sup>ARG</sup>

You add one-half your mythic tier (minimum 1) to the damage dealt by the swarm of stones and to the DC of its distraction attack. Directing the *raging rubble* can be done as a move action or a swift action. If the *raging rubble* is attacked, treat it as a Medium animated object with hardness 8 and the swarm subtype; it does not have the *young creature simple template*.

### RAIN OF BLADES<sup>DM</sup>

The blades called down by this spell cause 2d6 hp damage per 2 caster levels (maximum 20d6). An intelligent undead creature must make a Will save against the same DC to avoid becoming frightened for 5d6 rounds. Add your mythic tier to your caster level to determine the weapon quality.



**Augmented (7th):** If you expend two uses of mythic power, the magical weapons gain an additional +1 enhancement bonus. The weapons can overcome DR/epic for the spell's duration.

#### RAIN OF FANGS<sup>DM</sup>

The fangs deal 4d6 points of piercing damage. The bleed damage increases by half your tier (minimum 1).

**Augmented:** If you spend one use of mythic power when you cast this spell, an additional rain of fangs occurs 1 round later in the same location.

#### RAIN OF FROGS<sup>UM</sup>

The frog swarm gains the *agile mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. In addition, you add one-half your mythic tier to the save DC against the frog swarm's distraction attack and to the save DC of its poison.

**Augmented (6th):** If you expend two uses of mythic power, the frogs' poison bypasses the poison immunity of living creatures. In addition, their thunderous croaking deafens creatures for as long as they remain within the swarm and for 1 round thereafter.

#### RAINBOW PATTERN<sup>CR</sup>

Add your mythic tier to the number of Hit Dice you affect, and you may choose the order in which they are affected. In addition, if fascinated creatures witness an action that would normally break the fascinated effect, it instead simply grants a new Will save to break the fascinated effect. If a fascinated creature is attacked, their fascination is ended after the attack is resolved, but this does not affect the fascination of other creatures.

#### RAISE ANIMAL COMPANION<sup>UM</sup>

You can raise a creature that has been dead a number of weeks equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of your mythic power, you can cast this spell with no costly material component. If you use a 1,000 gp diamond, the target returns to life with no permanent negative levels.

#### RAISE DEAD<sup>CR</sup>

You can raise a creature that has been dead a number of days equal to your caster level plus your mythic tier. If the target was a spellcaster, reduce the chance of losing any prepared spells or spell slots by 5%

times your mythic tier. In addition, you can cast this spell with a less costly material component by spending one use of your mythic power for every 1,000 gp by which you reduce the value of the diamond material component (to a minimum of 1,000 gp). If you use a 5,000 gp diamond, the target returns to life with only one permanent negative level rather than two.

**Augmented (3rd):** If you expend five uses of your mythic power, you can cast this spell with no costly material component. If you use a 5,000 gp diamond, the target returns to life with no permanent negative levels.

#### RAISE LESSER UNDEAD<sup>DM</sup>

You can create a skeleton or zombie with a maximum number of HD equal to 1/2 your caster level, with no cap. You can spend one use of mythic power to create an additional skeleton or zombie (the creatures' total HD are limited by the number of HD you can animate).

**Augmented (4th):** You can expend an additional two uses of mythic power to give the undead creature(s) created by this spell the *agile or savage mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. This template lasts for a number of hours equal to your mythic tier.

#### RAISE UNDEAD HOST<sup>DM</sup>

There is no limit to the amount of time the large-scale death occurred, provided there are bodies remaining to create undead creatures. You can select any combination of skeletons and zombies to raise. If an undead creature you animate has DR, increase its value by 5, and add magic to the requirements necessary to overcome its DR.

**Augmented (7th):** If you expend two uses of mythic power, the undead creatures' DR requires epic weapons to overcome.

#### RALLY POINT<sup>APG</sup>

Good-aligned creatures touching a *mythic rally point* gain a +2 morale bonus on attack rolls and saving throws and gains temporary hit points equal to your caster level plus your mythic tier. In addition, if you have the *mercy* class feature you can imbue one of your mercies into the *mythic rally point*, allowing each creature that touches the *mythic rally point* to gain





the benefit of that mercy as well as the spell's other effects.

### RAMPART<sup>APG</sup>

A *mythic rampart* gains hardness equal to your mythic tier, and each 5-foot section gains additional hit points equal to 5 times your mythic tier. You add your mythic tier to the Strength check DC to burst through the *mythic rampart* and to the Climb DC to climb over it.

### RAPID REPAIR<sup>UM</sup>

The targeted construct gains fast healing equal to 5 plus one-half your mythic tier. This does not stack with any fast healing the construct already has. Fast healing has no effect on a construct that has been brought to 0 hit points or destroyed; however, if you cast this spell on a construct that has been reduced to 0 hit points since the end of your last turn, you restore it to functionality with a number of hit points

equal to your mythic tier, and its fast healing begins functioning on its next turn.

### RAVEN'S REVOCATION<sup>DM</sup>

If a target is flying or floating under the power of a non-mythic spell or effect, it gently lands, taking no damage, and then it can no longer float or fly.

### RAVENOUS URGE<sup>DM</sup>

Roll on the table below instead of the non-mythic version at the start of the target's turn to determine what it does that round.

D%	Result
01–25	Act normally, but take –2 penalty on all attack rolls, skill checks, and ability checks until its next turn.
26–75	Attack the nearest creature with a bite attack. If the target does not possess a bite attack, it gains one as a primary natural attack that deals 2d6 + 1 1/2 Str modifier hp piercing damage.
76–100	Bite self, dealing 2d6 + 1 1/2 Str modifier hp damage.

The target no longer receives a new saving throw at the end of each of its turns to end this effect.

**Augmented:** If you expend two uses of mythic power when casting this spell, you force the target to roll twice on the above table and take the higher result.

### RAY OF EXHAUSTION<sup>CR</sup>

Non-mythic creatures are not allowed a saving throw against a *mythic ray of exhaustion*. If the target is already exhausted, it takes 1d4 points of nonlethal damage per caster level (maximum 10d4).

### RAY OF FROST<sup>CR</sup>

The damage dealt increases to 1d6 points of cold damage. Alternatively, you can target a 5-foot square of floor or wall, making it an icy surface for a number of rounds equal to your mythic tier. Creatures entering that square can move through it at half speed (as though it was difficult terrain) by making an Acrobatics check with a DC of 10 plus your mythic tier. Creatures failing this check stop their movement



in that square; creatures failing by 5 or more fall prone in that square. Creatures gain a +4 bonus to this check for each size category larger than Medium.

#### RAY OF LIFE SUPPRESSION<sup>DM</sup>

The ray of life suppression deals additional Constitution damage equal to your tier. If the Constitution damage would drop a target's Constitution score below 1, the target falls unconscious for a number of rounds equal to the remaining Con damage.

**Augmented (2nd):** If you expend two uses of mythic power when casting this spell, you heal 5 hit points or gain temporary hit points equal to 5 + your tier for 1 hour.

#### RAY OF SICKENING<sup>UM</sup>

Non-mythic creatures are not allowed a saving throw to resist becoming sickened. If the target is already sickened, it takes 1d4 points of nonlethal damage per caster level (maximum 5d4) and is nauseated for 1 round; a successful saving throw halves the nonlethal damage and negates the nauseated condition.

#### RAY OF THE ECLIPSE<sup>DM</sup>

The ray deals 1d8 hp cold damage per two caster levels (maximum 5d8). The sticky darkness lasts for 1d4 rounds and requires mythic versions of *light* or similar spells to remove.

#### RAZOR MAW<sup>DM</sup>

The affected creature deals an additional 1d8 + Str modifier hp damage (rather than 1d6) and inflicts 1 point of bleed. On a critical hit, the bleed damage increases to 1d4+1. The creature can make a sunder attempt with its bite as if it possessed the Improved Sunder feat. If it already has that feat, it gains an additional +2 bonus on its sunder attempt.

#### READ MAGIC<sup>CR</sup>

You can read magical writings at a rate of one page (250 words) per round. In addition, you gain a bonus



equal to one-half your mythic tier (minimum 1) on caster level checks, Spellcraft checks, and Use Magic Device checks made to use magical scrolls or other written magical items and on Perception and Spellcraft checks made to find and identify magical glyphs, symbols, and similar written magical traps.

#### READ WEATHER<sup>SG</sup>

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

#### REALITY RIPTIDE<sup>GCC</sup>

Add your mythic tier to your combat maneuver bonus for both the shockwave at the arrival point and the *black tentacles* that unravel at your departure point. You are not at risk of Dexterity damage when using this



spell, though creatures accompanying you must still save to avoid this effect, with a bonus equal to one-half your mythic tier.

### REALITY WRINKLE<sup>GCC</sup>

Increase the luck bonus granted by this spell to +2 and the penalty on all die rolls for other creatures to -2. You may choose to exempt one other creature from this penalty, plus one creature per 3 mythic tiers after 1st. A *mythic reality wrinkle* does not collapse on you when it ends. You can use this spell within a non-mythic *forbiddance*, *dimensional lock*, or while affected by non-mythic *dimensional anchor* if you succeed on a caster level check with a DC of 15 + the caster level of that effect. You add your mythic tier as a bonus on this check.

### REBOOT<sup>PSTAR</sup>

You add your mythic tier to your caster level to determine the total Hit Dice you can revive, and the construct gains hit points equal to twice your mythic tier (up to a maximum equal to one-half its normal hit points at full health). If the construct's Hit Dice are lower than the sum of your caster level plus

your mythic tier, the duration of the *mythic reboot* is increased to 1 hour/level (D).

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

### REBORN IN FLAMES<sup>DM</sup>

You deal 10d8 hp fire damage to all creatures within 10 feet of your body.

**Augmented (4th):** If you spend two uses of mythic power, you roll twice on the *reincarnate* table and choose from the results.

### REBUKE<sup>APG</sup>

The damage dealt by this spell is increased to 1d10 points of damage per two levels (maximum 5d10) to most targets, or 1d8 points of damage per level (maximum 10d8) against targets that worship your deity. Targets that are staggered or stunned on a failed saving throw also become fatigued by a surge of pain from your *mythic rebuke*. This condition persists



as normal for fatigue; it does not end when the staggered or stunned condition ends.

#### RECHARGE INNATE MAGIC<sup>ARG</sup>

You can cast this spell with a range of touch. If the target is a gnome, both you and the creature you touch are affected by the spell simultaneously.

**Augmented (2nd):** If you expend two uses of mythic power, you can affect an additional number of touched creatures equal to one-half your mythic tier.

#### RECKLESS INFATUATION<sup>UM</sup>

You can specify a number of specific acts of besotted affection equal to one-half your mythic tier (minimum 1) that you wish the target to perform to show its love for the individual you designate. This functions like *suggestion* but the compulsion remains as long as the *reckless infatuation* spell persists. If performing this action would take the creature more than 30 feet from the target, it does not become staggered as long as it continues following the *suggestion* or is returning to its beloved after completing the suggested act. If any of these acts would place the target in obvious physical danger, it can attempt a second save to break the spell's effect.

**Augmented (4th):** If you expend two uses of mythic power, you can target a number of creatures equal to one-half your mythic tier, imbuing all targets with *reckless infatuation* toward the same designated individual.

#### RECOIL FIRE<sup>UC</sup>

The wielder of the target weapon is knocked prone and is both staggered and flat-footed until the end of its next turn on a failed save. If the target is a non-mythic creature, it is staggered until the end of its next turn even on a successful save.

**Augmented:** If the weapon is loaded, you may expend two uses of your mythic power to cause the weapon to target its wielder (using your base attack bonus and your Intelligence or Charisma modifier for the attack roll).

#### RED DRAGONFLY SWARM<sup>DM</sup>

You do not need to concentrate to control the swarm. Instead, you may control it as a free action for 2 rounds plus a number of rounds equal to your tier. Furthermore, you add your mythic tier to your caster level when determining the amount of damage the swarm does. Lastly, the swarm gains resistance 10 to fire.

**Augmented (6th):** If you expend two uses of mythic power, you can control the swarm for 8 rounds plus a number of rounds equal to your tier. The swarm also gains immunity to fire, and it is considered a mythic creature when determining what abilities and effects can affect it.

#### REDUCE ANIMAL<sup>CR</sup>

The target animal can be of any size and is reduced in size by two categories, to a minimum of Fine. It takes a -4 size penalty to Strength and a -4 penalty to natural armor (to a minimum of 0), and it gains a +4 size bonus to Dexterity, and its size modifiers to attack rolls, Armor Class, CMB, CMD, and Stealth are changed commensurate with its new size. Its weight is reduced to 1/16 normal and its natural attack damage is reduced by two die sizes.

**Augmented:** If you expend two uses of mythic power, you can target an unwilling animal.

**Augmented (4th):** If you expend one additional use of mythic power, you affect a number of animals equal to one-half your mythic tier.

#### REDUCE PERSON, MASS<sup>CR</sup>

This spell functions like *mythic reduce person*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, but you can target one creature per level anywhere within range; they do not need to be within 30 feet of each other.

#### REFUGE<sup>CR</sup>

A *mythic refuge* can be triggered even if the user is unable to speak or in an area of magical silence, and *dispel magic* cannot dispel the spell unless its caster level is equal to or greater than your caster level. When the item is broken,





the teleportation effect (whether it brings the user to you or you to the user) bypasses any warding against teleportation that you have created. In addition, a *mythic refuge* allows teleportation into or out of non-mythic effects that block teleportation, such as *antimagic field*, *dimensional anchor*, *dimensional lock*, or *forbiddance*, with a successful caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus to the check.

### REINCARNATE<sup>CR</sup>

You can target a creature that has been dead a number of weeks equal to your mythic tier. If the target was a spellcaster, reduce the chance of losing any prepared spells or spell slots by 5% times your mythic tier.

**Augmented:** If you expend two uses of mythic power, the creature being reincarnated may roll twice to determine the race of your new body and choose which result to accept.

**Augmented (4th):** If you expend four uses of mythic power, you can cast the spell with no expensive material component. If you do provide 1,000 gp worth of oils, the target is returned to life with no negative levels.

### REINFORCE ARMAMENTS<sup>UC</sup>

The duration of this spell is increased to 1 hour per level, and you add your mythic tier to the hardness of the target items. This increase is applied after the item's normal hardness is doubled.

### REINFORCE ARMAMENTS, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *reinforce armaments* is described above.

### REJUVENATE EIDOLON<sup>APG</sup>

This spell functions as *mythic lesser rejuvenate eidolon*, but you cure the target eidolon of 6d10 points of damage +2 points per caster level (maximum +20). If you halve the hit points you cure, you can cure 4 points of ability damage or one of the following conditions: blinded, dazzled, deafened, exhausted, fascinated, fatigued, frightened, shaken, sickened, or staggered.

### REJUVENATE EIDOLON, GREATER<sup>APG</sup>

This spell functions as *mythic lesser rejuvenate eidolon*, but you cure the target eidolon of 10d10 points of damage +2 points per caster level (maximum +30). If you halve the hit points you cure, you can cure 6 points of ability damage, 2 points of ability drain, or one of the following conditions: blinded, confused,

dazed, dazzled, deafened, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned.

### REJUVENATE EIDOLON, LESSER<sup>APG</sup>

You cure the target eidolon of 2d10 points of damage +2 points per caster level (maximum +10). Alternatively, you can cure one-half this amount of hit points and remove 2 points of ability damage or one of the following conditions: dazzled, deafened, fatigued, shaken, or sickened.

### RELOADING HANDS<sup>UC</sup>

Your *reloading hands* can reload a firearm or ranged weapon a number of times each round equal to 1 plus one-half your mythic tier. In addition, the wielder of the affected weapon may use a swift action to redirect the *reloading hands* to affect a different firearm or ranged weapon that the wielder or an adjacent ally is wielding, or even to split their reloading between several weapons. Creatures sharing the use of the *reloading hands* must remain adjacent in order to benefit from the spell.

### REMOVE BLINDNESS/DEAFNESS<sup>CR</sup>

You remove any of the following conditions currently affecting the target: blinded, dazzled, deafened. In addition, for one hour after receiving the spell the target gains a bonus equal to half your mythic tier on saving throws against effects that cause any of those conditions.

### REMOVE CURSE<sup>CR</sup>

You can remove any non-mythic curse, enchantment, or transmutation effect without requiring a caster level check. This does not reverse or cure effects that have already occurred, including instantaneous effects. Add your mythic tier to your caster level check when trying to remove a mythic curse. If you cast this spell upon a cursed item, the item is destroyed if it fails a Will save.

**Augmented (5th):** If you expend two uses of mythic power, if you successfully remove a curse you can target the original caster with the curse. The original caster must be on the same plane and can save against the effect at its original save DC.

### REMOVE DISEASE<sup>CR</sup>

You automatically remove non-mythic diseases, including diseases created by non-mythic spells; non-mythic molds, slimes, and similar hazards; or the disease special attacks of non-mythic creatures. If



you cast this spell on a non-mythic creature that has an extraordinary or supernatural ability that causes disease or the nauseated or sickened condition, that ability is suppressed for a number of hours equal to your caster level plus your mythic tier.

**Augmented:** If you expend two uses of your mythic power, you can remove supernatural diseases that are also curses, such as lycanthropy and mummy rot, with a successful caster level check against a DC equal to 15 plus the Hit Dice of the creature that caused the disease. A successful check eliminates both the disease and the curse.

#### REMOVE FEAR<sup>CR</sup>

The duration of this spell is increased by a number of minutes equal to your mythic tier. In addition, any non-mythic fear effects that affect the target(s) of this spell are reduced in severity by one step (panicked becomes frightened, frightened becomes shaken, shaken becomes no effect).

#### REMOVE PARALYSIS<sup>CR</sup>

You may remove the stunned condition from creatures in addition to the paralyzed and staggered conditions.

#### REMOVE SICKNESS<sup>UM</sup>

The duration of this spell is increased by a number of minutes equal to your mythic tier. In addition, the next time the target takes ability damage from a disease within the next 24 hours, that damage is reduced by 1 for a mythic disease or by one-half your mythic tier (minimum 1) for a non-mythic disease. If the disease damages multiple ability scores, this reduction applies to all of them. If an effect that causes the sickened or nauseated condition does not allow a saving throw, the target has a 10% chance times your mythic tier to ignore the effect.

**Augmented (4th):** If you expend two uses of mythic power, you can target a number of creatures equal to one-half your mythic tier. Alternatively, you can affect a single target, increasing the duration to 10 minutes per caster level.

#### REPAIR METAL<sup>DM</sup>

Add your tier to the repaired damage. The object no longer has the broken condition, regardless of its current hit points. The spell increases the target's hardness by 1 for 1 min./caster level.

#### REPAIR METAL, GREATER<sup>DM</sup>

Add your tier to the repaired damage. The object no longer has the broken condition, regardless of its current hit points. The spell increases the target's hardness by 2 for 1 min./caster level.

#### REPEL FORCE<sup>GCC</sup>

Add your mythic tier to the spell resistance you gain against effects with the force descriptor as well as against *disintegrate*, *repulsion*, or *telekinesis*. Even if such effects overcome this protection, you increase the normal bonus granted by this spell by 50% and you gain energy resistance against force effects equal to your mythic tier. If a force effect strikes you multiple times, whether with multiple *magic missiles* or multiple blows of a *spiritual weapon* or *mage's sword*, this energy resistance applies separately against each missile or each hit.

#### REPEL METAL OR STONE<sup>CR</sup>

The weight of loose metal objects you can move increases to 1000 pounds plus 500 pounds times your mythic tier, and the size of fixed metal objects you can move increases to 4 inches in diameter plus 2 inches times your mythic tier.

**Augmented:** At any time during the spell's duration, if you are within or adjacent to the spell's area you can expend one use of your mythic power as a swift action to reposition the spell to affect a different area.

#### REPEL VERMIN<sup>CR</sup>

You repel not only creatures of the vermin type but also oozes, creatures with the swarm subtype, and Diminutive or Fine creature regardless of their type, and you add your mythic tier to the Hit Die limit of creatures that are completely repelled. Creatures whose Hit Dice exceed this limit can penetrate the barrier with a successful Will save but take 2d6 points of damage and are sickened during any round they begin their turn inside the barrier.

#### REPLENISH KI<sup>ISG</sup>

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



### REPROBATION<sup>UM</sup>

The target is affected by permanent *crushing despair* as long as the mark of *mythic reprobation* persists. Add your mythic tier to the DC of caster level checks made to remove the mark with *atonement* or *remove curse*. In addition, if the caster level check to remove the *mythic reprobation* fails by 5 or more, the caster of the *atonement* or *remove curse* spell acquires a *mark of justice* that is triggered if they try to remove the *mythic reprobation* from the same creature ever again. If the caster level check fails by 10 or more, the caster of the *atonement* or *remove curse* is affected by *reprobation* as well.

**Augmented:** If you expend two uses of mythic power, any creature failing the caster level check to remove the *mythic reprobation* acquires a *mark of justice*, as described above, while a creature failing by 5 or more is affected by *mythic reprobation*.

### REPULSION<sup>CR</sup>

Creatures that fail their save are targeted each round on your turn with a bull rush combat maneuver, with a combat maneuver bonus equal to your caster level plus your ability modifier in your primary casting ability score. For non-mythic creatures, add your mythic tier to this bonus.

**Augmented (3rd):** If you expend two uses of mythic power, non-mythic creatures that succeed on their saving throws are subject to the above bull rush effect unless they spend a move action each round to steady themselves.

If you are at least 6th mythic tier and expend three uses of mythic power, the bull rush effect also applies to mythic creatures that succeed on their saving throws.

### RESET<sup>DM</sup>

Each creature's initiative is increased or decreased by your an amount equal to your mythic tier.

**Augmented (2nd):** If you expend two uses of mythic power, you grant an ally one use of the amazing initiative mythic ability.

### RESIDUAL TRACKING<sup>APG</sup>

When you use this spell to identify a creature, you gain a bonus equal to one-half your mythic tier on Knowledge checks made to identify the creature and on Survival checks you make during the next 24 hours to track that creature. If the creature is using a magical or mundane disguise, this spell allows you to make a Will save to disbelieve the illusion or a Perception check opposed by the target's Disguise

check to see through its disguise and perceive its actual form rather than its appearance. Since you are seeing only an image of the target, you take a -4 penalty on this save or check, but this penalty is reduced by an amount equal to one-half your mythic tier (minimum 0).

### RESILIENT RESERVOIR<sup>ARG</sup>

Each time you take hit point damage from any source, you negate 2 points of damage and transfer it to your *resilient reservoir*, up to a maximum number of points equal to your caster level plus your mythic tier. You add your mythic tier to your caster level to determine the number of times you may call upon the *resilient reservoir*, up to a maximum of seven times at 20th level and 10th tier. If you are reduced to negative hit points while under the effect of this spell, you may choose to release the remaining magic of the *resilient reservoir* to cure yourself of a number of points of damage equal to the points in your reservoir, or as a blast of concussive force that deals 1d8 points of damage per 2 points remaining in the reserve (maximum of 15d8).

### RESILIENT SPHERE<sup>CR</sup>

Add your mythic tier to your caster level for determining the diameter of the sphere and The duration increases to 10 minutes per level. You can move a *mythic resilient sphere* along the ground at a speed of 30 feet per round as a move action. The sphere cannot move through spaces occupied by other objects or creatures, nor can it squeeze through spaces narrower than its diameter or cross gaps larger than half its diameter. It can roll up inclines of 45 degrees or less at half speed. On downhill slopes, you can move it up to 60 feet per round as a move action or you can allow it to roll freely. A rolling *mythic resilient sphere* moves downhill at 60 feet per round, not fast enough to damage its contents or any creature or object it impacts.

### RESINOUS SKIN<sup>UC</sup>

The damage reduction provided by this spell is increased by an amount equal to one-half your mythic tier, and the DC of any combat maneuver check made to disarm you or escape your grapple, Escape Artist checks to escape your grapple, Reflex saves to avoid having a weapon become stuck to you, or Strength checks made t free a stuck weapon are likewise increased by an amount equal to one-half your mythic tier.

**Augmented:** As long as the spell remains in effect, you can expend one use of your mythic power as a free action to exude a glob of sticky goo equivalent to



a tanglefoot bag, which you may use to make a melee touch attack or ranged touch attack. Your attack roll with this resinous glob and the save DC to avoid becoming stuck or to break free from it gains a bonus equal to one-half your mythic tier. The resinous glob has hardness equal to one-half your mythic tier and has 15 hit points, plus 2 hit points times your mythic tier.

You can exude this resinous glob as an immediate action when a creature hits you with an unarmed strike, natural weapon, or melee touch attack. Your attacker must succeed on a Reflex save against the spell's save DC to avoid being entangled by it. If your attacker does become entangled, you can use an attack of opportunity to make a combat maneuver check to grapple that creature; this does not provoke attacks of opportunity. Your attacker otherwise does not become stuck to you and does not need to save to avoid becoming stuck to the ground.

#### RESIST ENERGY, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The *mythic version of resist energy* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### RESISTANCE<sup>CR</sup>

The duration increases to a number of minutes equal to your caster level plus your mythic tier.

**Augmented:** If you expend two uses of mythic power, the duration is increased to a number of hours equal to your caster level plus your mythic tier.

**Augmented (3rd):** If you expend one additional use of mythic power, you increase the resistance bonus on saving throws by an amount equal to one-third your mythic tier.

#### RESIZE SHADOW<sup>DM</sup>

You can use this spell to affect a shadow-based creature, either inflicting 1 point of damage/caster level (maximum 5) or giving it temporary hit points equal to your caster level (maximum 5). The creature receives a Will save to negate the damage. The Stealth bonus or penalty, if applicable, increases by your tier.

#### RESONATING WORD<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### RESOUNDING BLOW<sup>APG</sup>

Your weapon deals 1d8 points of sonic damage on every hit rather than 1d6, and this sonic damage bypasses sonic resistance and immunity. The spell

does not end if your weapon leaves your hands, but the *mythic resounding weapon* effect only functions when you are wielding the weapon. Its duration continues to elapse if you sheathe the weapon or if it is disarmed, thrown, or otherwise removed from your grasp, and the effect resumes once you retrieve the weapon and wield it.

#### REST ETERNAL<sup>APG</sup>

You can cast this spell as a swift or immediate action on an adjacent creature. In addition, the caster level check to affect the target with a spell that would communicate with its spirit, bring it back to life, or animate it as an undead is equal to 11 plus your caster level plus your mythic tier. If the caster of such an effect is undead or is not a mythic creature or character, the DC is increased by 5; if the caster is both undead and non-mythic, the DC is increased by 10.

Supernatural effects that would contact the dead creature's spirit, return it to life, or turn it into an undead require a similar check against the same DC, treating the Hit Dice of the creature using such an effect as its caster level.

**Augmented (3rd):** If you are slain by an undead creature while you have this spell prepared or are able to cast it spontaneously, you can expend two uses of mythic power as a free action immediately before dying to cast this spell on yourself. If you lack the proper material components, you can spend one additional use of mythic power to ignore the need for those components.

In addition, if you expend two uses of mythic power when you cast this spell on the physical remains of a mythic creature with the immortality ability or a destroyed undead creature with the ability to rejuvenate itself, such as a ghost or lich, you can postpone its rejuvenation back to life by a number of days equal to your mythic tier. This spell cannot affect a mythic creature whose mythic rank or tier is higher than yours.

#### RESTFUL SLEEP<sup>APG</sup>

Creatures awakened during a *mythic restful sleep* can engage in combat or other strenuous activity for a number of rounds equal to your caster level plus your mythic tier without ending the effect of the spell. If a creature uses the Heal skill to provide long-term care to creatures undergoing *mythic restful sleep*, they may add one-half your mythic tier (minimum +1) on their Heal check.

#### RESTORATION<sup>CR</sup>

You can cast this spell without a costly material



component. Alternatively, if you use 100 gp worth of diamond dust as the material component you remove all temporary ability penalties, ability damage, and ability drain from the target, as well as removing exhaustion and fatigue and dispelling all temporary negative levels. If you use 1000 gp worth of diamond dust, you remove a number of permanent negative levels equal to one-half your mythic tier. This spell cannot be used to remove negative levels from a target more than once within a one-week period.

**Augmented:** If you spend two uses of mythic power, you can cast this spell with a casting time of 1 round.

**Augmented (3rd):** If you expend two uses of mythic power, you can use this spell to remove permanent negative levels even if this spell has been used to remove one or more negative levels previously in the same one-week period.

### RESTORATION, GREATER<sup>CR</sup>

You can cast this spell with a less costly material component by spending one use of your mythic power for every 1,000 gp by which you reduce the value of the diamond material component (to a minimum of 1,000 gp). This spell negates all harmful mind-affecting effects affecting the target, in addition to the normal effects of the spell.

**Augmented:** If you expend two uses of your mythic power, you can cast this spell with a casting time of 1 round.

**Augmented (6th):** If you expend three uses of your mythic power, you can cast this spell on yourself as an immediate action when you are affected by any effect that this spell can cure.



### RESTORATION, LESSER<sup>CR</sup>

You may remove 2d4 points of ability damage from one ability score or 1d4 points of ability damage from two ability scores. In addition, you can remove the fatigued or exhausted condition from the target.

**Augmented:** If you expend two uses of your mythic power, you can cast this spell as a standard action.

### RESTORE CORPSE<sup>UM</sup>

You can affect a creature of up to Huge size with this spell. It immediately reverses the effects of a *decompose corpse* spell. If you cast this spell on a damaged non-skeletal undead creature, it restores a number of hit points equal to 2d10 plus your caster level (maximum 10).

### RESTORE EIDOLON<sup>UM</sup>

You can cast this spell without a costly material component. Alternatively, if you use 100 gp worth of diamond dust as the material component you remove all temporary ability penalties, ability damage, and ability drain from the target eidolon, as well as removing exhaustion and fatigue and dispelling all temporary negative levels. If you use 1,000 gp worth of diamond dust, you remove a number of permanent negative levels equal to one-half your mythic tier from the eidolon. This spell cannot be used to remove negative levels from an eidolon more than once within a one-week period.

**Augmented:** If you spend two uses of mythic power, you can cast this spell with a casting time of 1 round.

**Augmented (3rd):** If you expend two uses of mythic power, you can use this spell to remove permanent negative levels even if this spell has been used to remove one or more negative levels previously in the same one-week period.

### RESTORE EIDOLON, LESSER<sup>UM</sup>

You may remove 2d4 points of ability damage from one ability score or 1d4 points of ability damage from two ability scores. In addition, you can remove the fatigued or exhausted condition from the target eidolon.

**Augmented:** If you expend two uses of your mythic power, you can cast this spell as a standard action.

### RESURGENT TRANSFORMATION<sup>APG</sup>

When your *mythic resurgent transformation* is triggered, you heal 8d8 points of damage +2 points per caster level, and if you are currently diseased or poisoned you are entitled to an immediate saving throw. A failed save has no ill effect but a successful save



counts against the cure requirement of the disease or poison. When the spell ends, you are merely fatigued rather than exhausted, and the Constitution damage you take is reduced by an amount equal to one-third your mythic tier.

#### RESURRECTION<sup>CR</sup>

You can cast this spell with a less costly material component by spending one use of your mythic power for every 2,000 gp by which you reduce the value of the diamond material component (to a minimum of 2,000 gp). If you use a 10,000 gp diamond, the target returns to life with only no permanent negative level.

**Augmented (3rd):** If you expend five uses of your mythic power, you can cast this spell with no costly material component, returning the target to life with no permanent negative level.

#### RETRIBUTION<sup>APG</sup>

You can use this spell against a creature that takes any form of offensive action against you, including targeting you with an effect that does not require an attack roll or affecting you with a harmful area effect. If an attack against you requires an attack roll, you can cast this spell as an immediate action that is resolved *after* the attack that triggered it (though its effects apply against any subsequent attacks your attacker makes on its turn. The attack against you does not need to succeed in order for you to cast this spell. You can cast the spell even if you are incapacitated or killed by the attack. Casting the spell in this way does not provoke attacks of opportunity.

**Augmented (4th):** If you expend two uses of your mythic power, you can target a number of creatures equal to one-half your mythic tier for *mythic retribution*. All targets must have attacked you in the previous round and must be adjacent to you or adjacent to another creature that attacked you during the previous round.

#### RETURNING WEAPON<sup>UC</sup>

As a swift action, the wielder of the target weapon can command it to return immediately after resolving the attack roll, instead of returning 1 round later, just before the wielder's next turn begins.

**Augmented (3rd):** If you expend two uses of mythic power, the weapon always returns immediately after resolving the attack, without requiring an action by the wielder.

#### RETURNING WEAPON, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *delay poison* is described in this product.

#### REVENANCER'S RAGE<sup>GCC</sup>

You can cast this spell on a creature who died while under a charm or dominate effect, treating the creature who charmed or dominated it as if they had sworn a Vow of Obedience (as described in the *Gothic Campaign Compendium* from Legendary Games). The *revenant* or *skeletal champion* created by this spell gains the invincible *mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### REVERBERATE<sup>DM</sup>

The spell deals 1d8 hp sonic damage/2 caster levels (maximum 5d8). The ground in the affected area becomes difficult terrain.

#### REVERSE INDUSTRY<sup>DM</sup>

You can affect one object weighing no more than 2 lb./caster level. If you use this spell on a construct, and it fails its Fortitude save, it takes 1d6 hp damage/caster level (maximum 10d6). This spell bypasses a construct's immunity to magic.

#### REVERSE SCRY<sup>DM</sup>

*Mythic reverse scry* bypasses the target's spell resistance. Additionally, as a swift action, you may target the opposing caster with a *mythic greater scrying* spell.

**Augmented (3rd):** You can expend two uses of mythic power to deal 1d6 hp damage per caster level to a target on which you have successfully used *mythic greater scrying*.

#### REVITALIZING WORD<sup>DM</sup>

The target creature gains a +2 morale bonus to attack rolls, ability checks, and skill checks for a number of rounds equal to your tier. If you expend two uses of mythic power, the bonus increases to +4.

**Augmented (6th):** If you expend two uses of mythic power, the bonus increases to +4 and otherwise fatal damage does not kill the target, so long as the *mythic revitalizing word* brings the creature up to an amount of negative hit points greater than its Constitution score.



### REVIVING FINALE<sup>APG</sup>

You add your mythic tier to the damage cured by this spell. In addition, any allies within the area that have the dying condition are stabilized and can function as if staggered rather than unconscious during their next turn. Sleeping allies within the area are immediately awakened.

### RIDE THE LIGHTNING<sup>UM</sup>

The damage dealt increases to 10d8 points of electricity damage, and creatures damaged by your lightning are automatically dazzled for 1 round regardless of whether they save. When traveling in lightning form, you can move up to 150 feet, plus 30 feet per 3 mythic tiers after 1st. If you reduce the distance you travel by half, you can make one turn of up to 90 degrees at any point during your movement.

**Augmented:** If you expend one additional use of your mythic power, you can make a turn of up to 90 degrees without reducing the overall length of your movement.

**Augmented (6th):** If you expend two uses of mythic power, the damage dealt increases to 10d10 points of electricity damage; this damage bypasses electricity resistance and immunity.

### RIDE THE WAVES<sup>UM</sup>

The target gains a bonus equal to your mythic tier to its CMD against water-based effects that duplicate combat maneuvers, such as *hydraulic torrent*, as well as against combat maneuvers used by creatures with the water subtype. The target's attacks and movement are not impeded by water, as if using *freedom of movement*, though the target does not gain the other effects of that spell, such as immunity to grappling, paralysis, etc. If the target is swimming at the surface of the water rather than underwater, it gains an additional move action each round and its swim speed is increased to 60 feet. If the target already has a swim speed, it is increased by 60 feet when the creature is swimming on the surface and by 30 feet underwater.

**Augmented (3rd):** If you expend two uses of mythic power, the target gains a swim speed of 100 feet on the surface or 50 feet underwater, or its existing swim speed is increased by the same amount.

### RIDING THE THUNDER<sup>DM</sup>

The spell provides an additional +2 bonus on AC and an additional bonus on Stealth checks equal to your tier. An affected creature moves at six times its normal speed.

**Augmented (5th):** If you expend two uses of mythic power, a chosen ally deals 1d6 hp sonic damage per caster level to a creature whose space the ally occupies.

### RIGHTEOUS BLOOD<sup>DHH</sup>

The target's blood deals 2d4 points of damage to attackers with the evil subtype (2d8 if the target has the good subtype or an aura of good). If the target takes bleed damage during the same round it takes piercing or slashing damage from a creature with the evil subtype or an aura of evil (including antipaladins and some clerics), it adds this damage to the damage taken by the attacker. If an attacker confirms a critical hit with a piercing or slashing weapon against the target, the damage is increased by 1d4 (or 1d8, if the target has the good subtype or an aura of good) per critical multiplier greater than x1.

### RIGHTEOUS MIGHT<sup>CR</sup>

Your size increases by two categories, to a maximum of Huge. You gain a +6 size bonus to Strength and Constitution and a take a -4 penalty to your Dexterity and a penalty to attack rolls and Armor Class appropriate to your new size. A Medium humanoid whose size increases to Huge has a space of 15 feet by 15 feet and a natural reach of 10 feet. Your enhancement bonus to natural armor increases to +4.

**Augmented (3rd):** If you expend two uses of your mythic power, you gain a natural reach of 15 feet and your size bonus to Strength increases to +8.

If you are at least 6th mythic tier and expend three uses of your mythic power, your size bonus to Constitution increases to +8 and your damage reduction becomes DR 5 or 10/evil and epic (if you normally channel positive energy) or DR 5 or 10/good and epic (if you normally channel negative energy).

### RIGHTEOUS VIGOR<sup>APG</sup>

The target's attack bonus resets to +0 only if it misses with consecutive attack rolls. If the subject of the spell misses with one attack, its morale bonus on its next attack roll does not change, and the bonus resumes increasing with each consecutive successful attack. The maximum attack roll bonus the target can achieve is equal to 2 plus one-half your mythic tier. The maximum number of temporary hit points the subject can gain is equal to 20 plus twice your mythic tier.

### RIMY NIMBUS<sup>DM</sup>

The torrent deals 1d8 hp cold damage per caster



level (maximum 10d8). A creature that fails its Reflex save is staggered for 1 round. A flying creature passing through or remaining within a *mythic riny nimbus* takes 2d8 hp cold damage. Interposing barriers take 2d8 hp cold damage per round spent in contact with this spell. A windstorm or more powerful wind is required to disperse the nimbus.

#### RIPTIDE<sup>DM</sup>

You increase the spell's DC to overcome a target's CMD by your tier. You can choose to knock targets prone or bull rush them with the wave. If you bull rush your targets, you can affect non-mythic creatures that cannot be tripped, allowing you to push oozes and the like away.

