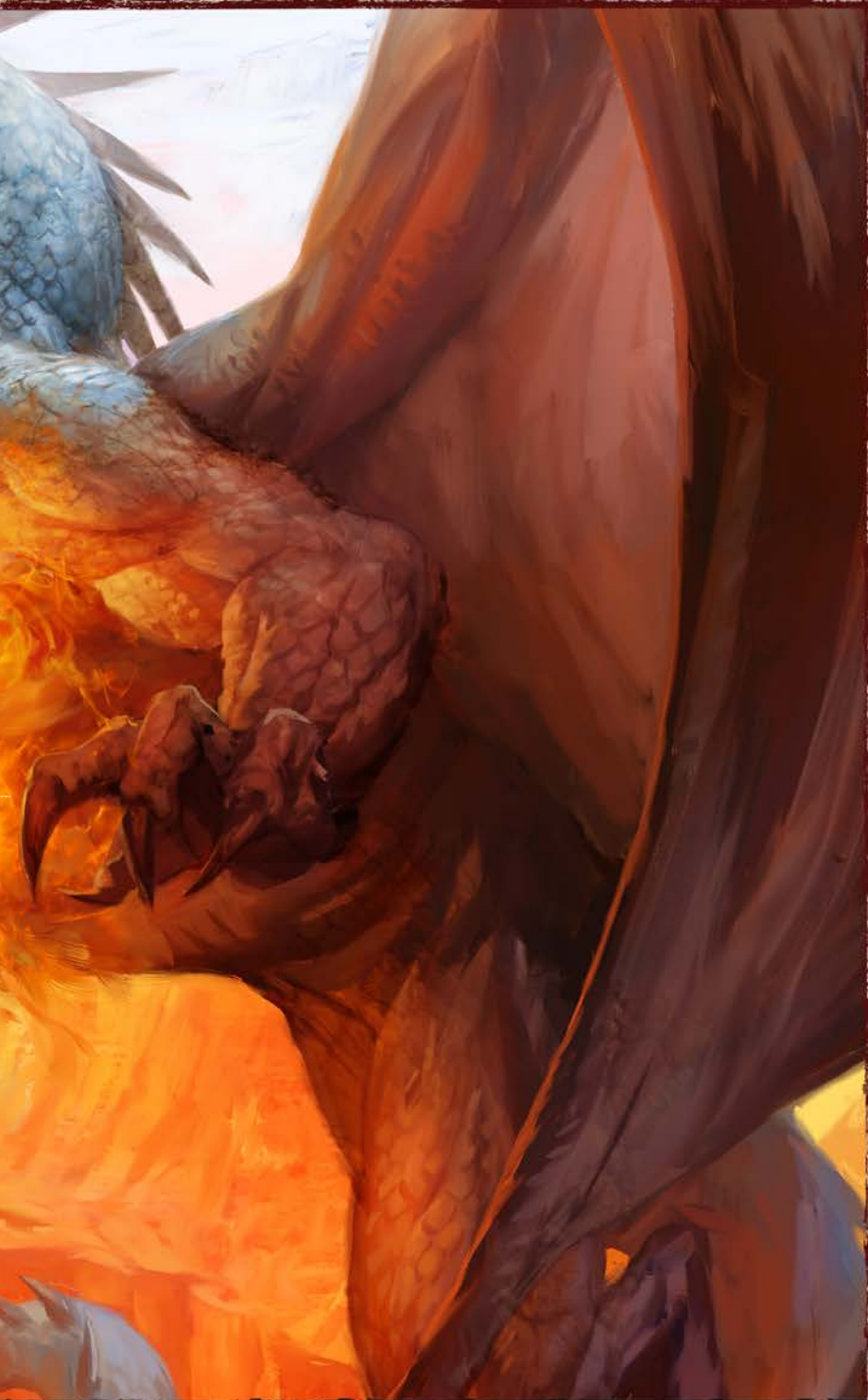




# 3 MYTHIC SPELLS



**T**he great blue dragon dipped one wing and spun in the air, swinging back around for another pass.

Kyra's hands filled with brilliant flames, and she cupped her fingers to shape the conflagration. "Prepare yourself," she said. "We won't get another chance."

Next to her, Ezren sighed. "If we kill her now, we'll never know where she hid the grimoire." Yet a circle of glowing runes sprang to life around his free hand, producing their own snake of flame that curved around the head of his staff.

"The time for that is past," Kyra said. "Our duty is to the townsfolk. We burn together on three. One... two..."

**M**ythic spells draw upon the caster's mythic power to create more powerful magical effects—*mythic fireball* sets affected creatures on fire, *mythic mage armor* can negate critical hits, and so on. These spells aren't separate spells you gain as a spell known from your spellcasting class, but rather mythically charged versions of spells you already know.

**Learning Mythic Spells:** To learn a mythic spell, you must either select the mythic spellcasting universal path ability (see page 50) or the Mythic Spell Lore feat (see page 70). In doing so, you unlock the secret of using your mythic power to amplify non-mythic spells you choose.

**Casting Mythic Spells:** If you know the mythic version of a spell, any time you cast the spell, you may expend one use of mythic power to convert the spell into its mythic version as you cast it. This doesn't change the level of the spell slot you use to cast the spell.

If you're a caster who prepares spells (such as a cleric or wizard), you never have to prepare the mythic version of a spell—if you prepare the non-mythic version, you may cast it as the mythic version by expending one use of mythic power. Unless otherwise specified, casting the mythic version of a spell doesn't take any longer than casting the non-mythic version.

**Effects of Mythic Spells:** Unless otherwise specified, a mythic spell works just like the non-mythic version of the spell. For example, zombies created by both *animate dead* and *mythic animate dead* count toward the spell's HD limit of how many undead you can control at one time, and a chaotic creature is immune to *mythic chaos hammer* in the same way it's immune to *chaos hammer*.

Unless a mythic spell's description says it improves, replaces, or upgrades an effect of the non-mythic spell, or says that it creates an effect instead of the non-mythic spell's effect, it retains all the effects of the non-mythic spell in addition to the effects of the mythic version. For example, the *mythic blasphemy* spell has penalties for creatures that fail their saves; because the description doesn't indicate that these penalties replace those of non-mythic *blasphemy*, the penalties are in addition to the non-mythic spell's effects.

**Augmented Mythic Spells:** An augmented version of a mythic spell has the same effect as the mythic spell, plus additional benefits, options, or an increased effect. Some augmented effects require you to have a minimum tier in order to cast it as an augmented mythic spell. If so, the tier requirement for the augmented effects is listed in parentheses in the entry. For example, "Augmented (4th)" means you must have at least 4 mythic tiers to use this option. If you know a mythic spell, you automatically know how to cast the augmented version of that mythic spell upon reaching the required tier.

Casting the augmented version of a mythic spell requires you to expend more uses of mythic power when you cast it.

The number of additional uses required for the augmented version is listed in the spell's augmented entry and includes the one use of mythic power necessary to cast the mythic version of the spell. When you cast a spell, you must decide whether you want to cast the non-mythic version, the mythic version, or the augmented mythic version, and expend the appropriate number of uses of mythic power. You can't cast the non-mythic version of the spell and later expend one use of mythic power to change it to the mythic version, nor can you cast the base mythic version of a spell and later in the duration expend the difference in mythic power to change it to the augmented version.

**Example:** You're a 9th-level wizard/6th-tier archmage who knows *mythic animate dead* and has *animate dead* prepared. Casting *animate dead* works as normal and requires no uses of mythic power. Casting *mythic animate dead* requires you to expend one use of mythic power when you cast your prepared *animate dead*. Casting the augmented version of *mythic animate dead* requires you to expend two (not three) uses of mythic power when you cast your prepared *animate dead* spell.

**Mythic Spells in Magic Items:** Mythic spells can't be crafted into magic items unless the item is an artifact (for example, you can't brew a *potion of mythic cure light wounds*).

**Mythic Spells in Stat Blocks:** In a creature stat block, a superscript "M" indicates the creature knows the mythic version of the spell.

**Potent:** Any spell you cast as a mythic spell can also be cast in a potent form that is harder to resist. By expending one additional use of mythic power, you increase the spell's save DC by 2 and gain a +2 bonus on your caster level check to overcome spell resistance.

**Resilient:** Any spell you cast as a mythic spell can also be cast in a resilient form that is harder to dispel or counterspell. Expend one additional use of mythic power; any check attempted in order to dispel the spell then takes a -4 penalty, and the spell can't be countered unless the opposing caster also expends a use of mythic power to overcome your spell's resilience (in which case the normal rules for counterspelling apply).

You may combine the potent and resilient forms of a spell; to do so, you must expend a total of two additional uses of mythic power. You can cast potent and resilient forms of augmented mythic spells in the same manner.

**Tiers in Mythic Spell Descriptions:** Unless otherwise stated, any reference to tier in a mythic spell description refers to the tier of the creature casting the spell. Whenever a mythic spell refers to half your tier, the minimum is 1 (meaning you still get a benefit at 1st tier).

**Source:** The name of the book in which the original spell's description appears is listed here. If no source line is included, the original spell appears in the *Pathfinder RPG Core Rulebook*.

## SPELL LISTS

The following lists summarize all the mythic versions of existing spells presented in this book, as well as new spells that draw upon, grant, or steal mythic power.

**Order of Presentation:** In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell's name begins with "lesser," "greater," or "mass," the spell is alphabetized under the second word of the spell name instead.

**Hit Dice:** The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures.

**Caster Level:** A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell.

**Creatures and Characters:** "Creature" and "character" are used synonymously in the spell descriptions.

**New Spells:** An asterisk (\*) after a spell name indicates a new spell presented in this chapter, starting on page 113.

**Augmented Mythic Spells:** A superscript "A" appearing at the end of a spell's name in these lists indicates the spell has an augmented effect (see page 80) when the caster expends additional uses of mythic power. See the individual spell descriptions for information on the augmented effect.

## Alchemist Mythic Formulae

**1st-Level Alchemist Mythic Formulae**—*anticipate peril*<sup>UM</sup>, *cure light wounds*, *endure elements*, *enlarge person*, *expeditious retreat*, *reduce person*, *true strike*<sup>A</sup>.

**2nd-Level Alchemist Mythic Formulae**—*ablative barrier*<sup>UC</sup>, *animal aspect*<sup>UC</sup>, *barkskin*<sup>A</sup>, *blistering invective*<sup>A, UC</sup>, *cure moderate wounds*, *false life*, *invisibility*<sup>A</sup>, *levitate*<sup>A</sup>, *protection from arrows*, *resist energy*, *spider climb*, *touch injection*<sup>UC</sup>.

**3rd-Level Alchemist Mythic Formulae**—*battle trance*<sup>A, ARG</sup>, *beast shape I*<sup>A</sup>, *burrow*<sup>A, UM</sup>, *cure serious wounds*, *draconic reservoir*<sup>A, APG</sup>, *fly*<sup>A</sup>, *gaseous form*<sup>A</sup>, *haste*<sup>A</sup>, *heroism*<sup>A</sup>, *monstrous physique I*<sup>A, UM</sup>, *vomit twin*<sup>A, ARG</sup>.

**4th-Level Alchemist Mythic Formulae**—*beast shape II*<sup>A</sup>, *cure critical wounds*, *deathless*<sup>A, \*</sup>, *dragon's breath*<sup>APG</sup>, *elemental body I*<sup>A</sup>, *fire shield*, *monstrous physique II*<sup>A, UM</sup>, *scorching ash form*<sup>A, ARG</sup>, *stoneskin*.

**5th-Level Alchemist Mythic Formulae**—*beast shape III*<sup>A</sup>, *dream*, *elemental body II*<sup>A</sup>, *monstrous physique III*<sup>A, UM</sup>, *nightmare*<sup>A</sup>, *sending*<sup>A</sup>.

**6th-Level Alchemist Mythic Formulae**—*beast shape IV*<sup>A</sup>, *elemental body III*<sup>A</sup>, *form of the dragon I*<sup>A</sup>, *heal*<sup>A</sup>, *mislead*<sup>A</sup>, *monstrous physique IV*<sup>A, UM</sup>, *transformation*, *walk through space*<sup>UC</sup>.