#### RIVER OF MOONLIGHT<sup>DM</sup>

As a move action, you can move the *mythic river of moonlight* 60 ft./round out to a range of long (400 ft. + 40 ft./level). All creatures fascinated by river follow it, but they will not endanger themselves to do so (any path that potentially causes a creature harm ends the fascinated condition). An afflicted lycanthrope must attempt a second Will save to avoid transforming into its hybrid form, ending the fascinated condition for the lycanthrope.

#### RIVER OF WIND<sup>APG</sup>

A *mythic river of wind* deals 4d10 points of nonlethal damage when cast, and creatures beginning their turn within it take 2d10 points of nonlethal damage. The spell deals half damage as lethal damage to constructs, undead, inanimate objects, and other targets that are immune to nonlethal damage, though it has no effect on incorporeal creatures. A successful Fortitude save halves the damage dealt by this spell. As a standard action, you can reduce the spell's remaining duration by 1d3 rounds in order to redirect it to affect a different area. If this would reduce the spell's remaining duration below zero, the *mythic river of wind* dissipates before affecting the new area.

#### ROPE<sup>DM</sup>

You can use the rope to create a trip line by tying itself to two separate points. The rope has a CMB equal to your BAB + primary spellcasting attribute's modifier.

#### ROPE TRICK<sup>CR</sup>

A *mythic rope trick* can hold a number of creatures equal to 8 plus twice your mythic tier. The duration increases to 2 hours per caster level. In addition, if you are within a *mythic rope trick* spell that is about to end, either by the expiration of its duration or being dispelled, you can expend one use of mythic power as an immediate action to extend the spell's effect by two hours.

#### RUSTING BOMB ADMIXTURE<sup>DM</sup>

Add your tier to CMB for your sunder attempt. When you throw a bomb at a metallic creature while this extract is in effect, the bomb ignores energy resistances possessed by the creature. The creature also takes 3d6 hp damage + 1 per caster level (maximum +15).

#### RUSTING GRASP<sup>CR</sup>

The area you effect is increased to a 5-foot radius, increased by a number of feet equal to your mythic tier. If you attack a suit of armor, add one-half your mythic tier to the number of points of AC destroyed with a successful melee touch. If you attack a metallic creature, you deal 3d10 points of damage, +2 per caster level (maximum +30).

**Augmented (3rd):** If you expend two uses of mythic power, you can affect non-mythic magical items made of metal.

#### RUTHLESS BEATING<sup>GCC</sup>

Add one-half your mythic tier to the nonlethal damage you deal with this spell, and change the save to Fortitude partial. You gain a cumulative +2 bonus on Intimidate checks against creatures that fail their save. You gain a cumulative +1 bonus and the target takes half damage each time it saves against your *mythic ruthless beating*.



# S

sacred bond<sup>A</sup>

sacred space<sup>A</sup>

sacrifice minions

sacrificial monkey

sacrificial oath

sacrificial waves<sup>A</sup>

saddle surge

sadomasochism

St. Al-Passor's stone piston

St. Blusen's reaver spirit

St. Brigantia's rally

St. Carnessa's wicker man<sup>A</sup>

St. Carreult's swap

St. Mirolch's water snakes<sup>A</sup>

St. Parvalas's risen road

St. Ravovik's hive mind

St. Rüzgar's eldritch crucible<sup>A</sup>

St. Sanchari and Inessa's body meld<sup>A</sup>

St. Whiteskull's steal power<sup>A</sup>

sanctify armor<sup>A</sup>

sanctify corpse<sup>A</sup>

sands of time<sup>A</sup>

sanguine horror

savage maw<sup>A</sup>

saving finale

scamper<sup>A</sup>

scare

scent trail

scintillating lights

scintillating pattern<sup>A</sup>

scintillating serpents

scorching ash form<sup>A</sup>

scouring winds<sup>A</sup>

scrawl bones

screech

screen

scrivener glyph

screaming<sup>A</sup>

screaming, greater

screaming, mythos

screaming, greater mythos

sculpt corpse

sculpt simulacrum<sup>A</sup>

sculpt sound<sup>A</sup>

sculpted servant

sea legs

sea stallion<sup>A</sup>

sea of fire

sea of ink

sea steed<sup>A</sup>

seam ripper

seamantle

searing rain

secret chest

secret page<sup>A</sup>

secret speech

secure shelter<sup>A</sup>

seducer's eyes<sup>A</sup>

see alignment<sup>A</sup>

see invisibility

seeing stones

seek thoughts

seeker's arrow

seeming

sensory deprivation

sentry skull<sup>A</sup>

sepia snake sigil

sequester

serenity

serpent's servant<sup>A</sup>

shades

shadow anchor

shadow attack

shadow barbs<sup>A</sup>

shadow bite

shadow blindness

shadow bomb admixture

shadow conjuration<sup>A</sup>

shadow conjuration, greater

shadow hands

shadow jump

shadow plane adaptation

shadow projection

shadow shape<sup>A</sup>

shadow slaves<sup>A</sup>

shadow snare

shadow step<sup>A</sup>

shadow walk<sup>A</sup>

shadow weapon

shadow's blessing

shadowbard

shadowbolt

shadowself<sup>A</sup>

shambler<sup>A</sup>

shape water

shapechange<sup>A</sup>

shard of chaos

share insight

share language

share language, communal

share memory

share senses

share skins

share skins, greater

share shape

shared sacrifice



shared wrath<sup>A</sup>  
shed the elements  
shed the rain  
sheet lightning<sup>A</sup>  
shield  
shield companion  
shield of dawn  
shield of dawn, greater<sup>A</sup>  
shield of law  
shieldlight  
shifting sand  
shillelagh<sup>A</sup>  
shining cord  
shock shield  
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shrieking flock<sup>A</sup>  
shrieking glyph<sup>A</sup>  
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shroud of stars  
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sleet storm  
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slimy madness<sup>A</sup>  
slipstream<sup>A</sup>  
slither<sup>A</sup>  
smite abomination  
smug narcissism<sup>A</sup>

snake staff<sup>A</sup>  
snakeball  
snap the leash  
snappedragon fireworks  
snare<sup>A</sup>  
snarling steel  
snow boulder<sup>A</sup>  
snowball  
snowblind stare  
soften earth and stone  
solid darkness  
solid note  
somnambulance  
song of discord  
song of elvenhome  
sonic thrust  
soothe construct  
sotto voce  
soul bind  
soul drinking  
soulreaver<sup>A</sup>  
sound burst  
source severance  
sow thought<sup>A</sup>  
spark  
sparkfist  
spawn calling  
spawn ward  
speak with ancestors  
speak with animals<sup>A</sup>  
speak with dead<sup>A</sup>  
speak with plants<sup>A</sup>  
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spell suppression  
spell trap  
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spiritual ally  
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stone call  
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summon elemental steed  
summon froghemoth<sup>A</sup>  
summon genie<sup>A</sup>  
summon horde of flesh<sup>A</sup>  
summon infernal host<sup>A</sup>  
summon instrument<sup>A</sup>  
summon lammasu/shedu<sup>A</sup>  
summon minor ally<sup>A</sup>  
summon minor monster<sup>A</sup>  
summon monster (all)<sup>A</sup>  
summon mounts<sup>A</sup>  
summon mutants<sup>A</sup>  
summon nature's ally (all)<sup>A</sup>  
summon slime<sup>A</sup>  
summon star<sup>A</sup>  
summon star mote  
summon undead<sup>A</sup>  
summon venomous swarm  
summon wondrous item  
summoner conduit<sup>A</sup>  
summoner's mark  
sun metal  
sunburst  
suppress charms and compulsions  
suppress primal magic  
surmount affliction<sup>A</sup>  
sustaining legend  
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swirl of axes<sup>A</sup>  
symbiosis  
symbiosis, greater  
symbol of condemnation  
symbol of death  
symbol of debauchery  
symbol of dispelling<sup>A</sup>  
symbol of fear  
symbol of healing  
symbol of insanity  
symbol of mirroring  
symbol of pain



symbol of persuasion  
symbol of revelation  
symbol of scrying<sup>A</sup>  
symbol of sealing  
symbol of sleep  
symbol of slowing  
symbol of strife  
symbol of striking  
symbol of stunning  
symbol of vulnerability  
symbol of weakness  
sympathetic vibration  
sympathy

#### SACRED BOND<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### SACRED SPACE<sup>ARG</sup>

Add your mythic tier to your caster level to determine the duration of the spell. In addition, all evil creatures take a –1 penalty on attack rolls, damage rolls, and saving throws; these penalties are doubled to –2 for evil outsiders and any creature with an aura of evil, such as an antipaladin or evil cleric of an evil deity. No evil creature can be called or summoned into the *sacred space*.

**Augmented:** If you expend one additional use of mythic power, the *sacred space* is illuminated with *light* that lasts as long as the *sacred space* persists. Evil outsiders are dazzled as long as they remain within the area.

This magical light is treated as a 2nd level spell for the purpose of being countered or negated by magical darkness. If the magical darkness is created by an evil creature, it cannot suppress or negate this light unless the creator of the effect succeeds at a caster level check with a DC of 15 + your caster level + your mythic tier. If the creator is a mythic creature, it can add its mythic tier as a bonus on its caster level check. If the darkness effect is a mythic effect, it gains an additional +4 bonus.

**Augmented (3rd):** If you expend two uses of mythic power, the duration is increased to 1 day per level. If you expend one additional use of mythic power, the *sacred space* is illuminated with *daylight* that lasts as long as the *sacred space* persists. All evil creatures are dazzled as long as they remain within the area, and for a number of rounds equal to your mythic tier after they

leave it. This otherwise functions as illuminating the *sacred space* with *light*, as described above.

#### SACRIFICE MINIONS<sup>DM</sup>

The attack bonus and temporary hp granted to your eidolon last for 1 min./caster level. If the unsummoned creatures possess special attacks, your eidolon gains those attacks for 1 round/caster level.

#### SACRIFICIAL MONKEY<sup>DM</sup>

The monkey prevents damage from precision-based attacks, such as sneak attacks, instead taking the hit itself. The monkey also stops damage inflicted by critical hits from spells or spell-like abilities.

#### SACRIFICIAL OATH<sup>APG</sup>

This spell does not end if you or the subject move out of line of sight. You are aware whenever the subject is attacked and can take the effects of any attack or failed saving throw on yourself whenever that occurs; however, if you do not have line of effect you cannot do so, nor do you take backlash damage from failing to do so. When you choose not to take the damage or other effects of an attack against the subject, you reduce the backlash damage you take by an amount equal to twice your mythic tier.

#### SACRIFICIAL WAVES<sup>DM</sup>

You deal 5d8 hp damage for every 1 point of damage you inflict on yourself. The Swim check DC to avoid sinking increases by your tier.

**Augmented (2nd):** If you expend two uses of mythic power when





casting this spell, you can attempt to capsize boats and ships in the affected area (per the monster ability). Your CMB equals your caster level + primary spellcasting attribute's modifier, and you can attempt to capsize boats as if you were a Large creature.

### SADDLE SURGE<sup>APG</sup>

The maximum bonus you can gain from this spell is equal to your caster level plus your mythic tier, and the spell is not ended if you are separated from your mount. Its duration continues to elapse while you are dismounted but neither you nor your mount gain any benefit from it as long as you are apart. Once you remount, the effect of the spell resumes. While you are separated, a successful *dispel magic* against you or your mount dispels the effect for both of you.

### SADOMASOCHISM<sup>ISG</sup>

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

### ST. AL-PASSOR'S STONE PISTON<sup>DM</sup>

Creatures that succeed at the Reflex save take half damage from the upthrust column. Pinned creatures take an additional 5d6 hp damage per round they remained pinned. If you spend one use of mythic power when you cast this spell, the column's height increases to 10 ft./caster level and its diameter increases to 10 ft./five caster levels.

### ST. BLUSEN'S REAVER SPIRIT<sup>DM</sup>

If you expend one use of mythic power when

casting this spell, it also deals weapon damage back to affected allies' foes. Maintain a sum of base weapon damage that each foe deals to each affected ally. If an ally confirms a critical hit on a foe, the ally deals additional damage equal to the foe's damage to that ally. This zeroes the sum of weapon damage from that foe to that ally.

### ST. BRIGANTIA'S RALLY<sup>DM</sup>

If you expend one use of mythic power when casting this spell, it also grants each ally one temporary hp for each caster level you possess.

### ST. CARNESSA'S WICKER MAN<sup>DM</sup>

The summoned assassin vine gains the advanced creature template and deals an additional 1d6 hp piercing damage with a successful hit.

**Augmented (6th):** If you expend two uses of mythic power when casting this spell, you can add the *savage mythic simple template* to the assassin vine you summon, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

### ST. CARREULT'S SWAP<sup>DM</sup>

This spell bypasses spell resistance possessed by the target creature. If you successfully swap with another creature, it cannot act until the end of its next turn.

### ST. MIROLCH'S WATER SNAKES<sup>DM</sup>

The spells' area of effect increases to a 10-mile radius. The currents created by this spell moves objects up to 90 ft. per round.

**Augmented (7th):** If you expend two uses of mythic power, you create a vortex in an area where you have line of sight. This vortex is 30 ft. deep, 20 ft. wide at the top, and 5 ft. wide at the base. Any Medium or smaller creature that comes in contact with the vortex must succeed at a Reflex save or take 2d6 hp bludgeoning damage. A Small or smaller creature failing its initial save must succeed at a second one or get pulled into the vortex and held within it, taking 1d6 hp damage each round on your turn with no save. A boat equal in length or shorter than the vortex's width that passes through it takes 4d6 hp damage (successful Profession [sailor] check with the same DC as the Reflex save halves this



damage). The vortex lasts for 1 round/caster level.

#### ST. PARVALAS'S RISEN ROAD<sup>DM</sup>

The road dispels all obstacles created by non-mythic spells and effects. Additionally, the road moves under your feet at a rate of 10 ft. per round, allowing all travelers on the road to stand still and move 10 ft. per round with the road or gain up to an additional 10 ft. of movement. Creatures on the road must keep up with you if they wish to stay on it.

#### ST. RAVOVİK'S HIVE MIND<sup>DM</sup>

If you expend one use of mythic power when casting this spell, it also grants each hive-mind member the same sensory acuity as the most acute members. Thus, if one member has darkvision and another member has tremorsense, all members have darkvision and tremorsense.

**Augmented (6th):** You can expend two additional uses of mythic power when casting this spell. This causes the spell to raise the BAB and effective caster levels of all members by 2 (with a maximum equal to the highest members' BAB and caster level, respectively).

#### ST. RÜZGAR'S ELDRITCH CRUCIBLE<sup>DM</sup>

You can create a new magic item that has a cost up to twice the total value of the original items. You can also combine two of the same magic item into a powerful version of the item, which doubles the bonuses it provides or triples its number of uses per day.

**Augmented (5th):** If you expend three uses of mythic power when you cast this spell, you can transform two mythic wondrous items into a new wondrous item, subject to the above restriction.

#### ST. SANCHARI AND INNESSA'S BODY MELD<sup>DM</sup>

You can access skill ranks possessed by the subsumed creature, allowing you to use its skills as if you were trained in them, and allowing you to use the higher number of ranks for skills in which you are both trained. If you expend one use of mythic power when casting this spell, its duration increases to 1 hr./level.

**Augmented (3rd):** If expend an additional two

uses of mythic power when casting this spell, you increase the spell's duration to 1 day/level. You may also access any feats possessed by the subsumed creature.

#### ST. WHITESKULL'S STEAL POWER<sup>DM</sup>

If you expend one use of mythic power when casting this spell, its duration increases to 1 hr./level. Additionally, the target loses the stolen power for the duration of the spell.

**Augmented (6th):** You can expend two additional uses of mythic power when casting this spell. This increases the spell's duration to 1 day/level, and you may have three stolen powers at once.

#### SANCTIFY ARMOR<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### SANCTIFY CORPSE<sup>UM</sup>

You may increase the duration to a number of days equal to your mythic tier if casting this spell on a single corpse, or you may affect a number of corpses equal to your mythic tier. You must touch all corpses to be affected within 1 minute of casting the spell.

**Augmented:** If you expend two uses of mythic power, you can cast this spell as an immediate action when an adjacent creature is slain by an undead creature or when an adjacent corpse is targeted with an effect that would turn it into an undead creature. Alternatively, you can cast this spell on yourself when you are slain by an undead creature; this does not require an action, though you must have the material component and/or divine focus on your person and have the spell prepared at the time of your death.

#### SANDS OF TIME<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### SANGUINE HORROR<sup>DM</sup> (ALL)

The sanguine horrors you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add your surge die to a single die roll. The sanguine horrors gain no other mythic abilities.

**Augmented (6th):** If you expend two uses of mythic power when you cast this spell, you grant the sanguine horrors an additional use of the surge



ability. You can also add the *agile, invincible, or savage mythic simple template* to sanguine horrors summoned by this spell, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

### SAVAGE MAW<sup>ARG</sup>

The bite attack provided by this spell deals 1d6 points of damage plus your Strength modifier and deals 1 point of bleed damage on every hit. If you already have a bite attack, you add one-half your mythic tier to the damage your bite attack deals as well as 1 point of bleed damage. If you confirm a critical hit with your bite, you deal bleed damage equal to one-half your mythic tier (minimum 1). You may end the spell by unleashing a roar as a free action, adding your mythic tier as a bonus on your Intimidate check to demoralize enemies within 30 feet.

**Augmented (3rd):** If you expend two uses of mythic power, you can make an Intimidate check as a swift action to demoralize a creature you hit with your bite. If you end the spell with a roar you can demoralize creatures within 60 feet, and creatures you successfully demoralize are deafened for as long as they remain shaken.

### SAVING FINALE<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SCAMPER<sup>AA</sup>

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

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

### SCARE<sup>CR</sup>

You can affect one additional creature, plus one per 3 mythic tiers, and you increase the maximum Hit Dice of creatures you can affect by your mythic tier. Creatures failing their save are panicked instead of frightened.

### SCENT TRAIL<sup>APG</sup>

The creatures you designate in the casting of the spell gain a bonus on Survival checks equal to twice your mythic tier, both for Survival checks made to follow your trail as well as to interpret scent messages you leave along the trail. You can affect a number of

creatures equal to your caster level plus your mythic tier, and targets need not be within 30 feet of one another.

### SCINTILLATING LIGHTS<sup>DM</sup>

Non-mythic creatures must save every time they look at the spell's subject. Any creature that succeeds at its Fortitude save is instead dazzled for 1 round. *Mythic scintillating lights* dispels darkness created by non-mythic spells or effects.

### SCINTILLATING PATTERN<sup>CR</sup>

The total Hit Dice of creatures affected is equal to your caster level plus your mythic tier, and you add one-half your mythic tier to the Hit Die limits to determine how creatures are affected by the *mythic scintillating pattern*.

**Augment:** If you expend two uses of mythic power, you use the normal Hit Die limits to determine how creatures are affected but affect a total number of Hit Dice of creatures equal to your mythic tier plus twice your caster level.

### SCINTILLATING SERPENTS<sup>GCC</sup>

Creatures within the area are dazzled for as long as they remain within the area and for a number of rounds thereafter equal to your mythic tier. You also add one-half your mythic tier to the level of illusion (figment or glamor) spells suppressed by the *mythic scintillating serpents*. The duration of illusion (pattern) spells within the area of the *mythic scintillating serpents* is increased by one round per 2 mythic tiers (minimum 1 round).

### SCORCHING ASH FORM<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SCOURING WINDS<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SCRAWL BONES<sup>DM</sup>

The spell's range increases to 10 miles/level. Observers who do not possess a piece cannot read the messages appearing on it. Each piece's hardness increases by 2, and it gains a +2 enhancement bonus on saves against spells that affect objects.

### SCREECH<sup>APG</sup>

Creatures that fail their saving throw are deafened for 1 round and are considered flat-footed against



any attacks of opportunity provoked by this spell. Non-mythic creatures are deafened for a number of rounds equal to your mythic tier if they fail their Fortitude save, and are deafened for 1 round even on a successful save, in addition to being made flat-footed as above.

#### SCREEN<sup>CR</sup>

Increase the area to one 100-foot cube per level. The illusion created by a *mythic screen* cannot be detected or dispelled by non-mythic spells or non-mythic creatures.

#### SCRIVENER GLYPH<sup>DM</sup>

The DC for a book to resist the spell increases by your tier. The glyph jumps up to 10 ft. to an unaffected work. If you expend one use of mythic power when casting this spell, the spell does not end when the glyph cannot find an unaffected work or a new target saves (which renders it immune to this casting). Instead, the glyph can go dormant for a total of 1 day/caster level until it senses another unaffected work. Each partial day the glyph goes dormant counts as 1 day against its total.

#### SCRYING<sup>CR</sup>

You can see and hear the target and its surroundings within 15 feet plus 5 feet for every three mythic tiers. Your chance to successfully cast *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message* through the scrying sensor is increased by 5% times your mythic tier. In addition, you can penetrate non-mythic protections from divination with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of your mythic power, you can attempt to cast other divination spells through the scrying sensor. The companion divination spell's level cannot exceed half your mythic tier, and its chance of successfully being cast through the sensor is determined as for the spells noted above, but is reduced by 10% per level of the divination.

#### SCRYING, GREATER<sup>CR</sup>

As *mythic scrying*.

#### SCRYING, MYTHOS<sup>GCC</sup>

This spell functions as *mythic scrying*, but you add one-half your mythic tier on caster to Will saves to avoid

*nightmares* and on caster level checks to overcome non-mythic protections from divination. You also add *detect aberration* and *detect thoughts* to the list of spells you can cast through your scrying sensor with double the normal chance of success for casting *detect magic* and similar divinations; however, doing so results in a -2 penalty on saving throws against *nightmare*; this stacks with any other penalties. You also add twice your mythic tier to your percentage chance of casting a divination spell through the scrying sensor if the target of your divination is a creature with the mythos subtype.

#### SCRYING, GREATER MYTHOS<sup>GCC</sup>

This spell is adjusted as *mythic mythos scrying*.

#### SCULPT CORPSE<sup>APG</sup>

You can change the size of the target corpse by up to two size categories. In addition, you can reshape a corpse to resemble a creature as long as you have an accurate depiction of that creature or a small piece of its body, such as flesh, hair, or a fingernail, even if you have no first-hand knowledge of that creature's appearance. If you do have first-hand knowledge of the appearance of the creature you are attempting to duplicate, the save DC is increased by an amount equal to one-half your mythic tier. The flesh of a creature by this spell is unpalatable and provides no nourishment if eaten.

#### SCULPT SIMULACRUM

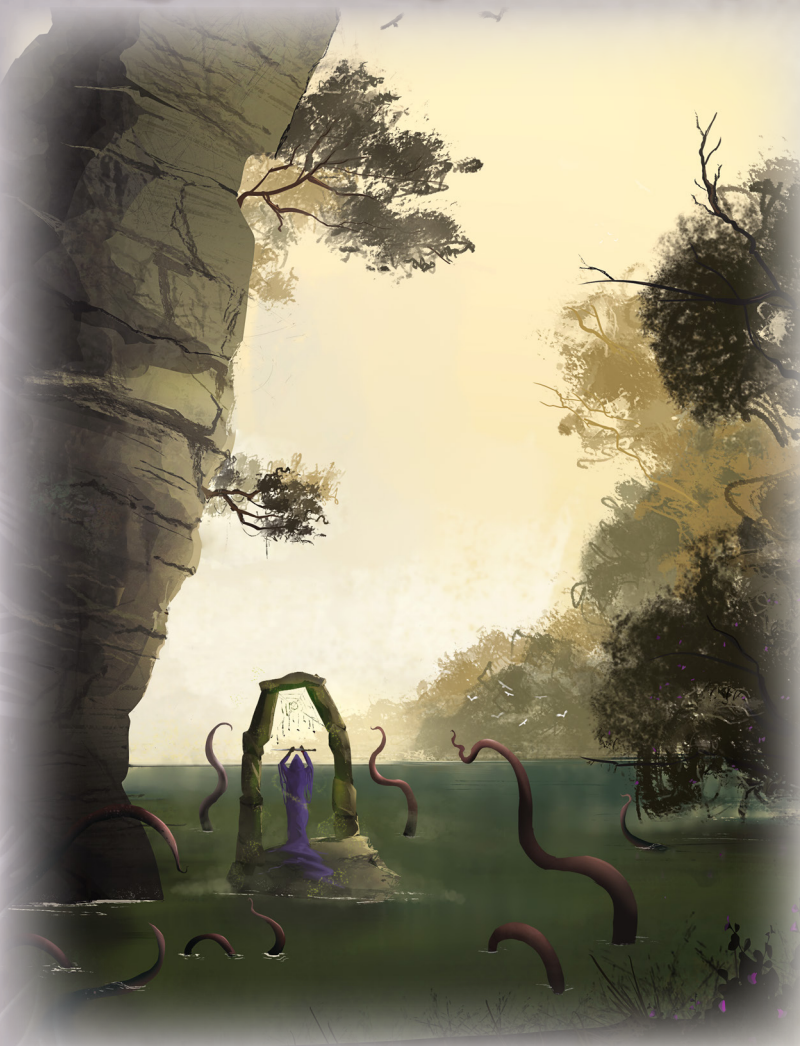
Add your mythic tier on Disguise checks made to alter the appearance of the target *simulacrum*. If you wish to disguise the *simulacrum* as a specific creature and you a small piece of its body, such as flesh, hair, or a fingernail, you add twice your mythic tier on Disguise checks to duplicate that creature's appearance.

**Augmented (3rd):** If you expend two uses of mythic power, you can increase or decrease the size of the target *simulacrum* by one category. This functions as a permanent *enlarge person* or *reduce person* effect, regardless of the creature's type.

#### SCULPT SOUND<sup>CR</sup>

Each target of this spell can be given a different sound, and as a standard action you may change the sounds that any or all of the targets within range make. You may grant a bonus or inflict a penalty equal to your mythic tier on Stealth checks made by the targets. You may use this spell to alter a creature's voice to sound like someone or something





else, granting a bonus equal to one-half your mythic tier on Bluff and Disguise checks related to impersonating that individual or that type of creature.

**Augmented:** If you expend two uses of mythic power, you can deafen targets' ability to receive sound, deafening them. Creatures that successfully save are not deafened but take a penalty equal to your mythic tier on hearing-based Perception checks. This effect can be removed by any effect that removes deafness.

### SCULPTED SERVANT<sup>DM</sup>

The sculpted servant has a Strength score of 8, allowing it to lift 80 lbs. or drag 400 lbs. It exerts 80 lbs. of force for the purposes of triggering traps. It can perform any skill check dependent on a physical attribute regardless of DC, but it cannot make an untrained skill check. Finally, the servant deals 1d8 hp damage per 2 caster levels in a 10-ft.-radius burst when it is destroyed.

### SEA LEGS<sup>DM</sup>

You add your tier to the bonus on concentration checks when casting spells while under vigorous or violent motion. If you spend one use of mythic power when you cast this spell, you also gain a +2 bonus on Reflex saves to avoid effects that trip you or knock you prone as a result of violent motion.

### SEA OF FIRE<sup>DM</sup>

Affected creatures take 1d8 hp fire damage. Creatures caught in the area must succeed at a Fortitude save (same DC) to avoid becoming sickened for one round due to the smoke. If you spend one use of mythic power when casting this spell you ignore the concealment caused by the smoke.

### SEA OF INK<sup>DM</sup>

The spell's range increases to long (400 ft. + 40 ft./level). Add your tier to the DCs to escape from the sinkhole. *Mythic fly* is required to automatically free a trapped creature. A creature covered in ink as a result of falling in a *mythic sea of ink* is entangled when it escapes, as the ink dries into a sticky substance. Removing this ink is the same as removing a tanglefoot bag, including the 2d4 rounds

of duration before the ink becomes brittle and ineffective.

### SEA STALLION<sup>AA</sup>

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

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

### SEA STEED<sup>AA</sup>

Your mount's swim speed is equal to its land speed plus 20 feet, and its natural weapons function as



if it had *freedom of movement*. Your *sea steed* gains immunity to pressure damage from deep water and gains the benefit of *endure elements* against cold environmental conditions.

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

#### SEAM RIPPER<sup>DM</sup>

You can affect clothing with a total enchantment equal to or less than your tier. Magic objects negate the spell's effect completely on a successful Fortitude save. You add your tier to the CMB for the dirty trick attempt.

#### SEAMANTLE<sup>APG</sup>

The swim speed granted by this spell is equal to your land speed plus 5 feet times your mythic tier, and when you are immersed in water you gain tremorsense with a range of 10 feet times your mythic tier. This tremorsense extends only in the water and does not extend into adjacent solid surfaces, including the seafloor. You add your mythic tier to the DC for caster level checks made to cast fire spells into the *mythic seamantle* and you add the same bonus on caster level checks you make to dispel magical fire effects by touch. In addition to *flaming* and *flaming burst* weapons, any creature that hits you with a burn special attack or a similar flaming natural weapon (such as a nightmare's hooves or a hell hound's bite) have that fiery attack suppressed for 1d4 rounds if your attacker fails a Fortitude save. If your attacker has more than one flaming natural weapon, this save is made separately for each flaming natural weapon that hits.

#### SEARING RAIN<sup>DM</sup>

The cloud's duration is extended a number of rounds equal to your tier. Furthermore, the cloud does 4d6 acid damage each round.

#### SECRET CHEST<sup>CR</sup>

The chest can hold 2 cu. ft. of goods/caster level and the duration is increased to 1 year.

After 1 year, there is a cumulative chance of 5% per week that the chest is irretrievably lost. Once you have recalled the chest you can send it away again as a standard action. You can recall the chest a number of times equal to your mythic tier.

#### SECRET PAGE<sup>CR</sup>

You can inscribe one page per mythic tier onto a single *mythic secret page*, which cannot be detected by

non-mythic divinations or dispelled by non-mythic means. Mythic divinations detect a *mythic secret page* only if the caster succeeds at a caster level check with a DC of 11 plus your caster level plus your mythic tier. The same DC applies for dispelling attempts by mythic creatures or effects.

**Augmented (3rd):** If you expend two uses of mythic power, you can place a curse upon the *mythic secret page*, affecting any creature that does not speak the command word as *bestow curse*. If you expend three uses of mythic power, it affects them as *mythic bestow curse*.

#### SECRET SPEECH<sup>ISG</sup>

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

#### SECURE SHELTER<sup>CR</sup>

Add your mythic tier to the hardness, break DC, and Disable Device DC, caster level check DC to dispel, and saving throws of the *mythic secure shelter*, including its door, floor, roof, walls, and windows. In addition, you may increase the length, width, or height of the *secure shelter* by 5 feet per mythic tier, with additional bunks equal to twice your mythic tier.

**Augmented:** If you expend two uses of mythic power, you can implant a harmful spell into the *mythic secure shelter* to harm intruders, as if using a *glyph of warding* to create a spell glyph. The level of this companion spell cannot exceed one-half your mythic tier.

#### SEDUCER'S EYES<sup>ISG</sup>

You add a bonus equal to one-half your mythic tier (minimum 1) on Charisma checks and Charisma-based skill checks when interacting with those who might find you sexually attractive. If such a creature has a friendly or helpful attitude toward you, you can make a *suggestion* to the target. This ends the *seducer's eyes* spell; any remaining duration applies to how long the target continues following the *suggestion* (unless it is completed before this time). This *suggestion* is not language-dependent, and its save DC is based on a 2nd-level spell.

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



### SEE ALIGNMENT<sup>UC</sup>

You may select a number of alignments equal to your mythic tier to detect. Each alignment glows with a different ghostly radiance that clearly distinguishes between alignments. If a non-mythic effect would obscure a creature's alignment from you and that effect allows a caster level check to overcome it, you add your mythic tier on your caster level check.

**Augmented (3rd):** If you expend two uses of mythic power, you automatically bypass non-mythic effects that obscure alignment.

### SEE INVISIBILITY<sup>CR</sup>

You can cast this spell on another creature as if it had a range of touch (Will save negates [harmless], SR yes). If you cast it on yourself, you can perceive creatures using *mythic invisibility*. In addition, if creatures are using a magical effect to obtain a miss chance due to concealment, such as *blur*, *displacement*, *obscuring mist*, or magical darkness, you reduce that miss chance by 5% times your mythic tier. If this reduces the miss chance to zero or less, creatures protected by that effect are not considered to have concealment from you. You do not reduce a miss chance from non-magical effects, environments, or conditions, nor from effects other than concealment, such as a *blink* spell.

### SEEING STONES<sup>DM</sup>

The seeing stones grant you an additional bonus to Perception checks equal to half your tier (minimum +1). If you spend one use of mythic power when you cast this spell, you gain the benefit of uncanny dodge, as per the rogue ability, for the spell's duration.

### SEEK THOUGHTS<sup>APG</sup>

When you sense that one or more creatures are thinking about the question or topic you specify, you may choose one such target and read its surface thoughts as if using *detect thoughts*.

### SEEKER'S ARROW<sup>DM</sup>

You gain an additional bonus equal to your tier on Survival checks to track the target. If you expend one use of mythic power when casting this spell, the spell's duration increases to 24 hours. The bond lasts as long as you and the target are on the same plane.

### SEEMING<sup>CR</sup>

This spell functions as *mythic disguise self* for a number of creatures equal to your caster level, lasting for 24 hours. You may choose the appearance of each

creature you affect, and can change the appearance of any affected creature within range as a standard action. In addition, you may choose to allow an affected creature to change its own disguise, as if it had cast *mythic disguise self*.

### SENSORY DEPRIVATION<sup>DM</sup>

The spell's duration increases to 10 min./level. Affected creatures take an additional penalty on saves equal to your tier. If you spend one use of mythic power when you cast this spell, you ignore the spell's material component cost.

### SENTRY SKULL<sup>ARG</sup>

You add your mythic tier as a bonus on the *sentry skull*'s Perception checks, and the *sentry skull* also gains the scent special quality; you gain these benefits as well when your senses are shifted into the *sentry skull*. You add 30 feet times your mythic tier to the distance at which you can shift your senses into the *sentry skull* or be alerted by the triggering condition.

**Augmented:** If your senses are shifted within the *sentry skull*, you can expend one additional use of your mythic power to be able to speak through it for a number of rounds equal to your mythic tier. You cannot cast spells or trigger items or effects by magical command words when speaking through the *sentry skull*.

### SEPIA SNAKE SIGIL<sup>CR</sup>

Add your mythic tier to the Perception and Disable Device DC to find or remove a *mythic sepia snake sigil* as a magical trap and to the caster level check DC to dispel it. It cannot be removed with a non-mythic *erase* spell. A *mythic sepia snake sigil* can be triggered a number of times equal to your mythic tier before being discharged.

### SEQUESTER<sup>CR</sup>

The size of the object you can affect increases to one 5-foot cube per level and the duration increases to 1 week per level. You can cast this spell multiple times to *sequester* an object or structure too large to be covered by a single spell. Non-mythic objects are not allowed a saving throw to resist the *mythic sequester*.

### SERENITY<sup>UM</sup>

You suppress confusion, despair, fear, insanity, rage, and emotion effects, as well as all morale bonuses, in creatures that fail their saves. Creatures that attempt to harm another creature while affected take 3d8 points of nonlethal damage and become sickened until the end of their next turn.



#### SERPENT'S SERVANT<sup>GCC</sup>

The creature you summon is considered a mythic creature and gains one use of mythic power and the surge ability, which it can use to add 1d6 to a single die roll. It also gains the *poisonous blood* special quality, using the same poison the creature delivers with its bite.

**Augmented (6th):** If you expend two uses of mythic power, the creature you summon gains the *savage mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### SHADES<sup>CR</sup>

As *mythic shadow conjuration*.

#### SHADOW ANCHOR<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### SHADOW ATTACK<sup>DM</sup>

If you expend one use of mythic power when casting this spell, you can use *mythic resize shadow* or *mythic shadow shape* to alter a target shadow. Your physical attacks also affect incorporeal creatures as if they possessed the *ghost touch* weapon property.

#### SHADOW BARBS<sup>ISM</sup>

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

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

#### SHADOW BITE<sup>DM</sup>

If the target fails its Fortitude save it is dazed for the remainder of its turn after it takes its move action to stand up or fall prone. You modify the chance that subject will drop an item by your mythic tier.

#### SHADOW BOMB ADMIXTURE<sup>UC</sup>

Your *shadow bomb admixture* affects creatures that

take splash damage from the bomb even on a missed attack, affecting a number of targets equal to one-half your mythic tier (minimum 1), or increasing the number of targets it can affect on a direct hit by an amount equal to one-half your mythic tier, though only targets that take splash damage from the bomb can be affected.. In addition, creatures that fail their Fortitude save against the *shadow bomb admixture* still gain concealment but they treat all other creatures as having total concealment. If an invisible creature fails its save against your *shadow bomb admixture*, they are coated in your admixture; they remain invisible, but other creatures can clearly see their location and treat them only as having concealment instead of total concealment.

#### SHADOW BLINDNESS<sup>DM</sup>

You also suppress non-mythic spells or effects that grant darkvision for 1 round. In addition, a target that fails the initial Will save while in darkness must succeed at a second Will save or become staggered for 1 round.

#### SHADOW CONJURATION<sup>CR</sup>

Your quasi-real spells are 10% more real than normal (to a maximum of 100%), and non-mythic creatures take a penalty equal to one-half your mythic tier to their Will save to disbelieve the illusory part of the effect.

**Augmented:** If you expend two uses of mythic power, your quasi-real spells are 20% more real than normal (to a maximum of 100%).

#### SHADOW CONJURATION, GREATER<sup>CR</sup>

As *mythic shadow conjuration*.

#### SHADOW EVOCATION<sup>CR</sup>

As *mythic shadow conjuration*.

#### SHADOW EVOCATION, GREATER<sup>CR</sup>

As *mythic shadow conjuration*.

#### SHADOW HANDS<sup>DM</sup>

A creature caught in the shadow takes 1d8 hp cold damage per caster level and, if it fails its saving throw, it is frightened. The spell also gains the fear descriptor.

#### SHADOW JUMP<sup>DM</sup>

The range of your jump increases to long (400 ft. + 40 ft./level). If you expend one use of mythic power when



you cast this spell, you can bring a willing creature with you.

### SHADOW PLANE ADAPTATION<sup>DM</sup>

If you spend one use of mythic power when you cast this spell, you remove all temporary negative levels or one permanent level caused by a negative energy effect. In addition, if you cast this on a plane other than the Shadow Plane, the target still benefits from immunity to negative energy effects for the spell's duration.