## Antipaladin Mythic Spells

**1st-Level Antipaladin Mythic Spells**—*bane*, *command*, *death knell*<sup>A</sup>, *inflict light wounds*, *murderous command*<sup>A, UM</sup>, *protection from good/law*.

**2nd-Level Antipaladin Mythic Spells**—*blindness/deafness*, *darkness*, *desecrate*, *invisibility*<sup>A</sup>, *pernicious poison*<sup>A, UM</sup>, *silence*.

**3rd-Level Antipaladin Mythic Spells**—*animate dead*<sup>A</sup>, *battle trance*<sup>A, ARG</sup>, *contagion*<sup>A</sup>, *defile armor*<sup>A, APG</sup>, *dispel magic*, *inflict moderate wounds*, *magic weapon (greater)*<sup>A</sup>, *vampiric touch*.

**4th-Level Antipaladin Mythic Spells**—*inflict serious wounds*.

## Bard Mythic Spells

**1st-Level Bard Mythic Spells**—*anticipate peril*<sup>UM</sup>, *chord of shards*<sup>UM</sup>, *cure light wounds*, *ear-piercing scream*<sup>A, UM</sup>, *expeditious retreat*, *feather fall*<sup>A</sup>, *grease*<sup>A</sup>, *hideous laughter*<sup>A</sup>, *jitterbugs*<sup>ARG</sup>, *memory lapse*<sup>A, APG</sup>, *saving finale*<sup>APG</sup>, *silent image*<sup>A</sup>, *sleep*<sup>A</sup>.

**2nd-Level Bard Mythic Spells**—*blindness/deafness*, *blistering invective*<sup>A, UC</sup>, *boiling blood*<sup>A, UM</sup>, *cure moderate wounds*, *darkness*, *dust of twilight*<sup>A, APG</sup>, *heroism*<sup>A</sup>, *invisibility*<sup>A</sup>, *mirror image*, *shadow anchor*<sup>ARG</sup>, *share glory*<sup>\*</sup>, *shatter*, *silence*, *suggestion*, *summon swarm*.

**3rd-Level Bard Mythic Spells**—*blink*<sup>A</sup>, *confusion*<sup>A</sup>, *cure serious wounds*, *daylight*, *deep slumber*<sup>A</sup>, *dispel magic*, *divine favor*, *gaseous form*<sup>A</sup>, *haste*<sup>A</sup>, *phantom steed*<sup>A</sup>, *restore mythic power*<sup>\*</sup>, *slow*.

**4th-Level Bard Mythic Spells**—*break enchantment*<sup>A</sup>, *cure critical wounds*, *detect scrying*<sup>A</sup>, *dimension door*, *discordant blast*<sup>APG</sup>, *dominate person*, *lend path*<sup>\*</sup>, *modify memory*<sup>A</sup>, *shout*.

**5th-Level Bard Mythic Spells**—*dream*, *mislead*<sup>A</sup>, *nightmare*<sup>A</sup>, *resonating word*<sup>UM</sup>.

**6th-Level Bard Mythic Spells**—*animate objects*, *irresistible dance*.

## Cleric Mythic Spells

**1st-Level Cleric Mythic Spells**—*bane*, *bless*, *command*, *cure light wounds*, *divine favor*, *endure elements*, *entropic shield*, *inflict light wounds*, *know the enemy*<sup>UM</sup>, *mighty fist of the earth*<sup>ARG</sup>, *murderous command*<sup>A, UM</sup>, *obscuring mist*<sup>A</sup>, *protection from chaos/evil/good/law*, *sanctuary*<sup>A</sup>, *shield of faith*, *sun metal*<sup>UC</sup>, *theft ward*<sup>ARG</sup>.

**2nd-Level Cleric Mythic Spells**—*blinding ray*<sup>ARG</sup>, *boiling blood*<sup>A, UM</sup>, *consecrate*, *cure moderate wounds*, *darkness*, *death knell*<sup>A</sup>, *desecrate*, *disfiguring touch*<sup>A, UM</sup>, *inflict moderate wounds*, *make whole*, *resist energy*, *shatter*, *shield other*, *silence*, *spiritual weapon*, *surmount affliction*<sup>A, UM</sup>.

**3rd-Level Cleric Mythic Spells**—*animate dead*<sup>A</sup>, *bleed glory*<sup>\*</sup>, *blindness/deafness*, *contagion*<sup>A</sup>, *cure serious wounds*, *daybreak arrow*<sup>UC</sup>, *daylight*, *dispel magic*, *glyph of warding*, *inflict serious wounds*, *magic vestment*<sup>A</sup>, *prayer*, *restore mythic power*<sup>\*</sup>, *sacred bond*<sup>A, APG</sup>, *sands of time*<sup>A, UM</sup>, *searing light*, *share glory*<sup>\*</sup>, *stone shape*.

**4th-Level Cleric Mythic Spells**—*battle trance*<sup>A, ARG</sup>, *blessing of fervor*<sup>APG</sup>, *blood crow strike*<sup>UM</sup>, *chaos hammer*, *cure critical wounds*, *deathless*<sup>A, \*</sup>, *giant vermin*<sup>A</sup>, *holy smite*, *inflict critical wounds*, *magic weapon (greater)*<sup>A</sup>, *mythic severance*<sup>\*</sup>, *order's wrath*, *sending*<sup>A</sup>, *unholy blight*.

**5th-Level Cleric Mythic Spells**—break enchantment<sup>A</sup>, breath of life<sup>A</sup>, flame strike, lend path\*, pillar of life<sup>APG</sup>, plane shift<sup>A</sup>, steal power\*, wall of stone<sup>A</sup>.

**6th-Level Cleric Mythic Spells**—animate objects, blade barrier<sup>A</sup>, harm<sup>A</sup>, heal<sup>A</sup>.

**7th-Level Cleric Mythic Spells**—blasphemy, control weather<sup>A</sup>, dictum, holy word, regenerate, terraform\*, word of chaos.

**8th-Level Cleric Mythic Spells**—antimagic field, dimensional lock<sup>A</sup>, earthquake<sup>A</sup>, fire storm<sup>A</sup>, orb of the void<sup>A,UM</sup>.