### SHADOW PROJECTION<sup>APG</sup>

You can cast this spell as a standard action, and while in shadow form you gain a bonus equal to one-half your mythic tier on saving throws against positive energy effects, including turning undead and *cure wounds* spells. If those effects deal damage, you can ignore a total of 5 hit points of positive energy damage per mythic tier (applied after saving throws, if applicable). This protection functions like the *protection from elements* spell, but affecting positive energy instead of elemental energy.

### SHADOW SHAPE<sup>DM</sup>

This spell deals 1d8 hp damage/level (maximum 5d8) to a shadow-based creature or mythic illusion and dispels a non-mythic shadow-based illusion.

**Augmented:** If you expend two uses of mythic power, you can animate the shadow for 1 round/caster level. The shadow does not deal damage, but it can provide a flanking bonus against creatures that fail a Will save to disbelieve it as a threat.

### SHADOW SLAVES<sup>DM</sup>

You vomit forth 1d6 shadows from your body and take 1 point of Strength damage for every two shadows you vomit (minimum 1). The shadows can move away from you at long range (400 ft. + 40 ft./level) before dissipating.

**Augmented (6th):** If you expend three uses of mythic power when you cast this spell, you can instead vomit forth 1d6 greater shadows.

### SHADOW SNARE<sup>DM</sup>

If you spend one use of mythic power when casting this spell, the shadow tentacle deals

1 point of Strength damage each round to an entangled victim.

### SHADOW STEP<sup>DM</sup>

You can cast this spell as a swift or move action, and you gain a bonus equal to your mythic tier on Stealth checks made to hide in the shadows when you arrive at your destination.

**Augmented (4th):** If you expend two uses of mythic power, the duration increases to a number of rounds equal to one-half your mythic tier. You can make one *shadow step* each round.

**Augmented (6th):** If you expend three uses of mythic power, you can make two *shadow steps* each round, one as a swift action and one as a move action.

### SHADOW WALK<sup>CR</sup>

At the end of your journey through the Plane of Shadow, you and the creatures accompanying you can manifest as living shadows while remaining on the Material Plane for a total of one minute for each full hour remaining of the spell's duration.

In shadow form, the targets become incorporeal and gain a fly speed of 30 feet (perfect maneuverability) and darkvision 60 feet, but they gain the *light blindness* special quality. They take a -4 penalty to saving throws against effects with the light descriptor, and they take full damage from such effects as if they were force effects. Incorporeal creatures have no Strength score and forfeit all armor, shield, and natural armor bonuses (including their enhancement bonuses) to Armor Class. Creatures can transform from their material form to shadow form and vice versa, taking 5 rounds. Mythic creatures using this spell can expend one use of their own mythic power to switch to or from shadow form as a full-round action.

**Augmented (5th):** If you expend two uses of your mythic power, the targets of this spell gain total concealment (50% miss chance) while on the Plane of Shadow or in any conditions of dim light or darkness. In addition, they do not gain the light blindness special quality while in shadow form.

### SHADOW WEAPON<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SHADOW'S BLESSING<sup>DM</sup>

The morale bonuses provided by the spell increase by +2. The spell increases all miss chances imposed by it by 5%. If you spend one use of mythic power when



casting this spell, the target treats all illumination levels as one lower for purposes of this spell.

#### SHADOWBARD<sup>UM</sup>

Add your mythic tier to the DC of caster level checks made to dispel the *mythic shadowbard*. You can alter the performance used by your *mythic shadowbard* once per round as a free action rather than a move action. If you know spells that are triggered by ending a bardic performance, such as *saving finale*, as a move action you can direct the *mythic shadowbard* to cast that spell, ending its bardic performance until the end of your next turn. A spell cast in this way does not provoke attacks of opportunity but uses one of your spell slots and otherwise functions as if you had cast it.

#### SHADOWBOLT<sup>DM</sup>

The bolt deals 1d8 hp damage per caster level (maximum 10d8). If you spend one use of mythic power when casting this spell, you decide the split between electricity and negative energy damage (1d8 minimum).

#### SHADOWSELF<sup>DM</sup>

Your shadow-copy has DR 5/epic. You gain a bonus on your Disguise check to create a convincing copy equal to your tier. You have a telepathic link with your copy as long as it is within 1 mile of you.

**Augmented (5th):** If you expend two uses of mythic power when casting this spell, your duplicate has twice the number of class levels and/or HD, twice the hp, and DR 10/epic. Additionally, it can use special abilities not tied to your class level twice per day each (however, if you can only use the special ability once per day, the duplicate can only use it once). The duration of the spell increases to 1 year/caster level.

#### SHADOWY HAVEN<sup>ARG</sup>

You add your mythic tier to the number of creatures that can occupy the *shadowy haven*, and you may choose to make the window opening into the *shadowy haven* a 10-foot square. If the opening to the *shadowy haven* is closed when the spell expires, creatures within are ejected into the nearest open space in dim light or darkness within 30 feet times your mythic tier. There must be line of effect between the *shadowy haven* and the destination square. If there are no viable open spaces within range in dim light or darkness, creatures within the *shadowy haven* are ejected into the Shadow Plane.

#### SHAMBLER<sup>CR</sup>

You may add either the **invincible** or **savage** *mythic simple template* to the shambling mounds you create with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented:** If you expend two uses of mythic power, you also add the *giant simple template* to the shambling mounds you create.

**Augmented (6th):** If you expend two uses of mythic power, you add both the **invincible** and the **savage** *mythic simple templates*.

#### SHAPE WATER<sup>DM</sup>

The spell's 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 water you touch. Shaped water has an instantaneous duration, meaning it does not revert to its previous form when the spell ends.

#### SHAPECHANGE<sup>CR</sup>

You can duplicate the effect of *monstrous physique III*, *undead anatomy IV*, *vermin shape I*, or the highest-level version of any analogous series of spells that allow a caster to polymorph into a different creature type. Ability score bonuses granted by any polymorph spell you duplicate are increased by 2, ability score penalties are reduced by 2, and increases to natural armor bonus to AC are increased by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

If the target is a mythic creature, it can spend one use of its own mythic power to shift into a different form allowed by the spell as an immediate action.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

#### SHARD OF CHAOS<sup>UM</sup>

This spell affects the target as *mythic chaos hammer*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### SHARE INSIGHT<sup>DM</sup>

If you spend one use of mythic power when you cast this spell, you can share existing effects granted by spells or magic items that provide a benefit to archery skills with the target.



### SHARE LANGUAGE<sup>APG</sup>

You can share a language you know with a number of creatures equal to your mythic tier. You must touch each creature to confer this shared language upon them. You can cast the spell and touch up to six creatures as a full-round action. If you can affect more targets than you are able to touch in the round of casting, you can continue touching targets and granting the shared language to additional creatures each round, as long as you touch at least one creature per round. Touching a willing creature to bestow the spell is a move action, while touching an unfriendly or hostile creature is a standard action. If a round elapses without touching a creature, or if you begin casting another spell, any remaining targets you could affect are lost.

### SHARE LANGUAGE, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *share language* is described above.

### SHARE MEMORY<sup>UM</sup>

You can share a memory of up to 10 minutes times your mythic tier, or a number of shorter memories (each lasting no longer than 1 minute) equal to your mythic tier. Add your mythic tier on caster level checks to overcome protection against divination and mind-reading, and you can bypass effects that normally grant immunity to divinations and mind-reading with a successful caster level check against a DC of 15 + the caster level of the protective effect.

### SHARE SENSES<sup>APG</sup>

When you cast this spell, you can see, hear, and smell what your familiar is experiencing. If you have used a magical effect to enhance your senses, that enhancement also applies to the senses you share with your familiar.

### SHARE SHAPE<sup>AA</sup>

You can share the shape of a non-animal companion or familiar, duplicating the effect of *elemental body I*, *plant shape I*, *vermin shape I*. You can take on the outward appearance of a familiar of another type, though this you gain the benefits of *monstrous physique II* if the familiar is generally humanoid in shape

or *beast shape II* if it has a non-humanoid shape. Alternatively, if you use your familiar or companion's share spells ability to target it with this spell, you can invert the spell's effect, polymorphing your animal companion into humanoid form of the same type and subtype as you, as *alter self*.

### SHARE SKINS<sup>DM</sup>

The spell's duration increases to 1 min./level. If

you expend one use of mythic power when you cast this spell, non-mythic creatures receive neither a Will save to disbelieve the spell nor a Fortitude save to negate the spell's effect.

### SHARE SKINS, GREATER<sup>DM</sup>

The spell's duration increases to 1 min./level. If you expend one use of mythic power when you cast this spell, non-mythic creatures receive neither a Will save to disbelieve the spell nor a Fortitude save to negate the spell's effect. You may also swap physical locations with the target of the spell as often as you wish.

### SHARED JUDGMENT<sup>DM</sup>

You add your tier to the number of rounds you can share your judgment ability with your ally. If you have the second judgment class ability and you spend one use of mythic power when you cast this spell, you share that ability to your ally. If you have the third judgment class ability and you spend two uses of mythic power when you cast this spell, you share that ability with your ally as well.

### SHARED SACRIFICE<sup>ISG</sup>

The casting time is reduced to one standard action, and the spell's effects are suppressed but do not end if the target moves out of range. The spell's duration continues to elapse, but if the target comes back in range before the spell expires, its effects resume. If you are affected by a fear or pain effect that does not cause hit point damage, the target of your *mythic shared sacrifice* is also affected, though it gains a +4 bonus on any saving throw allowed against the effect and its duration is halved.





#### SHARED WRATH<sup>APG</sup>

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

#### SHATTER, GREATER<sup>DM</sup>

Add your tier to your caster level to determine the weight of objects you can affect and the duration affected creatures are deafened. This spell deals 2d8 hp sonic damage per caster level (maximum 30d8) to crystalline creatures or constructs. If you destroy objects in an area attack or damage a crystalline creature or construct, the shards litter the spell area or the creature's space and act as caltrops. If you destroy a single object, the broken pieces render all squares in its space difficult terrain.

#### SHED THE ELEMENTS<sup>DM</sup>

If you spend one use of mythic power when casting this spell, the recipient can fire the essence as a ranged touch attack that deals 1d6 hp damage per caster level of the chosen energy type. This attack ends the spell.

#### SHED THE RAIN<sup>DM</sup>

This spell allows the targeted creature to attempt a Reflex save to avoid splash from items, spells, and effects that do not normally allow a save. The spell also protects against 1 round of immersion. As long as the subject does not remain immersed for more than 1 round, the spell always provides this boon, allowing the subject to wade in and out of water without effect. If you expend one use of mythic power when you cast this spell, any water-soaked items on the subject dry immediately.

#### SHEET LIGHTNING<sup>RG</sup>

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

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

#### SHIELD<sup>CR</sup>

A *mythic shield* provides a +6 shield bonus to Armor Class and reflects *magic missile* attacks directed at you back at their caster.

#### SHIELD COMPANION<sup>AA</sup>

Increase the range to long (400 feet + 40 feet per caster level). Subtract your tier from any damage transmitted to you through the mystical connection before applying the damage (minimum 1 hp of damage). When you use your surge ability to modify a saving throw against an effect that also affects your linked ally, the ally also applies your surge bonus die result to its saving throw. If the ally also uses its own surge ability, it takes either your result or its own result, whichever is higher.

#### SHIELD OF DAWN<sup>ISWG, MO</sup>

The disk of sunlight protects you as a buckler with a +1 enhancement bonus per 4 caster levels (maximum +5). You can make a melee touch attack with your *shield of dawn* in place of a normal attack to deal its fire damage to a creature. Creatures taking damage from your shield catch on fire (Reflex negates); the save DC to extinguish the fire is equal to the DC of the spell.

#### SHIELD OF DAWN, GREATER<sup>ISG</sup>

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

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

#### SHIELD OF LAW<sup>CR</sup>

Warded creatures gain a +6 deflection bonus to Armor Class and a +6 resistance bonus on saving throws and spell resistance of 25 plus your mythic tier against spells with the chaotic descriptor or that are cast by chaotic creatures. A chaotic creature attempting to possess or exercise mental control over a protected creature takes 1d6 points of damage per 2 caster levels



(maximum 10d6) from mental feedback (Will negates). Finally, a chaotic creature that succeeds on a melee attack against a warded creature is affected as the *mythic slow* spell (Will negates, using the *mythic shield of law*'s DC), as described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SHIELDLIGHT<sup>DM</sup>

The light's radius increases to 30 feet. The light given off by the shield dispels non-mythic darkness spells or effects of 2nd level or lower. Any ally in the light's radius gains a +1 morale bonus on attack rolls and saves against fear.

### SHIFTING SAND<sup>APG</sup>

You add your mythic tier to your caster level to determine the penalty that creatures take on Acrobatics checks within the *shifting sand*. In addition, creatures that end their turn prone within the area take nonlethal damage equal to your mythic tier due to the abrasive grinding of the *shifting sand*.

### SHILLELAGH<sup>CR</sup>

Your *mythic shillelagh* gains a +2 enhancement bonus to attack and damage rolls, increasing to +3 at 4th mythic tier and +4 at 8th mythic tier. In addition, it becomes entwined with sharp thorns and vines that attach it to you. It deals bludgeoning and piercing damage, and if the *mythic shillelagh* is dropped or disarmed you can retrieve it as if using a *weapon cord*.

**Augmented (3rd):** If you expend two uses of mythic power, you can imbue one of the following weapon special properties into your *mythic shillelagh*: bane (animals, fey, plants, and vermin only), flaming, frost, shock, thundering.

**Augmented (6th):** If you expend two uses of mythic power, you can imbue one of the following weapon properties instead of those gained at 3rd mythic tier: bane (any), flaming burst, icy burst, shocking burst, spell storing.

### SHINING CORD<sup>SM</sup>

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

### SHOCK SHIELD<sup>UC</sup>

Your *shock shield* grants you electricity resistance 10, though this resistance does not apply against effects delivered by touch. Each time your shield protects you from at least 5 points of electricity damage, it adds 1d6 to the damage it deals if you dismiss it (up to a

maximum of 5d6). You never take damage from your own *shock shield* when you dismiss it.

### SHOCKING IMAGE<sup>UC</sup>

You add your mythic tier to the electricity damage dealt when a *shocking image* is destroyed. In addition, if you fail to penetrate an attacker's spell resistance when they destroy an image, that prevents damage only from that image. You can attempt a new caster level check to overcome its spell resistance each time it destroys an image. Once you succeed in overcoming its spell resistance, all further checks from that casting of *shocking image* are automatically successful.

### SHOUT, GREATER<sup>CR</sup>

The damage dealt increases to 10d10 points of sonic damage (or 1d10 points of sonic damage per caster level, maximum 20d10, against exposed brittle or crystalline objects or crystalline creatures). Creatures failing their save are stunned for 1d3 rounds and permanently deafened, while those that successfully save take half damage and are deafened for 4d6 rounds. Crystalline creatures take an additional 1d10 points of sonic damage per round for a number of rounds equal to your mythic tier due to destructive harmonic vibrations.

**Augmented:** If you expend two uses of mythic power, you can make a caster level check to dispel any magical *silence* effects and any spells that provide resistance or immunity to sonic damage within the area. Add your mythic tier to this caster level check against non-mythic effects. If an effect of this type is dispelled, it provides no protection against the *mythic greater shout*.

### SHRIEKING FLOCK<sup>DM</sup>

You create one illusory flock of birds per 5 caster levels, each of which appears in your square or in an unoccupied square adjacent to yours. Each additional flock you create adds 1 to the Will save DCs. Additionally, this spell can frighten creatures with HD up to 6 + your tier.

**Augmented (4th):** You can expend two uses of mythic power when casting the spell. Doing so adds the shadow subschool to the spell. Each flock of ravens becomes semi-solid and deals 1d4 hp damage per caster level to creatures that fail their Will save to disbelieve the spell. Creatures that succeed at the Will save take 1/5 (20%) of the damage.

### SHRIEKING GLYPH<sup>DM</sup>



The damage of the sound cone increases to 7d8 hp sonic damage, and the number of times the target can use it increases to 5 times per day.

**Augmented (4th):** You may expend two additional uses of mythic power to deafen creatures that successfully save against the sound cone for 3d6 rounds. Creatures that fail the save are deafened until they are magically cured of that condition via removed blindness/deafness or a similar effect.

#### SHRINK ITEM<sup>CR</sup>

You can shrink a number of non-magical items equal to your mythic tier or a single magical item. If you target a single non-magical item, the duration changes to permanent.

#### SHROUD OF DEATH<sup>DM</sup>

By expending one use of mythic energy, each creature in line of sight that rounds gains a negative level (Fort save negates). You gain 10 hp per creature affected in this way, and a +4 profane bonus to all attack and damage rolls and all DCs of spells you cast in this round.

#### SHROUD OF STARS<sup>GCC</sup>

You can cast this spell as an immediate action. In addition, you add your mythic tier on caster level checks you make to absorb light or darkness spells or to pass through a *prismatic sphere* or *prismatic wall*.

#### SICKENING STRIKES<sup>ARG</sup>

A creature failing its saving throw against your *sickening strikes* is nauseated for 1 round in addition to being sickened for 1 minute. If a creature fails multiple saves against your *sickening strikes*, the duration stacks.

**Augmented (5th):** If you expend two uses of mythic power, the saving throw is changed to Fortitude partial, as creatures are sickened for 1 round even on a successful saving throw unless their mythic rank or tier is higher than yours. This duration stacks if you strike a creature with multiple *sickening strikes*.

#### SIEGE OF TREES<sup>UC</sup>

You add your mythic tier to your caster level to determine how many plants you can affect, and all of the catapults you create with this spell gain an enhancement bonus equal to one-half your mythic tier (minimum +1).

**Augmented (3rd):** If you expend two uses of mythic power, you may cause any or all of your plants to function as a Large ballista or trebuchet rather than

a catapult. Alternatively, they can take the form of a Large assault bridge, gallery, escalade ladder, or ram with a speed of 15 feet.

#### SIEGE OF TREES, GREATER<sup>UC</sup>

You add your mythic tier to your caster level to determine how many plants you can affect, and all of the catapults you create with this spell gain an enhancement bonus equal to one-half your mythic tier (minimum +1).

**Augmented (3rd):** If you expend two uses of mythic power, you may cause any or all of your plants to function as a Huge or Gargantuan ballista or trebuchet or as a Huge arrow springal rather than a catapult. Alternatively, they can take the form of a Huge or Gargantuan assault bridge, gallery, escalade ladder, ram, or siege tower with a speed of 15 feet.

#### SIFT<sup>APG</sup>

You reduce the penalty on Perception checks made to locate hidden features and objects by an amount equal to one-half your mythic tier. In addition, if you use this spell while you are inside the area of effect and you find a secret door, trap, or similar feature with this spell, you gain a bonus on Disable Device checks equal to one-half your mythic tier.

#### SILENT COMBAT<sup>DM</sup>

The spell also silences physical ranged attacks made by the subject. This allows the subject to snipe enemies silently and grants it a +10 bonus on Stealth checks to maintain your position unobserved.

#### SILENT SOUND<sup>DM</sup>

A hit inflicts 1d8 hp sonic damage per level (5d8 hp maximum) and a creature that fails its saving throw is deafened for 1 minute per tier.

#### SILHOUETTE<sup>DM</sup>

If you spend one use of mythic ability when you cast this spell, you can make frightening shadow figures that cause viewers to become shaken if they fail a Will save. The spell gains the fear and mind-affecting descriptors.

#### SILK TO STEEL<sup>UM</sup>

If you attack with the silken scarf, you are treated as having proficiency with the whip. The steel-hard whip deals lethal damage regardless of the armor or natural armor bonus of the target. You gain an enhancement



bonus equal to one-half your mythic tier on attack and damage rolls with the whip. If you use the scarf to defend yourself, you add an enhancement bonus equal to one-half your mythic tier to the shield bonus you gain to your Armor Class.

### SIMPLE TRANSPARENCY<sup>GCC</sup>

You can affect up to 5 pounds per caster level of gear worn or carried by the target. These items become transparent just as the target does; however, they become visible 1 round after being released by the target and do not become transparent again if picked up. An item must be worn or carried to be made transparent; objects that are merely touched are unaffected.

### SIMULACRUM<sup>CR</sup>

The *mythic simulacrum* has DR 10/epic. If you make a simulacrum of yourself, you have a telepathic link with the simulacrum as long as it is within 100 miles of you on the same plane.

**Augmented (6th):** If you expend two uses of mythic power, you can implant an urge for the *mythic simulacrum* to destroy the real creature of which it is a duplicate. If the *simulacrum* encounters that creature, it is affected as *vengeful outrage*.

### SIMULACRUM, LESSER<sup>UM</sup>

A *mythic lesser simulacrum* has DR/epic equal to your mythic tier, and it also gains the benefit of permanent *nondetection* against non-mythic divinations. This *nondetection* does not apply against divinations you use. If you make a *lesser simulacrum* of yourself, you have a telepathic link with the simulacrum as long as it is within 10 miles of you per mythic tier and on the same plane.

### SINK LAND<sup>DM</sup>

Concentration checks, saves, and ability checks all have their DCs increased by your tier. If you cast this spell along a shoreline or coast, any creature not pinned by rubble is instead pulled out to sea 6d6 x 10 feet away from the shore. A creature succeeding at a Swim check with a DC equal to 25 + your tier avoids being pulled away.

**Augmented (8th):** If you expend three uses of mythic power when casting this spell you affect a radius equal to 1 mile per mythic tier.

### SIPHON MAGIC<sup>SM</sup>

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

affecting the target.

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

### SIROCCO<sup>APG</sup>

You deal 4d10 points of damage plus 1 point per caster level, and one-half of this damage is fire damage while the other half is bludgeoning damage. A *mythic sirocco* is considered a severe wind (see *Wind Effects* in Chapter 14 of the *Pathfinder Roleplaying Game Core Rulebook*) pushing downwards toward the ground, and creatures and objects may be affected by the wind regardless of their saving throw against the *mythic sirocco*. Ranged attacks into or through the area and Fly checks within the area take a -4 penalty, and Small or smaller creatures may be checked or blown away. In addition, you add one-half your mythic tier to the DC all Fly checks made within the *mythic sirocco*.

### SKILL BOND<sup>DM</sup>

If you spend one use of mythic power when you cast this spell, you and your eidolon retain the skill check bonuses for the chosen skills.

### SKINBOOK<sup>DM</sup>

You add a number of spell levels you can record on your skin equal to your tier. *Mythic dispel magic* is required to destroy a skin-recorded scroll. If you expend one use of mythic power when you cast this spell, you can inscribe the mythic version of the spell instead.

### SKINCHANGE<sup>DM</sup>

You can remain in your new form for a week before you must make the initial Will save. If you expend one use of mythic power when casting this spell, your body is protected from starvation and thirst (but not from other physical harm).

### SKINSEND<sup>UM</sup>

While animating your skin, your body gains DR/epic equal to your mythic tier. Meanwhile, your animated skin gains immunity to effects that require respiration or metabolism. Your animated skin also gains the *frightful presence* universal monster ability, affecting creatures whose Hit Dice are less than your caster level within 5 feet plus 5 feet per 2 mythic tiers you possess. Creatures failing their save are panicked only if their Hit Dice are less than one-half your



caster level (maximum 4 Hit Dice).

#### SKITTERING VERMIN<sup>DM</sup>

If the target succeeds at its Will save it is staggered for 1 round, and then shaken for 1 round as the fear slowly subsides. If the target fails its Will save, it must attempt a subsequent Fortitude save. Failing that save renders the target unconscious for the spell's duration as it passes out from fright.

#### SKY STEED<sup>AA</sup>

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

#### SKY SWIM<sup>ISG</sup>

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

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

#### SLAP<sup>DM</sup>

If you hit your target with the slap, it leaves a visible imprint on the target's skin for 1 minute. While the mark remains visible (the target can conceivably cover the mark), it imposes a -2 penalty on Charisma-based skill checks.

#### SLAY LIVING<sup>CR</sup>

The damage dealt increases to 12d10 points of damage +2 points per caster level plus 1d6 points of Constitution damage. On a successful save, the target takes 3d10 points of damage +1 point per caster level plus 1d3 points of Constitution damage.

#### SLEEPWALK<sup>APG</sup>

The target is able to move at its full speed, though it still may take only one move action per round. If the target is dying, it immediately stabilizes. While the creature is sleepwalking, it gains the ability to convert lethal damage into nonlethal damage, up to a number of points of damage each round equal to twice your mythic tier into nonlethal damage. Any lethal damage over this limit is not converted. Damage from critical hits, negative energy, or death effects cannot be converted into nonlethal damage in this way. If a creature attempts to awaken the unconscious creature, or if the creature takes lethal damage, it is

awakened only with a successful Will save. A failed save leaves it unconscious. Nonlethal damage never awakens the target.

#### SLEET STORM<sup>CR</sup>

Add your mythic tier to the DC of Acrobatics checks to move within the area. A *mythic sleet storm* is treated as an area of *extreme cold*, as described in the *Pathfinder Roleplaying Game Core Rulebook*. Creatures ending their turn prone within a *mythic sleet storm* are coated in clinging ice and become entangled as if struck by a tanglefoot bag. This spell obscures vision and obstructs movement even for creatures using *mythic endure elements*.

#### SLICE THE AIR<sup>DM</sup>

This spell also ignores wind augmented or created by non-mythic spells or effects. If you expend one use of mythic power when casting this spell, you can affect a number of arrows or bolts equal to your tier. All affected bolts that you fire within the spell's 1 round benefit from the spell's effects.

#### SLIDE<sup>DM</sup>





The subject of this spell gains the benefit of the Mobility feat while sliding. If the subject already has this feat, it gains a further +2 dodge bonus against attacks of opportunity.

### SLIME FORM<sup>DM</sup>

The creature gains an additional +2 bonus to AC and a bonus to Climb checks equal to your tier. If you spend one use of mythic power when you cast this spell, the subject can use its supernatural abilities and can cast spells as if it possessed the Natural Spell feat. This does not allow the subject to cast spells that require material or focus components.

### SLIMY MADNESS<sup>DM</sup>

If you cast this spell 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 as a bonus to its Escape Artist checks, combat maneuver checks to escape or grapple, and CMD to avoid being grappled.

**Augmented:** If you expend two uses of mythic power when you cast this spell, a creature that takes Wisdom damage must succeed at a second Will save to avoid becoming confused until it leaves the area or ceases using the *greased* item.

### SLIPSTREAM<sup>APG</sup>

When riding on a *mythic slipstream*, you ignore caltrops, *grease* spells and similar slippery surfaces (whether natural or magical in origin). As a swift action, you may expend 10 minutes of the spell's remaining duration to add 5 feet times your mythic tier to your speed until the end of your turn. If you do this in the water rather than on land, your swim speed is increased by 10 feet times your mythic tier until the end of your turn.

In addition, the rushing waters shield you when you are moving, providing a cover bonus to your AC equal to one-half your mythic tier (minimum +1) against attacks made against you while you are moving, including attacks of opportunity and readied actions. This bonus does not apply against creatures using *freedom of movement* or a similar effect that negates the penalties that normally apply when attacking underwater.

**Augmented (3rd):** If you expend two uses of your mythic power, you gain a bonus equal to your mythic tier on combat maneuver checks made to overrun. If the target of your overrun has the fire subtype, it takes

nonlethal damage equal to your mythic tier even if your overrun maneuver fails, or equal to twice your mythic tier if the overrun maneuver succeeds.

### SLITHER<sup>DM</sup>

The duration of the spell increases by a number of rounds equal to 1 plus your tier. If you end in a space too small for you, you can choose to take the normal effect, or you can be shunted to the nearest open space and take 1d6 hp damage per 10 ft. so traveled.

**Augmented (6th):** You may expend an additional use of mythic power to increase the spell's duration a number of minutes equal to 1 plus your tier. If you choose to be shunted off to the nearest open space, you take no damage as long as the space is within 50 ft. If the distance is greater than 50 ft., you take 1d6 hp damage for every additional 10 ft. traveled.

### SMITE ABOMINATION<sup>ISG</sup>

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

### SMUG NARCISSISM<sup>UM</sup>

The target's self-absorbed rudeness causes a penalty on Diplomacy checks equal to your mythic tier; this stacks with the penalty on skill checks that normally applies. In addition, during any round in which the target can clearly see its reflection in a surface or object within 10 feet, it must make an additional Will save against the spell's DC or be fascinated until the beginning of its next turn. Even if it succeeds on the saving throw, the target takes a -4 penalty on attack rolls and skill checks whenever a reflective surface is within 10 feet.

**Augmented (3rd):** If you expend two uses of mythic power, the duration is increased to a number of hours equal to your mythic tier.

### SNAKE STAFF<sup>APG</sup>

The snakes you create with this spell have the *agile mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. In addition, you may select from the snakes listed below in addition to the options normally available. Each of these snakes counts as a number of snakes denoted in the **number** column.

**Augmented (3rd):** If you expend two uses of your mythic power, you may apply the *invincible or savage simple mythic template* instead of the agile template. In addition, you may transform the target wood into a



giant sea snake.

**Augmented (6th):** If you expend three uses of your mythic power, you may apply the *invincible or savage simple mythic template* in addition to the agile template. In addition, you may transform the target wood into a giant anaconda.

Number	Type	Type of Wood
1	<i>Sea snake</i>	stick, driftwood, or seaweed
2	<i>Asp</i>	stick or piece of firewood
2	<i>Snake swarm</i>	bundle or pile of sticks
4	<i>Venomous snake swarm</i>	bundle or pile of sticks
5	<i>Emperor cobra</i>	staff or tree branch
7*	<i>Giant sea snake</i>	driftwood log or kelp bed
10*	<i>Giant anaconda</i>	fallen tree or huge pile of debris

\* Available only with augmented *mythic snake staff*.

#### Snakeball<sup>DM</sup>

Add your tier to your caster level to determine the vipers' bonus to attack and the Fortitude save against their poison. If you expend one use of mythic power when casting this spell, each creature failing its Reflex save takes three snake attacks, and each snake gains a +2 bonus to hit.

#### Snap the Leash<sup>DM</sup>

If you spend one use of mythic power when casting this spell you can affect animals and magic beasts with greater than 2 Intelligence, animal companions, familiars, and paladin mounts. If the spell succeeds the bond is broken between the creature and its master, and the master must start over as if the companion had died.

#### Snapdragon Fireworks<sup>DM</sup>

Add one-half your mythic tier to the fire damage dealt by the *snapdragon fireworks*, which explode with a loud bang as well as a burst of light, deafening and dazzling creatures that fail their save for a number of rounds equal to one-half your mythic tier (minimum 1).

#### Snare<sup>CR</sup>

Increase the Perception and Disable Device DCs to find and disarm a *mythic snare* by your mythic tier, as well as to the Escape Artist or Strength check DCs to escape from it. Add your mythic tier to the *mythic snare's* Armor Class, hardness, and hit points. A *mythic snare* deals 1d6 points of damage per round even if not attached to a tree, and 1d10 points of damage per round if attached to a tree; you may designate this damage to be lethal or nonlethal when you cast the spell. A creature trapped by a *mythic snare* cannot speak or cast spells with verbal components.

**Augmented (2nd):** If you expend two uses of mythic power, a *mythic snare* strangles its target, reducing the number of rounds it can hold its breath by 1d6 rounds for every round it remains entangled. If this reduces the number of rounds the creature can hold its breath to zero, the target must begin making suffocation checks every round, with a penalty equal to one-half your mythic tier.

#### Snarling Steel<sup>DM</sup>

The penalty imposed by *mythic snarling steel* increases by your tier. The blades can deflect an object up to twice the caster's weight without ending the spell. If you expend one use of mythic power when you cast this spell, the blades deal damage equal to the penalty on attack rolls to an opponent's weapon parried by them (objects subtract their hardness from this damage).

#### Snow Boulder<sup>DM</sup>

You add your tier to the CMB for the snowball's overrun and reposition combat maneuvers. If you spend one use of mythic power when you cast this spell, a successful Reflex save only halves the damage inflicted.

**Augmented (3rd):** By expending two additional uses of mythic power when you cast this spell, you include ice and other painful bits in the snowball, causing it to deal lethal damage.

#### Snowball<sup>DM</sup>

If a snowball created by this spell strikes a target, it must succeed at a Fortitude save to avoid being dazzled for 1 round. If you spend one use of mythic power when casting this spell, and the target fails its Fortitude save, it is instead dazed for 1 round.



### SNOWBLIND STARE<sup>DM</sup>

You can spend one use of mythic power when casting this spell to increase its duration to 1 minute/level. The Fortitude DCs are increased by your tier.

### SOFTEN EARTH AND STONE<sup>CR</sup>

You reduce the hardness and hit points of any earthen or stone object or structure by an amount equal to your mythic tier. You can also target a non-mythic creature with the earth subtype or that is a construct composed of earth or stone. If the target fails a Fortitude save, its natural armor bonus, hardness, and DR/adamantine (if it has it) is reduced by an amount equal to one-half your mythic tier for 1 minute.

### SOLID DARKNESS<sup>DM</sup>

Melee attack and damage rolls take a further -2 penalty. A creature falling through *mythic solid darkness* takes falling damage based on the amount it fell before hitting the darkness (for a 50 ft. fall where the creature free falls 30 ft. followed by 20 ft. through solid darkness, the creature only takes 1d6 hp damage [3d6-2d6]).

### SOLID NOTE<sup>APG</sup>

You add your mythic tier to the effective Strength score of the *solid note* and as a deflection bonus to its Armor Class and CMD.

### SOMNAMBULANCE<sup>DM</sup>

This spell loses its language-dependent descriptor and can affect all creatures under the effects of *sleep* or *deep slumber* within range. The Will save DC to realize the suggestion was the result of magic is increased by your tier.

### SONG OF DISCORD<sup>CR</sup>

The chance that affected creatures will attack the nearest creature increases by 5% times your mythic tier. In addition, creatures attacking their allies gain a morale bonus on attack and damage rolls equal to one-half your mythic tier. Creatures casting spells or using spell-like abilities to attack their allies gain the same bonus on concentration checks and on caster level checks to overcome spell resistance, but only when casting harmful spells.

### SONG OF ELVENHOME<sup>ISM</sup>

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

most living creatures, though elves, half-elves, and plants gain fast healing 5.

### SONIC THRUST<sup>UM</sup>

You can hurl an additional number of creatures equal to your mythic tier, increasing the total weight you can hurl by 25 pounds times your mythic tier. You may choose to deal sonic damage equal to your caster level plus your mythic tier to creatures or objects that you hurl (Will negates). If you focus your *mythic sonic thrust* on a single creature or object, multiply this weight limit by your mythic tier, and increase this sonic damage to 1d4 points of damage per caster level (maximum 15d4).

### SOOTHE CONSTRUCT<sup>UM</sup>

You add your mythic tier to the reduction you cause in its chance of going berserk. If the construct is already berserk and you are its master, you apply this reduction first and then roll d% twice, choosing the better result, to end its berserk state, return it to normal functioning, and reset its berserk chance to 0%.

### SOTTO VOCE<sup>FG</sup>

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

### SOUL BIND<sup>CR</sup>

You can trap a soul that has been dead up to 1 hour per level. In addition, when you cast this spell on a non-mythic creature, you reduce the cost of the black sapphire component by 1,000 gp times your mythic tier (minimum 1,000 gp). Add your mythic tier to the hardness and hit points of the gem used in this spell, as well as to the caster level check DC to dispel this spell.

### SOUL DRINKING<sup>DM</sup>

If you expend one use of mythic power when you cast this spell, a living target also gains 1 temporary negative level for each failed Fortitude save, and must make a Fortitude save (same DC) for each negative level 24 hours after gaining them. If the save succeeds, the negative level is removed. If it fails, the negative level becomes permanent. You gain 20 temporary hp for each negative level inflicted on the target.



#### SOULREAPER<sup>MO</sup>

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

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

#### SOUND BURST<sup>CR</sup>

The damage dealt increases to 2d6 plus your mythic tier, and creatures in the area are deafened for a number of rounds equal to half your mythic tier (reduced to 1 round with a successful Fortitude save).

#### SOURCE SEVERANCE<sup>FP</sup>

You may choose to suppress arcane, divine, or psychic magic. When making a concentration check to cast a spell within the *source severance*, you may roll twice and take the better result, and if you are casting a mythic spell you add your mythic tier as a bonus on the concentration check.

#### SOW THOUGHT<sup>ARG</sup>

You can share complex ideas even if you do not share a language. If the target shares the idea with others, their earnest belief in the idea is so strong that they gain a bonus equal to one-half your mythic tier (minimum +1) on Bluff or Diplomacy checks made to convince others to agree with them. Creatures using Sense Motive to see if the target is lying or under a magical compulsion take a penalty equal to one-half your mythic tier (minimum 1) on such Sense Motive checks.

**Augmented (4th):** If you expend two uses of mythic power, the idea you implant in the target becomes contagiously convincing. If they spend a full-round action telling another creature about their idea, that target must succeed on a Will save with a +2 circumstance bonus or become affected by your *sow thought* spell. Each additional creature that is told about the *sow thought* idea must likewise save, though the circumstance bonus on the creature's saving

throw increases by 2 for each additional target that is to be affected. Once any creature succeeds on its saving throw, the *sow thought* idea does not spread further, though each creature that failed its save continues to believe the idea and may attempt to spread it by non-magical means.

**Augmented (8th):** If you expend three uses of mythic power, you can *sow thought* in the minds of every creature within 1 mile. You must sow the same thought in the mind of every creature. All creatures to be affected gain a +2 circumstance bonus on their saving throw.

#### SPARK<sup>APG</sup>

You can ignite an unattended object of progressively larger size, depending on your mythic tier, as noted on the table below. If you ignite an object smaller than the size you are allowed, you may ignite one additional unattended flammable object within range for each size category smaller than the maximum that you affect. If the objects you target are of different sizes, use the size of the largest object to determine how many objects you can affect.

Tier	Object Size
1-2	Diminutive
3-4	Tiny
5-6	Small
7-8	Medium
9-10	Large

#### SPARKFIST<sup>DM</sup>

The target creature's fists deal 2d6 hp bludgeoning damage (1d8 hp for Small creatures) and 2d6 hp electricity damage. The fists are treated as primary natural weapons. If you expend one use of mythic power when you cast this spell, an opponent who takes electricity damage from a fist must succeed at a Fortitude save (DC 15 + your tier) to avoid becoming sunned for 1 round.

#### SPAWN CALLING<sup>ISG</sup>

When casting this spell, you can specify a particular godspawn of the great devourer, including the *tarrasque* as well as other spawn from the official Pathfinder campaign world bestiaries, to call in place of the nameless behemoth spawned by the non-mythic version of this spell. In order to do so, you must expend one use of mythic power plus three additional uses of mythic power per point of Challenge Rating the specified godspawn represents





above CR 20. These must be expended on the final day of the week-long ritual to cast the spell.