**9th-Level Cleric Mythic Spells**—ascension\*, storm of vengeance<sup>A</sup>.

## Druid Mythic Spells

**1st-Level Druid Mythic Spells**—call animal<sup>APG</sup>, cure light wounds, endure elements, entangle, faerie fire<sup>A</sup>, goodberry<sup>A</sup>, hydraulic push<sup>APG</sup>, magic fang, mighty fist of the earth<sup>ARG</sup>, obscuring mist<sup>A</sup>.

**2nd-Level Druid Mythic Spells**—animal aspect<sup>UC</sup>, barkskin<sup>A</sup>, burning gaze<sup>A,APG</sup>, chill metal, feast of ashes<sup>APG</sup>, flame blade<sup>A</sup>, fog cloud<sup>A</sup>, gust of wind<sup>A</sup>, heat metal, pernicious poison<sup>A,UM</sup>, pox pustules<sup>APG</sup>, resist energy, spider climb, summon swarm, unshakable chill<sup>A,UM</sup>.

**3rd-Level Druid Mythic Spells**—burrow<sup>A,UM</sup>, call lightning, companion mind link<sup>UC</sup>, contagion<sup>A</sup>, cup of dust<sup>APG</sup>, cure moderate wounds, daylight, hydraulic torrent<sup>A,APG</sup>, magic fang (greater)<sup>A</sup>, share glory\*, stone shape.

**4th-Level Druid Mythic Spells**—arboreal hammer<sup>A,UM</sup>, cape of wasps<sup>UM</sup>, cure serious wounds, dispel magic, flame strike, giant vermin<sup>A</sup>, ice storm<sup>A</sup>, spike stones, true form<sup>A,APG</sup>.

**5th-Level Druid Mythic Spells**—baleful polymorph<sup>A</sup>, cure critical wounds, fire snake<sup>A,APG</sup>, lend path\*, stonesskin, wall of fire<sup>A</sup>, wall of thorns<sup>A</sup>.

**6th-Level Druid Mythic Spells**—fire seeds, move earth, repel wood<sup>A</sup>, terraform\*, wall of stone<sup>A</sup>.

**7th-Level Druid Mythic Spells**—animate plants, black mark<sup>ARG</sup>, changestaff<sup>A</sup>, control weather<sup>A</sup>, fire storm<sup>A</sup>, heal<sup>A</sup>, scouring winds<sup>A,UM</sup>, sunbeam<sup>A</sup>.

**8th-Level Druid Mythic Spells**—earthquake<sup>A</sup>, finger of death, reverse gravity<sup>A</sup>, whirlwind<sup>A</sup>.

**9th-Level Druid Mythic Spells**—ascension\*, foresight, regenerate, storm of vengeance<sup>A</sup>, tsunami<sup>A,APG</sup>.

## Inquisitor Mythic Spells

**1st-Level Inquisitor Mythic Spells**—bane, bless, command, cure light wounds, divine favor, ear-piercing scream<sup>A,UM</sup>, expeditious retreat, hex ward<sup>A,UM</sup>, inflict light wounds, know the enemy<sup>UM</sup>, protection from chaos/evil/good/law, sanctuary<sup>A</sup>, shield of faith, theft ward<sup>ARG</sup>, true strike<sup>A</sup>.

**2nd-Level Inquisitor Mythic Spells**—blistering invective<sup>A,UC</sup>, consecrate, cure moderate wounds, darkness, death knell<sup>A</sup>, desecrate, flames of the faithful<sup>APG</sup>, inflict moderate wounds, invisibility<sup>A</sup>, knock<sup>A</sup>, resist energy, sacred bond<sup>A,APG</sup>, shield other, silence, spiritual weapon, surmount affliction<sup>A,UM</sup>.

**3rd-Level Inquisitor Mythic Spells**—battle trance<sup>A,ARG</sup>, blinding ray<sup>ARG</sup>, cure serious wounds, daybreak arrow<sup>UC</sup>, daylight, dispel magic, glyph of warding, heroism<sup>A</sup>, inflict serious wounds, magic vestment<sup>A</sup>, magic weapon (greater)<sup>A</sup>, mythic severance\*, prayer, searing light.

**4th-Level Inquisitor Mythic Spells**—battlemind link<sup>UM</sup>, chaos hammer, cure critical wounds, deathless<sup>A,\*</sup>, defile armor<sup>A,APG</sup>, detect scrying<sup>A</sup>, holy smite, inflict critical wounds, named bullet<sup>A,UC</sup>, order's wrath, sanctify armor<sup>A,APG</sup>, sending<sup>A</sup>, stonesskin, unholy blight.

**5th-Level Inquisitor Mythic Spells**—break enchantment<sup>A</sup>, divine pursuit<sup>UM</sup>, flame strike.

**6th-Level Inquisitor Mythic Spells**—blade barrier<sup>A</sup>, blasphemy, circle of death<sup>A</sup>, dictum, harm<sup>A</sup>, heal<sup>A</sup>, holy word, word of chaos.

## Magus Mythic Spells

**1st-Level Magus Mythic Spells**—burning hands, color spray, enlarge person, expeditious retreat, feather fall<sup>A</sup>, floating disk, grease<sup>A</sup>, hydraulic push<sup>APG</sup>, magic missile<sup>A</sup>, obscuring mist<sup>A</sup>, ray of enfeeblement, reduce person, shocking grasp<sup>A</sup>, silent image<sup>A</sup>, true strike<sup>A</sup>.

**2nd-Level Magus Mythic Spells**—ablative barrier<sup>UC</sup>, animal aspect<sup>UC</sup>, burning gaze<sup>A,APG</sup>, darkness, fog cloud<sup>A</sup>, gust of wind<sup>A</sup>, invisibility<sup>A</sup>, levitate<sup>A</sup>, mirror image, scorching ray, shatter, spider climb, web<sup>A</sup>.

**3rd-Level Magus Mythic Spells**—beast shape I<sup>A</sup>, blink<sup>A</sup>, daylight, dispel magic, fireball<sup>A</sup>, firestream<sup>A,ARG</sup>, fly<sup>A</sup>, force punch<sup>A,UM</sup>, gaseous form<sup>A</sup>, haste<sup>A</sup>, hydraulic torrent<sup>A,APG</sup>, lightning bolt<sup>A</sup>, magic weapon (greater)<sup>A</sup>, monstrous physique I<sup>A,UM</sup>, phantom steed<sup>A</sup>, slow, stinking cloud, vampiric touch, vomit twin<sup>A,ARG</sup>.

**4th-Level Magus Mythic Spells**—beast shape II<sup>A</sup>, black tentacles<sup>A</sup>, dimension door, dragon's breath<sup>APG</sup>, elemental body I<sup>A</sup>, fire shield, ice storm<sup>A</sup>, lend path\*, monstrous physique II<sup>A,UM</sup>, phantasmal killer<sup>A</sup>, shout, solid fog<sup>A</sup>, stonesskin, wall of fire<sup>A</sup>, wall of ice<sup>A</sup>.

**5th-Level Magus Mythic Spells**—baleful polymorph<sup>A</sup>, beast shape III<sup>A</sup>, cloudkill<sup>A</sup>, cone of cold<sup>A</sup>, elemental body II<sup>A</sup>, fire snake<sup>A,APG</sup>, monstrous physique III<sup>A,UM</sup>, telekinesis, wall of force, wall of stone<sup>A</sup>.

**6th-Level Magus Mythic Spells**—beast shape IV<sup>A</sup>, chain lightning, disintegrate<sup>A</sup>, elemental body III<sup>A</sup>, flesh to stone<sup>A</sup>, form of the dragon I<sup>A</sup>, mislead<sup>A</sup>, monstrous physique IV<sup>A,UM</sup>, transformation, walk through space<sup>UC</sup>, wall of iron<sup>A</sup>.

## Paladin Mythic Spells

**1st-Level Paladin Mythic Spells**—bless, cure light wounds, divine favor, endure elements, know the enemy<sup>UM</sup>, protection from chaos/evil, sun metal<sup>UC</sup>.

**2nd-Level Paladin Mythic Spells**—blinding ray<sup>ARG</sup>, resist energy, sacred bond<sup>A,APG</sup>, shield other.

**3rd-Level Paladin Mythic Spells**—cure moderate wounds, daybreak arrow<sup>UC</sup>, daylight, dispel magic, magic weapon (greater)<sup>A</sup>, prayer, sanctify armor<sup>A,APG</sup>.

**4th-Level Paladin Mythic Spells**—break enchantment<sup>A</sup>, cure serious wounds, oath of peace<sup>APG</sup>.

## Ranger Mythic Spells

**1st-Level Ranger Mythic Spells**—anticipate peril<sup>UM</sup>, call animal<sup>APG</sup>, endure elements, entangle, know the enemy<sup>UM</sup>, magic fang, resist energy, sun metal<sup>UC</sup>.

**2nd-Level Ranger Mythic Spells**—animal aspect<sup>UC</sup>, animate dead<sup>A</sup>, cure light wounds, barkskin<sup>A</sup>, ricochet shot<sup>A,UC</sup>.

**3rd-Level Ranger Mythic Spells**—battle trance<sup>A,ARG</sup>, burrow<sup>A,UM</sup>, companion mind link<sup>UC</sup>, cure moderate wounds, magic fang (greater)<sup>A</sup>, named bullet<sup>A,UC</sup>.

**4th-Level Ranger Mythic Spells**—cure serious wounds.

## Sorcerer/Wizard Mythic Spells

**1st-Level Sorcerer/Wizard Mythic Spells**—anticipate peril<sup>UM</sup>, break<sup>A,APG</sup>, burning hands, color spray, ear-piercing scream<sup>A,UM</sup>, endure elements, enlarge person, expeditious retreat, feather fall<sup>A</sup>, floating disk, grease<sup>A</sup>, hold portal, hydraulic push<sup>APG</sup>, mage armor, magic missile<sup>A</sup>, memory lapse<sup>A,APG</sup>, obscuring mist<sup>A</sup>, protection from chaos/evil/good/law, ray of enfeeblement, reduce person, shadow weapon<sup>UM</sup>, shocking grasp<sup>A</sup>, silent image<sup>A</sup>, sleep<sup>A</sup>, theft ward<sup>ARG</sup>, true strike<sup>A</sup>.

**2nd-Level Sorcerer/Wizard Mythic Spells**—animal aspect<sup>UC</sup>, blindness/deafness, boiling blood<sup>A,UM</sup>, burning gaze<sup>A,APG</sup>, darkness, disfiguring touch<sup>A,UM</sup>, dust of twilight<sup>A,APG</sup>, false life, fog cloud<sup>A</sup>, gust of wind<sup>A</sup>, hideous laughter<sup>A</sup>, invisibility<sup>A</sup>, jitterbugs<sup>ARG</sup>, knock<sup>A</sup>, levitate<sup>A</sup>, make whole, mirror image, pernicious poison<sup>A,UM</sup>, protection from arrows, resist energy, ricochet shot<sup>A,UC</sup>, scorching ray, shadow anchor<sup>ARG</sup>, shatter, spider climb, summon swarm, unshakable chill<sup>A,UM</sup>, web<sup>A</sup>.

**3rd-Level Sorcerer/Wizard Mythic Spells**—ablative barrier<sup>UC</sup>, beast shape I<sup>A</sup>, bleed glory\*, blink<sup>A</sup>, burrow<sup>A,UM</sup>, daylight, deep slumber<sup>A</sup>, devolution<sup>APG</sup>, dispel magic, draconic reservoir<sup>A,APG</sup>, fireball<sup>A</sup>, firestream<sup>A,ARG</sup>, fly<sup>A</sup>, force punch<sup>A,UM</sup>, gaseous form<sup>A</sup>, haste<sup>A</sup>, healing thief<sup>A,UC</sup>, heroism<sup>A</sup>, hydraulic torrent<sup>A,APG</sup>, lightning bolt<sup>A</sup>, magic weapon (greater)<sup>A</sup>, monstrous physique I<sup>A,UM</sup>, phantom steed<sup>A</sup>, restore mythic power\*, sands of time<sup>A,UM</sup>, share glory\*, slow, stinking cloud, strangling hair<sup>UM</sup>, suggestion, touch injection<sup>UC</sup>, vampiric touch.