### SPAWN WARD<sup>ARG</sup>

The target is able to ignore ability drain or ability damage from any undead creature with the create spawn ability, such as shadows and wraiths, in the same way that the *spawn ward* allows the target to resist blood drain and energy drain.

### SPEAK WITH ANCESTORS<sup>DM</sup>

The spell's duration increases to 1 hour/level. You gain a bonus equal to your tier on your Diplomacy check to avoid ending the spell by asking a distressing or dangerous question.

### SPEAK WITH ANIMALS<sup>CR</sup>

You gain a bonus equal to your mythic tier on Bluff, Diplomacy, Handle Animal, Intimidate, Sense Motive, and wild empathy checks with animals, and when using a language-dependent effect on an animal you increase the caster level and save DC of the effect by 1.

**Augmented (3rd):** If you expend two uses of mythic power, you can make one *suggestion* (as the spell) to an animal at any point during the spell's duration.

### SPEAK WITH DEAD<sup>CR</sup>

You gain a bonus equal to your mythic tier on Sense Motive checks to oppose the Bluff check of a dead spirit that attempts to deceive you. In addition, you can cast this spell to ask questions of an undead creature, though the undead creature must be restrained, controlled, or friendly to you and remain within 10 feet of you during the spell's entire casting time.

**Augmented (3rd):** If you expend two uses of mythic power, you can cast this spell without any physical remains of the deceased creature, though if you are not at its grave site or the place of its death it gains a +4 bonus to its Will save.

### SPEAK WITH PLANTS<sup>CR</sup>

You gain a bonus equal to your mythic tier on Bluff, Diplomacy, Intimidate, and Sense Motive checks with plants, and when using a language-dependent effect on a plant creature you increase the caster level and save DC of the effect by 1.

**Augmented (3rd):** If you expend two uses of mythic power, you can make one *suggestion* (as the spell) to a plant creature at any point during the spell's duration.

### SPEAR OF PURITY<sup>UM</sup>

This spell affects the target as *mythic holy smite*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SPECTRAL HAND<sup>CR</sup>

Add your mythic tier to the natural armor bonus of your *mythic spectral hand*. The hand also gains a number of temporary hit points equal to twice your mythic tier.

**Augmented (2nd):** If you expend two uses of mythic power, the level of spells you can deliver through a *mythic spectral hand* is increased by one for every 2 mythic tiers.

### SPECTRAL SALUQI<sup>OLP</sup>

Your *spectral saluqi* can become incorporeal at will, though each round spent incorporeal consumes 10 minutes of the spell's duration. Except as noted for the spell, the *spectral saluqi* has statistics identical to a mythic yeth hound, as described in *Mythic Monsters: Emissaries of Evil* from Legendary Games. Alternatively, you can summon a standard yeth hound with the *agile mythic simple template*, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.



#### SPEED BURST<sup>DM</sup>

You reduce the chance that you are *slowed* by an amount equal to your tier. Each round you are *hasted*, your initiative for that round is increased by your tier.

**Augmented (3rd):** You can expend one use of mythic power when you cast this spell to give yourself the benefits of amazing initiative during one round you are *hasted*.

#### SPELL ABSORPTION<sup>SM</sup>

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

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

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

#### SPELL ABSORPTION, GREATER<sup>SM</sup>

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

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

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

**Augmented (6th):** If you expend one additional use of mythic power when you regain a spell using energy you gained from *greater spell absorption*, that spell is particularly effective against the creature whose spell

you absorbed if it is used within one round times your mythic tier. You add one-half your mythic tier to the save DC of the spell and to your effective caster level for determining the duration and effects of the spell (though not its range, area, or number of targets), but only as it pertains to the caster whose spell you absorbed; any other creatures are affected normally by the spell.

#### SPELL GAUGE<sup>ISG</sup>

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

#### SPELL IMMUNITY<sup>CR</sup>

You may choose a number of additional spells to which the target is immune equal to one-half your mythic tier. In addition, if the target is about to be affected by a spell of 4th level or lower to which it is not immune, as an immediate action the target may choose to become immune to that spell by forfeiting a number of spells previously chosen when casting this spell equal to the level of the new spell to which it is becoming immune.

#### SPELL IMMUNITY, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *spell immunity* is described above.

#### SPELL IMMUNITY, GREATER<sup>CR</sup>

As *mythic spell immunity*, but you may gain immunity to spells up to 8th level.

#### SPELL IMMUNITY, GREATER COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *greater spell immunity* is described above.

#### SPELL RESISTANCE<sup>CR</sup>

You add your mythic tier to the target's spell resistance against non-mythic spells.

#### SPELL SCOURGE<sup>ISG</sup>

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



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

### SPELL STONE<sup>DM</sup>

Casting a spell from an enchanted *ioun stone* does not provoke attacks of opportunity. You can spend one use of mythic power to reduce the value of the stone required to store spells by half.

**Augmented (4th):** If you expend two uses of mythic power, you can prepare a new 4th-level spell or regain a 4th-level spell slot.

### SPELL SUPPRESSION<sup>DM</sup>

Increase your effective caster level by your mythic tier to determine how much each spell or spell-like ability is reduced. Add your tier to the caster level check DC required by a creature to use its spell or spell-like ability.

### SPELL TRAP<sup>DM</sup>

If you spend one use of mythic power you can affect a mythic spell of up to 4th level or a non-mythic spell equal to 4 + your tier (maximum 8th) or lower.

### SPELL TURNING<sup>CR</sup>

Add your mythic tier to the number of spell levels that can be reflected.

### SPELLBANE<sup>ISM, MO</sup>

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

### SPELLCASTER'S RECOIL<sup>DM</sup>

A creature that fails its initial Will save must succeed at an additional Will save (same DC) each time it casts a spell. If it fails this Will save, it balks at casting the spell and loses it. This effect lasts for the duration of the spell and applies even if the creature moves out of this spell's range. If the target's destination is occupied, it is stunned for 1 round in addition to being knocked prone.

**Augmented (2nd):** You can expend two uses of mythic power to choose the direction the target is teleported.

### SPELLFORGED SINEWS<sup>DM</sup> (ALL)

You can spend one use of mythic power when you cast this spell to increase the duration to a number of rounds equal to 1 + your tier.

### SPELLSCAR<sup>ISM</sup>

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

### SPELLSTAFF<sup>CR</sup>

You can store a number of spells in your *spellstaff* up to one-half your mythic tier, as long as the total number of spell levels stored within it does not exceed your caster level plus your mythic tier.

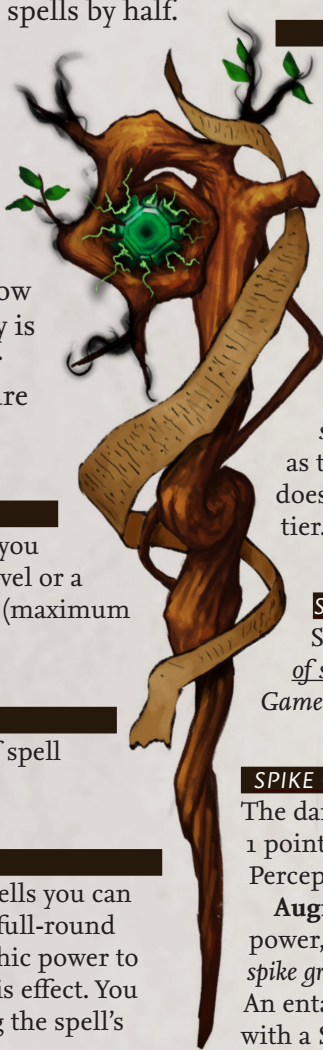
### SPIDER CLIMB, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The *mythic version* of *spider climb* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SPIKE GROWTH<sup>CR</sup>

The damage increases to 2d4 points of damage plus 1 point of bleed damage. Add your mythic tier to the Perception DC to notice the *mythic spike growth*.

**Augmented:** If you expend two uses of mythic power, a creature failing a Reflex save against *mythic spike growth* becomes entangled and unable to move. An entangled creature can break free as a move action with a Strength check or Escape Artist check against a DC equal to the spell's save DC plus your mythic tier.







#### SPIKED PIT<sup>APG</sup>

You add your mythic tier to the DC of Climb or Fly checks to escape the *spiked pit* as the spikes shift and snag and interfere with efforts to escape. In addition, each time a creature takes damage from the spikes it takes bleed damage equal to one-half your mythic tier (minimum 1). A successful Reflex save reduces this bleed damage by half. This bleed damage stacks with itself and other sources of bleed damage.

#### SPINNING AXES<sup>DM</sup>

The axes deal 1d6 hp force damage/level (maximum 10d6) and 1 hp bleed damage/2 levels (maximum 5 bleed) to all creatures within 15 ft. If you spend one use of mythic power when you cast this spell, there is no maximum limit to the force or bleed damage. You also add your tier to the Reflex save DC.

#### SPIRIT GUIDE<sup>DM</sup>

If you spend one use of mythic power when casting this spell, its duration increases to 24 hours. During this time you can make two requests of the spirits.

#### SPIRIT OF THE ILLYRIAN RAM<sup>DM</sup>

The target gains an additional +2 bonus on its checks. It also gains a +4 enhancement bonus to its CMD against trip attempts.

#### SPIRITUAL ALLY<sup>APG</sup>

Your *spiritual ally* adds one-half your mythic tier on its attack and damage rolls, as well as on caster level checks you make to allow its attacks to overcome spell resistance. If the *spiritual ally* is attacked, you add your mythic tier to its touch AC. When you direct the *spiritual ally* to move, add 5 feet times your mythic tier to its speed.

#### SPIT VENOM<sup>UM</sup>

If you hit the target with your *mythic spit venom*, the target is blinded for 1 round and dazzled for a number of rounds equal to your mythic tier. In addition, the statistics for your *mythic spit venom* are as follows: *type* poison (injury); *save* Fortitude DC = spell DC; *frequency* 1/round for 6 rounds + 1 round per 2 mythic tiers; *effect* 1d2 Con damage plus blindness until the poison is cured; *cure* 2 saves.

Alternatively, you may *spit venom* in a 10-foot cone-shaped burst or a 20-foot line rather than as a ranged touch attack. Creatures in the area are dazzled for 1



round, and those that fail their saves are blinded for 1 round and poisoned by *black adder venom*, using the spell's save DC in place of the poison's normal save DC.

**Augmented (6th):** If you expend two uses of mythic power, this spell bypasses the poison immunity of living creatures.

### SPITE<sup>APG</sup>

The maximum level of the touch spell you imbue into your *spite* spell is increased by an amount equal to one-half your mythic tier (minimum 1 level). If the level of spell you combine with *mythic spite* is equal to or lower than your mythic tier, the duration of *mythic spite* is increased to 1 day per level (or until discharged).

**Augmented (4th):** If you expend two uses of your mythic power, your *mythic spite* and its companion spell are not discharged until it has been triggered a number of times equal to one-half your mythic tier. However, an attacker can be affected only once by your *mythic spite* and its companion spell. If an attacker is unaffected by the activation of *mythic spite*, whether because of spell resistance, a successful saving throw, or any other ability that prevents the companion spell from affecting it, then the *mythic spite* will continue triggering each time that creature attacks you until the attacker is either affected by the companion spell or your supply of activations is exhausted.

### SPONTANEOUS IMMOLATION<sup>UC</sup>

You add your mythic tier to the initial fire damage dealt by the spell. If the target catches on fire, it is dazzled by the flames for as long as the fire continues to burn. If the target is a non-mythic creature, you also add one-half your mythic tier to the Reflex save DC to extinguish the flames.

**Augmented:** If you expend two uses of mythic power, the initial fire damage is increased to 3d10 plus your mythic tier and the damage per round from catching on fire is increased to 1d10, and any fire damage dealt by the spell bypasses fire resistance and fire immunity. Living creatures that catch on fire are sickened with pain instead of dazzled for as long as they remain on fire.

### SPLINTER STONE<sup>DM</sup>

The stones deal 1d8 hp damage per caster level (maximum 15d8). Add your tier to your caster level to determine what materials the stones act as to bypass damage reduction. If you expend one use of mythic power when

you cast this spell, you can choose the mix of fire and bludgeoning damage (minimum 1d8). Additionally, shards counting as adamantite for purposes of bypassing damage reduction also ignore hardness.

### SPY MY SHADOW<sup>DM</sup>

Magically enhanced senses work through *mythic spy my shadow*. The shadow instead gains a +6 bonus on Stealth checks in dim lighting and only incurs a -2 penalty in brightly lit areas. If you spend one use of mythic power when you cast this spell, the spell's duration increases to 10 min./level, and you grant your shadow DR 5/epic.

### SQUEEZE<sup>ARG</sup>

The target gains a bonus equal to one-half your mythic tier (minimum 1) on Escape Artist checks and Reflex saves against effects that would cause him to become entangled, grappled, or pinned. This bonus also applies to the target's CMD against combat maneuver checks made to bull rush, drag, grapple, or overrun him.

### STABILIZE<sup>CR</sup>

You can cast this spell as an immediate action. You immediately end any bleed effect from a non-mythic source affecting the target, as long as the target is below 0 hit points.

### STABILIZE POWDER<sup>UC</sup>

The effect of this spell applies to a number of shots with the target firearm equal to 1 + one-half your mythic tier, as long as all shots are taken within 1 minute.

### STAGGERING FALL<sup>RG</sup>

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

### STALLS OF THE PHARAOH<sup>DM</sup>

Your electrical bolt deals 1d8 hp electricity damage/caster level (maximum 10d8). As long as the spell is active a creature that hits you with a metal weapon takes 1d8 hp electricity damage. This does not diminish the bolt's damage when you unleash it.



#### STALWART<sup>DM</sup>

You may cast this spell on yourself a number of times per day equal to your tier. If the spell is applied to an undead creature, you increase the damage dealt per round by your tier. An affected undead creature must make a Will save to avoid becoming stunned for 1 round by the wash of memories. If you expend one use of mythic power when casting this spell, you can target a creature that has died within 1 round. The spell also heals a number of hp equal to your tier when the spell ends for any recipient.

#### STANCH<sup>DM</sup>

The target is immune to a creature's special abilities that rely on blood loss (such as a stirge's or a vampire's blood drain).

#### STAR'S HEART<sup>DM</sup>

A creature taking ongoing damage from the spell faces suffocation, as it puts intense pressure on the creature's lungs. It can only hold its breath for half the normal time, but, if the creature manages to escape being crushed by making a successful Strength or Dexterity check, it resets this duration. *Mythic freedom of movement* is required to grants a +8 circumstance bonus on Strength and Dexterity checks to escape and stay upright.

#### STAR BURN<sup>DM</sup>

This spell deals 2d6 hp damage per two caster levels (maximum 20d6). Undead creatures take additional damage equal to your tier. If you spend one use of mythic power when you cast this spell, the Reflex save DC increases by your tier, and non-mythic undead creatures do not benefit from spell resistance against this spell.

#### STAR SWARM<sup>DM</sup>

You may spend one use of mythic power to strike all creatures in the area with two stones, for a total of 8d6 damage and two rolls on the table.

#### STARBOLT<sup>DM</sup>

The effect of the spell becomes a 40-ft. cube. Furthermore, the spell creates an additional number of bolts equal to half of your tier (minimum 1).

**Augmented (3rd):** You may expend two additional uses of mythic power to blind creatures that fail their save for 1 minute.

#### STARFIELD<sup>DM</sup>

Each star that you call down deals an additional 2d6 fire damage. You add your tier to the number of stars you may call down, allowing you to exceed the maximum of 10.

#### STARFIRE FURY<sup>DM</sup>

The balls provide light equivalent to *daylight*. If a ball strikes a target, it deals 2d8 hp fire damage and 1d8 bludgeoning damage, and you may spend one use of mythic power to prevent the ball from dissipating.

#### STARFALL<sup>DM</sup>

There is no limit to the number of bolts that can strike a single target. Targets struck by a bolt take 8d6 hp damage. The Reflex save DC increases by +2 for every previous bolt that struck the target.

#### STARRY VISION<sup>DM</sup>

This spell negates uncanny dodge or any other ability that prevents a creature from being caught flat-footed. Your insight bonus increases to +12. You can warn another creature about the success of its spell or attack as an immediate action, allowing you to confer the benefit of a reroll or different action after the creature fails an attack roll.

**Augmented (5th):** If you expend two uses of mythic power when casting this spell, for the spell's duration you can warn a creature about an impending attack from another creature. If an attack roll succeeds against the warned creature, you can take an immediate action to force the attacker to reroll its attack.

#### STARSIGHT<sup>STAR</sup>

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

#### STATUE<sup>CR</sup>

Add your mythic tier to the hardness of the subject's



*statue* form, and the subject can take 20 on Stealth checks to hide in plain sight as an ordinary statue, adding your mythic tier on any Stealth checks it makes in rocky environments or areas where other statues are present.

In addition, the subject can change into its *mythic statue* form as an immediate action. In addition, the target may choose to shrink or enlarge itself by one size category when it assumes *mythic statue* form. When it returns to its normal form, it resumes its normal size. The subject cannot enlarge itself into an space occupied by another creature or object.

**Augmented:** If you expend two uses of mythic power, the subject's skin becomes stone-like even in its normal form, granting it DR/adamantine equal to your mythic tier.

### STATUS<sup>CR</sup>

You are aware of the hit point level of your comrades as the *deathwatch* spell as well as their conditions and status effects. In addition, when a comrade linked by this spell fails a saving throw that causes them to gain one of the listed conditions, as an immediate action you can spend one use of your mythic power to add your surge die to their saving throw. If your comrade has already used a mythic surge to add to their saving throw, they can use your roll or theirs, whichever is higher, but the surges do not stack.

### STAY THE HAND<sup>APG</sup>

You add one-half your mythic tier (minimum 1) to the penalty the target takes on attack and damage rolls against the target it was attacking when the spell was cast. If you have the lay on hands ability, you can sacrifice one daily use of lay on hands to ignore the verbal, somatic, or divine focus component of this spell; you may do this only when casting the spell to protect an ally, not to protect yourself.

**Augmented (5th):** If you expend two uses of mythic power, you can affect undead and mindless living creatures as if they were not immune to mind-affecting effects. You can also ignore any or all of the spell's verbal, somatic, and divine focus components by expending one use of your lay on hands ability for each component you do not use.

### STEADFAST<sup>DM</sup>

The spell's duration increases by a number of rounds equal to your tier. If you expend one use of mythic power when you cast this spell, the spell's recipient is not fatigued when the spell expires.

**Augmented (4th):** If you expend two uses of mythic power, you can reset the amount of melee damage absorbed by the spell to 0.

### STEAL BREATH<sup>ARG</sup>

The damage dealt by this spell is increased to 2d6 points of lethal and 2d6 points of nonlethal damage, and the spell's effect changes to Fortitude (partial). Creatures that successfully save take half damage from the effect and have a 20% spell failure chance for casting spells with a verbal component. If the target attempts to use a breath weapon or use a similar ability that requires breathing, there is a 20% chance that the ability is negated and has no effect.

### STEAL BREATH WEAPON<sup>DM</sup>

You can steal a breath weapon that deals dice of damage up to 15 + your tier. If you expend one use of mythic power while you possess the stolen breath, you can use the breath weapon during your next turn, regardless of frequency.

### STEAL DYING BREATH<sup>MIM</sup>

If a creature dies within range and fails its save when you cast this spell, you add 1 point to your ki pool (if you have one) and you regain the use of mythic power you spent to cast this spell. In addition, at any point within the next hour you can cast a cleric spell of 2nd level or lower as a mythic spell without needing to expend a use of mythic power. Alternatively, you can gain the benefit of a mythic surge while casting the non-mythic version of a spell of 2nd level or lower or when using a domain power without needing to expend a use of mythic power.

If the dying creature is a mythic creature and had at least 1 use of its mythic power remaining when it died and it fails its save against this spell, you regain the use of mythic power you spent to cast this spell and gain an additional use of your mythic power, which you must spend within 1 hour or it is lost. You are free to expend this use of mythic power for any purpose you are normally allowed.

### STEAL VOICE<sup>UM</sup>

Add your mythic tier to the DC of caster level checks to remove the *caster croak spellblight* (as described in Chapter 2 of *Pathfinder Roleplaying Game Ultimate Magic*). In addition, the target's spell failure chance for spells with verbal components is increased to 25%, plus 5% per 2 mythic tiers you possess, and the save DC of any spells the target casts with the language-dependent descriptor are reduced by 6 rather than by 4.



**Augmented (3rd):** If you expend two uses of mythic power, you may steal the target's voice completely, leaving it unable to speak at all. You may use this effect on any creature, not just spellcasters, though removing the effect is identical to removing the caster croak spellblight. The target's voice must be stored inside of an object that has some hollow space inside it. As long as you are wearing or wielding that object, you can perfectly imitate the target's voice. If the target is trained in Perform (comedy, oratory, or sing), you are treated as having the same number of ranks in that skill as the target. If you are disguised as the target, you gain a +10 bonus on Bluff and Disguise checks to pretend that you are the target.

#### STENCHCOIN<sup>DM</sup>

A creature that fails its Fortitude save is nauseated for 1d4 rounds. If the save is successful, the creature is instead sickened for 1d4 rounds. A creature with the scent ability incurs a -4 penalty on this save, and any such creature within 10 ft. of the container must attempt the Fortitude save. The DC for the Perception check to find the offending coin is increased by your tier.

#### STEP LIKE ME<sup>DM</sup>

If you expend one use of mythic power when you cast this spell, you can steal the footsteps of a target up to two size categories larger or smaller than you.

#### STEP OUTSIDE<sup>DM</sup>

A target pulled with you to the other dimension must succeed at a Will save (same DC) to avoid becoming stunned for 1 round. If you spend one use of mythic power when casting this spell, the spell's target cannot attempt a saving throw beyond the initial save.

#### STOLEN IDENTITY<sup>DM</sup>

You gain a bonus to Disguise checks to impersonate the target equal to your tier. Additionally, the target's features become generic for the spell's duration, potentially forcing it to make skill checks to prove its identity.

#### STONE BONES<sup>DM</sup>

If you spend one use of mythic power when creating this extract, you gain DR 5/piercing and epic for the spell's duration. You are also immune to falling damage.

#### STONE CALL<sup>APG</sup>

The pummeling stones that rain down deal 3d6 points of bludgeoning damage to all creatures in the area, and the area is filled with *dense rubble* (as described in Chapter 14 of the *Pathfinder Roleplaying Game Core Rulebook*). In addition to the normal effects of dense rubble, combat maneuver checks made to trip creatures within the rocky debris are made with a +2 circumstance bonus.

#### STONE FIST<sup>APG</sup>

You gain a +1 natural armor bonus to AC, and if you are fighting defensively or using the total defense action while your *stone fist* hand is free, you can use your *stone fist* as an improvised shield, gaining a +1 shield bonus to AC. You add one-half your mythic tier on damage rolls for unarmed attacks you make with your *stone fist*. You also add one-half your mythic tier (minimum 1) on combat maneuver checks you make to sunder objects with a hardness less than 8 as long as you attack with your *stone fist*.

#### STONE SHIELD<sup>ARG</sup>

Your *stone shield* provides you with improved cover from that enemy until the beginning of your next turn, granting you a +8 bonus to Armor Class and a +4 bonus on Reflex saving throws, as well as the benefit of evasion. If an attack by that opponent misses you by 8 or less, it strikes the *stone shield* instead, which has hardness 8 and 15 hit points plus 5 hit points per mythic tier.

#### STONE TELL<sup>CR</sup>

You gain the ability to converse with any creature with the earth subtype as though you shared a common language, and you increase the caster level and save DC of any language-dependent effect you use against a creature with the earth subtype by 1. In addition, your intuitive communion with the stone grants you the stonecunning racial ability as if you were a dwarf. If you already have stonecunning or improved stonecunning, the bonuses for that ability are doubled. You also gain tremorsense with a range of 10 feet, plus 5 feet times your mythic tier, and as a move action you can converse with the stone to gain a description of any creature you detect with your tremorsense. If you are underground or in a building made primarily of stone, nearby stones shout a warning to you if you trigger a trap, granting you a dodge bonus to AC and a bonus to Reflex saving throws equal to one-half your mythic tier.



### STONE TO FLESH<sup>CR</sup>

You can restore a number of petrified creatures equal to your mythic tier to their normal state, and such creatures add your mythic tier as a bonus to their Fortitude save to survive the process. If you target a stone object, increase the length and diameter of the cylinder you can affect by a number of feet equal to your mythic tier.

### STORM FORM<sup>DM</sup>

Your fly speed improves to 80 ft. (good). You deal 1d8 hp electricity damage + 1 hp per caster level (maximum +20). When you unleash the storm's fury, you deal 1d8 hp electricity damage per caster level (maximum 20d8), and the thunderclap deafens a creature failing its Fortitude save for 2d4 minutes. While the spell is active, you can spend one use of mythic power to unleash a stroke of lighting as a ranged touch attack that deals 1d8 hp electricity damage + your tier + 1 hp/caster level (maximum +20).

### STORM OF BLADES<sup>PSAND</sup>

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

### STORM TRIDENT<sup>ISG</sup>

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

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

### STORMBOLTS<sup>APG</sup>

You deal 1d10 points of electricity damage per caster level (maximum 20d10), and creatures failing their save are stunned for 1 round and staggered for a number of rounds equal to one-half your mythic tier. In addition, creatures using metallic equipment take a penalty to their saving throw, as indicated below.

Save	Metal Equipment
-1	One-handed metal weapon
-2	Two-handed metal weapon

-1	Metal buckler or light shield
-2	Metal heavy shield
-1	Metal light armor
-2	Metal medium armor
-4	Metal heavy armor

These saving throw penalties overlap and do not stack; only the most severe applies. Mithral armor is treated as its actual armor type, not as armor one category lighter.

### STONESKIN, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The *mythic version of stoneskin* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### STRANGLING HAIR<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### STRENGTH OF MADNESS<sup>DM</sup>

You add your tier to your caster level to determine this spell's effects. Additionally, all bonuses granted increase by +2 and all penalties incurred increase by -2. A target that fails a Will save by 5 or more while under the effects of this spell experiences *confusion* for 1d4 rounds, while a target that rolls a natural 1 on a Will save experiences *mythic confusion* for 1d4 rounds.

### STRENGTH OF THE UNDERWORLD<sup>DM</sup>

You may spend one use of mythic power to negate all damage from one burst of channeled energy the next time you encounter it.

### STRONG JAW<sup>APG</sup>

You add one-half your mythic tier to damage rolls the target makes with the chosen natural weapon. In addition, if the subject of the spell confirms a critical hit with that natural weapon the target must attempt a Fortitude save (DC 10 + 1/2 the subject's Hit Dice + the subject's Strength modifier + your mythic tier). If the save fails, an armored target's armor gains the *broken* condition; if the target is wearing armor and using a shield, choose randomly which is broken. If the armor or shield is magical, its enhancement bonus applies as a bonus to the target's Fortitude save.

If the target is not wearing armor or using a shield but has natural armor, a failed Fortitude save causes it



to lose a number of points of its natural armor equal to one-half your mythic tier; its natural armor bonus to AC cannot be reduced below 0, and lost points return at a rate of 1 per day of natural healing. They can be restored immediately by a *regenerate* spell, and creatures with regeneration can regain 1 point per hour.

A target lacking armor, shield, or natural armor takes Strength damage equal to one-half your mythic tier on a failed Fortitude save.

#### STRONG WINGS<sup>ARG</sup>

The target becomes such a strong flyer that it is considered one size category larger than normal for the purpose of *wind effects* (as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*) and gains a bonus equal to one-half your mythic tier (minimum 1) on Strength checks made while flying. This bonus also applies to combat maneuver checks made to bull rush or drag an opponent or Escape Artist checks or grapple combat maneuver checks made to escape a grapple.

#### STUMBLE GAP<sup>APG</sup>

Creatures that fall prone in a square containing a *stumble gap* have difficulty arising as the extradimensional hole tries to lock onto them and hold them fast, even if they were knocked prone by an effect other than the *stumble gap* itself. Standing up from prone requires a full-round action, though a prone creature can attempt to stand up as a move action by making a successful Reflex save. Failure results in the creature taking 1 point of damage and remaining prone.

**Augmented (4th):** If you expend two uses of your mythic power, you can create a number of extradimensional holes equal to one-half your mythic tier. The holes need not be adjacent but must all be within range.

#### STUNNING FINALE<sup>APG</sup>

You can affect a number of creatures with your *stunning finale* equal to 3 plus one-half your mythic tier, and while all targets must be within range they need not be within 30 feet of each other. On a failed save, the targets are stunned for 1 round and staggered for a number of rounds equal to one-half your mythic tier.

#### SUFFOCATING VOID<sup>DM</sup>

The airless void created by this spell impedes

verbal spell components even for creatures with no need to breathe. If you expend one use of mythic power when you cast this spell, the void sucks the air from an affected creature's lungs, causing it to immediately suffocate, if it fails a Fortitude save.

#### SUFFOCATION<sup>APG</sup>

The duration of this spell is increased by an amount equal to one-third your mythic tier (minimum 1 round). In addition, you can use this spell successfully on any creature that breathes, even if that creature breathes a substance other than air (such as aquatic creatures that breathe water). Creatures that do not need to breathe are still immune to this spell.





### SUFFOCATION, MASS<sup>APG</sup>

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

### SUGGESTION, MASS<sup>CR</sup>

This spell loses the language-dependent descriptor and can affect a number of targets equal to your caster level plus your mythic tier. All targets must be within range, but they need not be within 30 feet of each other.

**Augmented:** If you expend two uses of mythic power as a full-round action, you can cast this spell and implant a number of different *mythic suggestions* equal to your mythic tier. You decide which target receives which *suggestion*, but each creature can be targeted with only one of your *suggestions* with each casting of the spell.

### SUMMON ACCUSER<sup>RG</sup>

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

### SUMMON BLACK GNASH<sup>DM</sup>

Black Gnash is considered a mythic creature and it gains one use of mythic power and the surge ability, which it can use to add 1d8 to a single die roll. It gains no other mythic abilities. Black Gnash also has DR 5/epic.

**Augmented (6th):** If you expend two uses of mythic power, you can add the savage mythic template to Black Gnash (see *Mythic Adventures*). Black Gnash's DR improves to 10/epic.

### SUMMON BLADE<sup>DM</sup>

If you spend one use of mythic power when casting this spell, you increase the duration to 24 hours (or until activated). You can also target a one-handed melee weapon with this spell.

### SUMMON DESTINY'S DOOM<sup>GCC</sup>

The creature you summon is considered a mythic creature and gains one use of mythic power and the surge ability, which it can use to add 1d6 to a single die roll. In addition, insight and luck bonuses from non-mythic effects do not apply against these

embodiments of balanced destiny or unraveled doom.

**Augmented (6th):** If you expend two uses of mythic power, the summoned creature gains the *agile mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

### SUMMON EIDOLON<sup>APG</sup>

When you summon your eidolon with this spell, you may cast a harmless spell with a casting time of 1 standard action or less, a range of touch, and whose spell level does not exceed one-half your mythic tier. That spell affects your eidolon when it is summoned. If the *summon eidolon* spell is dispelled, this companion spell is automatically dispelled as well.

**Augmented (3rd):** If you expend two uses of your mythic power when summoning your eidolon with this spell, it can attempt to attack creatures warded by *protection from evil* or similar effects as if it had spell resistance equal to 11 plus your caster level plus your mythic tier.

**Augmented (6th):** If you expend three uses of your mythic power, you can attempt to summon your eidolon in an area where teleportation is blocked by a non-mythic effect, making a caster level check with a bonus equal to your mythic tier against a DC of 15 plus the caster level of the effect blocking teleportation, planar travel, or summoning. If your check succeeds, your eidolon is successfully summoned into the area.

### SUMMON ELDER WORM<sup>UM</sup>

The purple worm you summon gains the *invincible mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures* and the *fast swallow* universal monster ability. In addition, you add one-half your mythic tier to the save DC against the worm's poison.

**Augmented (6th):** If you expend two uses of mythic power, the worm's poison bypasses the poison immunity of living creatures. In addition, the worm's attacks ignore non-mythic *freedom of movement* effects.

### SUMMON ELEMENTAL STEED<sup>FG</sup>

The elemental chariot you create provides improved cover (+8 bonus to AC, +4 bonus on Reflex saves) to creatures within it, and its DR/— is increased by an amount equal to your mythic tier. The elemental is considered a mythic creature, and any mythic creature riding within it that activates a mythic surge can choose to bestow the benefit of that mythic surge on the elemental chariot instead of itself.





#### SUMMON FROGHEMOTH<sup>UM</sup>

The froghemoth you summon gains the *savage mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures* and it gains the benefit of a *jump* spell (caster level equals your mythic tier). In addition, you can expend one use of your mythic power to grant it the ability to use the *aerial assault* champion path ability, using your mythic tier to determine the effect of the ability.

**Augmented (6th):** If you expend two uses of mythic power, the froghemoth gains the rend (2 tentacles, 1d8+15) universal monster ability. In addition, the froghemoth's attacks ignore non-mythic *freedom of movement* effects.

#### SUMMON GENIE (ALL)<sup>PSAND</sup>

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

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

#### SUMMON HORDE OF FLESH<sup>GCC</sup>

Any *hungry flesh* or *yaoguai* you summon is considered a mythic creature and gains one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. A mythic hungry flesh you summon gains double the normal growth points for eating a creature, and can devour a creature's body as a standard action if the creature is its own size or smaller, or a full-round action for a creature one size larger. A summoned hungry flesh gains 1 growth point each time it successfully maintains a grapple. A summoned *yaoguai* instead gains one random additional maker's gift.

**Augmented (6th):** If you expend two uses of mythic power, the creatures you summon gain the *savage mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### SUMMON INFERNAL HOST<sup>RG</sup>

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

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



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

### SUMMON INSTRUMENT<sup>CR</sup>

Your summoned instruments can be played by anyone, and their melodies are so sweet that they provide a bonus to Perform checks equal to one-half your mythic tier.

**Augmented (6th):** If you expend two uses of mythic power, you can summon a quasi-real instrument too large for you to carry, such as a piano or organ. The instrument must appear on a solid surface strong enough to support it, and it disappears if you summon another larger-than-normal instrument. Creatures can push the instrument aside with a DC 10 Strength check. The instrument has hardness 0 and hit points equal to your mythic tier, and dissolves into nothingness if destroyed.

### SUMMON LAMMASU/SHEDU<sup>DM</sup>

The summoned lammasu or shedu is considered a mythic creature and it gains one use of mythic power and the surge ability, which it can use to add 1d8 to a single die roll. It gains no other mythic abilities. The creature also gains DR 10/epic.

**Augmented (6th):** If you expend two uses of mythic power, you can add the *invincible mythic template* to the summoned creature, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. If you expend three uses of mythic power, you can summon a mythic lammasu or mythic shedu, as described in *Mythic Monsters: Guardians of Good* from Legendary Games.

### SUMMON MINOR ALLY<sup>UM</sup>

The creatures you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. Your summoned monsters gain no other mythic abilities.

**Augmented (6th):** If you expend two uses of mythic power, you can add the *invincible mythic template* to the summoned creature, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. If you expend three uses of mythic power, you can summon a mythic lammasu or mythic shedu, as described in *Mythic Monsters: Guardians of Good* from Legendary Games.

### SUMMON MINOR MONSTER<sup>UM</sup>

The creatures you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. Your summoned monsters gain no other mythic abilities. In addition, you can apply the *entropic* or *resolute* simple template in place of the celestial or fiendish template.

**Augmented (6th):** If you expend two uses of mythic power, you can add the agile, invincible, or savage *mythic simple template* to creatures you summon with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

### SUMMON MONSTER (ALL)<sup>CR</sup>

The monsters you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. Your summoned monsters gain no other mythic abilities. In addition, you can apply the *entropic* or *resolute* simple template in place of the celestial or fiendish template.

**Augmented (6th):** If you expend two uses of mythic power, you can add the agile, invincible, or savage *mythic simple template* to creatures you summon with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

### SUMMON MOUNTS<sup>DM</sup>

The summoned mounts are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. They gain no other mythic abilities. The mounts also gain the mythic version of your choice of the Endurance or Run feat (which applies to all summoned mounts).

**Augmented (3rd):** If you expend two uses of mythic power, you add the agile or invincible *mythic simple template* to creatures you summon with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

### SUMMON MUTANTS<sup>GCC</sup>

The creatures you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll, and they gain the fortification (25%) ability. Your summoned monsters gain no other mythic abilities.



**Augmented (6th):** If you expend two uses of mythic power, you can add the **agile**, **invincible**, or **savage mythic simple template**, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, to creatures you summon with this spell.

#### SUMMON NATURE'S ALLY (ALL)<sup>CR</sup>

The creatures you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. Your summoned monsters gain no other mythic abilities. In addition, you can summon creatures with the young or giant simple template, treating them as creatures on the *summon nature's ally* creature list one level lower (young template) or higher (giant template) than normal.

**Augmented (6th):** If you expend two uses of mythic power, you can add the **agile**, **invincible**, or **savage mythic simple template** to creatures you summon with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

#### SUMMON SLIME (ALL)

The oozes you summon are considered mythic creatures and gain one use of mythic power. If attacked by an effect that would bypass any resistance or immunity they possess, including but not limited to energy resistance and damage reduction, they can spend this use of mythic power as an immediate action to retain their usual immunity or resistance for 1 minute. Your summoned oozes gain no other mythic abilities.

**Augmented (6th):** If you expend two uses of mythic power, you can add the **agile**, **invincible**, or **savage mythic simple template**, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, to oozes you summon with this spell.

#### SUMMON STAR<sup>DM</sup>

The summoned star is considered a mythic creature and it gains one use of mythic power and the surge ability, which it can use to add 1d8 to a single die roll. It gains no other mythic abilities. The creature also gains DR 10/epic.

**Augmented (6th):** If you expend two uses of mythic power, you can add the **agile mythic simple template** to the summoned creature, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### SUMMON STAR MOTE<sup>DM</sup>

If the mote shoots a ray, it deals 2d6 hp damage for every two caster levels (maximum 20d6). If the mote creates a burst, it deals 1d8 hp damage per three caster levels (maximum 6d8). A creature blinded by the mote is blinded for 1d4 rounds. The star mote gains a +2 deflection bonus to AC. If you spend one use of mythic power when you cast this spell, you grant the star mote DR 5/epic.

#### SUMMON UNDEAD<sup>DM</sup>

The summoned undead creature is considered a mythic creature and it gains one use of mythic power and the surge ability, which it can use to add 1d6 to a single die roll. It gains no other mythic abilities.

**Augmented (3rd):** If you expend two uses of mythic power, you add the **agile**, **invincible**, or **savage mythic simple template** to the summoned undead creature, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### SUMMON VENOMOUS SWARM<sup>DM</sup>

You add your tier to your caster level to determine the swarm's damage. The snake swarm also makes a trip attempt when it moves into a creature's space (CMB +6).

#### SUMMON WONDROUS ITEM<sup>DM</sup> (ALL)

If you spend one use of mythic power when you cast this spell, you roll twice on the appropriate Wondrous Item table and summon the item of your choice. Additionally, you increase the spell's duration by a number of rounds equal to your tier.

#### SUMMONER CONDUIT<sup>UC</sup>

Whenever the target creature takes damage from a spell or spell-like or supernatural ability, including area effects as well as targeted effects, its summoner is also affected. If the effect is a targeted spell, the target's summoner takes a penalty on its saving throw equal to one-half your mythic tier.

**Augmented:** If you expend two uses of mythic power, any creature that was called or summoned as part of the same effect that called or summoned the target is affected by the *summoner conduit* in the same way as the summoner.



### SUMMONER'S MARK<sup>DM</sup>

The spell also confers a +1 competence bonus on your summoned creatures' damage rolls against the target.

### SUNBURST<sup>CR</sup>

The damage dealt increases to 6d8 points of damage, 12d8 against creatures to which sunlight is harmful or unnatural, and 1d8 points of damage per level (maximum 25d8) against undead, fungi, molds, oozes, and slimes. Creatures that succeed on their saving throws are blinded for at least 1 round; they may attempt a new save each round at the end of their turn to reduce the effect to dazzled. A new save is allowed each round to remove the dazzled condition. Creatures that fail their saving throws are fatigued by sunstroke, and their eyes are completely destroyed by the blast, requiring a *regenerate* spell to restore sight; *remove blindness* is ineffective.

### SUPPRESS CHARMS AND COMPULSIONS<sup>ASL</sup>

You increase the duration by a number of minutes equal to your mythic tier, and you add your mythic tier to your caster level to determine how many creatures you can affect. Targets add one-half your mythic tier on saving throws against non-mythic charm and compulsion effects.

### SUPPRESS PRIMAL MAGIC<sup>ISM</sup>

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

### SURMOUNT AFFLICTION<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SUSTAINING LEGEND<sup>MO</sup>

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

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

- Reduce the exhausted condition to fatigued.
- Reduce the frightened condition to shaken, or the panicked condition to frightened.
- Reduce the nauseated condition to sickened.

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

### SWARM SKIN<sup>APG</sup>

You can use this spell to create any type of swarm with which you are familiar (GM's discretion). The cost to create each swarm is equal to 2 caster levels times the swarm's CR. All swarms you create gain the *agile mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, and you add one-half your mythic tier to the save DC for any exceptional abilities of the swarms you create.

### SWIRL OF AXES<sup>DM</sup>

The axes add your tier to their attack rolls, and their threat range is doubled (19–20).

**Augmented (2nd):** If you expend two uses of mythic power, the axes bypass damage reduction as if they were epic weapons.

### SYMBIOSIS<sup>DM</sup>

If you spend one use of mythic power when you use this extract, you increase the duration a number of days equal to your tier.

### SYMBIOSIS, GREATER<sup>DM</sup>

Each use of regeneration reduces the extract's duration by 1 day, and the extract provides regeneration 4 (acid or fire). If you spend one use of mythic power when you use this extract, you increase the duration a number of days equal to your tier.

### SYMBOL OF CONDEMNATION<sup>DM</sup>

A mythic spell is required to dispel *mythic symbol of condemnation*. If you spend one use of mythic power when casting this spell, you cause any Intelligent creature that views the symbol to shift its attitude toward the affected creature to hostile. Additionally, you increase the duration by a number of days equal to your tier.

### SYMBOL OF DEATH<sup>CR</sup>

The hit point limit for this spell is increased by 10 hit points times your mythic tier. In addition, the saving



throw for this spell becomes Fortitude partial, and creatures that successfully save against the symbol gain a temporary negative level that lasts a number of hours equal to your mythic tier. In addition, the bodies of non-mythic creatures that fail their saving throw are consumed in an eruption of divine energy, as the *destruction* spell. Add your mythic tier to the DC to find or disarm a *mythic symbol of death* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF DEBAUCHERY<sup>1SG</sup>

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

#### SYMBOL OF DISPELLING<sup>1SG</sup>

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

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

#### SYMBOL OF FEAR<sup>CR</sup>

The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol become shaken for as long as they remain within 60 feet. In addition, non-mythic creatures that fail their saving throw take 1d4 points of Wisdom damage in addition to the symbol's normal effects. Add your mythic tier to the DC to find or disarm a *mythic symbol of fear* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF HEALING<sup>UM</sup>

The damage healed from living creatures and dealt to undead creatures is increased to 4d8 points + 2 points per caster level (maximum +30). A *mythic symbol of healing* also suppresses fatigue from living creatures as long as they remain within 60 feet of an active symbol. Undead that fail their save are treated as if they were fatigued as long as they remain within 60 feet of an active symbol. Add your mythic tier to the DC to find or disarm a *mythic symbol of healing* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF INSANITY<sup>CR</sup>

The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol become fascinated for at least 1 round. They can make a saving throw at the end of each turn to end the fascinated effect, and it also ends if their line of sight to the symbol is blocked or if they move or are moved more than 60 feet from the symbol. Creatures that fail their saving throw are affected as *mythic confusion*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, and non-mythic creatures that fail their saving throw are also take 1d4 points of Intelligence damage. Add your mythic tier to the DC to find or disarm a *mythic symbol of insanity* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF MIRRORING<sup>UM</sup>

Destroying a creature's illusory double within 60 feet of an active *mythic symbol of mirroring* causes a bright flash of light which dazzles the attacker for 1 round (Will negates). In addition, a creature can use an immediate action to replace a destroyed illusory double. This double persists and is in addition to the replacement illusory double that appears on its next turn. A creature cannot have more than two illusory doubles simultaneously. If a creature leaves the area, the images persist until destroyed or until a number





of rounds thereafter equal to your caster level plus your mythic tier. Add your mythic tier to the DC to find or disarm a *mythic symbol of mirroring* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

### SYMBOL OF PAIN<sup>CR</sup>

The saving throw for this spell becomes Fortitude partial, and creatures that successfully save against the symbol take a -2 penalty to attack rolls, skill checks, and ability checks as long as they remain within 60 feet. In addition, creatures that fail their saving throw become sickened by pain in addition to the symbol's

normal effects. Add your mythic tier to the DC to find or disarm a *mythic symbol of pain* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

### SYMBOL OF PERSUASION<sup>CR</sup>

The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol take a -2 penalty to Wisdom checks, Wisdom-based skill checks, and Will saves for as long as they remain within 60 feet. In addition, non-mythic creatures that fail their saving throw take 1d4 points of Charisma damage in addition to the symbol's normal effects. Add your mythic tier to the DC to find or disarm a *mythic symbol of persuasion* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

### SYMBOL OF REVELATION<sup>UM</sup>

This symbol is also triggered by illusion (figment) effects, outlining them in *faerie fire* that marks them for what they are. Creatures outlined in *faerie fire* by this symbol are dazzled as long as the *faerie fire* persists. Add your mythic tier to the DC to find or disarm a *mythic symbol of revelation* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

### SYMBOL OF SCRYING<sup>UM</sup>

Add your mythic tier to the DC to find or disarm a *mythic symbol of scrying* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*. You can see and hear the target and its surroundings within 15 feet plus 5 feet for every three mythic tiers. Your chance to successfully cast *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message* through the scrying sensor is increased by 5% times your mythic tier. In addition, you can penetrate non-mythic protections from divination with a caster level check against a DC of 11 plus the caster level of the protective effect. If the protective spell already



allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of your mythic power, you can attempt to cast other divination spells through the scrying sensor. The companion divination spell's level cannot exceed half your mythic tier, and its chance of successfully being cast through the sensor is determined as for the spells noted above, but is reduced by 10% per level of the divination.

#### SYMBOL OF SEALING<sup>UM</sup>

You seal the warded portal with a *mythic wall of force*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. Add your mythic tier to the DC to find or disarm a *mythic symbol of sealing* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF SLEEP<sup>CR</sup>

The saving throw for this spell becomes Will partial, and creatures below the Hit Die limit that successfully save against the symbol become fatigued for as long as they remain within 60. The Hit Die limit to be affected by a *mythic symbol of sleep* is equal to 10 plus your mythic tier. Creatures above this limit cannot be put to sleep by the symbol but do become fatigued on a failed Will save. Add your mythic tier to the DC to find or disarm a *mythic symbol of sleep* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF SLOWING<sup>UM</sup>

Creatures failing their save are affected as *mythic slow*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. Add your mythic tier to the DC to find or disarm a *mythic symbol of slowing* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF STRIFE<sup>UM</sup>

Targets gain a morale bonus on attack and damage rolls equal to one-half your mythic tier when attacking the nearest creature. If no other creatures are visible, an affected creature has a 50% chance to act normally and a 50% chance to attack itself, dealing itself 2d8 points of damage + its Strength modifier. Add your mythic tier to the DC to find or disarm a *mythic symbol of strife* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF STRIKING<sup>UC</sup>

The number of attacks of opportunity that the *symbol of striking* can make is increased by an amount equal to your mythic tier, and your symbol threatens an area as if it had natural reach of 10 feet, plus 5 feet for every 5 mythic tiers you possess. You may choose to reduce the number of attacks of opportunity your *symbol of striking* can take by half in order to double its reach. Against non-mythic creatures, it gains a bonus on attack and damage rolls equal to one-half your mythic tier. Add your mythic tier to the DC to find or disarm a *mythic symbol of death* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF STUNNING<sup>CR</sup>

The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol become staggered for at least 1 round. They can make a new saving throw each round at the end of their turn to remove this condition, and it is immediately removed if they move more than 60 feet from the *mythic symbol of stunning*. Non-mythic creatures that fail their saving throw are staggered in the same fashion after the duration of their stun expires. Add your mythic tier to the DC to find or disarm a *mythic symbol of stunning* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF VULNERABILITY<sup>UM</sup>

Add your mythic tier to the reduction targets take in spell resistance, energy resistance, and damage reduction. The saving throw penalty taken by targets is increased to -6. This vulnerability lasts as long as creatures remain within 60 feet of the *mythic symbol of vulnerability* and for a number of rounds thereafter equal to your caster level plus your mythic tier. Add your mythic tier to the DC to find or disarm a *mythic symbol of vulnerability* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF WEAKNESS<sup>CR</sup>

The saving throw for this spell becomes Fortitude partial. Creatures failing their save take 3d10 points of Strength damage, and non-mythic creatures also become fatigued. Creatures that successfully save take 1 point of Strength damage each round that they begin their turn within 60 feet. Add your mythic tier to the DC to find or disarm a *mythic symbol of weakness* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.



### SYMPATHETIC VIBRATION<sup>CR</sup>

The casting time decreases to 1 round and the damage dealt increases to 2d12 points of damage per round.

### SYMPATHY<sup>CR</sup>

You can choose an additional number of alignments or specific kinds of creatures equal to half your mythic tier to affect with this spell. Alternatively, *mythic sympathy* can be cast to affect all creatures of one creature type (and subtype, if a humanoid or outsider). Creatures that fail their saves and are forced to leave the area or object (or that succeed at their initial save but fail a subsequent save) are affected as *crushing despair* until they return to it. *Mythic sympathy* cannot be dispelled by a non-mythic effect unless the caster level of the dispelling caster equals or exceeds yours.





# T

tactical acumen  
tame drake  
tan hide  
tap inner beauty  
tar ball  
tar pool<sup>A</sup>  
targeted bomb admixture<sup>A</sup>  
tattoo potion  
tectonic communion<sup>A</sup>  
telekinetic assembly<sup>A</sup>  
telekinetic charge<sup>A</sup>  
telekinetic sphere  
telepathic bond  
telepathic censure  
teleport<sup>A</sup>  
teleport, greater<sup>A</sup>  
teleport object<sup>A</sup>  
teleport trap  
teleportation circle<sup>A</sup>  
tempest  
temporal ripple  
temporal stasis<sup>A</sup>  
temporary resurrection<sup>A</sup>  
terrain bond  
terrible remorse  
terrifying gaze  
terror  
theft ward  
third eye  
thorn body  
thousand darts  
threefold aspect  
thunder arrow  
thunder fire  
thunderbolt<sup>A</sup>  
thunderclap  
thundering drums<sup>A</sup>  
tick stop  
tidal wave  
time capsule<sup>A</sup>  
time jump  
time loop  
time step  
time vortex<sup>A</sup>  
timeless engine  
timely distraction  
timely inspiration  
tiny hut<sup>A</sup>  
tireless  
tireless pursuers  
tireless pursuit  
toilsome chant

tolling doom  
tomb legion  
tongues  
toolkit  
torc of the pharaoh<sup>A</sup>  
torch-wielding mob  
touch injection  
touch of bloodletting  
touch of Callimachus  
touch of combustion  
touch of fatigue  
touch of gracelessness  
touch of idiocy  
touch of slime  
touch of the sea  
touch of truthtelling  
toxic gift<sup>A</sup>  
tracking mark<sup>A</sup>  
transfer tattoo  
transform shield  
transmogrify  
transmute blood to acid<sup>A</sup>  
transmute metal to wood  
transmute mud to rock<sup>A</sup>  
transmute potion to poison<sup>A</sup>  
transmute rock to mud<sup>A</sup>  
transplant visage<sup>A</sup>  
transport via plants<sup>A</sup>  
transposition  
trap the soul  
trapshadow  
treasure disk  
treasure jump  
treasure scent  
treasure stitching<sup>A</sup>  
tree shape  
tree stride  
trilling field  
tripping stick  
triumph of ice  
tripvine  
true form<sup>A</sup>  
true resurrection<sup>A</sup>  
true seeing<sup>A</sup>  
true seeing, mythos  
truespeak  
tsunami<sup>A</sup>  
tunneling swarm  
twilight knife  
twin form  
twist the skein  
twisted space<sup>A</sup>  
twistmap



### TACTICAL ACUMEN<sup>UC</sup>

You add your mythic tier to your caster level to determine the increased bonus you gain, and the bonus is not limited to +4. In addition, whenever an opponent uses a teamwork feat or the aid another action, as an immediate action you can ignore the effects of that feat or aid another action until the end of your next turn. This feat or action functions normally against other creatures during.

### TAME DRAKE<sup>DM</sup>

You add your tier to your Charisma check to convince the dragon to do anything it wouldn't normally do. If you expend one use of mythic power when you cast this spell you increase the duration to 24 hours.

### TAN HIDE<sup>DM</sup>

The spell cures up to 20 lbs. of skin or hide. If you spend one use of mythic power when you cast this spell, leather items crafted exclusively from skin or hide prepared by this spell are treated as masterwork without adding the masterwork component for purposes of the Craft (leather) check.

### TAP INNER BEAUTY<sup>ISG</sup>

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

### TAR BALL<sup>UM</sup>

The damage dealt increases to 1d6 points of fire damage on a hit and 1d6 points of fire damage each round thereafter for 1d6 rounds. While the *mythic tar ball* clings to a Large or smaller creature, the target is considered entangled (rather than taking a -2 penalty to Dexterity) and must succeed on a DC 15 Reflex save or be anchored to the spot.

### TAR POOL<sup>UC</sup>

The damage dealt increases to 1d10 points per 2 caster levels (maximum of 10d10), and bubbles and pops with trapped gases, sending out tarry tendrils and spatters into adjacent squares. After the *tar pool* is created, any creature moving or remaining adjacent it

must succeed on a Reflex save with a +2 bonus or be pulled into the *tar pool*. This forced movement does not provoke attacks of opportunity.

**Augmented (6th):** If you expend two uses of mythic power, the area increases to a 40-foot-radius spread and any fire damage dealt by the spell bypasses fire resistance and fire immunity. In addition, any creature that becomes entangled by the *tar pool* immediately falls prone.

### TARGETED BOMB ADMIXTURE<sup>UC</sup>

Your attack roll penalty for attacking an opponent that is engaged in melee with your bomb is reduced to -2, and if the target gains a cover bonus to AC you reduce that bonus by an amount equal to your mythic tier (minimum +0).

**Augmented (4th):** If you expend two uses of mythic power, you may increase your critical threat range with your bombs to 19-20 or your critical multiplier to x3. This does not stack with other effects that increase critical threat range or critical multiplier.

### TATTOO POTION<sup>ISM</sup>

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

### TECTONIC COMMUNION<sup>FP</sup>

You gain one additional fact about the area you study per mythic tier, and you may select one location or creature whose presence or location is revealed by this spell to observe more closely. This functions as *clairaudience/clairvoyance* (for a location) or *screying* (for a creature) and lasts as long as you continue concentrating after casting *mythic tectonic communion*, up to a maximum number of rounds equal to your mythic tier.

**Augmented:** If you expend two uses of your mythic power, you can observe multiple creatures or locations revealed by your *mythic tectonic communion*, switching between creatures or locations each round as a swift action. You can switch your observation back to a creature or location you have previously observed, though this does not allow you to observe a creature that has already succeeded at its saving throw against your *screying*.



#### TELEKINETIC ASSEMBLY<sup>UC</sup>

You add your mythic tier to your caster level to determine how many workers your spell replaces.

**Augmented (4th):** You can use this spell to assemble more than one siege engine at a time by expending one use of your mythic power per siege engine.

#### TELEKINETIC CHARGE<sup>UC</sup>

The ally you move with this spell can make a single attack at the end of the *telekinetic charge* as a free action rather than an immediate action, and it gains a dodge bonus to AC equal to one-half your mythic tier against attacks of opportunity provoked by its movement.

**Augmented (3rd):** If you expend two uses of mythic power, you may move two allies instead of one with this spell.

#### TELEKINETIC SPHERE<sup>CR</sup>

Add your mythic tier to your caster level for determining the diameter of the sphere. You can move up to 5,000 pounds plus 1,000 pounds per mythic tier of creatures and objects by concentration. The distance you can move the sphere each round increases by 5 feet per mythic tier.

#### TELEPATHIC BOND<sup>CR</sup>

You may link the minds of a number of additional creatures equal to one-half your mythic tier. Linked creatures gain a +4 bonus from flanking or the aid another action when that bonus is provided by a creature with which it shares a *mythic telepathic bond*. Creatures can sense the direction of any other creature sharing their bond by concentrating as a move action. If a bonded creature is affected by a non-mythic mind-affecting effect, all creatures in the *mythic telepathic bond* are immediately aware of it, and they gain a bonus equal to your mythic tier on Sense Motive checks to notice if another bonded creature and has been charmed or dominated by a mythic effect or mythic creature.

#### TELEPATHIC CENSURE<sup>DHH</sup>

You can cast this spell without a verbal component, as a silent act of will. The save changes to Will (partial), and on a successful save the target's ability to communicate by telepathy is suppressed for a number of rounds equal to your mythic tier. The target is entitled to a new Will save each round at the end of its turn to end this effect. If the target is currently part of a *status*, *telepathic bond*, *battlemind link*, or similar effect, you can attempt a Spellcraft check

(DC 20 + the spell level of the effect, if any) to detect this effect's presence. If you detect it, you can expend the remaining duration of the *telepathic censure* spell to dispel this effect (as *dispel magic*). If the effect is a non-mythic effect, you add your mythic tier as a bonus on the caster level check to dispel it. A successful caster level check dispels the entire effect, not just the target's portion of it.

#### TELEPORT<sup>CR</sup>

You may teleport willing creatures within 5 feet times your mythic tier, without needing to touch them. In addition, when rolling to see if you arrive on target, you may roll twice and select the better result.

**Augmented:** If you expend one additional use of mythic power, all targets of the spell can teleport back to their point of origin after a time interval you specify, up one round per mythic tier. Creatures that are dead at that point in time are not teleported back, nor are any items they carry.

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

#### TELEPORT, GREATER<sup>CR</sup>

You may teleport willing creatures within 5 feet times your mythic tier, without needing to touch them. In addition, if you are within 1 mile per caster level of the destination, you can attempt to teleport into an area that is warded by a non-mythic effect that blocks teleportation, such as *antimagic field*, *dimensional lock*, or *forbiddance* by making a caster level check with a DC of 15 plus the caster level of the effect, adding your mythic tier to the caster level check.

**Augmented:** If you expend one additional use of mythic power, all targets of the spell can teleport back to their point of origin after a time interval you specify, up one round per mythic tier. Creatures that are dead at that point in time are not teleported back, nor are any items they carry.

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

#### TELEPORT OBJECT<sup>CR</sup>

You can teleport one touched object of up to 500 lbs. per level and up to 10 cubic feet per level. Alternatively, you can teleport a number of objects equal to your mythic tier whose total weight does not exceed 100 lbs. per level. If you teleport the target object into the Ethereal Plane, the faint magical aura cannot be detected by non-mythic means and you add your mythic tier to the caster level check DC to dispel



the effect and retrieve the vanished item. Objects you teleport with this spell must be free-standing; you cannot teleport a portion of a larger structure or object, nor can you teleport an object that contains creatures.

**Augmented (6th):** If you expend two uses of mythic power, you can teleport a touched object of any weight, as long as it fits within one 10-foot cube per level. You may teleport one additional unattended object of the same size that is within 60 feet for every two uses of mythic power you expend.

If you are at least 9th mythic tier and expend five uses of mythic power, you can teleport an object of any weight as long as it fits within a cube that is 10 feet per level on each side.

### TELEPORT TRAP<sup>ISWG</sup>

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

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

### TELEPORTATION CIRCLE<sup>CR</sup>

A *mythic teleportation circle* has a radius of 10 feet, plus 5 feet per 5 mythic tiers. Add your mythic tier to the Perception and Disable Device DC to find or disarm the trap, as well as to the DC to dispel the *mythic teleportation circle*.

**Augmented (6th):** If you expend two uses of mythic power, the *mythic teleportation circle* allows two-way travel.

### TEMPEST<sup>DM</sup>

The Swim check DC is increased by your tier. Creatures pulled underwater take 1d6 hp bludgeoning damage/2 caster levels.

### TEMPORAL RIPPLE<sup>DM</sup>

If you spend one use of mythic power when casting this spell, you ignore the subsequent casting restriction.

### TEMPORAL STASIS<sup>CR</sup>

You can cast this spell as an immediate action upon yourself or an adjacent ally. If you cast this spell upon an unwilling target, add your mythic tier to the caster level check to dispel the effect.

**Augmented:** If you expend two uses of mythic power, you can affect a number of targets equal to one-half your mythic tier within close range (25 ft. + 5 ft./2 levels).

### TEMPORARY RESURRECTION<sup>UM</sup>

You can restore life to a body that has been dead up to 48 hours plus 12 hours per mythic tier you possess, and the corpse is returned to life for 24 hours plus 12 hours per mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, the target does not gain a permanent negative level while it is brought back to life by this spell.

### TERRAIN BOND<sup>UC</sup>

The duration is increased to 24 hours. Alternatively, you can cast the non-mythic version of this spell on a touched willing creature.

### TERRIBLE REMORSE<sup>UM</sup>

Each round after a failed save the target deals 2d8 points of damage + its Strength modifier to itself, plus 1 point of damage to a random ability score as it seeks to maim and injure itself. On a successful save, the target is staggered and takes a -2 penalty to Armor Class for a number of rounds equal to one-half your mythic tier. However, it is entitled to an additional saving throw each round at the end of its turn to end this effect.

### TERRIFYING GAZE<sup>DM</sup>

A creature that you cause to become shaken takes an additional -2 penalty on attack rolls against you. A non-mythic creature that makes its Will save is only immune to the gaze attack granted by the spell for 1 hour. You are treated as though you are a dragon when casting this spell, increasing the spell's DC by +2.

### TERROR<sup>DM</sup>

You can spend one use of mythic power to extend the spell's duration by a number of rounds equal to your tier. Additionally, a creature that makes its saving throw is shaken for 1d4 rounds.



#### THEFT WARD<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### THIRD EYE<sup>DM</sup>

You instead add either +20 ft. to your vision's range or a +4 to your competence bonus on Perception checks. If you expend one use of mythic power when using this extract, you gain darkvision 30 ft. (this does not include the bonus to your vision's range) if you do not already have darkvision.

#### THORN BODY<sup>APG</sup>

You add one-half your mythic tier on the piercing damage dealt by this spell. In addition, any creature taking damage from your thorns also takes 1 point of bleed damage, whether from attacking or grappling your or when you use natural weapons or unarmed strikes augmented by your *thorn body*. This bleed damage stacks with itself and other sources of bleed damage.

#### THOUSAND DARTS<sup>DM</sup>

The darts deal 1d6 + 1 hp damage per level (maximum 20d6 + 20). If a creature fails its Reflex save, its speed is reduced by half as if it stepped on caltrops. This movement penalty lasts for 24 hours, until the creature is successfully treated with a Heal check (DC 15 + your tier), or until it receives points of magical healing equal to your caster level.

#### THREEFOLD ASPECT<sup>APG</sup>

You can increase any one of the enhancement bonuses to your ability scores granted by this spell by 2, or you may reduce one of the ability score penalties caused by this spell by 2. In addition, casting this spell grants a degree of generational insight into your own potential futures and their relationship to your past. As long as you are using *mythic threefold aspect*, any insight bonus you gain is increased by 1, and you add your mythic tier to the percentage chance of success of an *augury*, *divination*, or similar effect that allows you to predict the future. Regardless of your appearance or the apparent age you choose, your threefold consciousness is difficult for others to interpret, causing creatures to take a penalty equal to your mythic tier (if they are non-mythic creatures) or one-half your mythic tier (if they are mythic creatures) on Sense Motive checks made against you, and you add one-half your mythic tier on saving throws to resist mind-reading effects like *detect thoughts*.

#### THUNDER ARROW<sup>DM</sup>

Creatures with fewer than 8 HD within 10 ft. of the arrow's impact must make a Fortitude save to avoid being knocked unconscious for 1 round. Only a mythic spell that negates noise can cancel this spell's effect. If you spend one use of mythic power when you cast this spell, you can wait a number of rounds equal to 1 + your tier before the spell dissipates.

#### THUNDER FIRE<sup>UC</sup>

Creatures deafened by this spell are also staggered for 1 round. In addition, the misfire chance of the creature wielding or carrying the firearm is increased for an additional number of rounds equal to one-half your mythic tier.

#### THUNDERBOLT<sup>DM</sup>

The damage increases to 1d8 hp sonic damage per caster level (maximum 10d8 hp). Regardless of whether your range touch attack hits, all creatures within 30 ft. of the target (including the target) must make a Fortitude save or become deafened. That condition can only be cured with *remove blindness/deafness* or a similar effect.

**Augmented (4th):** You can spend an additional three uses of mythic power to deal half damage to the spell's target even if the range touch attack misses, as long as that miss is not the result of rolling of a natural 1.

#### THUNDERCLAP<sup>DM</sup>

The thunderclap forces all creatures within hearing distance to succeed at a Fortitude save to avoid taking a –1 penalty on attack rolls and hearing-based Perception checks due to the ringing in their ears.

#### THUNDERING DRUMS<sup>APG</sup>

Creatures failing their save are deafened for a number of rounds equal to your mythic tier as well as being knocked prone and pushed 5 feet in a random direction into an unoccupied square on a failed save. A successful save halves damage, negates being knocked prone and pushed, and reduces the duration of deafness to 1 round.

**Augmented (6th):** Damage is increased to 1d10 points of damage per level (maximum 10d10), and damage from this spell ignores sonic resistance or immunity.



### TICK STOP<sup>DM</sup>

A non-mythic construct is immune to further *mythic tick stop* spells from the same caster for 1 hour. If you spend one use of mythic power when you cast this spell, you increase the spell's duration by your tier.

### TIDAL WAVE<sup>DM</sup>

Creatures caught in the wave take 1d8 hp bludgeoning damage/caster level (maximum 20d8). The Swim check DC is increased by your tier. If you spend one use of mythic power when you cast this spell, the wave ignores hardness when it damages buildings and objects.

### TIME CAPSULE<sup>DM</sup>

The enchanted object or each portal to the enclosure gains additional hardness equal to your tier.

**Augmented (5th):** You can expend three uses of mythic ability to increase the duration to 1 year/level.

### TIME JUMP<sup>DM</sup>

If you spend one use of mythic power when you cast this spell, you can bypass the construct's spell resistance.

### TIME LOOP<sup>DM</sup>

The creature begins its turn in the same location it began its previous turn. If that space is occupied, the spell ends and the target moves to a random adjacent square and is staggered for 1 round. The target also performs the same action regardless of context (if it no longer has a potion bottle it mimics drinking a potion; if it no longer has the prepared spell, it casts a spell that does nothing; or it swings its sword at the empty space where its opponent once was).

### TIME STEP<sup>DM</sup>

If you spend one use of mythic power when casting this spell, your base movement distance is tripled, allowing you to take the equivalent of a 15-ft. step.

### TIME VORTEX<sup>DM</sup>

You add your tier to the die roll to determine the vortex's effect.

**Augmented (3rd):** If you expend two uses of mythic power, you roll twice on the time vortex effects table (including mythic tier for each roll) and choose the effect from the two rolls.

### TIMELESS ENGINE<sup>DM</sup>

The affected device or construct adds your mythic level to its hardness. If you spend one use of mythic power when you cast this spell, you can affect another clockwork device or construct.

### TIMELY DISTRACTION<sup>DM</sup>

You add your tier to the CMB for the dirty trick attempt. If you expend one use of mythic power when casting this spell, you choose the dirty trick's effect.

### TIMELY INSPIRATION<sup>APG</sup>

You increase the bonus granted by this spell by 1, plus an additional +1 bonus per 5 mythic tiers.

### TINY HUT<sup>CR</sup>

Increase the highest temperature and decrease the lowest temperature your *mythic tiny hut* can withstand by 5 degrees per mythic tier. For example, a *mythic tiny hut* created by a 6th-tier caster could withstand temperatures as low as -30 degrees and as high as 130 degrees. A *mythic tiny hut* can withstand winds up to hurricane force, but tornado-force winds (175+ mph) destroy it.

**Augmented:** If you expend two uses of mythic power, your *mythic tiny hut* blocks out magical precipitation or weather effects created by spells of up to 3rd level, increasing by 1 spell level for every 2 mythic tiers.

### TIRELESS<sup>DM</sup>

This spell grants the target creature a bonus equal to your tier on saves against magical spells or effects that cause fatigue or exhaustion.

### TIRELESS PURSUERS<sup>APG</sup>

This spell functions as *mythic tireless pursuit*, but you can affect one additional target, plus an additional number of creatures equal to one-third your mythic tier.

### TIRELESS PURSUIT<sup>APG</sup>

You can perform a forced march or hustle for a number of hours equal to your mythic tier without taking damage or becoming fatigued from doing so.



If you have an animal companion, it automatically shares the effects of this spell as long as it remains adjacent to you (including if you are mounted on it).

#### TOILSOME CHANT<sup>ARG</sup>

You share the benefit of your inspire competence performance with a number of additional allies equal to your mythic tier if they are using the same skill, or equal to one-half your mythic tier if they are using different skills. If you target only a single creature with your *toilsome chant*, you suppress the effects of fatigue in the target as long as the effects of the *toilsome chant* persist. Once the skill check is completed, the effects of fatigue resume.

In place of aiding a skill check with inspire competence, you may use *toilsome chant* to add your inspire competence bonus on the target's saving throws and checks to avoid nonlethal damage or fatigue from forced marches, running, swimming, starvation, thirst, or extreme heat or cold.

#### TOLLING DOOM<sup>DM</sup>

If a target fails its Will save any time during this spell's duration, it becomes shaken for the remainder of the duration. If you spend one use of mythic power when you cast this spell, the cumulative penalty per failed Will save is -2 (maximum -20).

#### TOMB LEGION<sup>FG</sup>

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

#### TONGUES<sup>CR</sup>

The target gains the ability to communicate simultaneously in a number of languages equal to your mythic tier. Its voice cuts clearly through ambient noise, granting a bonus equal to twice your mythic tier to Perception checks to hear its speech, and its voice is so commanding that the caster level and save DC of any language-dependent effects it uses are increased by 1.

#### TONGUES, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *tongues* is described above.

#### TOOLKIT<sup>DM</sup>

The spell grants an additional +1 circumstance bonus on any Craft skill check.

#### TORC OF THE PHARAOH<sup>DM</sup> (ALL)

The spell's subject gains an additional +2 armor bonus, and the chance to negate a critical hit or precision damage increases by your mythic level.

**Augmented (4th):** If you expend two uses of mythic power, you gain DR 5/epic and the spell's duration increases to 24 hrs.

#### TORCH-WIELDING MOB<sup>GCC</sup>

This spell functions as *mythic angry mob*, and creatures that catch on fire from this spell gain no benefit from non-mythic fire resistance (though fire immunity applies normally). The *mythic torch-wielding mob* sheds bright light within its space and within 20 of it, and normal light within 20 feet beyond this range.

#### TOUCH OF BLOODLETTING<sup>ISG</sup>

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

#### TOUCH OF CALLIMACHUS<sup>DM</sup>

You add 2 to the total penalty taken by the affected creature on its saving throws against your spells. If you spend one use of mythic power when casting this spell, the spell bypasses the target's spell resistance, and all subsequent spells you cast automatically overcome the target's spell resistance should the target fail its Will save.

#### TOUCH OF COMBUSTION<sup>ARG</sup>

You add your mythic tier to the fire damage dealt by this spell. In addition, if the target catches fire it must roll twice and select the worse result whenever it attempts a Reflex save to extinguish the flames.

#### TOUCH OF FATIGUE<sup>CR</sup>

You deal 1 point of Strength damage to the target if it fails its saving throw.

#### TOUCH OF GRACELESSNESS<sup>APG</sup>

The Dexterity penalty increases to 1d8 + 1 per 2 caster levels (maximum +10). If the target fails its save, it is *slowed* (as the spell) for 1 round.



### TOUCH OF IDIOCY<sup>CR</sup>

Increase the penalty to Intelligence, Wisdom, and Charisma scores to 1d10. When the spell ends, whether due to being dispelled or its duration expiring, the target takes 1 point of Intelligence, Wisdom, and Charisma damage (Will negates this ability damage).

### TOUCH OF SLIME<sup>UM</sup>

If the target of your melee touch attack succeeds on its Fortitude save, the *touch of slime* remains on your hand and you can continue making a number of additional attacks with it equal to your mythic tier or until a target fails its saving throw, at which point the slime is transferred and acts as green slime. The Constitution damage dealt by the green slime is increased to 1d4 points per round.

### TOUCH OF THE SEA<sup>APG</sup>

You add a competence bonus equal to one-half your mythic tier to the target's Swim checks. In addition, the target can choose to expend one minute of the spell's duration as a swift action in order to gain the ability to breathe water until the beginning of its next turn.

### TOUCH OF TRUTHTELLING<sup>SG</sup>

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

### TOXIC GIFT<sup>UM</sup>

If the target fails its save against your *toxic gift*, the poison in your body is neutralized.

**Augmented:** If you are affected by more than one poison, you can transfer additional poisons to the target as part of your *toxic gift* by expending one additional use of mythic power for each poison after the first. The target is allowed a separate saving throw to resist each poison.

**Augmented (6th):** If you expend two uses of mythic power, you bypass the poison immunity of living creatures.

### TRACKING MARK<sup>SG</sup>

You subtract your mythic tier from the DC of Survival

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

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

### TRANSFER TATTOO<sup>ISM</sup>

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

### TRANSFORM SHIELD<sup>DM</sup>

If the shield is transformed into a tool or weapon, it gains the masterwork quality. If the shield has an enhancement bonus, and you transform it into a weapon, the weapon has the same enhancement bonus for its attack and damage rolls. If you expend one use of mythic power when you cast this spell, you can transform the shield into any number of objects while the spell is active.

### TRANSMOGRIFY<sup>APG</sup>

You reduce the casting time of this spell to 1 minute. You can reduce the casting time to a full-round action by doubling the amount of quicksilver used as the material component. If you spend 1 hour casting the spell, you reduce the amount of quicksilver needed as the material component of this spell by 100 gp times your mythic tier.

### TRANSMUTE BLOOD TO ACID<sup>UM</sup>

The damage dealt is increased to 1d8 points of acid damage per 2 levels (maximum 12d8) each round, and the sickened condition persists for a number of rounds equal to one-half your mythic tier even after you stop concentrating. Add your mythic tier to your caster level to determine the maximum duration you can concentrate on this spell.

**Augmented:** Each round you maintain concentration on this spell, you can expend an additional use of your mythic power at the beginning of your turn to switch to a new target. If the new target has spell resistance and you fail to overcome it,



the spell ends. You can switch targets multiple times as long as you continue concentrating, up to the maximum duration allowed by the spell.

**Augmented (6th):** If you expend two uses of mythic power, the damage dealt is increased to 1d10 points of acid damage per 2 levels (maximum 12d10), and you bypass acid resistance or acid immunity, as well as immunity to bleed effects.

#### TRANSMUTE METAL TO WOOD<sup>CR</sup>

Add your mythic tier to caster level checks to overcome the effective spell resistance of non-mythic magical items made of metal. Constructs made of metal within the area of effect are treated as magical items for the purpose of effective spell resistance (even if normally immune to magic, such as golems). If the construct does not have a caster level, its effective spell resistance is equal to 20 + its Hit Dice. A metal construct transmuted to wood loses 5 points of hardness or damage reduction and a -2 penalty to attack rolls, damage rolls, and Armor Class, and it gains vulnerability to fire.

#### TRANSMUTE MUD TO ROCK<sup>CR</sup>

You can cause the mud to surge into any adjacent square, causing any creature in those squares to become entangled (Reflex negates) in the mud which then hardens into stone. Creatures trapped in the stone that try to break free must break the stone with a Strength check (DC 20 plus one-half your caster level plus your mythic tier) or smash through the stone (hardness 8 plus one-half your mythic tier, hit points 5 times your caster level).

**Augmented:** If you expend two uses of your mythic power, you can crudely sculpt the area of mud before solidifying it into stone, making pillars, troughs, pits, and walls up to 10 feet high or 10 feet deep. Creatures standing in an area that you turn into a pit gain a DC 20 Reflex save to escape to the edge of the pit if it is within 10 feet. This movement does not provoke attacks of opportunity.