**4th-Level Sorcerer/Wizard Mythic Spells**—animate dead<sup>A</sup>, beast shape II<sup>A</sup>, black tentacles<sup>A</sup>, confusion<sup>A</sup>, contagion<sup>A</sup>, deathless<sup>A,\*</sup>, detect scrying<sup>A</sup>, dimension door, dragon's breath<sup>APG</sup>, elemental body I<sup>A</sup>, enervation<sup>A</sup>, fire shield, ice storm<sup>A</sup>, monstrous physique II<sup>A,UM</sup>, mythic severance\*, named bullet<sup>A,UC</sup>, phantasmal killer<sup>A</sup>, scorching ash form<sup>A,ARG</sup>, shout, solid fog<sup>A</sup>, stone shape, stonesskin, true form<sup>A,APG</sup>, vomit twin<sup>A,ARG</sup>, wall of fire<sup>A</sup>, wall of ice<sup>A</sup>.

**5th-Level Sorcerer/Wizard Mythic Spells**—baleful polymorph<sup>A</sup>, beast shape III<sup>A</sup>, break enchantment<sup>A</sup>, cloudkill<sup>A</sup>, cone of cold<sup>A</sup>, damnation stride<sup>A,ARG</sup>, dominate person, dream, elemental body II<sup>A</sup>, fire snake<sup>A,APG</sup>, lend path\*, lightning arc<sup>A,UM</sup>, monstrous physique III<sup>A,UM</sup>, nightmare<sup>A</sup>, sending<sup>A</sup>, steal power\*, telekinesis, wall of force, wall of stone<sup>A</sup>.

**6th-Level Sorcerer/Wizard Mythic Spells**—antimagick field, battlemind link<sup>UM</sup>, beast shape IV<sup>A</sup>, chain lightning, circle of death<sup>A</sup>, conjure black pudding<sup>A,UM</sup>, contingency<sup>A</sup>, disintegrate<sup>A</sup>, elemental body III<sup>A</sup>, enemy hammer<sup>A,APG</sup>, flesh to stone<sup>A</sup>, form of the dragon I<sup>A</sup>, globe of invulnerability, guards and wards<sup>A</sup>, mislead<sup>A</sup>, monstrous physique IV<sup>A,UM</sup>, move earth, transformation, wall of iron<sup>A</sup>.

**7th-Level Sorcerer/Wizard Mythic Spells**—arcane cannon<sup>UC</sup>, control weather<sup>A</sup>, elemental body IV<sup>A</sup>, finger of death, form of the dragon II<sup>A</sup>, limited wish<sup>A</sup>, plane shift<sup>A</sup>, power word blind<sup>A</sup>, prismatic spray<sup>A</sup>, resonating word<sup>UM</sup>, reverse gravity<sup>A</sup>, scouring winds<sup>A,UM</sup>, terraform\*, walk through space<sup>UC</sup>.

**8th-Level Sorcerer/Wizard Mythic Spells**—dimensional lock<sup>A</sup>, form of the dragon III<sup>A</sup>, irresistible dance, maze, orb of the void<sup>A,UM</sup>, polar ray, power word stun<sup>A</sup>.

**9th-Level Sorcerer/Wizard Mythic Spells**—ascension\*, foresight, mage's disjunction, meteor swarm<sup>A</sup>, power word kill<sup>A</sup>, prismatic sphere, time stop<sup>A</sup>, tsunami<sup>A,APG</sup>, wish<sup>A</sup>.

## Summoner Mythic Spells

**1st-Level Summoner Mythic Spells**—endure elements, enlarge person, expeditious retreat, feather fall<sup>A</sup>, grease<sup>A</sup>, mage armor, magic fang, protection from chaos/evil/good/law, reduce person.

**2nd-Level Summoner Mythic Spells**—ablative barrier<sup>UC</sup>, barkskin<sup>A</sup>, haste<sup>A</sup>, invisibility<sup>A</sup>, levitate<sup>A</sup>, phantom steed<sup>A</sup>, protection from arrows, resist energy, share glory\*, slow, spider climb, summon swarm.

**3rd-Level Summoner Mythic Spells**—black tentacles<sup>A</sup>, devolution<sup>APG</sup>, dimension door, dispel magic, fire shield, fly<sup>A</sup>, heroism<sup>A</sup>, magic fang (greater)<sup>A</sup>, stonesskin, vomit twin<sup>A,ARG</sup>, wall of fire<sup>A</sup>, wall of ice<sup>A</sup>.

**4th-Level Summoner Mythic Spells**—baleful polymorph<sup>A</sup>, damnation stride<sup>A,ARG</sup>, lend path\*, sending<sup>A</sup>, wall of stone<sup>A</sup>.

**5th-Level Summoner Mythic Spells**—conjure black pudding<sup>A,UM</sup>, plane shift<sup>A</sup>, wall of iron<sup>A</sup>.

**6th-Level Summoner Mythic Spells**—dimensional lock<sup>A</sup>, maze, walk through space<sup>UC</sup>.

## Witch Mythic Spells

**1st-Level Witch Mythic Spells**—burning hands, command, cure light wounds, ear-piercing scream<sup>A,UM</sup>, enlarge person, hex ward<sup>A,UM</sup>, ill omen<sup>A,APG</sup>, inflict light wounds, mage armor, obscuring mist<sup>A</sup>, ray of enfeeblement, reduce person, shadow weapon<sup>UM</sup>, sleep<sup>A</sup>, theft ward<sup>ARG</sup>.

**2nd-Level Witch Mythic Spells**—blindness/deafness, boiling blood<sup>A,UM</sup>, burning gaze<sup>A,APG</sup>, cure moderate wounds, death knell<sup>A</sup>, disfiguring touch<sup>A,UM</sup>, false life, feast of ashes<sup>APG</sup>, fog cloud<sup>A</sup>, inflict moderate wounds, levitate<sup>A</sup>, pernicious poison<sup>A,UM</sup>, pox pustules<sup>APG</sup>, shadow anchor<sup>ARG</sup>, summon swarm, unshakable chill<sup>A,UM</sup>, web<sup>A</sup>.

**3rd-Level Witch Mythic Spells**—bleed glory\*, cup of dust<sup>APG</sup>, deep slumber<sup>A</sup>, dispel magic, fly<sup>A</sup>, glyph of warding, healing thief<sup>A,UC</sup>, heroism<sup>A</sup>, lightning bolt<sup>A</sup>, restore mythic power\*, sands of time<sup>A,UM</sup>,

share glory<sup>\*</sup>, stinking cloud, strangling hair<sup>UM</sup>, suggestion, vampiric touch.

**4th-Level Witch Mythic Spells**—battle trance<sup>A, ARG</sup>, black tentacles<sup>A</sup>, cape of wasps<sup>UM</sup>, confusion<sup>A</sup>, cure serious wounds, deathless<sup>A, \*</sup>, detect scrying<sup>A</sup>, dimension door, enervation<sup>A</sup>, ice storm<sup>A</sup>, inflict serious wounds, mythic severance<sup>\*</sup>, named bullet<sup>A, UC</sup>, phantasmal killer<sup>A</sup>, solid fog<sup>A</sup>.

**5th-Level Witch Mythic Spells**—baleful polymorph<sup>A</sup>, break enchantment<sup>A</sup>, cloudkill<sup>A</sup>, cure critical wounds, damnation stride<sup>A, ARG</sup>, dominate person, inflict critical wounds, lend path<sup>\*</sup>, steal power<sup>\*</sup>.

**6th-Level Witch Mythic Spells**—animate objects, cone of cold<sup>A</sup>, flesh to stone<sup>A</sup>, guards and wards<sup>A</sup>, transformation.

**7th-Level Witch Mythic Spells**—black mark<sup>ARG</sup>, chain lightning, control weather<sup>A</sup>, harm<sup>A</sup>, heal<sup>A</sup>, plane shift<sup>A</sup>, power word blind<sup>A</sup>, regenerate, scouring winds<sup>A, UM</sup>, terraform<sup>\*</sup>, walk through space<sup>UC</sup>.

**8th-Level Witch Mythic Spells**—irresistible dance, maze, power word stun<sup>A</sup>.

**9th-Level Witch Mythic Spells**—ascension<sup>\*</sup>, foresight, power word kill<sup>A</sup>, storm of vengeance<sup>A</sup>.

## MYTHIC SPELL DESCRIPTIONS

The following are enhanced versions of existing spells.

### ABLATIVE BARRIER

**Source** *Pathfinder RPG Ultimate Combat*

Add half your tier to the spell's armor bonus. Add half your tier to the amount of lethal damage from each attack that is converted to nonlethal damage and to the DR against nonlethal damage. Add half your tier to your caster level when determining how much damage the spell converts before it's discharged.

### ANIMAL ASPECT

**Source** *Ultimate Combat*

You gain low-light vision, a +2 size bonus to the physical ability score of your choice, and a +1 enhancement bonus to your natural armor. Alternatively, you may cast the non-mythic form of this spell on a touched willing creature.

### ANIMATE DEAD

Add your tier to your caster level when determining how many Hit Dice of undead you can animate with a single casting of this spell. This doesn't increase the total number of Hit Dice worth of undead you can control. By expending a second use of mythic power, you can ignore the spell's material component cost.

**Augmented (6th):** If you expend two uses of mythic power, any skeletons or zombies you create gain either the agile (see page 224) or savage (see page 224) mythic template. This template lasts for a number of days equal to your tier.

Alternatively, if you're 8th tier and expend 10 uses of mythic power, any skeletons you create permanently gain the mythic skeleton template (see page 216).

### ANIMATE OBJECTS

Animated objects you create with this spell get the maximum number of hit points per level, gain a +4 bonus to their Strength ability scores, and have 1-1/2 times the normal number of construction points.

### ANIMATE PLANTS

As *animate objects*.

### ANTICIPATE PERIL

**Source** *Pathfinder RPG Ultimate Magic*

Add your tier to the spell's initiative bonus and the maximum initiative bonus the spell can grant.

### ANTIMAGIC FIELD

Select a number of spell schools equal to half your tier. Spells and effects of the chosen schools are unaffected by the *antimagic field*.

### ARBOREAL HAMMER

**Source** *Ultimate Magic*

You animate two branches instead of one, allowing the tree to attack twice per round. Add your tier to your caster level when determining the tree's Strength score. A creature struck by both slam attacks in the same round must succeed at a Fortitude save against the spell's DC or be staggered for 1 round.

**Augmented (7th):** If you expend two uses of mythic power, the tree attempts three slam attacks per round and its slams bypass all damage reduction. A creature struck by all three slam attacks in the same round is stunned for 1 round and staggered for 1d4 rounds after the stun ends. A successful Fortitude save negates the stun and reduces the duration of being staggered by half.

### ARCANE CANNON

**Source** *Ultimate Combat*

The cannon deals 6d10 points of damage on a successful hit. Add your tier to the cannon's hardness and your tier × 5 to its hit points. Its *conductive* property can channel any spell with a range of touch (you have to expend only one spell for this, not two). You may cast a spell with an energy descriptor on the cannon. If you do, for a number of rounds equal to the spell's level, half the cannon's damage is untyped damage and the other half is energy damage of the spell's type. Casting a spell with a different energy descriptor onto the cannon replaces its current energy type with that of the new spell.

### BALEFUL POLYMORPH

The saving throw changes to Fortitude (partial) and Will (partial). A creature that fails the Fortitude save automatically fails the Will save. A target with the shapechanger subtype that fails its save can't use its shapechanging to shift out of its new form. A creature that succeeds at the Fortitude save is partially transformed into the intended animal. For 1 minute per level,

it takes on cosmetic features appropriate to that animal and becomes one size category closer to the animal's size.

**Augmented (9th):** If you expend four uses of mythic power, the spell affects all other creatures with 8 Hit Dice or fewer in a 1-mile radius. Affected creatures transform into Small or smaller animals appropriate to the local environment. You can select a number of creatures up to your tier to not be affected.