#### TRANSMUTE POTION TO POISON<sup>APG</sup>

You add one-half your mythic tier to the save DC of poisons you create with this spell, and you are always immune to their effects. In addition, you may keep the poison you create with this spell in your mouth for up to 1 minute per level before spitting it up. You may spit the poison as an ingested poison, with



an onset time of either 1 round and 1 minute (your choice). Alternatively, you may spit the poison as a contact poison, and in fact can spit it onto a creature as a ranged touch attack with a range of 5 feet; however, a contact poison has the effects of a poison created from a potion one spell level lower than its actual level.

**Augmented:** If you expend two uses of your mythic power, you can create a *specific type of poison* as described in the *Pathfinder Roleplaying Game Core Rulebook* or other sources, rather than the usual generic poisons that can be created with this spell. Creating a specific type of poison requires a Craft (alchemy) check against a DC equal to 5 plus the poison's save DC; you gain a bonus equal to your mythic tier on this check. The maximum price of the poison you create is equal to double the price of the potion being transmuted, plus 10% times your mythic tier.

#### TRANSMUTE ROCK TO MUD<sup>CR</sup>

You can affect worked stone with this spell, though the volume you can affect is reduced to two one-foot





cubes per mythic tier times your caster level. If you use this spell to create a cave-in in a natural tunnel or cavern, it deals 8d10 points of damage to creatures caught beneath it and creatures failing their Reflex save are pinned and must hold their breath or begin to suffocate. They can escape the mud with a Strength check, Escape Artist check, or Swim check with a DC of 10 plus your caster level plus your mythic tier.

**Augmented (7th):** If you expend two uses of your mythic power, you can affect two 5-foot cubes per mythic tier times your caster level of worked stone.

### TRANSPLANT VISAGE<sup>15G</sup>

You can steal the face from a creature that has been dead for up to 1 hour per level, and you add your mythic tier to the bonus you gain on Disguise checks to impersonate that person. If you use this spell to remove a stolen face, it remains intact for a number of rounds equal to your mythic tier and can be preserved with a *gentle repose* spell, *unguent of timelessness*, or a

similar effect. As long as that effect does not expire and the stolen face is not otherwise damaged, the face can be reused multiple times.

**Augmented (5th):** You can cast this spell with a range of touch, bestowing a stolen face on a willing or helpless creature. You can also steal the face of a willing or helpless creature (Fortitude negates). A target failing its save takes 4d6 points of damage, 2d6 points of Charisma damage, and 1d6 points of bleed damage. The target is also blinded and deafened for 1d6 rounds, and until the Charisma damage is healed the target is permanently dazzled and has a 50% chance of spell failure when casting spells with verbal components. A *regenerate* spell removes all negative effects from this spell, as does using *transplant visage* to give the target a new face, whether its own or another creature's.

### TRANSPORT VIA PLANTS<sup>CR</sup>

You can transport yourself and other creatures



through plants one size category smaller than you, plus an additional size category smaller for every 3 mythic tiers. A Medium-sized druid could travel through a Small plant at 1st mythic tier, Tiny at 3rd, Diminutive at 6th, and Fine at 9th mythic tier.

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

#### TRANSPPOSITION<sup>DM</sup>

The spell's range increases to long (400 ft. + 40 ft./level). This spell allows any of the target creatures to swap places with a target creature that has died.

#### TRAP THE SOUL<sup>CR</sup>

If you use the spell completion version of this spell, the gem does not shatter if the target's save or spell resistance is successful in avoiding the effect. In addition, when you cast this spell on a non-mythic creature, you reduce the cost of the black sapphire component by 1,000 gp times your mythic tier (minimum 1,000 gp). Add your mythic tier to the hardness and hit points of the gem used in this spell, as well as to the caster level check DC to dispel this spell.

#### TRAPSHADOW<sup>DM</sup>

You add your tier to the DC to detect the trap. *Mythic dispel magic* is required to dispel this spell. If you spend one use of mythic power when you cast this spell, it will persist if the trap is discharged.

#### TREASURE DISK<sup>DM</sup>

Add your tier to your caster level to determine the amount of liquid or weight the disk can carry. If you spend one use of mythic power when you cast the spell, its duration increases to 1 day/level.

#### TREASURE JUMP<sup>DM</sup>

The target object can weigh up to 2 lbs./level. If you specify a predetermined location when you cast the spell, you do not need to have line of sight to initiate the object's teleportation.

#### TREASURE SCENT<sup>DM</sup>

The extract's range increases to long (400 ft. + 40 ft./level). The extract's duration increases by a number of minutes equal to your tier.

#### TREASURE STITCHING<sup>APG</sup>

The cloth on which you cast *mythic treasure stitching* gains hardness equal to your mythic tier and hit points equal to your caster level plus your mythic tier, and if affected by an effect that allows saving throws it is treated as a magic item with a caster level equal to your caster level plus your mythic tier for the purpose of determining its saving throw bonus. If you have line of sight to the item and are within 5 feet times your mythic tier, and if the cloth is within 5 feet of the ground, you can dismiss the spell as an immediate action. The stored treasure expands slowly and spills out onto the ground harmlessly.

**Augmented:** If you expend two uses of your mythic power, you can set a command word alarm on the *mythic treasure stitching*. Thereafter, whenever a creature touches the *mythic treasure stitching* without first speaking the command word, it emits either a deafening scream as if you had attached a *stone of alarm* or else a silent mental alarm that only you can hear, as long as you are within one mile times your mythic tier.

#### TREE SHAPE<sup>CR</sup>

Add your mythic tier to the natural armor bonus to AC you gain while in *tree shape*. In addition, you can resume your normal form as a free action and then switch back into *mythic tree shape* a number of times equal to your mythic tier during the spell's duration. You can assume the form of a different tree, shrub, or tree trunk each time you resume *tree shape*.

#### TREE STRIDE<sup>CR</sup>

Add your mythic tier to the number of times you can move into a tree (and pass from one tree to another). You can move into and out of a tree as part of a single move action, whether you move out of it physically or by transporting to a different tree. If a tree you occupy is killed or burned, you can expend one use of mythic power as an immediate action to exit the tree or transport yourself into another tree before you are slain as well, though the shock of this near-death experience deals 1d6 points of Constitution damage.

#### TRILLING FIELD<sup>DM</sup>

The penalties imposed by the sound increase to -2. The DC for concentration checks within the field increases by your tier.

#### TRIPPING STICK<sup>DM</sup>

You add your tier to the CMB for the trip attempt. If you spend one use of mythic power when you cast



this spell, you increase the object's hardness by your tier.

### TRIPVINE<sup>FG</sup>

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

### TRIUMPH OF ICE<sup>DM</sup>

Affected creatures with the air subtype take 1d8 hp damage per caster level. Affected creatures with the earth subtype take 1d6 hp damage per caster level. Affected creatures with the fire subtype take 2d6 hp damage per caster level (maximum 40d6).

### TRUE FORM<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### TRUE RESURRECTION<sup>CR</sup>

You can cast this spell with a less costly material component by spending one use of your mythic power for every 5,000 gp by which you reduce the value of the diamond material component (to a minimum of 5,000 gp).

**Augmented:** If you expend two uses of your mythic power, you can cast this spell with a casting time of 1 round.

**Augmented (6th):** If you expend three uses of your mythic power, you can cast this spell on yourself as an immediate action when you are killed.

### TRUE SEEING<sup>CR</sup>

The target gains the ability to see through natural or magical fog and weather effects and grants a bonus equal to your mythic tier to all Perception checks. In addition, you can penetrate non-mythic protections from divination with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of your mythic power, you can cast this spell without a costly material component.

### TRUE SEEING, MYTHOS<sup>GCC</sup>

This spell functions as *mythic true seeing*, but you take only 1 point of Wisdom damage with each failed save. You also add one-half your mythic tier on caster level checks to overcome protections against divination used by aberrations and creatures with the mythos subtype.

### TRUESPEAK<sup>ARG</sup>

You can cast this spell on a willing ally with a range of touch. If you cast this spell on yourself, your flawless diction and mastery of dialectical subtleties create a sense of familiarity and goodwill in creatures with whom you speak, granting you a +2 circumstance bonus on all Charisma checks, Charisma-based skill checks, and Sense Motive checks, and you increase the save DC of language-dependent effects you create by 1 (by 2 for non-mythic creatures).

### TSUNAMI<sup>APG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### TUNNELING SWARM<sup>DM</sup>

The swarm tunnels through earth or wood at a rate of 10 ft. per round. If you expend one use of mythic power when you cast this spell, the tunnel remains when the spell ends.

### TWILIGHT KNIFE<sup>APG</sup>

Your *twilight knife* adds one-half your mythic tier on its attack and damage rolls, as well as on caster level checks you make to allow its attacks to overcome spell resistance. If the *twilight knife* is attacked, you add your mythic tier to its touch AC. If your *twilight knife* attacks a creature that is denied its Dexterity bonus to AC, uses d8s instead of d6s for its sneak attack damage dice.

### TWIN FORM<sup>APG</sup>

As long as your twin exists, you can speak through its mouth on your turn as if using *ventriloquism*. The effect is not illusory, but a successful Sense Motive check against a DC equal to 11 plus your caster level plus your mythic tier allows a creature to discern whether the body speaking contains your consciousness. *True seeing* also reveals which body you inhabit. Your twin cannot make attacks on your turn but if armed is considered to threaten surrounding spaces within reach, allowing it to flank and provide flanking. If a creature threatened by you or your twin provokes an attack of opportunity, you can make



that attack from either of your bodies. This does not increase the number of attacks of opportunity you are allowed to make each round.

#### **TWIST THE SKEIN<sup>DM</sup>**

When determining the fate modifier granted by this spell, roll 1d20 – 10 twice. You can pick which result is applied.

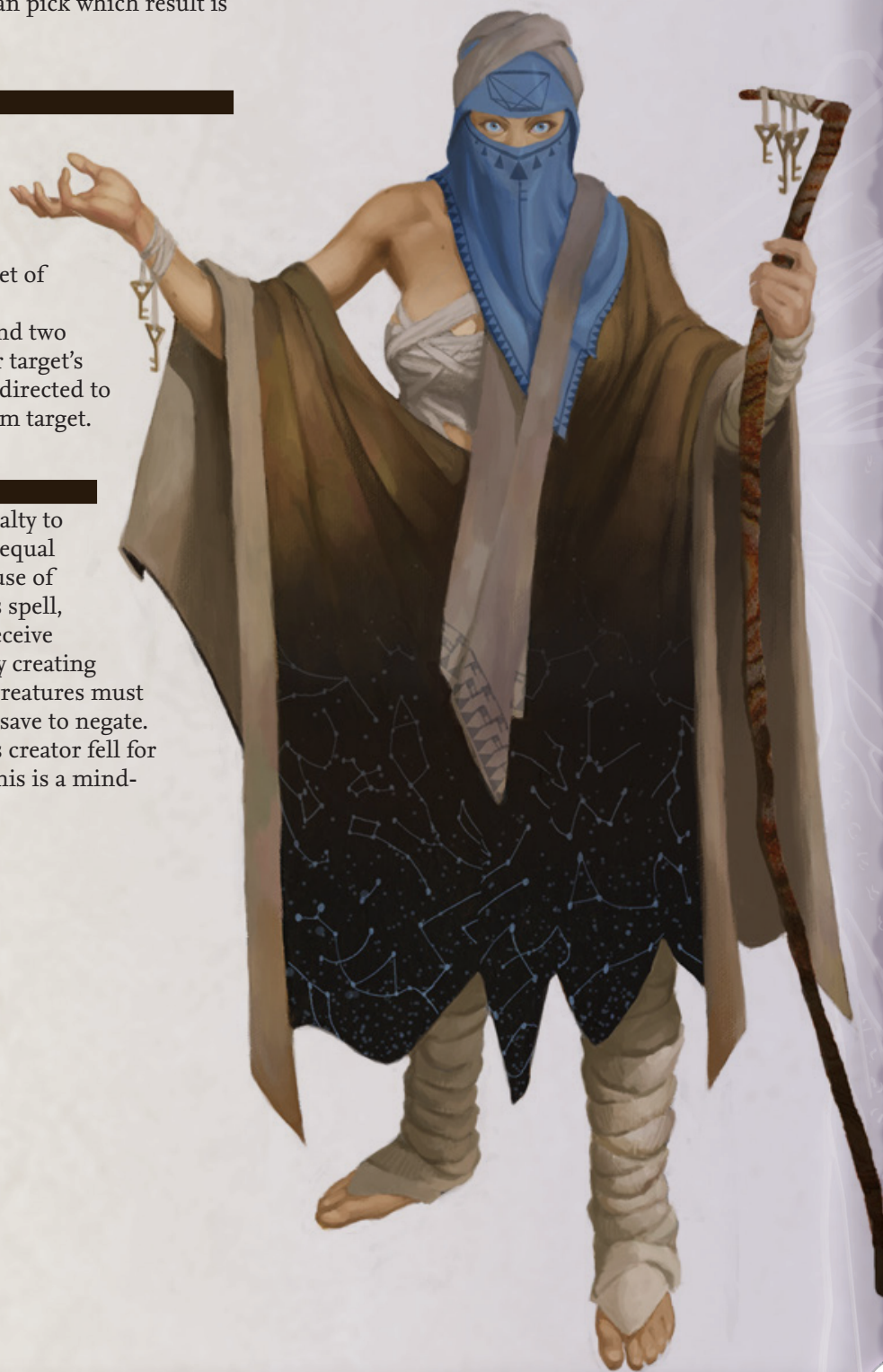
#### **TWISTED SPACE<sup>UC</sup>**

In addition to redirecting your target's melee attacks, any ranged attacks your target makes are redirected at a random target within the spell's range (including the target of your spell).

**Augmented (6th):** If you expend two uses of your mythic power, your target's melee and ranged attacks are redirected to attack itself rather than a random target.

#### **TWISTMAP<sup>DM</sup>**

The map imposes a further penalty to Perception and Survival checks equal to your tier. If you expend one use of mythic power when casting this spell, creatures consulting the map receive powerful suggestions, effectively creating illusory walls and the like that creatures must interact with to allow for a Will save to negate. It merely appears that the map's creator fell for illusions in the mapped area. This is a mind-affecting, compulsion effect.





# U

unadulterated loathing<sup>A</sup>  
unbreakable construct<sup>A</sup>  
unbreakable heart<sup>A</sup>  
uncanny reach  
uncanny utterance  
undead anatomy (all)<sup>A</sup>  
undeath to death<sup>A</sup>  
undetected alignment  
undine's curse  
unerring weapon  
unfetter  
unhallow<sup>A</sup>  
unholy aura  
unholy ice  
unholy sword  
unholy word<sup>A</sup>  
universal formula  
unnatural lust<sup>A</sup>  
unprepared combatant  
unseen servant  
unshakable chill<sup>A</sup>  
unsleeping  
unstable isotope  
unwelcome halo<sup>A</sup>  
unwilling shield  
unwitting ally  
urban grace  
utter contempt

### UNADULTERATED LOATHING<sup>UM</sup>

The target becomes sickened as well as nauseated when forced to remain within 60 feet of the object of its disgust.

**Augmented (4th):** If you expend two uses of mythic power, you can affect a number of targets equal to one-half your mythic tier, all of whom are filled with loathing for the same creature.

### UNBREAKABLE CONSTRUCT<sup>UM</sup>

You increase the target's damage reduction (of any kind, not only DR/adamantine) and/or its hardness by 5 plus one-half your mythic tier.

**Augmented:** If you expend two uses of your mythic power, the target construct has a 25% chance to ignore critical hits and precision-based damage, as if wearing light fortification armor.

**Augmented (3rd):** If you expend two uses of your mythic power, the target construct has a 50% chance to ignore critical hits and precision-based damage, as if wearing medium fortification armor.

**Augmented (6th):** If you expend three uses of your mythic power, the target construct becomes immune to critical hits and precision-based damage.

### UNBREAKABLE HEART<sup>ISWG</sup>

You add one-half your mythic tier (minimum 1) to the morale bonus granted by this spell on saving throws against negative emotions. If a charm or compulsion effect affecting the target allows a new saving throw to break the effect as a result of being ordered to harm or oppose a true ally, the target can roll three times and select the best result. If the target is affected by a mind-affecting effect based on positive emotions, including any effect that grants a morale bonus, if that effect would be dispelled or suppressed the target may choose for the *mythic unbreakable heart* spell to be dispelled or suppressed in its place.

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

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

### UNCANNY REACH<sup>DM</sup>

An opponent who has not witnessed you perform the augmented reach previously must also make a Will save or become flat-footed to your attack (uncanny dodge negates this).

### UNCANNY UTTERANCE<sup>DM</sup>

A creature who fails its initial Will save still hears your utterance when it looks away. The distraction is enough to grant a flanking bonus for your allies, provided an ally attacks from appropriate squares opposite your voice.

### UNDEAD ANATOMY<sup>UM</sup> (ALL)

Each *mythic undead anatomy* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *undead anatomy* spells to learn their higher-level versions.

*Mythic undead anatomy* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.





The target of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the target is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

#### UNDEATH TO DEATH<sup>CR</sup>

The number of Hit Dice of undead creatures that you can destroy increases to 1d6 per caster level (maximum 20d6). Add your mythic tier to the maximum HD of undead creatures that can be affected by the spell.

**Augmented (6th):** If you expend two uses of mythic power, undead creatures that succeed on their saves take 1d6 points of damage per tier.

#### UNDETECTABLE ALIGNMENT<sup>CR</sup>

If the target of this spell takes damage from an effect that harms them because of their alignment, such as a holy weapon or *chaos hammer* spell, that damage is reduced by an amount equal to your mythic tier.

#### UNDINE'S CURSE<sup>ARG</sup>

If the target stops breathing, you add one-half your mythic tier (minimum 1) to the DC of Constitution checks it makes to avoid *suffocation* (as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*).

#### UNERRING WEAPON<sup>UC</sup>

You add one-half your mythic tier on attack rolls made to confirm critical hits with the affected weapon (minimum +1). In addition, if the target has an ability that grants it a percentage chance to ignore critical hits, you reduce that chance by 5% per two mythic tiers (or by 5% per tier against non-mythic creatures). This has no effect against creatures that are immune to critical hits, such as oozes and elementals.

#### UNFETTER<sup>PG</sup>

You can use your life bond ability to transfer hit points to your eidolon while this spell is in effect as long as it is within 10 feet times your mythic tier and you have line of sight to it. If you use the transposition ability while this spell is in effect, you may subtract your mythic tier from the result of your roll on the teleport mishap table.

#### UNHALLOW<sup>CR</sup>

The area is increased to a 60-foot radius and the target site is warded by a *mythic magic circle against good* effect, and the DC to resist negative channeled energy is increased by an additional amount equal to half your mythic tier, while the DC to resist positive channeled energy is decreased by an additional amount equal to half your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power per level of the companion spell you attach to *mythic unhallow*, that companion spell is made permanent instead of lasting only one year.

#### UNHOLY AURA<sup>CR</sup>

Warded creatures gain a +6 deflection bonus to Armor Class and a +6 resistance bonus on saving





throws and spell resistance of 25 plus your mythic tier against good spells and spells cast by good creatures. A good creature attempting to possess or exercise mental control over a protected creature takes 1d6 points of damage per 2 caster levels (maximum 10d6) from mental feedback (Will negates). Finally, a good creature that succeeds on a melee attack against a warded creature takes 1d10 points of Strength damage (Fortitude negates).

### UNHOLY ICE<sup>UM</sup>

You can duplicate the effect of a *mythic wall of ice*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, save that creatures vulnerable to unholy water take damage equal to your mythic tier every

time they touch or attack the wall with a melee attack or 1d6 plus your mythic tier per round for extended contact with the wall, such as climbing or walking on it. Creatures stepping through the frigid air left behind when the wall is broken take damage as *mythic wall of ice*, but half the damage is cold and half is damage from unholy water. Creatures not damaged by unholy water take only the cold damage).

If you instead use the spell to hurl ice javelins, you add one-half your mythic tier as a profane bonus on your attack rolls, and you may add cold damage or unholy water damage (your choice) equal to one-half your mythic tier to the damage dealt by each javelin.

### UNHOLY SWORD<sup>UM</sup>

You can cast this spell on a melee weapon or ranged weapon, and that weapon radiates a *mythic magic circle against good*, and creatures within this radius gain spell resistance of 20 plus your mythic tier against good spells and spells cast by good creatures.

If you have the *fiendish boon* class feature you can enhance the same weapon with this spell and your fiendish boon; the effects stack. If you have a fiendish boon (fiendish servant), you can cast this spell on one of your fiendish servant's natural weapons.

### UNHOLY WORD<sup>DM</sup>

The spell deals 1d8 hp damage per caster level (maximum 20d8). You add your tier to your caster level to determine this spell's effects. Damage dice for bleed damage increase to d8. A creature inflicted with blindness or deafness that fails its Fortitude save gains those conditions permanently.

**Augmented (5th):** If you expend two uses of mythic power, you can animate the corpses of creatures killed by this spell as zombies under your control per *animate dead*. Each creature animated in this way counts only half its HD toward the total HD you can control.

### UNIVERSAL FORMULA<sup>APG</sup>

When using this spell to create a single extract of 3rd level or lower, you reduce the cost of the material component by 10 gp times your mythic tier. Alternatively, you can create an extract that combines the effects of up to three extracts you know, as long as their total level does not exceed three.



All three extracts take effect simultaneously. If any of the chosen formulas have an expensive material component, it must be provided along with the component for the *universal formula*. If you have the infusion discovery, you can create infused extracts with this formula.

#### UNNATURAL LUST<sup>UM</sup>

The compulsion to kiss or caress the object of the target's lust lasts a number of rounds equal to one-half your mythic tier, though each round the target gratifies its lust it can attempt a new saving throw at the end of its turn to end the compulsion. If the target begins its turn adjacent to the object of its lust, it has a 50% chance to be compelled to make a combat maneuver check to grapple the target, or pin it if already grappled. The target does not deal lethal damage or use abilities like constrict or swallow whole when grappling under this compulsion.

**Augmented (4th):** If you expend two uses of mythic power, you can affect a number of targets equal to one-half your mythic tier, all of whom are filled with lust for the same creature.

#### UNPREPARED COMBATANT<sup>UM</sup>

The target takes a penalty on initiative checks equal to 4 plus your mythic tier and also takes a -4 penalty on Reflex saves and to Armor Class against attacks of opportunity.

#### UNSEEN SERVANT<sup>CR</sup>

Add your mythic tier to the Strength score and hit points of the *mythic unseen servant*. In addition, you can imbue your *mythic unseen servant* with a number of skill ranks equal to your mythic tier. You cannot imbue ranks in a skill in which you do not have ranks, and the *mythic unseen servant* can have a maximum of half the number of ranks that you have in each skill. A *mythic unseen servant* has no class skills and has ability modifiers of +0 for all ability scores except Strength.

#### UNSHAKABLE CHILL<sup>UM</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### UNSLEEPING<sup>DM</sup>

If you expend a use of mythic power when you cast this spell, you ignore the target's duration restriction on receiving the benefits of *mythic unsleeping*.

#### UNSTABLE ISOTOPE<sup>GCC</sup>

You add your mythic tier on the Craft (alchemy) check you make when casting this spell, and if you expend one use of your mythic power you can treat the result of that check as a natural 20.

#### UNWELCOME HALO<sup>ISG</sup>

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

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

#### UNWILLING SHIELD<sup>APG</sup>

You gain a +2 luck bonus on AC and saving throws when using this spell. In addition, whenever you take damage you increase the proportion of damage taken by the target by 10% per 2 mythic tiers, up to a maximum of 100% at 10th mythic tier.

#### UNWITTING ALLY<sup>APG</sup>

You increase the duration of this spell by 1 round per 2 mythic tiers. If the target has the sneak attack ability and makes a successful attack while in flanking position with one of its actual allies, it forfeits its sneak attack damage but is entitled to a new saving throw at the end of its turn to end the effects of the spell.

#### URBAN GRACE<sup>ARG</sup>

You can cast this spell on a willing ally with a range of touch. If you cast this spell on yourself, you add a bonus equal to one-half your mythic tier (minimum +1) on Acrobatics, Climb, Perception, Stealth, and Survival checks in urban terrain. In addition, you can open or close a door as a swift action.



### UTTER CONTEMPT<sup>UM</sup>

The target despises and mistrusts all other creatures and regards them as enemies. Effects that affect allies never affect the target; she is treated as an enemy for all effects that specifically affect enemies. She is never considered a willing target and must make saving throws to resist even harmless effects. The target cannot give or receive benefits from teamwork feats, flanking, or the aid another action, and does not allow other creatures to pass through her threatened area or her space without taking attacks of opportunity. The target's casual disregard for the lives of others is terrifying to behold, and when he begins to shed blood and dole out cruelty it is difficult for him to stop. Whenever a creature the target threatens is reduced to 0 or fewer hit points, it provokes an attack of opportunity from the target which he is compelled to take if he is able; if he has exhausted his attacks of opportunity, he can make one as an immediate action. If this attack of opportunity hits, or whenever the target reduces a creature below 0 hit points with an attack of opportunity, critical hit, or death effect, he must make an Intimidate check as a free action to demoralize a random creature within 30 feet. If that creature is demoralized, the target is compelled to attack that creature on its next turn.





# V

vampiric fog  
vanish<sup>A</sup>  
veil  
veil companion  
veil companion, greater  
veil of heaven<sup>A</sup>  
veil of positive energy  
vengeful comets  
vengeful outrage  
vengeful stinger  
venomous bolt<sup>A</sup>  
ventriloquism  
vermin shape (all)<sup>A</sup>  
versatile weapon<sup>A</sup>  
vestment of the champion<sup>A</sup>  
vex giant  
vexing miscalculation<sup>A</sup>  
vicious spikes  
view the past  
vigilant fist  
village veil  
viper bomb admixture  
virtue  
virtuoso performance<sup>A</sup>  
visage of madness  
vision  
vision of hell  
vision of the beast mother  
vital mark  
vitric visibility  
vitriolic mist<sup>A</sup>  
vocal alteration<sup>A</sup>  
voice of the dragon  
voidmote<sup>A</sup>  
volcanic storm<sup>A</sup>  
volley shield  
Volund's instant pillar  
Volund's instant pillar, greater  
Volund's rending grasp  
Volund's vengeful grasp  
vomit green slime  
vomit swarm<sup>A</sup>  
vomit tentacles  
vomit twin<sup>A</sup>  
voracious vermin  
vortex<sup>A</sup>  
vril annexation  
vril annexation, greater  
vril converter  
vril feedback  
vril refraction  
vril transistor<sup>A</sup>

vril tulpa  
vril vampirism

## VAMPIRIC FOG<sup>DM</sup>

A creature killed by vampiric fog rises as a free-willed vampire 24 hours later. If you expend one use of mythic power when casting this spell, you gain 5 temporary hp that stack each time the fog cloud deals Con drain. These temporary hp last for 1 hour, and you can only gain temporary hp equal to your maximum hp.

## VANISH<sup>APG</sup>

This spell functions like *mythic invisibility*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, including the ability to augment the effect at 3rd mythic tier, but with a duration of 1 round per level (maximum 5 rounds).

**Augmented (3rd):** As *mythic invisibility*.

## VEIL<sup>CR</sup>

Add your mythic tier to any Disguise checks you make as part of this spell. In addition, this illusion cannot be detected or penetrated by non-mythic divination effects unless their caster succeeds at a caster level check with a DC of 15 plus your caster level plus your mythic tier. Add your mythic tier to the Will disbelief DC for non-mythic creatures to see through a *mythic veil*.

## VEIL COMPANION<sup>DM</sup>

The spell's duration increases to 10 min./level, and it receives a saving throw against divination (scrying) attempts against it if the spell does not normally allow a save. All its saving throws against divination (scrying) gain a bonus equal to your tier.

## VEIL COMPANION, GREATER<sup>DM</sup>

Your companion creature gains the benefit of *mythic invisibility*. If it attacks and breaks invisibility, it can regain the benefit of *mythic invisibility* as a swift action.

## VEIL OF HEAVEN<sup>ARG</sup>

You gain a +1 sacred bonus to AC and on saves against attacks or effects created by evil creatures, and a +3 bonus against effects or attacks by outsiders with the evil subtype. If you dismiss the spell as a swift action, it creates a burst of heavenly light that deals 2d6 points of damage plus 1 point per paladin level and 1 point per mythic tier to all adjacent evil creatures.



(Will half). In addition, evil outsiders that fail their Will save are dazzled for a number of rounds equal to your mythic tier.

**Augmented (4th):** If you expend two uses of mythic power, the sacred bonus to AC and saves is increased by 1 and the burst of energy created if you dismiss the spell affects all evil creatures within 10 feet. In addition, evil outsiders that fail their save against the burst of energy when you dismiss the spell are blinded for 1 round and then dazzled as described above.

### VEIL OF POSITIVE ENERGY<sup>APG</sup>

You gain a +3 sacred bonus to AC and a +3 sacred bonus on saves. These bonuses apply only against the attacks of undead. When you dismiss this spell, it deals positive energy damage equal to your caster level plus your mythic tier to undead within 5 feet. Non-mythic undead damaged by this effect are also dazzled for a number of rounds equal to your mythic tier.

### VENGEFUL COMETS<sup>ISM</sup>

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

### VENGEFUL OUTRAGE<sup>UM</sup>

You gain a bonus equal to your mythic tier on Bluff checks made to convince the target that the creature you designate has harmed her and deserves vengeance. The duration becomes 1 day per mythic tier you possess or until the *geas* to destroy the chosen enemy has been completed. This *geas* can be removed by a non-mythic *limited wish*, *miracle*, or *wish* only if the caster's level is equal to or higher than your caster level. Non-mythic *remove curse* has no effect. When the target encounters the object of her vengeance, she gains a +8 morale bonus on Strength and Constitution, a +4 morale bonus on Will saves, and immunity to charm and fear effects.

### VENGEFUL STINGER<sup>ISG</sup>

You add one-half your mythic tier as an enhancement bonus on attack and damage rolls with your *vengeful stinger*, and its critical threat range and critical

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

### VENOMOUS BOLT<sup>APG</sup>

The cure condition for the *poison* you apply to your weapon increases to 2 saves. You can use this spell to affect ammunition other than arrows and crossbow bolts or to a thrown weapon. If you are using the full attack action and the ranged attack you make with the poisoned weapon misses, you can transfer the effect of the *poison* to the next attack you make before the end of your next turn. You can do this each time you miss, but each time you transfer the poison after your initial attack the save DC against the poison decreases by 1. Once you hit with a ranged attack or your turn ends, you can no longer transfer the poison.

**Augmented (5th):** If you expend two uses of your mythic power, your *venomous bolt* applies to all ranged attacks you make until the end of your turn, though the save DC against your poison decreases by 1 for each attack you make after the first.

### VENTRILOQUISM<sup>CR</sup>

You may cause any language-dependent or sonic effect you create to originate from any point within range of *mythic ventriloquism*. Treat that point as your location for determining the range and area of any such effects.

**Augmented:** If you expend two uses of mythic power, you eliminate the verbal component of this spell, and while this spell is in effect you can cast spells even while in an area of magical silence, as long as an area outside the silence is within range of your *mythic ventriloquism*.

### VERMIN SHAPE (ALL)<sup>ISWG, MO, UM</sup>

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

The spell's bonuses to ability scores increase by 2,



the natural armor bonus increases by 1, the ability score penalties decrease by 2 (minimum penalty of 0), and the resistance bonus on saving throws against mind-affecting effects increases by 2. Choose one natural attack type the vermin form has, such as bite or claws. The critical multiplier for this attack type increases by 1 (maximum  $\times 4$ ).

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

#### VERSATILE WEAPON<sup>APG</sup>

The target weapon can bypass damage reduction of all of the following types: bludgeoning, cold iron, piercing, silver, and slashing.

**Augmented (3rd):** If you expend two uses of your mythic power, the target weapon can also bypass damage reduction as if it were adamantine. This does not allow it to ignore hardness as an actual adamantine weapon can, nor does it affect the target weapon's hardness or hit points.

#### VESTMENT OF THE CHAMPION<sup>UM</sup>

This spell functions as *mythic magic vestment*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, but the target armor or shield functions only for you or a creature on whom you have cast *bestow grace of the champion*.

**Augmented (3rd):** As *mythic magic vestment*.

#### VEX GIANT<sup>ISM</sup>

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

#### VEXING MISCALCULATION<sup>ISG</sup>

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

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

#### VICIOUS SPIKES<sup>DM</sup>

The bony spikes deal 1 hp bleed damage when they hit a target or on a successful grapple check.

#### VIEW THE PAST<sup>DM</sup>

You can expend one use of mythic power when you cast this spell to increase the time viewed to 100 years per caster level. You also gain a bonus equal to Knowledge (history) checks equal to your tier.

#### VIGILANT FIST<sup>DM</sup>

Add the force descriptor to the spell. The fist deals force damage instead of bludgeoning damage. If you spend one use of mythic power, the fist ignores spell resistance, and it gains a further bonus on attack rolls equal to your tier.

#### VILLAGE VEIL<sup>ARG</sup>

The duration is increased to one week per level, and non-mythic creatures take a penalty equal to one-half your mythic tier on Will saves made to disbelieve your *village veil*.

#### VIPER BOMB ADMIXTURE<sup>UC</sup>

Your *viper bomb admixture* affects creatures that take splash damage from the bomb even on a missed attack, affecting a number of targets equal to one-half your mythic tier (minimum 1), on a missed attack or increasing the number of targets it can affect on a direct hit by an amount equal to one-half your mythic tier, though only targets that take splash damage from the bomb can be affected. All targets to be affected must still be in the In addition, the vipers you create gain a bonus on their attack and damage roll and the save DC against their poison is increased by an amount equal to one-half your mythic tier.

#### VIRTUE<sup>CR</sup>

The target gains temporary hit points equal to 1 + one-half your mythic tier.





### VIRTUOSO PERFORMANCE<sup>UM</sup>

While this spell is active, starting or maintaining a second bardic performance costs only 1 round of bardic performance.

**Augmented (5th):** If you expend two uses of mythic power, you can start and maintain a third bardic performance, which costs 2 rounds of bardic performance instead of 1. Maintaining all three bardic performances costs a total of 4 rounds of bardic performance per round they are maintained. When the spell ends, two of the performances end (your choice).

### VISAGE OF MADNESS<sup>DM</sup>

The self-inflicted attack deals 1d8 hp + 1/2 foe's Strength modifier. A creature failing its initial Will save also spends a move action to move directly away from the location it saw you last.

### VISION<sup>CR</sup>

As *mythic legend lore*, but you also add your mythic tier to the caster level check if you cast this spell when the person, place, or object is present at the time of casting. You are fatigued for only 1 hour after casting the spell.

### VISION OF THE BEAST MOTHER<sup>ISWG</sup>

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

### VISION OF HELL<sup>UM</sup>

The saving throw changes to Will (partial). Creatures failing their save are shaken and take a -2 penalty on saves against compulsions and fear effects, as well as against spells with the emotion, evil, lawful, or pain descriptors as long as they remain within the area. Creatures succeeding on their saving throw do not become shaken but take a -1 penalty on saving throws against the above-listed effects as long as they remain



within the area. These save penalties are increased by 1 for chaotic or good-aligned creatures, and by 2 for chaotic good creatures.

#### VITAL MARK<sup>DM</sup>

You can spend a use of mythic power when performing this ritual to make the weapon cursed in the hands of others. The weapon takes a penalty equal to its enhancement modifier (thus, a +1 *flaming kukri* acts as a -1 *cursed kukri*).

#### VITRIFIC VISIBILITY<sup>GCC</sup>

This spell can be cast as a 60-foot line, 30-foot cone-shaped burst, or 15-foot-radius burst centered on the caster. Invisible creatures in the area that succeed at their saving throw are dazzled and their vision is blurred so that they have a 20% miss chance against any target they attack. Affected creatures can attempt a new Fortitude save each round at the end of their turn. A second successful saving throw negates this miss chance and a third successful saving throw eliminates the dazzled condition.

#### VITRIOLIC MIST<sup>UM</sup>

The acid damage dealt by the *mythic vitriolic mist* is increased to 1d8 points + 1 point per caster level (maximum +15). You also gain acid immunity.

**Augmented (6th):** If you expend two uses of mythic power, the damage is increased to 2d6 points + 1 point per caster level (maximum +15), and this damage bypasses acid resistance or acid immunity. In addition, any weapon striking you takes this acid damage as well, bypassing a number of points of hardness equal to your mythic tier. This damage is applied after the weapon strikes you, and the weapon's wielder can avoid damage to its weapon with a successful Reflex save.

#### VOCAL ALTERATION<sup>UM</sup>

You can target a creature of any type. If you change the target's voice to something ridiculous-sounding, the target takes a penalty equal to one-half your mythic tier (minimum -1) on Bluff, Diplomacy, and Intimidate checks, as well as vocal Perform checks.

**Augmented (3rd):** If you expend two uses of mythic power, the duration is increased to 24 hours.

**Augmented (6th):** If you expend three uses of mythic power, the duration is increased to permanent and the spell becomes a curse effect that cannot be dispelled.

#### VOICE OF THE DRAGON<sup>DM</sup>

You gain an additional bonus on Disguise and Bluff checks equal to your tier. You may unleash a draconic roar twice during the spell's duration. If you do so, creatures failing the save become panicked for 1d6 rounds (kobolds still cower for 1d6 rounds).

#### VOIDMOTE<sup>DM</sup>

Each missile deals 1d6+1 hp cold damage. Each additional missile that strikes a single target inflicts a -1 penalty on the Reflex save to avoid becoming fatigued.

**Augmented (4th):** If you expend two uses of mythic power, you create double the normal number of missiles, the range changes to long (400 ft. + 40 ft./level), and the missiles bypass spell resistance.

#### VOLCANIC STORM<sup>UM</sup>

The damage dealt increases to 4d8 points of bludgeoning damage and 3d6 points of fire damage. The searing magma clings to creatures, dealing 2d6 points of fire damage on the second round of the spell and 1d6 points of fire damage on the third round. The Perception penalty caused by falling ash is equal to 5 plus your mythic tier.

**Augmented (6th):** If you expend two uses of mythic power, the fire damage from this spell bypasses fire resistance and fire immunity (unless creatures have the fire subtype), and creatures are entangled as long as they are taking fire damage from the *mythic volcanic storm*.

#### VOLLEY SHIELD<sup>DM</sup>

If you spend one use of mythic power when you cast this spell, the shield grants the target DR 15/epic and magic. It can prevent up to 30 hp damage/caster level before dissipating. Additionally, the spell's subject gains a bonus equal to your tier on saving throws to volley spells back to their originator.

#### VOLUND'S INSTANT PILLAR<sup>DM</sup>

The pillar deals 1d6 hp damage to a creature that fails its Reflex save. The pillar rises 8 ft. from the ground and it grants Large creatures partial cover.

#### VOLUND'S INSTANT PILLAR, GREATER<sup>DM</sup>

Any creature caught in a square with a rising pillar takes 1d6 hp damage if it fails its Reflex





save. The pillars grant cover to Large and smaller creatures and partial cover to Huge creatures.

### VOLUND'S RENDING GRASP<sup>DM</sup>

The hands deal 2d4 hp bludgeoning damage per round, and a creature that succeeds at its Reflex save takes half damage (it can still move and charge freely). If you spend one use of mythic power when casting this spell, the hands can make your choice of drag, reposition, or trip attempts against the target (CMB equals your caster level + primary spellcasting attribute's modifier + your tier) on each of your turns during the spell's duration.

### VOLUND'S VENGEFUL GRASP<sup>DM</sup>

If you expend one use of mythic power when casting this spell, the hands can make a single trip attempt against the target (CMB equals your caster level + primary spellcasting attribute's modifier + your tier) on your turn during the spell's duration without ending the spell.

### VOMIT GREEN SLIME<sup>DM</sup>

Creatures initially caught in the cone of slime take 2d6 acid damage per 2 caster levels. The slime also

deals 2d8 points of damage per round against metal or wood, ignoring metal's hardness but not that of wood.

### VOMIT SWARM<sup>APG</sup>

You can change the swarm's direction by spending a swift or move action to concentrate on the swarm, rather than a standard action. You also add one-half your mythic tier to the save DC of the swarm's exceptional abilities, such as distraction and poison.

**Augmented (3rd):** If you expend two uses of your mythic power, the swarm you create gains the *agile mythic simple template*, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

### VOMIT TENTACLES<sup>DM</sup>

You add your tier to the tentacles' CMB and CMD, and to your caster level to determine the hp slashing damage required to sever tentacles. The tentacles inflict 1d6 hp + Str bonus damage. If you spend one use of mythic power when you cast this spell, the tentacles gain DR 5/epic and an additional +4 Strength.

### VOMIT TWIN<sup>ARG</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### VORACIOUS VERMIN<sup>DM</sup>

The vermin attack a target that moves more than 5 ft. They deal 2d6 hp + your Int modifier damage, and nauseate the damaged creature for 1 round if the creature fails a Fortitude save.

### VORTEX<sup>APG</sup>

You can increase the width at the top and the depth of the *vortex* by 5 feet per mythic tier. The width at the bottom is equal to 5 feet per 20 feet of its width at the top. You add your mythic tier to the DC of Profession (sailor) checks made to reduce damage from the *vortex*.

**Augmented (3rd):** If you expend two uses of your mythic power, your *vortex* can damage creatures larger than Large and pull in creatures larger than Medium. In addition, you can increase the size of your *mythic vortex* by reducing its strength (to a minimum of the strength of a non-mythic *vortex*). You can double its size by reducing its strength by one step, triple it by reducing its strength by two steps, or quadruple its size by reducing its strength by three steps.



Mythic Tier	Damaged	Pulled In
1st-2nd	Large	Medium
3rd-5th	Huge	Large
6th-8th	Gargantuan	Huge
9th-10th	Colossal	Gargantuan

**Augmented (6th):** If you expend three uses of your mythic power, you can expand your *mythic vortex* to five times its normal dimensions by decreasing its strength by one step, to ten times its normal dimensions by reducing its strength by two steps, and to twenty times its normal size by reducing its strength by three steps.

#### VRIL ANNEXATION<sup>DM</sup>

Add half your tier (minimum 1) to the maximum spell level of a touch-range spell you can convert. The converted energy stays active for additional rounds equal to your tier. If you cast another spell during that time, the vril energy is wasted.

#### VRIL ANNEXATION, GREATER<sup>DM</sup>

Add half your tier (minimum 1) to the maximum spell level of a touch-range spell you can convert. The damage dealt by the blast increases to 1d8 hp damage per spell level sacrificed +1 hp per caster level. You can heal ability damage, instead of hp, equal to 1 point per level of the sacrificed spell. The converted energy stays active for additional rounds equal to your tier. If you cast another spell during that time, the vril energy is wasted.

#### VRIL CONVERTER<sup>DM</sup>

The ray's range increment increases to 40 ft. The attack deals 1d8 hp damage per spell level sacrificed +1 per caster level. Instead of healing hp damage, the blast can removed the fatigued condition from the target. 0-level spells can be converted by this spell, but only to deal 1d4 hp damage.

#### VRIL FEEDBACK<sup>DM</sup>

If you spend one use of mythic power when you cast this spell, you maintain the stored energy for 1 round/level, creating an ebbing and flowing pool of vril energy.

#### VRIL REFRACTION<sup>DM</sup>

If you spend one use of mythic power when casting this spell, each ray deals or restores it normal hp to each target.

#### VRIL TRANSISTOR<sup>DM</sup>

If you expend one use of mythic power when casting this spell, the vril-based damage is maximized per the Maximize Spell feat.

**Augmented (3rd):** If you expend two uses of mythic power, the vril-based damage is empowered and maximized.

#### VRIL TULPA<sup>DM</sup>

Add your tier to the Strength score, hp, and rounds of duration of the thoughtform. You can also imbue the thoughtform with a number of skill ranks equal to your tier, but cannot do so for a skill in which you do not possess ranks. You cannot imbue more than half your ranks in a skill you possess. The thoughtform has no class skills and has its ability modifiers are +0, with the exception of Strength.

#### VRIL VAMPIRISM<sup>DM</sup>

Your vril blast deals 1 point of Con damage for every die of damage you inflict (Fortitude half). If you drain a target of spells, you choose the level of prepared spells or spell slots the target loses.



# W

wail of the banshee<sup>A</sup>  
wake of light<sup>A</sup>  
walk through space  
walking wall<sup>A</sup>  
wall of bones  
wall of darkness  
wall of lava<sup>A</sup>  
wall of nothingness  
wall of runes  
wall of sound<sup>A</sup>  
wall of suppression  
wall of time  
wall of viscera  
wall of water  
wandering star motes  
ward of the season  
ward the faithful  
warding weapon  
warlord's armor  
warb metal  
warb wood<sup>A</sup>  
wartrain mount<sup>A</sup>  
wasted years  
water breathing<sup>A</sup>  
water hammer  
water walk  
water walk, communal  
waters of eternity  
waters of the beast mother  
watery sphere  
waves of ecstasy<sup>A</sup>  
waves of exhaustion  
waves of fatigue  
we are a rock  
weaken powder<sup>A</sup>  
weapon of awe  
weapon of blood  
weapons against evil<sup>A</sup>  
weaponthwart  
weaponwand  
web bolt<sup>A</sup>  
web cloud<sup>A</sup>  
web shelter  
weird  
well of angry souls  
whispering lore  
whispering wind  
whistling whorl  
wild errantry  
wilderness soldiers  
wind arrow  
wind blades

wind down  
wind walk<sup>A</sup>  
wind wall<sup>A</sup>  
winding key  
winds of vengeance  
windy escape<sup>A</sup>  
wingspan  
winter feathers  
witch's escape  
withered sight  
withering bomb admixture  
witness  
wolfsong  
wood shape  
wooden phalanx  
word of recall  
word of resolve  
world wave  
Wotan's rede  
wrath<sup>A</sup>  
wrathful mantle  
wreath of blades<sup>A</sup>  
wresting wind  
wyrmfold  
wyvern's sting

### WAIL OF THE BANSHEE<sup>CR</sup>

The damage dealt increases to 15 points of per level of the caster, and creatures failing their save are permanently deafened and cower in fear for at least 1 round. Cowering creatures can save again each round at the end of their turn to recover from cowering. Creatures that succeed on their saving throw are deafened and shaken for a number of rounds equal to your mythic tier. Creatures deafened by this spell can still hear (and be affected by) this spell or the wail of an actual *banshee*.

**Augmented:** If you expend two uses of mythic power, you can make a caster level check to dispel all magical *silence* effects in the area, as well as any spell effects that grant protection against or immunity to death effects or fear effects. This includes effects that provide saving throw bonuses that apply specifically against death and fear effects, but not save bonuses that apply against all effects. Any effects that are dispelled provide no protection against the *mythic wail of the banshee*.

### WAKE OF LIGHT<sup>APG</sup>

You can use this spell while dismounted, though in this case it creates a path only 5 feet wide. A *mythic wake of light* follows your path as you move and need not be straight. If you use the spell to create a straight



path while mounted, however, you add 30 feet times your mythic tier to the maximum length of the path you create.

**Augmented (3rd):** Evil creatures become dazzled as long as they remain within the *mythic wake of light* and for 1 round thereafter. In addition, the *mythic wake of light* blocks their vision as *obscuring mist*.

**Augmented (6th):** Evil creatures are blinded as long as they remain within the *mythic wake of light* and for 1 round thereafter. In addition, the *mythic wake of light* inhibits their vision, movement, and attacks as if it were *solid fog*.

#### WALKING WALL<sup>DM</sup>

The wall's hardness increases to 30, and it can make a total of six attacks per round. Each axe gains a +1 enhancement bonus and its threat range is doubled (19–20).

**Augmented (4th):** If you expend two uses of mythic ability, each axe bypasses damage reduction as if it were an epic weapon.

#### WALL OF BONES<sup>DM</sup>

Increase the wall's hardness to 10 and its hp to 15 hp per inch of thickness. Add your tier to the DC for the strength check to break through the wall. A creature forced into a wall of bones takes 1d8 piercing and slashing damage. If a creature passes through a broken part of the wall it takes this damage as well.

#### WALL OF DARKNESS<sup>DM</sup>

*Mythic light* and *mythic daylight* affect a *mythic wall of darkness*, but their non-mythic versions do not (the non-mythic version of *sunburst* still dispels a *mythic wall of darkness*). Creatures passing through the wall, take 3d8 hp + 1/caster level (maximum +20) cold damage. If the creature fails its Fortitude save, it takes 1d4 points of Strength damage and must make a second Fortitude save to avoid converting 1 point of Strength damage to Strength drain.

#### WALL OF LAVA<sup>APG</sup>

You add one-half your mythic tier to the hardness of the wall and each 5-foot section of the wall gains additional hit points equal to 5 hit points times your mythic tier. You add your mythic tier to the DC of Strength checks made to move through the wall, and continuing damage taken by creatures that have contacted the wall (or been struck by a lava plume) continues for 1d3 rounds plus 1 round per 3 mythic tiers.

**Augmented (6th):** If you expend two uses of your mythic power, damage dealt by the *wall of lava* is increased to 2d8 for physical contact, 20d8 for creatures moving through the wall, or 10d8 for a successful attack with a lava plume, and this damage ignores fire resistance or immunity.

#### WALL OF NOTHINGNESS<sup>DM</sup>

Mythic spells are required to remove a *mythic wall of nothingness*. The wall deals 2d8 hp damage per caster level (maximum 40d8) to creatures passing through it, and a successful Fortitude save reduces this damage to 10d8 hp. A creature disintegrated by the wall must make a Will save. Failure indicates that all creatures forget about the creature's existence.

#### WALL OF RUNES<sup>DM</sup>

If you expend one use of mythic power when you cast this spell, the wall inflicts two curses of your choice (including the option to decrease two ability scores by –6).

#### WALL OF SOUND<sup>DM</sup>

The damage increases to 2d6 points of sonic damage for creatures within 10 feet of an object or creature that touches the wall; touching or passing through deals 2d8 points of sonic damage + 1 point per caster level (maximum +20). The miss chance for ranged weapons other than arrows and bolts that pass through the *mythic wall of sound* is increased to 50%. Giant-thrown boulders, siege engine projectiles, and similar massive ranged weapons passing through the *mythic wall of sound* have a 20% miss chance.

**Augmented (3rd):** If you expend two uses of mythic power, giant-thrown boulders, siege engine projectiles, and similar massive ranged weapons passing through the *mythic wall of sound* have a 50% miss chance while smaller ranged weapons are automatically deflected. In addition, Medium and smaller creatures cannot pass through the *mythic wall of sound* unless they succeed on a DC 10 Strength check or DC 20 Fly check; this check is made as part of their movement and does not require a separate action.

#### WALL OF SUPPRESSION<sup>APG</sup>

You may add your mythic tier to your caster level for the purpose of determining whether your wall can suppress a non-mythic magic item or spell effect. If creator of a non-mythic effect or the user



of a non-mythic item is also a mythic creature, the creator of the effect or the user of the item adds their mythic rank or tier to the caster level of the effect or item for this purpose as well. If a mythic creature uses a mythic effect or item, they add twice their mythic rank or tier to their caster level or the caster level of the item to determine whether the effect is suppressed.

### WALL OF TIME<sup>DM</sup>

You can choose a number of creatures equal to your tier that gain the benefit of *mythic haste* for the spell's duration when passing through the wall. A slowed creature is affected as if by *mythic slow*.

### WALL OF VISCERA<sup>DM</sup>

The wall of viscera attempts to grapple creatures that pass through it or are within 5 ft. of the wall (other than the creatures you exclude from the fear effect). It has a CMB equal to your caster level + primary spellcasting attribute's modifier + your tier. Its CMD is equal to 10 + CMB. If it succeeds at its grapple check, it deals 1d8 hp damage.

### WALL OF WATER<sup>DM</sup>

Creatures trying to pass through the wall take 2d8 hp bludgeoning damage + 1/caster level (maximum +20). A creature failing its Reflex save are pushed back 5 ft. and knocked prone.

### WANDERING STAR MOTES<sup>APG</sup>

A creature surrounded by *mythic wandering star motes* is dazzled for as long as they swirl around him and for a number of rounds thereafter equal to your mythic tier. If a creature is dazed by your *mythic wandering star motes*, any figment or glamor affecting the target is suppressed. The figment or glamor is not dispelled and its duration continues to run while the effect is suppressed. Once the target succeeds on its Will save and the *mythic wandering star motes* jump to another creature, such effects resume if their duration has not expired.

### WARD THE FAITHFUL<sup>APG</sup>

All creatures that share the alignment of your deity gain the benefits of this spell, and the bonuses the spell provides are increased by 1 for creatures that worship your deity and share your deity's alignment.

At any point during the spell's duration, as a move action the target of the spell can transfer the effect to another creature that worships your deity.

### WARD OF THE SEASON<sup>ARG</sup>

You can change the seasonal effect you have chosen as a swift or immediate action, and each change reduces the spell's duration by only 10 minutes. If you cast *ward of the season* on yourself, you can share the spell's effect with one or more willing allies by touching them as a standard action. You must transfer the spell's effect in 1-hour increments, and you select the seasonal effect you grant to your ally, who may not switch the effect. Once the effect has been shared, it is considered two separate spell effects for the purpose of *dispel magic*.

### WARDING WEAPON<sup>UC</sup>

When you cast this spell, instead of having the *warding weapon* protect you from provoking attacks of opportunity when casting spells, you can select a number of combat maneuvers equal to one-half your mythic tier (minimum 1). You do not provoke attacks of opportunity when using those combat maneuvers while the *warding weapon* guards you. Alternatively, you can use the non-mythic version of this spell on a willing touched creature.

### WARLORD'S ARMOR<sup>SWG</sup>

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

### WARP METAL<sup>DM</sup>

You may mold any non-mythic metallic object by using this extract.

### WARP WOOD<sup>CR</sup>

Add your mythic tier to the number of Small objects you can target with this spell. The target objects can be anywhere within range and need not be within a 20-foot radius.



**Augmented:** If you expend two uses of mythic power, you can target plant creatures or constructs made of wood with this spell, based on their size as if they were objects, dealing 1d4 points of Dexterity damage (Will negates).

#### WARTRAIN MOUNT<sup>UM</sup>

The target mount gains one of the following additional benefits, chosen by you at the time of casting: +2 enhancement bonus to its Strength, Dexterity, or Constitution; +2 enhancement bonus to natural armor; +10-foot increase to its speed (choose one type of speed if the target has multiple forms of movement); +2 resistance bonus on all saves; temporary hit points equal to your caster level (maximum +10) plus your mythic tier.

**Augmented (4th):** If you expend two uses of mythic power, you can add a number of the above boons equal to one-half your mythic tier to the target animal.

#### WASTED YEARS<sup>GCC</sup>

If the target is a non-mythic creature, the frequency of its *curse of the ages* is increased to 1/hour. A mythic creature need save only once per day but ages 1d4 years each day it fails its save.

#### WATER BREATHING<sup>CR</sup>

This spell provides a bonus to Swim checks equal to your mythic tier, and any pressure damage or nonlethal cold damage dealt to a creature using this spell by exposure to deep water (or effects that duplicate deep water) is reduced by an amount equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, creatures gain a swim speed equal to one-half their land speed. At the 6th mythic tier, they gain a swim speed equal to their land speed.

#### WATER HAMMER<sup>DM</sup>

The sphere deals 2d6 hp cold damage + 1/caster level (maximum 2d6+10). You can affect disconnected squares but each square must be within 15 ft. of another square. A target hit by the freezing water must succeed at a Fortitude save to avoid being staggered for 1 round.



#### WATER WALK<sup>CR</sup>

While standing on a liquid surface, creatures using this spell gain a bonus on Acrobatics checks and to their combat maneuver defense against bull rush, drag, reposition, and trip combat maneuvers equal to one-half your mythic tier. In addition, damage caused by walking across a dangerous liquid surface such as molten lava is reduced by an amount equal to your mythic tier.

#### WATER WALK, COMMUNAL<sup>UC</sup>

See notes on *communal spells*. The mythic version of *water walk* is described above.

#### WATERS OF ETERNITY<sup>DM</sup>

The visions are precise enough to allow you a +1 insight bonus on any ability check, attack roll, skill check, or saving throw a number of times equal to the visions received. You must choose to apply this bonus before you know the result of the roll.



### WATERS OF THE BEAST MOTHER<sup>ISWG, MO</sup>

When used as unholy water, *mythic waters of the beast mother* deal twice as much damage and prevent the creature from regaining hit points from fast healing or regeneration for 1d4 rounds (meaning the creature can be killed normally). The ability damage from the waters increases to 2d4, and a creature imbibing or anointed by the waters is nauseated for 1d4 rounds if it fails its saving throw. The long-term effects of drinking *mythic waters of the beast mother* happen more quickly, requiring only regular exposure over weeks instead of massive quantities for months, and warp the consuming creature more extensively (at the GM's discretion). Monstrosities created by mythic waters of Lamashtu can breed with members of their original species and pass on such mutations to their offspring.

### WATERY SPHERE<sup>DM</sup>

Add your tier to the DCs for Strength and Escape Artist checks to escape the sphere. If you expend a use of mythic power when you cast this spell, a creature breaking free of the sphere does not end the spell.

### WAVES OF ECSTASY<sup>UM</sup>

You can cast this spell as a 40-foot cone-shaped burst or a 20-foot spherical burst centered on you.

**Augmented (3rd):** If you expend two uses of mythic power, you can designate a number of targets equal to one-third your mythic tier to be filled with *unnatural lust* for a single creature you designate that is within 10 feet times your mythic tier.

### WAVES OF EXHAUSTION<sup>CR</sup>

Non-mythic creatures become exhausted even if they are normally immune to exhaustion and take 1d3 points of Strength and Dexterity drain. If already exhausted, they are staggered for a number of rounds equal to your mythic tier. Mythic creatures become exhausted and take 1d3 points of Strength and Dexterity damage; if already exhausted, they take ability damage but are not otherwise affected.

### WAVES OF FATIGUE<sup>CR</sup>

Non-mythic creatures become fatigued even if they are normally immune to fatigue and take 1d2 points of Strength and Dexterity drain. Non-mythic creatures that are already fatigued become exhausted. Mythic creatures become fatigued and take 1d2 points of Strength and Dexterity damage; if already fatigued, they take the ability damage but do not become exhausted.

### WE ARE A ROCK<sup>DM</sup>

Targets can take free actions and 5 ft. moves and not break the spell's effect (however, the bonus to Stealth decreases to +10), as the illusion gives the impression that the boulder or pile of trash shifts slightly.

### WEAKEN POWDER<sup>UC</sup>

Instead of merely weakening the powder within the target firearm, you render it totally inert. If the weapon is fired, the attack has no effect and the ammunition is destroyed. Alternatively, you can use the non-mythic version of this spell as an immediate action.

**Augmented (4th):** If you expend two uses of mythic power, you can use the mythic version of the spell as an immediate action.

### WEAPON OF AWE<sup>APG</sup>

You gain a +3 sacred bonus on damage rolls, and when you confirm a critical hit the target is frightened for 1 round with no saving throw. In addition, your sacred bonus to damage is increased by an amount equal to one-half your mythic tier when striking a creature with an alignment subtype that is the opposite of your deity's alignment. In addition, when you confirm a critical hit against such a creature it becomes frightened for 1 round and then shaken for 1 round with no saving throw.

### WEAPON OF BLOOD<sup>DM</sup>

If you spend one use of mythic power when casting this spell, you add your mythic tier to your caster level to determine the *mythic weapon of blood's* power. Additionally, every increase in power only requires 1 hp damage. Regardless of the weapon created, it bypasses damage reduction as if it were an epic weapon.

### WEAPONS AGAINST EVIL<sup>ISG</sup>

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

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

### WEAPONTHWART<sup>DM</sup>

By expending one use of mythic power when you cast this spell, you can block bludgeoning weapons and unarmed strikes. The field also blocks bludgeoning



ammunition smaller than a boulder (such as blunt arrows).

#### WEAPONWAND<sup>SM</sup>

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

#### WEB BOLT<sup>ARG</sup>

You can use this spell on a target that is not adjacent to a solid surface. If the target is adjacent to a solid surface, add your mythic tier to the DC of combat maneuver checks or Escape Artist checks made to escape the webbing. If the target breaks free, the area it formerly occupied is treated as difficult terrain for a number of rounds equal to your mythic tier.

**Augmented (5th):** If you expend two uses of your mythic power, your *web bolt* is infested with a miniature swarm of poisonous spiders. The saving throw for this spell changes to Reflex partial and Fortitude partial, as the target takes 1d6 points of damage from the spiders regardless of the result of its Reflex save. The target must also succeed on a Fortitude save or be nauseated for 1 round and poisoned (both effects occur on a failed save), taking 1 point of Strength damage each round until it successfully saves, up to a maximum number of rounds equal to your mythic tier. This is a poison effect. Spiders and spider-like creatures are immune to this poison.

#### WEB CLOUD<sup>ARG</sup>

As a move action, you can move the cloud 10 feet in any direction. Add your mythic tier to the DC of combat maneuver checks or Escape Artist checks made to escape the webbing. The area left behind by the *web cloud* as it moves is considered difficult terrain for a number of rounds equal to your mythic tier.

**Augmented (6th):** If you expend two uses of mythic power, your *mythic web cloud* ignores *freedom of movement*. The touch of the *web cloud* is also toxic, dealing 1 point of Strength damage to creatures each round they begin their turn within it (Fortitude negates). This is a poison effect. Spiders and spider-like creatures are immune to this poison.

#### WEB SHELTER<sup>UM</sup>

The *web shelter* has hardness equal to your mythic tier,

and each 5-foot square of webs has hit points equal to 2 plus your mythic tier. You can create a *mythic web shelter* at ground level, but you can also attach it to any surface or structure strong enough to bear its weight, as it sticks to walls, ceilings, trees, and the like. If you create it above ground level you can create a knotted rope hanging down from the doorway. The rope can be pulled in by creatures inside the *mythic web shelter*.

#### WEIRD<sup>CR</sup>

This spell affects all targets as *mythic phantasmal killer*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### WELL OF ANGRY SOULS<sup>DM</sup>

Creatures failing their Will saves must succeed at another Will save or take 1d6 hp damage per step of fear to which they shifted. A creature belonging to your religion is cowering instead of frightened or panicked.

#### WHISPERING LORE<sup>ARG</sup>

The whispers of the land alert you to danger and providing clues about things hidden in the land. You gain a +2 circumstance bonus on Perception checks and initiative checks with regard to creatures and objects touching the ground (or the water, in aquatic terrain). You may stipulate the language in which the whispers are voiced; any allies within 10 feet of you that understand that language gain one-half the bonuses you gain from this *whispering lore*.

#### WHISPERING WIND<sup>CR</sup>

The range increases to 10 miles per level and add 5 words per mythic tier to the message your *mythic whispering wind* can deliver.

#### WHISTLING WHORL<sup>DM</sup>

The blade deals 2d6 hp slashing damage. If you spend a use of mythic power when you cast this spell, the range of natural die rolls necessary to continue attacking increases by your tier (tier 2 allows you to continue attacking on a 18–20, for example).

#### WILD ERRANTRY<sup>DM</sup>

You gain an additional +2 bonus on your skill checks. If you attempt a foolhardy or farfetched action, it automatically succeeds if you roll a natural 20 on either die roll. This does not apply to a straightforward action.



### WILDERNESS SOLDIERS<sup>UC</sup>

Your *wilderness soldiers* gain an enhancement bonus on their attack and damage rolls and a similar bonus on their CMB and CMD equal to one-half your mythic tier. You may also direct your soldiers as a move action rather than a swift or standard action.

### WIND ARROW<sup>DM</sup>

The arrow affects Tiny and smaller flying creatures. The wind carries small, unattended 3d8 times 10 ft. for objects within 10 ft. of the arrow's path, or 4d10 feet for objects between 10 ft. and 20 ft. from the arrow's path. Large items within 10 ft. of the arrow's path have a 20% chance of being knocked over.

### WIND BLADES<sup>ARG</sup>

The range of this spell is increased to close (25 feet + 5 feet/2 levels), and the damage dealt by the *wind blades* can be increased even by instantaneous wind effects, based on the strongest wind effect that occurred during the round. They do not deal damage separately for each wind effect. The razor-sharp *wind blades* deal bleed damage to the target equal to the number of dice of slashing damage it took from the *wind blades* since the beginning of its last turn.

### WIND DOWN<sup>DM</sup>

You automatically reduce the target spell or spell-like effect's duration by a number of rounds (if the spell has a duration of rounds) or minutes (if the spell has a duration of minutes or higher) equal to your tier. This reduction occurs even if you do not succeed the caster level check.

### WIND WALK<sup>CR</sup>

Creatures made gaseous with this spell are treated as if using *mythic gaseous form*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, though they can also be blown along at up to 600 feet per round as the *wind walk* spell. Creatures using *mythic wind walk* have total concealment (50% miss chance) when within or adjacent to an area of natural or magical fog or mist. Mythic creatures affected by this spell can expend one use of their own mythic power to transition from gaseous form to normal (or the reverse) as a full-round action.

**Augmented:** If you expend two uses of mythic power, the targets of this spell gain the ability to see through mist, fog, smoke, and similar obscurement without impairment. This ability persists only while in gaseous form.

### WIND WALL<sup>CR</sup>

The miss chance for ranged weapons other than arrows and bolts that pass through the *wind wall* is increased to 50%. Giant-thrown boulders, siege engine projectiles, and similar massive ranged weapons passing through the *wind wall* have a 20% miss chance.

**Augmented (3rd):** If you expend two uses of mythic power, giant-thrown boulders, siege engine projectiles, and similar massive ranged weapons passing through the *wind wall* have a 50% miss chance while smaller ranged weapons are automatically deflected. In addition, Medium and smaller creatures cannot pass through the *wind wall* unless they succeed on a DC 10 Strength check or DC 20 Fly check; this check is made as part of their movement and does not require a separate action.

### WINDING KEY<sup>DM</sup>

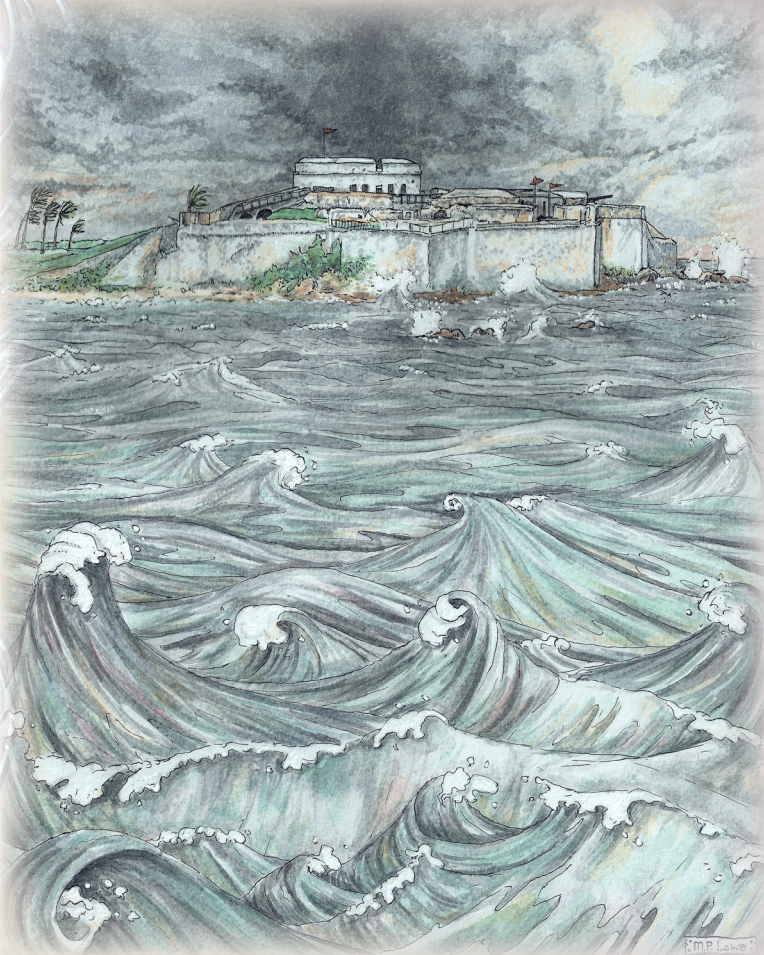
If you expend one use of mythic power when casting this spell, the construct gains a bonus to its initiative equal to your mythic tier for the spell's duration. If this bonus allows it to act earlier in the current initiative order, it acts after your turn.

### WINDS OF VENGEANCE<sup>APG</sup>

Your fly speed is increased by 5 feet times your mythic tier, and when in flight you can expend one minute of the spell's remaining duration as a free action to sprint in a straight line. If you use this ability to charge, you can move up to quadruple your speed. If you use this ability to perform the run action, you can move up to ten times your speed (eight times your speed if you are wearing medium or heavy armor or carrying a medium or heavy load).

You can shape your *winds of vengeance* to lash out at a creature that attacks you as an attack of opportunity in addition to doing so as an immediate action. Your attack is resolved after their attack. When you are attacked by a Large or smaller non-mythic creature, that creature can be blown away by the force of your *mythic winds of vengeance* even if they successfully save. Such creatures on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check. You add your mythic tier to the DC of the Strength check or Fly check.





#### WINDY ESCAPE<sup>ARG</sup>

When you turn vaporous, you can also take a 5-foot step as part of the same immediate action. This does not affect your movement on the following round. You can use *windy escape* against an attack of opportunity you provoked.

**Augmented (2nd):** If you expend two uses of mythic power, when you turn vaporous you can move up to 5 feet times your mythic tier while insubstantial, solidifying at the end of this movement. This is considered flying movement with good maneuverability. Your movement provokes attacks of opportunity.

#### WINGSPAN<sup>DM</sup>

If you spend one use of mythic power when casting this spell, the spell's duration increases to 1 hr./level, and the creature gains an additional 10-ft. increase to fly speed. The creature also gains the benefit of the Hover feat.

#### WINTER FEATHERS<sup>ARG</sup>

The target gains cold resistance 5 and adds your

mythic tier on Stealth checks to hide in ice and snow. If the target would become exhausted, fatigued, or staggered as a result of an effect that deals cold damage, such as *frigid touch*, the target can negate that condition and gain cold resistance 10 against that effect. This ends the spell.

#### WITCH'S ESCAPE<sup>DM</sup>

The spell's recipient does not provoke attacks of opportunity from this movement (however, the casting of the spell does). If you spend one use of mythic power, the duration increases by your tier.

#### WITHERED SIGHT<sup>DM</sup>

The penalties inflicted by the spell increase by -2. The spell's duration increases to 24 hrs.

#### WITHERING BOMB ADMIXTURE<sup>DM</sup>

The black tendrils inflict Strength damage rather than a penalty (a Fortitude save reduces this damage by half).

#### WITNESS<sup>UM</sup>

You can shift your senses between yourself and the target as a free action rather than a move action. If the target touches another creature while you are using its senses, as a move action you can shift your senses over to that creature.

#### WOLFSONG<sup>DM</sup>

You increase the number of words you can deliver by your tier. You can use this spell to make a Handle Animal check for all wolves in your line of sight.

#### WOOD SHAPE<sup>CR</sup>

You can maintain concentration on *mythic wood shape* for a number of rounds equal to your caster level. Each round after the first, you can shape 5 additional cubic feet of wood, with an instantaneous duration. The percentage chance that an item with moving parts won't work is decreased by 5% times your mythic tier (minimum 0%).

#### WOODEN PHALANX<sup>UM</sup>

The wood golems you create gain the *invincible mythic simple template*, as described in Chapter 6 of *Pathfinder*



Roleplaying Game *Mythic Adventures*, and lose their vulnerability to fire.

### WORD OF RECALL<sup>CR</sup>

You may add your mythic tier to concentration checks made to cast this spell defensively. You can use this spell to teleport into an area that you have warded against teleportation without needing to make a check. In addition, you may use this spell to teleport even while subject to a non-mythic effect that blocks teleportation, such as *antimagic field*, *dimensional anchor*, *dimensional lock*, or *forbiddance*, with a successful caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus to the check.

### WORD OF RESOLVE<sup>UM</sup>

You can use this spell even if you do not have the aura of courage or aura of resolve class feature. If you do have those class features, you add one-half your mythic tier to the saving throw bonus you grant to the target's reroll of a save against fear or charm, respectively.

### WORLD WAVE<sup>APG</sup>

You add your mythic tier to your caster level to determine how far your *mythic world wave* extends to your left and right. You multiply your level by your mythic tier to determine how many passengers you may designate to accompany you on the wave. As a full-round action, you may change the direction of the *mythic world wave* up to 90 degrees, but you cannot change its direction more often than once per minute.

### WOTAN'S REDE<sup>DM</sup>

You gain an additional bonus equal to your tier on your Knowledge or Perform check. If you choose not to make a skill check, you receive advice equivalent to that from *mythic augury* or *mythic divination*.

### WRATH<sup>APG</sup>

Your morale bonus on attack and damage rolls and on caster level checks to overcome spell resistance is increased by 1. You also gain this bonus on saving throws against charm effects used by the designated creature, or against spells that would compel you not to attack that creature, such as *sanctuary* or *stay the hand*.

**Augmented (6th):** If you expend two uses of your mythic power, you gain the benefit of the Improved Critical feat against the target regardless of your

caster level. If you already have the Improved Critical feat with the weapon you are using or if your caster level is 12th or above, you gain the benefit of the *mythic Improved Critical feat* against that target, as described in the Feats chapter of *Pathfinder Roleplaying Game Mythic Adventures*.

### WRATHFUL MANTLE<sup>APG</sup>

You add your mythic tier to your caster level to determine the resistance bonus on saves gained by the target. The subject can dismiss the spell as a swift or immediate action, dealing 4d6 points of force damage to all targets within 5 feet and 2d6 points of force damage to creatures between 5 feet and 10 feet away. Creatures damaged by the spell must also succeed on a Reflex save (DC 13 plus your Wisdom modifier plus your mythic tier) or pushed backwards 10 feet and knocked prone. If this forced movement would push them into a solid barrier or a space occupied by another creature, the creature takes 1d6 points of damage and falls prone in the nearest open square. Creatures not adjacent to the target when this effect is triggered gain a +4 bonus on their saving throw.

### WREATH OF BLADES<sup>UC</sup>

You can cast this spell with dagger made of any substance, not just with mithral daggers, though all daggers must be crafted of the same material and they bypass damage reduction only as appropriate to the material from which they are constructed. If the daggers are made of mithral, the daggers gain a +1 enhancement bonus and bypass DR/magic.

**Augmented (4th):** If you expend two uses of mythic power, the daggers gain an enhancement bonus equal to one-half your mythic tier, regardless of their material. You may exchange one or more points of their enhancement bonus in order for them to gain the corrosive, flaming, frost, and/or shock properties, exchanging 1 point of enhancement bonus for each property, as long as this does not reduce their enhancement bonus below +1.

### WRESTING WIND<sup>DM</sup>

You add your tier to CMB for the disarm attempt. For each 5 points the disarm attempt exceeds a target's CMD, the target's weapon lands 5 ft. away from the target in a random direction.

### WYRMFOLD<sup>DM</sup>

Creatures subjected to the void left behind by the teleportation take 10d8 hp bludgeoning damage,



and a failed Fortitude save knocks a creature prone. A bisected creature that fails its Reflex save is affected by a *mythic disintegrate* spell. If you expend two uses of mythic power, you only need to sacrifice 1 hp to add 1 ft. to the spell's radius.

#### WYVERN'S STING<sup>DM</sup>

The sting attack has a 15-ft. reach, and it inflicts 1d6 points of Con damage each round. The target must succeed at two consecutive Fortitude saving throws to end the affliction. You are treated as though you have the Multiattack feat for purposes of attacking with the sting.

## Y

Yarila's bounty  
youthful appearance

#### YARILA'S BOUNTY<sup>DM</sup>

When the target is exposed to direct sunlight, it gains fast healing 5. The target need only be exposed to direct sunlight for 10 min. to be provided with a day's normal nourishment, and any fatigued and exhausted conditions are removed. Exposure to direct sunlight for 30 min. or more removes poisons and diseases afflicting the target. Undead targeted by this spell take 5 hp damage each round when exposed to direct sunlight.

#### YOUTHFUL APPEARANCE<sup>UM</sup>

You can use this spell to cause the target to take on the appearance and size of a child. This reduces the target's size by one category, with a +1 size bonus on attack rolls and AC, a -2 penalty to the target's Strength, and a -1 penalty to the target's natural armor bonus to AC (if any, minimum 0). Unlike *reduce person*, the target does not gain a bonus to Dexterity.

## Z

zone of foul flames  
zone of silence  
zone of truth

#### ZONE OF FOUL FLAMES<sup>SM</sup>

You add your mythic tier to the Perception DC to notice the rippling distortion of the *zone of foul flames*, and you increase the circumstance bonus on saving throws enjoyed by creatures other than the creators of fire effects by an amount equal to one-half your tier

(minimum 0). The backblast of a fire effect created within a *mythic zone of foul flames* also surrounds the creator of the effect is thick with billowing smoke equivalent to a *smokestick*. Each round the creator of the fire effect begins his turn within this smoke, he must succeed on a Fortitude save against the save DC of the fire effect he created or begin choking as if this smoke were a noxious sulfurous fume, causing him to become sickened for as long as he remains within the smoke and a number of rounds thereafter equal to one-half your mythic tier (minimum 1).

#### ZONE OF SILENCE<sup>CR</sup>

You can cast this spell on another creature with a range of touch (Will negates (harmless), SR yes). The subject of the spell can dismiss its effects. In addition, if an effect would deal sonic damage to creatures within the *mythic zone of silence*, that sonic damage is converted into a deflective energy field of compressed sound that grants creatures within the *mythic zone of silence* a +2 circumstance bonus to Armor Class and on Reflex saves. This energy field discharges one hit point of stored sonic damage each round. In addition, if a hostile creature enters a *mythic zone of silence*, as an immediate action the subject of the spell can discharge some or all of the remaining sonic damage, dealing that sonic damage to the hostile creature (Fortitude half). If the hostile creature fails its saving throw, it is deafened for 2d6 rounds.

#### ZONE OF TRUTH<sup>CR</sup>

All Bluff checks within the *zone of truth* have a penalty equal to your mythic tier. This penalty is halved for creatures that succeed on their Will save.



### APPENDIX 1: COMMUNAL SPELLS

A category of spells introduced in *Pathfinder Roleplaying Game Ultimate Combat* is the concept of communal spells, which enable the caster to split the duration between multiple targets, with a minimum duration assigned to each equal to the basic duration increment of the spell, such as 1 round/level, 1 minute/level, 10 minutes/level, 1 hour/level, or 1 day/level. Two dozen communal spells are included in *Pathfinder Roleplaying Game Ultimate Combat*, all of them using this same mechanic. There are design reasons to have this effect available as a learnable spell variant, both to allow for minor variations (such as the duration of *communal ant haul*, the additional mounts created by *communal mount* and *phantom steed*, and the costly material components for *communal nondetection* and *stoneskin*) and as for spellcasters that are not limited in how many spells they can learn, though for casters with a limited number of spells (including all mythic spellcasters), the same mechanical niche can be filled with a +1-level metamagic feat. We present such a feat below, as well as a mythic version of that feat.

**Mythic Communal Spells:** If you wish to use the existing *communal* spells, they function as described you can use the following rules text to apply to all communal spells.

#### COMMUNAL SPELLS (ANY)

When casting a mythic communal spell, you duplicate the effect of the mythic version of the base spell but in addition to sharing the spell's duration with multiple targets when the spell is cast, you can share any remaining portion of the spell's duration at a later time by touching a willing target as a standard action. Targets of the communal spell cannot share it with others. When you divide the spell's duration, whether at the time of casting or later, you can apportion the spell's duration as desired instead of dividing the duration evenly. The minimum amount of the spell's duration you can allocate to any target is equal to one duration increment smaller than that listed in the spell description, as described below.

Spell Duration	Minimum Duration Per Target
1 round/level	1 round
1 minute/level	1 round
10 minutes/level	1 minute

1 hour/level	10 minutes
1 day/level	1 hour

Dispelling a communal spell on one creature does not affect other creatures sharing the same spell unless the communal spell itself is the target of the dispel. If a target of your communal spell loses the effect of a communal spell, whether because it was dispelled or its duration expired, you can renew the spell's effect on that target by allocating additional duration as described above. Renewing a spell effect in this way does not repair or replenish any damage dealt to or absorbed by the communal spell that had been affecting the target, such as the hit points of a *phantom steed* or damage absorbed by *communal protection from arrows*, *protection from energy*, or *stoneskin*.

### FEATS

#### COMMUNAL SPELL (METAMAGIC)

You can share spells between multiple targets.

**Benefit:** You can alter the duration and targets of a harmless spell with a range of touch in order to affect multiple targets, treating each target as a subject of the spell. You must split the spell's duration in whole increments equal to the duration increment listed in the spell's duration. Hence, if a spell's duration is 1 minute per level, you must allocate the split duration in 1-minute increments, divided as evenly as possible. Some targets may be assigned one additional duration increment if some are left over after equal distribution, or the remainder can be wasted. A communal spell uses up a spell slot one level higher than the spell's actual level.

#### COMMUNAL SPELL, MYTHIC (METAMAGIC, MYTHIC)

You may expend one unit of your mythic power when casting a communal spell in order to divide the spell's duration as you wish, including sharing its duration with additional targets after the spell has been cast, as described above.



## APPENDIX 2: METAMAGIC FEATS

Metamagic feats allow spellcasters to alter the nature of the spells they cast, either at the time of preparation or at the time of casting. The following mythic metamagic feats are also included in the *Mythic Hero's Handbook* but are included here for ease of reference for spellcasting characters.

Ashen Spell  
Atomic Spell  
Bane Spell  
Bouncing Spell  
Burning Spell  
Coaxing Spell  
Concussive Spell  
Consecrate Spell  
Dazing Spell  
Disruptive Spell  
Echoing Spell  
Ectoplasmic Spell  
Elemental Spell  
Empower Spell  
Enlarge Spell  
Extend Spell  
Flaring Spell  
Focused Spell  
Heighten Spell  
Incinerating Spell  
Intensified Spell  
Jinxed Spell  
Legendary Missiles  
Lingering Spell  
Mass Effect Spell  
Maximize Spell  
Merciful Spell  
Necrophagic Spell  
Persistent Spell  
Piercing Spell  
Quicken Spell  
Reach Spell  
Reflexive Spell  
Rime Spell  
Seeking Spell  
Selective Spell  
Shadow Grasp  
Sickening Spell  
Silent Spell  
Smoking Spell  
Still Spell  
Subconscious Spell  
Tenebrous Spell  
Thanatopic Spell  
Threatening Illusion  
Threnodic Spell  
Thundering Spell  
Toppling Spell  
Umbral Spell  
Unseen Spell  
Widen Spell

### ASHEN SPELL (METAMAGIC, MYTHIC)

Your fiery spells leave choking cinders and clinging soot in their wake.

**Prerequisite:** Ashen Spell<sup>GCC</sup>.

**Benefit:** You add your mythic tier to the number of rounds creatures are covered with ashes and soot, up to a maximum of twice the spell's original level. If you expend one use of mythic power when casting an ashen spell, creatures are affected as *mythic glitterdust*.

### ATOMIC SPELL (METAMAGIC, MYTHIC)

Your fiery spells are infused with deadly cosmic energies.

**Prerequisite:** Atomic Spell<sup>GCC</sup>.

**Benefit:** You add one-half your mythic tier to the save DC of the wasting disease brought on by your atomic spells. If you expend one use of your mythic power, the disease is contagious as though you had cast *mythic contagion*.

### BANE SPELL (METAMAGIC, MYTHIC)

Your spells scourge your chosen foes.

**Prerequisite:** Bane Spell<sup>GCC</sup>.

**Benefit:** You can prepare and cast bane spells that gain the benefits of this feat against an additional number of creature types (and subtypes, if you select humanoid or outside) equal to one-half your mythic tier (minimum 1). Alternatively, if you select only one creature type (and subtype, for humanoids or outsiders) as the focus of your bane spell, the benefits provided by your bane spell are doubled against that creatures of that type (and subtype).

### BOUNCING SPELL (METAMAGIC, MYTHIC)

Your spells almost always affect somebody.

**Prerequisites:** Bouncing Spell<sup>APG</sup>.

**Benefit:** Whenever a mythic bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target a number of other eligible creature within range equal to 1 plus your mythic tier. Make a single caster level check against the SR of all new targets and have them all make saving throws. The spell affects one of the new targets of your choice that is not protected by its SR and fails its save. The redirected spell behaves in all ways as if its ultimate target were the original target for the spell.

Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner.

Alternatively, you may expend a use of mythic power to cast a spell as a bouncing spell (gaining only the normal benefits of a bouncing spell, rather than the increased benefits outlined above) without preparing it as bouncing in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** A bouncing spell can be redirected to a single new target.

### BURNING SPELL (METAMAGIC, MYTHIC)

Your spells cling with burning intensity to your targets.

**Prerequisite:** Burning Spell<sup>UM</sup>.

**Benefit:** A creature taking acid or fire damage from the affected spell takes damage equal to twice the spell's actual level at the start of its next turn, and then damage equal to the spell's actual level for one additional round per 2 mythic tiers you possess (minimum 1 round). In addition, you can



use this feat an additional number of times per day equal to one-half your mythic tier (minimum 1). Alternatively, you may expend one use of mythic power to cast a spell as a burning spell (gaining only the normal benefits of a burning spell, rather than the increased benefits outlined above) without preparing it as burning in advance, taking extra casting time, or increasing the level of spell slot it uses.

### COAXING SPELL (METAMAGIC, MYTHIC)

Your mental magic appeals to mindless and sentient creatures alike.

**Prerequisite:** Coaxing Spell<sup>PH</sup>.

**Benefit:** Your coaxing spell can affect mindless oozes and vermin as well as sentient creatures simultaneously. If you choose for it to affect only oozes or only vermin, creatures of that type affected by your coaxing spell take a -1 penalty on Will saves for a number of rounds equal to the original level of the spell. This penalty stacks for oozes or vermin that are affected by multiple coaxing spells. Alternatively, you may expend one use of mythic power to cast a spell as a coaxing spell (gaining only the normal benefits of a coaxing spell, rather than the increased benefits outlined above) without preparing it as coaxing in advance, taking extra casting time, or increasing the level of spell slot it uses.

### CONCUSSIVE SPELL (METAMAGIC, MYTHIC)

Your sonic spells pack a thunderous wallop that leaves enemies reeling.

**Prerequisite:** Concussive Spell<sup>UM</sup>.

**Benefit:** Creatures disoriented by your concussive spell also take a -2 penalty to their AC, and if they attempt to move while disoriented by your concussive spell must succeed on a Reflex save against the spell's save DC (even if the spell does not normally allow a saving throw) or fall prone. They must likewise save when attempting to stand up from prone; failure indicates they remain prone. Creatures unable to fall prone, including flying and swimming creatures, must succeed on a Reflex save or have their speed halved for as long as they remain disoriented. Alternatively, you may expend one use of mythic power to cast a spell as a concussive spell (gaining only the normal benefits of a concussive spell, rather than the increased benefits outlined above) without preparing it as concussive in advance, taking extra casting time, or increasing the level of spell slot it uses.

### CONSECRATE SPELL (METAMAGIC, MYTHIC)

Your spells leave behind a residue of righteous purity.

**Prerequisite:** Consecrate Spell<sup>BA</sup>.

**Benefit:** The area affected by your consecrated spell is affected as consecrate for a number of rounds equal to the spell's actual level. If the spell targets one or more creatures rather than an area, those creatures are affected as if they were in the area of a consecrate spell for the same duration. Alternatively, you may expend one use of mythic power to cast a spell as a consecrated spell (gaining only the normal benefits of a consecrated spell, rather than the increased benefits outlined above) without preparing it as consecrated in advance, taking extra casting time, or increasing the level of spell slot it uses.

### DAZING SPELL (METAMAGIC, MYTHIC)

You can overwhelm foes with the mythic force of your spells.

**Prerequisites:** Dazing Spell<sup>APG</sup>.

**Benefit:** You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell plus your mythic tier. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell. A mythic dazing spell uses up a spell slot three levels higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.

Alternatively, you may expend two uses of mythic power to cast a spell as a dazing spell (gaining only the normal benefits of a dazing spell, rather than the increased benefits outlined above) without preparing it as enlarged in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** The duration of a dazing spell does not include your mythic tier.

### DISRUPTIVE SPELL (METAMAGIC, MYTHIC)

Your spells can disrupt nearly any power.

**Prerequisites:** Disruptive Spell<sup>APG</sup>.

**Benefit:** Targets affected your disruptive spell must make concentration checks when using supernatural abilities (DC equals the save DC of the disruptive spell plus your mythic tier) for 1 round. Targets that avoid the spell's effects avoid this feat's effect as well.

**Normal:** Only spells and spell-like abilities require concentration checks for those affected by a disruptive spell.

### ECHOING SPELL (METAMAGIC, MYTHIC)

Your mystic power echoes through your mind, ready for reuse with but a thought.

**Prerequisite:** Echoing Spell<sup>UM</sup>.

**Benefit:** When you cast an echoing spell, you can use the same spell once during that day as a spell-like ability, using your normal caster level, requiring no verbal, somatic, or material components. If the spell requires an expensive focus component, you must have that focus available to use the spell-like ability. Alternatively, you may expend one use of mythic power to cast a spell as an echoing spell (gaining only the normal benefits of an echoing spell, rather than the increased benefits outlined above) without preparing it as echoing in advance, taking extra casting time, or increasing the level of spell slot it uses.

### ECTOPLASMIC SPELL (METAMAGIC, MYTHIC)

Your spells alter time and space as needed to strike foes.

**Prerequisites:** Ectoplasmic Spell<sup>APG</sup>.

**Benefit:** Your ectoplasmic spells have full effect against incorporeal and ethereal creatures, swarms, and golems (even if the golem has a special ability that normally makes it immune to the spell). It can score critical hits or deliver sneak attack damage against amorphous foes (if it could score critical hits or deliver sneak attack damage against normal foes).



#### ELEMENTAL SPELL (METAMAGIC, MYTHIC)

You can weave two elements together.

**Prerequisites:** Elemental Spell<sup>APG</sup>.

**Benefit:** For each damage type you have selected Elemental Spell for, you may choose to have half of a spell's damage change to that damage type, or all the damage change to that type, or have the spell deal half damage, and the damage adds the elemental type to its existing elemental type. Creatures struck by such dual-type damage only apply resistance or immunity if they have resistance or immunity to both damage types, but are vulnerable if they are vulnerable to either damage type.

For example, the mythic wizard Brandon the Green casts a mythic Elemental fireball, and chooses to have it deal half damage and add cold to its damage type. He rolls 10d6 and gets 36, which he halves to 18. The fireball deals 18 points of cold-fire damage. A creature must have resistance to cold and fire to apply any resistance to that damage, while a creature vulnerable to either cold or fire takes 50% more damage.

#### EMPOWER SPELL (METAMAGIC, MYTHIC)

You can increase the effect of a spell by +75%.

**Prerequisites:** Empower Spell<sup>CR</sup>, 5th mythic tier.

**Benefit:** When you cast a spell augmented with Empower Spell, all variable, numeric effects of the spell are increased by +75%, including bonuses to those dice rolls.

Alternatively, you may expend a use of mythic power to cast a spell as an empowered spell (gaining only the normal benefits of an empowered spell, rather than the increased benefits outlined above) without preparing it as empowered in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls.

#### ENLARGE SPELL (METAMAGIC, MYTHIC)

You can triple the range of a spell.

**Prerequisites:** Enlarge Spell<sup>CR</sup>.

**Benefit:** When you cast a spell with a range of close, medium, or long augmented with Enlarge Spell, its range is increased by +200%. An enlarged spell with a range of close now has a range of 75 ft. + 15 ft./2 levels, while medium-range spells have a range of 300 ft. + 30 ft./level and long-range spells have a range of 1,200 ft. + 120 ft./level.

Alternatively, you may expend a use of mythic power to cast a spell as an enlarged spell (gaining only the normal benefits of an enlarged spell, rather than the increased benefits outlined above) without preparing it as enlarged in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** An enlarged spell with a range of close has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level.

#### EXTEND SPELL (METAMAGIC, MYTHIC)

You can triple the duration of a spell.

**Prerequisites:** Extend Spell<sup>CR</sup>.

**Benefit:** When you cast a spell augmented with Extend Spell, it lasts three times as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Alternatively, you may expend a use of mythic power to cast a spell as an extended spell (gaining only the normal benefits of an extended spell, rather than the increased benefits outlined above) without preparing it as extended in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** An extended spell lasts twice as long as normal.

#### FLARING SPELL (METAMAGIC, MYTHIC)

Your spells are accompanied by a blinding flash.

**Prerequisite:** Flaring Spell<sup>UM</sup>.

**Benefit:** Creatures damaged by your flaring spell must succeed on a Fortitude save against the spell's save DC (even if the spell does not normally allow a saving throw) or be blinded for 1 round and dazzled for a number of rounds equal to the spell's actual level plus your mythic tier. Creatures succeeding on this saving throw are dazzled for a number of rounds equal to the spell's actual level. Alternatively, you may expend one use of mythic power to cast a spell as a flaring spell (gaining only the normal benefits of a flaring spell, rather than the increased benefits outlined above) without preparing it as flaring in advance, taking extra casting time, or increasing the level of spell slot it uses.

#### FOCUSED SPELL (METAMAGIC, MYTHIC)

Your mythic magic powers allow you to focus on more than one foe at a time.

**Prerequisites:** Focused Spell<sup>APG</sup>.

**Benefit:** When you cast a focused spell, you may focus on two targets (rather than just one). If you are mythic tier 10, you may focus on three targets.

#### HEIGHTEN SPELL (METAMAGIC, MYTHIC)

Your metamagic spells are always more potent.

**Prerequisites:** Heighten Spell<sup>CR</sup>, 2nd mythic tier.

**Benefit:** When you apply metamagic feats to a spell, the effective level of the spell is increased to be equal to the level of the spell slot used to prepare or cast it. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level.

#### INCINERATING SPELL (METAMAGIC, MYTHIC)

Your intense fires are all-consuming.

**Prerequisite:** Incinerating Spell<sup>GCC</sup>.

**Benefit:** Objects that fail their saves against your incinerating spell that are not destroyed lose a number of points of hardness equal to your mythic tier, with a maximum equal to the spell's original level. This lost hardness can be repaired by make whole, with each point of hardness repaired using 10 hit points worth of the spell's effect. Creatures fail their saves but are not killed lose a number of points of their natural armor bonus to AC equal to one-half your mythic tier (minimum 1), with a maximum equal to one-half the spell's original level. Lost points of natural armor are treated as points of ability damage for the purpose of natural or magical healing.

#### INTENSIFIED SPELL (METAMAGIC, MYTHIC)

Your spells stretch beyond the limits of their normal firepower.

**Prerequisites:** Intensified Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented with



Intensified Spell, its maximum number of damage dice is increased by 10 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat.

Alternatively, you may expend a use of mythic power to cast a spell as an Intensified spell (gaining only the normal benefits of an intensified spell, rather than the increased benefits outlined above) without preparing it as Intensified in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** An intensified spell has its maximum number of damage dice increased by 5 levels.

### JINXED SPELL (METAMAGIC, MYTHIC)

Your spells carry bad luck to your enemies.

**Prerequisite:** Jinxed Spell<sup>HG</sup>.

**Benefit:** You may choose a number of creatures equal to one-half your mythic tier (minimum 1) to be affected by your jinx when they fail their saving throw against your jinxed spell. In addition, you can select one creature that succeeds on its saving throw against your spell and target that creature with your *halfling jinx*; it is allowed the normal saving throw to avoid your jinx. Alternatively, you may expend one use of mythic power to cast a spell as a jinxed spell (gaining only the normal benefits of a jinxed spell, rather than the increased benefits outlined above) without preparing it as jinxed in advance, taking extra casting time, or increasing the level of spell slot it uses.

### LEGENDARY MISSILES (METAMAGIC, MYTHIC)

Your magic missiles strike with devastating power.

**Prerequisite:** Legendary Missiles<sup>BPMF</sup>.

**Benefit:** Each time you apply this metamagic feat to your magic missile spell, you increase the damage die size of your magic missiles by two steps, rather than one step.

### LINGERING SPELL (METAMAGIC, MYTHIC)

Your spells have lives of their own.

**Prerequisites:** Lingering Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented with Lingering Spell, you cause an instantaneous spell that affects an area to persist for 2 rounds. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A Lingering spell with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet. On your next turn, as a move action you can have the location of the spell move up to 5 feet per mythic tier.

Alternatively, you may expend a use of mythic power to cast a spell as a Lingering spell (gaining only the normal benefits of a Lingering spell, rather than the increased benefits outlined above) without preparing it as Lingering in advance, taking extra casting time, or increasing the level of spell slot it uses.

### MASS EFFECT SPELL (METAMAGIC, MYTHIC)

You can spread the effects of your spell to many targets.

**Prerequisite:** Mass Effect Spell<sup>DM</sup>.

**Benefit:** You can affect one additional number of creatures equal to your mythic tier with your spell, and

targets need not be within 30 feet of one another as long as all targets are within range.

### MAXIMIZE SPELL (METAMAGIC, MYTHIC)

Your maximum spell power is "more than maximum."

**Prerequisites:** Maximize Spell<sup>CR</sup>, 7th mythic tier.

**Benefit:** When you cast a spell augmented with Maximize Spell, all variable, numeric effects of the spell are treated as 150% of their maximum.

Alternatively, you may expend two uses of mythic power to cast a spell as a maximized spell (gaining only the normal benefits of a maximized spell, rather than the increased benefits outlined above) without preparing it as maximized in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** All variable, numeric effects of a maximized spell are automatically at their highest value.

### MERCIFUL SPELL (METAMAGIC, MYTHIC)

Your spell damage can be reversed, or made deadly.

**Prerequisites:** Merciful Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented with Merciful Spell, as a standard action you can remove all nonlethal damage you inflicted on a target with Merciful spells in the past 10 minutes. If you expend a use of mythic power, you can instead turn all the nonlethal damage you inflicted on a target with Merciful spells in the past 10 minutes into lethal damage.

Alternatively, you may expend a use of mythic power to cast a spell as a Merciful spell (gaining only the normal benefits of a Merciful spell, rather than the increased benefits outlined above) without preparing it as Persistent in advance, taking extra casting time, or increasing the level of spell slot it uses.

### NECROPHAGIC SPELL (METAMAGIC, MYTHIC, MYTHOS)

You awaken an awful bloodthirsty hunger in the risen dead.

**Prerequisite:** Necrophagic Spell<sup>GCC</sup>.

**Benefit:** Creatures slain by your spell are reanimated at the beginning of their next turn and remain animated for a number of rounds equal to the adjusted level of the necrophagic spell plus your mythic tier. The zombies you create deal 1 point of bleed damage with each successful bite attack. They gain a +2 circumstance bonus on attack rolls with their bite attack against creatures taking bleed damage and can locate creatures taking bleed damage as if they had the *scent* special quality.

### PERSISTENT SPELL (METAMAGIC, MYTHIC)

Your spells are extremely difficult to resist.

**Prerequisites:** Persistent Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented with Persistent Spell, you may select one creature targeted by the spell or in its area that takes a -2 penalty to its second saving throw to resist the spell, if it succeeds on its first saving throw. You must designate this target before any saving throws are made.

Alternatively, you may expend a use of mythic power to cast a spell as a Persistent spell (gaining only the normal benefits of a Persistent spell, rather than the increased benefits outlined above) without preparing it as Persistent in advance, taking extra casting time, or increasing the level of spell slot it uses.



#### **PIERCING SPELL (METAMAGIC, MYTHIC)**

Your spells readily pierce the magical defenses of your enemies.

**Prerequisite:** Piercing Spell<sup>UM</sup>.

**Benefit:** When you cast a piercing spell at an opponent with spell resistance, you treat its spell resistance as though it were reduced by 5 plus your mythic tier (for non-mythic opponents) or 5 plus one-half your mythic tier (for mythic opponents). Alternatively, you may expend one use of mythic power to cast a spell as a piercing spell (gaining only the normal benefits of a piercing spell, rather than the increased benefits outlined above) without preparing it as piercing in advance, taking extra casting time, or increasing the level of spell slot it uses.

#### **QUICKEN SPELL (METAMAGIC, MYTHIC)**

Casting a spell can be nearly effortless for you.

**Prerequisites:** Quicken Spell<sup>CR</sup>, 10th mythic tier.

**Benefit:** You can prepare any spell as a quickened spell, regardless of its normal casting time, allowing you to cast it as a swift action. If a target provokes an attack of opportunity from you, you can target it with a quickened spell as your attack of opportunity. Only quickened spells with a specific number of targets (rather than effect or area) can be cast as an attack of opportunity, and only the creature that provoked the attack is targeted by the spell (regardless of how many creatures the spell normally targets).

Alternatively, you may expend two uses of mythic power to cast a spell as a quickened spell (gaining only the normal benefits of a quickened spell, rather than the increased benefits outlined above) without preparing it as quickened in advance or increasing the level of spell slot it uses.

**Normal:** A quickened spell that normally has a casting time of 1 standard action can instead be cast as a swift action.

#### **REACH SPELL (METAMAGIC, MYTHIC)**

Your spells have considerable range.

**Prerequisites:** Reach Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented with Reach Spell, you can alter a spell with a range of personal, touch, close, medium, or long to increase its range to a higher range category, using the following order: personal, touch, close, medium, long, and 2x long. Spells that go from a range of personal to a range of touch also change from target you to target creature touched, Saving Throw Fort or Will negates (target's choice) and Spell Resistance yes.

Alternatively, you may expend a use of mythic power to cast a spell as a Reach spell (gaining only the normal benefits of a Reach spell, rather than the increased benefits outlined above) without preparing it as Reach in advance, taking extra casting time, or increasing the level of spell slot it uses.

#### **REFLEXIVE SPELL (KI, METAMAGIC, MYTHIC)**

Your mental and mystical synergy allows you cast spells without thought.

**Prerequisite:** Reflexive Spell<sup>WK</sup>.

**Benefit:** When you cast a reflexive spell in place of making an attack of opportunity, you add one-half your mythic tier (minimum 1) as a bonus on your attack roll and any caster level checks, or concentration checks associated with the reflexive spell.

#### **RIME SPELL (METAMAGIC, MYTHIC)**

Your chilling spells induce hypothermia in your targets.

**Prerequisite:** Rime Spell<sup>UM</sup>.

**Benefit:** Creatures damaged by your rime spell become fatigued for a number of rounds equal to the original level of the spell, in addition to being entangled by clinging ice and frost. Alternatively, you may expend one use of mythic power to cast a spell as a rime spell (gaining only the normal benefits of a rime spell, rather than the increased benefits outlined above) without preparing it as rime in advance, taking extra casting time, or increasing the level of spell slot it uses.

#### **SEEKING SPELL (METAMAGIC, MYTHIC)**

Your targeted spells evade efforts to hide or take cover.

**Prerequisite:** Seeking Spell<sup>RTT</sup>.

**Benefit:** You can use this spell in conjunction with spells requiring a ranged attack or ranged touch attack. In addition, if you apply this feat to a spell that affects an area and allows a Reflex save, those Reflex saves gain no bonus from cover. Alternatively, you may expend one use of mythic power to cast a spell as a seeking spell (gaining only the normal benefits of a seeking spell, rather than the increased benefits outlined above) without preparing it as seeking in advance, taking extra casting time, or increasing the level of spell slot it uses.

#### **SELECTIVE SPELL (METAMAGIC, MYTHIC)**

Your spells harm only those you choose.

**Prerequisites:** Selective Spell<sup>APG</sup>.

**Benefit:** When casting a spell augmented with Selective Spell with an area effect and a duration of instantaneous, you can exclude any number of targets you can see at the time of casting.

Alternatively, you may expend a use of mythic power to cast a spell as a Selective spell (gaining only the normal benefits of a Selective spell, rather than the increased benefits outlined above) without preparing it as Selective in advance, taking extra casting time, or increasing the level of spell slot it uses.

#### **SHADOW GRASP (METAMAGIC, MYTHIC)**

Your darkness spells cling to your enemies and fog their vision.

**Prerequisite:** Shadow Grasp<sup>ISM</sup>.

**Benefit:** Creatures entangled by your shadow grasp spells also become dazzled for as long as they remain entangled. In addition, the darkness shrouding creatures affected by your shadow grasp grants concealment to opponents more than 5 feet away (10 feet away if the affected creature has low-light vision). Creatures with darkvision ignore this concealment. Alternatively, you may expend one use of mythic power to cast a spell as a shadow grasp spell (gaining only the normal benefits of shadow grasp, rather than the increased benefits outlined above) without preparing it as a shadow grasp spell in advance, taking extra casting time, or increasing the level of spell slot it uses.

#### **SICKENING SPELL (METAMAGIC, MYTHIC)**

Your spells can cause foes to feel seriously unwell.

**Prerequisites:** Sickening Spell<sup>APG</sup>.

**Benefit:** When you cast a spell augmented by Sickening Spell, targets that are sickened by then spell suffer double the normal penalties (a -4 penalty on all attack rolls, weapon



damage rolls, saving throws, skill checks, and ability checks).

Alternatively, you may expend a use of mythic power to cast a spell as a Sickening spell (gaining only the normal benefits of a Sickening spell, rather than the increased benefits outlined above) without preparing it as Sickening in advance, taking extra casting time, or increasing the level of spell slot it uses.

### SILENT SPELL (METAMAGIC, MYTHIC)

You can cast spells with near-total secrecy.

**Prerequisites:** Silent Spell<sup>CR</sup>.

**Benefit:** When you cast a spell augmented with Silent Spell, it is not obvious that you cast a spell and difficult to determine the origin point of any visible spell effects. Characters cannot observe that you cast the spell, or make Spellcraft checks to identify it or dispel checks to neutralize it unless they succeed at a Perception check opposed by a special Stealth check made by you (1d20 + Stealth or Spellcraft bonus + mythic tier).

Alternatively, you may expend a use of mythic power to cast a spell as a silent spell (gaining only the normal benefits of a silent spell, rather than the increased benefits outlined above) without preparing it as silent in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Special:** A silent spell requires no verbal components.

### SMOKING SPELL (METAMAGIC, MYTHIC)

Your spells create choking smoke that lingers long after the flame has died.

**Prerequisite:** Smoking Spell<sup>GCC</sup>.

**Benefit:** You add your mythic tier to the number of rounds the smoke lingers, whether it duplicates fog cloud or stinking cloud. If you use the stinking cloud version and expend one use of your mythic power when casting a smoking spell, it has the effect of a mythic stinking cloud.

### STILL SPELL (METAMAGIC, MYTHIC)

You can cast spells with total detachment from your body's condition.

**Prerequisites:** Still Spell<sup>CR</sup>.

**Benefit:** When you cast a spell augmented with Still Spell, you do not need to make a concentration check as a result of any physical disruption, including movement (such as riding a horse or being on the deck of a storm-tossed ship), being grappled or pinned, or even being injured while casting.

Alternatively, you may expend a use of mythic power to cast a spell as a still spell (gaining only the normal benefits of a still spell, rather than the increased benefits outlined above) without preparing it as still in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Special:** A still spell requires no somatic components.

### SUBCONSCIOUS SPELL (KI, METAMAGIC, MYTHIC)

You can cast spells even when your mind is incapacitated.

**Prerequisite:** Subconscious Spell<sup>WK</sup>.

**Benefit:** The ki point cost to cast a subconscious spell is reduced by an amount equal to one-half your mythic tier (minimum 0). Even if the cost is reduced to 0 you must have at least 1 point in your ki pool in order to cast a subconscious spell.

### TENEBOUS SPELL (METAMAGIC, MYTHIC)

You artfully blend the power of shadow into your spells.

**Prerequisite:** Tenebrous Spell<sup>ISM</sup>.

**Benefit:** You add your mythic tier to the concentration check required to cast a tenebrous spell in bright light, and attempts to dispel a tenebrous spell in bright light gain only a +2 bonus. In darkness or dim light, your caster level and the save DC (if any) of your tenebrous spell are increased by 2, and caster level checks made to dispel a tenebrous spell take a 4 penalty. Alternatively, you may expend one use of mythic power to cast a spell as an tenebrous spell (gaining only the normal benefits of an umbral spell, rather than the increased benefits outlined above) without preparing it as tenebrous in advance, taking extra casting time, or increasing the level of spell slot it uses.

### THANATOPIC SPELL (METAMAGIC, MYTHIC)

Your mastery of the power of death extends even to the undead.

**Prerequisite:** Thanatopic Spell<sup>UM</sup>.

**Benefit:** If a living creature affected by your thanatopic spell is protected by an effect that grants resistance or immunity against death effects, negative levels, negative energy, or energy drain, you can attempt a caster level check as if using dispel magic against that effect; if the effect is a mythic effect, it is suppressed for a number of rounds equal to the original level of the thanatopic spell rather than being dispelled. If more than one such effect is present within the area or among the targets of your thanatopic spell, you may attempt the dispel for only one creature unless you expend one use of your mythic power as a swift action, in which case you may target a number of creatures equal to your mythic tier, applying one dispel check against all of them. Alternatively, you may expend one use of mythic power to cast a spell as a thanatopic spell (gaining only the normal benefits of a thanatopic spell, rather than the increased benefits outlined above) without preparing it as thanatopic in advance, taking extra casting time, or increasing the level of spell slot it uses.

### THRENODIC SPELL (METAMAGIC, MYTHIC)

Your mastery of the mind appeals to hearts both living and undead.

**Prerequisite:** Threnodic Spell<sup>UM</sup>.

**Benefit:** Your threnodic spell can affect living and undead creatures simultaneously. If you choose for it to affect only undead creatures, undead affected by your threnodic spell take a -1 penalty on Will saves for a number of rounds equal to the original level of the spell. This penalty stacks if undead creatures are affected by multiple threnodic spells. Alternatively, you may expend one use of mythic power to cast a spell as a threnodic spell (gaining only the normal benefits of a threnodic spell, rather than the increased benefits outlined above) without preparing it as threnodic in advance, taking extra casting time, or increasing the level of spell slot it uses.

### THUNDERING SPELL (METAMAGIC, MYTHIC)

Your spells can strike with the thunder of gods.

**Prerequisites:** Thundering Spell<sup>APC</sup>.

**Benefit:** When you cast a spell augmented by Thunder Spell, targets that are deafened by the spell are also staggered for 1 round.

Alternatively, you may expend a use of mythic power to



cast a spell as a Thundering spell (gaining only the normal benefits of a Thundering spell, rather than the increased benefits outlined above) without preparing it as Thundering in advance, taking extra casting time, or increasing the level of spell slot it uses.

#### **TOPPLING SPELL (METAMAGIC, MYTHIC)**

Your force spells knock down foes like dominoes.

**Prerequisite:** Toppling Spell<sup>UM</sup>.

**Benefit:** You add one-half your mythic tier (minimum 1) as a bonus on the combat maneuver check you make to trip creatures with your toppling spell. If you successfully trip a target with your toppling spell that affects multiple targets or an area, you gain a +2 circumstance bonus to combat maneuver checks made to trip any adjacent targets with the same toppling spell. This bonus stacks if you successfully trip multiple targets that are adjacent to a subsequent target. Alternatively, you may expend one use of mythic power to cast a spell as a toppling spell (gaining only the normal benefits of a toppling spell, rather than the increased benefits outlined above) without preparing it as toppling in advance, taking extra casting time, or increasing the level of spell slot it uses.

#### **UMBRAL SPELL (METAMAGIC, MYTHIC)**

Your spells carry with them a shroud of clinging darkness.

**Prerequisite:** Umbral Spell<sup>SM</sup>.

**Benefit:** The target creature or object radiates deeper darkness in a 20-foot radius (5-foot radius if the companion

spell is a 0-level spell). Alternatively, you may expend one use of mythic power to cast a spell as an umbral spell (gaining only the normal benefits of an umbral spell, rather than the increased benefits outlined above) without preparing it as umbral in advance, taking extra casting time, or increasing the level of spell slot it uses.

#### **UNSEEN SPELL (METAMAGIC, MYTHIC)**

Your spell effects pass unseen.

**Prerequisite:** Unseen Spell<sup>GCC</sup>.

**Benefit:** Creatures unable to see an unseen spell effect take a -4 penalty on their Reflex save rather than -2, and cannot use evasion or improved evasion against the spell effect. Creatures with uncanny dodge take a -2 penalty on saves and cannot use evasion to avoid the spell's effects, though creatures with uncanny dodge and improved evasion can treat that ability as evasion.

#### **WIDEN SPELL (METAMAGIC, MYTHIC)**

You can cast spells that cover vast areas.

**Prerequisites:** Widen Spell<sup>CR</sup>.

**Benefit:** When you cast a spell augmented with Widen Spell, any numeric measurements of the spell's area increase by 200%. Only a burst, emanation, or spread-shaped spell can be affected by this feat.

Alternatively, you may expend a use of mythic power to cast a spell as a widened spell (gaining only the normal benefits of a widened spell, rather than the increased benefits outlined above) without preparing it as widened in advance, taking extra casting time, or increasing the level of spell slot it uses.

**Normal:** A widened spell increases its area by 100%.





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The background of the entire page is a textured parchment-like surface with faint, vertical columns of stylized symbols on the left side. At the top left, a large, detailed scorpion is shown in a golden-brown hue. To its right, a lion with a dark mane is depicted in a dynamic pose, holding a curved blade. The title 'SOUTHLANDS' is written in a large, ornate, golden font with a red outline and a blue shadow. Below it, the subtitle 'ADVENTURES BENEATH THE PITILESS SUN' is written in a smaller, blue font with a white outline.

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# Master Mythic Magic!



**T**he *Mythic Spell Compendium* brings you over **2000** mythic spells for your Pathfinder campaign! This book is an encyclopedic tome of magic, a comprehensive compilation of mythic versions for **EVERY** spell in the Pathfinder core rules and **MORE!** These spells are not just an exercise in bigger numbers (though you'll find those here as well), but bring new and exciting dynamic and even cinematic options to your spellcasting character, many with augmentable variations to expand their power to an even grander scale. There are earth-shaking magics here, alongside inventive and occasionally amusing uses for lower-level magics; everything from the humblest of cantrips to the mightiest of miracles, is covered between these pages. Coupled with the core mythic spells in *Pathfinder Roleplaying Game Mythic Adventures*, every spellcaster, no matter how obscure their specialty, will find page after page of amazing options. If you are playing Pathfinder with the mythic rules, you need to grab this book.

**HOWEVER**, this book is an amazing resource for you even if you're **NOT** using the mythic rules! The mythic rules are a terrific toolbox for making magic more mysterious and, even better, more interesting, in a standard Pathfinder campaign. From ancient cultures to secret cults, alien races to eldritch secrets, sacrificial sorcery to divine mysteries, all are sources from which the forgotten or forbidden lore of mythic magic could spring to new life in your Pathfinder campaign.

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This product is a rules supplement for the *Pathfinder Roleplaying Game* and requires the use of the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Bestiary*, and *Pathfinder Roleplaying Game Mythic Adventures* rulebooks from Paizo, Inc., or access to online resources such as the Pathfinder Reference Document ([paizo.com/PRD/](http://paizo.com/PRD/)) or an equivalent third-party online resource such as [d20pfsrd.com](http://d20pfsrd.com).



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