#### BANE

The -1 penalty applies on attack rolls, weapon damage rolls, and all saving throws. Each affected creature must roll its next attack roll or saving throw twice and take the lower result.

#### BARKSKIN

The target also gains DR/magic equal to the double the enhancement bonus the spell provides to the target's natural armor bonus.

**Augmented (6th):** If you expend two uses of mythic power, the spell grants DR/epic rather than DR/magic.

#### BATTLE TRANCE

**Source** *Pathfinder RPG Advanced Race Guide*

The number of temporary hit points you gain increases to 2d6 + your caster level (maximum +10) + your tier. The morale bonus on saving throws against mind-affecting effects increases to +6.

**Augmented (5th):** If you expend two uses of mythic power, you gain a +4 morale bonus to Strength, immunity to non-mythic mind-affecting effects, and DR 5/epic.

#### BATTLEMIND LINK

**Source** *Ultimate Magic*

When you cast this spell, if your linked ally uses a mythic path ability against a creature, you can use the same path ability against that creature as if you had it yourself, and your linked ally can likewise use any path abilities you use against a creature (even if that ally isn't mythic). For example, if you're a champion attacking a frost giant using the precision path ability, your linked ally can use your precision ability when she attacks that frost giant. If a path ability requires expending uses of mythic power or any other cost, your linked ally must expend that cost for you to use the ability.

#### BEAST SHAPE (ALL)

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

The spell's bonuses to ability scores increase by 2, the natural armor bonus increases by 1, and the ability score penalties decrease by 2 (minimum penalty of 0). Choose one natural attack type the animal form has, such as bite or claws. The critical multiplier for this attack type increases by 1 (maximum  $\times 4$ ).

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

#### BLACK MARK

**Source** *Advanced Race Guide*

Any time the cursed creature travels on or in the water more than 1 mile from shore, each day it (or the vessel it's on) is attacked by one or more aquatic or water monsters, as if summoned by *summon nature's ally VII* (caster level 13th).

#### BLACK TENTACLES

Add your tier to the base attack bonus of the tentacles. The tentacles also deal an additional 2d6 points of acid damage with a successful grapple.

**Augmented (6th):** If you expend two uses of mythic power, the spell creates twice as many tentacles in the same area, meaning each creature in the area is attacked twice per round. The tentacles can grapple creatures that are immune to grappling if that immunity is from a non-mythic source, but combat maneuver checks to grapple such creatures take a -5 penalty.

#### BLADE BARRIER

You may cast this spell as an immediate action. The barrier's damage increases to 1d8 per caster level (maximum 20d8).

**Augmented (3rd):** If you expend two uses of mythic power, you can spend a move action to move the barrier up to 10 feet in any direction. The shape (flat or ring) and orientation (vertical or horizontal) of the wall must remain the same. If you move the barrier through a creature's space, it can attempt a saving throw to avoid the wall, as if you had created it where the creature is.

#### BLASPHEMY

When determining the spell's effect on non-mythic creatures, add your tier to your caster level. Nonevil creatures that fail the save take a -4 penalty on attack rolls and saving throws, and their spell resistance decreases by 5 for as long as the spell's other effects last.

#### BLESS

The +1 morale bonus applies on attack rolls, weapon damage rolls, and all saving throws. Once during the spell's duration, an affected creature can roll an attack roll or saving throw twice and take the higher result. The target must decide to use this ability before the first roll is attempted.





#### BLESSING OF FERVOR

**Source** *Advanced Player's Guide*

Affected creatures can choose two of the spell's bonuses each round rather than one.

#### BLINDING RAY

**Source** *Advanced Race Guide*

On a successful saving throw, the target is dazzled for 1 round. On a failed saving throw, the target is instead blinded for 1d4 rounds.

A target with light blindness, light sensitivity, or any other vulnerability to light is instead blinded for 1d4 rounds on a successful saving throw and permanently blinded on a failed saving throw.

#### BLINDNESS/DEAFNESS

You can cause the target to be both blinded and deafened at the same time. The target must attempt a saving throw against each effect separately.

#### BLINK

You may spend a move action to remain corporeal or incorporeal until the end of your turn (you automatically resume blinking at the end of your turn).

**Augmented (3rd):** If you expend two uses of mythic power, you can spend either a swift action or a move action to remain corporeal or incorporeal until the end of your turn.

#### BLISTERING INVECTIVE

**Source** *Ultimate Combat*

Enemies that are demoralized by your Intimidate check take 2d8 points of fire damage and catch fire (no saving throw). Any Reflex save attempted to extinguish the flames automatically fails as long as the creature remains demoralized by your Intimidate check.

**Augmented (5th):** If you expend two uses of mythic power, the spell doesn't have the language-dependent descriptor and you don't take a penalty on your Intimidate check to demoralize creatures that are larger than you.

**BLOOD CROW STRIKE****Source** *Ultimate Magic*

Unarmed strikes attempted with this spell are treated as if you had the Improved Critical (unarmed strike) feat. Use your tier plus your monk level (if any) when determining your unarmed strike damage for this spell. Fire damage from this spell bypasses fire resistance.

**BOILING BLOOD****Source** *Ultimate Magic*

A target that fails its save takes 1d3 points of fire damage per round. If a target has the orc subtype, it also gains fire resistance 5.

**Augmented:** If you expend two uses of mythic power, you can affect allies as though they had the orc subtype.

**BREAK****Source** *Pathfinder RPG Advanced Player's Guide*

You can target up to 1 Medium or smaller object per caster level.

**Augmented (3rd):** If you expend two uses of mythic power, target objects gain the broken condition on a successful save and are destroyed on a failed save. This doesn't affect mythic objects or objects held or carried by mythic creatures.

**BREAK ENCHANTMENT**

Against non-mythic effects, the spell automatically succeeds without requiring a caster level check. Against mythic effects, add your tier to your caster level check. The maximum level of spell this spell can remove is 5 + half your tier.

**Augmented (7th):** If you expend two uses of mythic power, you can apply a removed enchantment, transmutation, or curse to the creature that originally cast it. The creature must be a valid target of the spell and on the same plane as you, and it gets a saving throw at the effect's original DC.

**BREATH OF LIFE**

The spell heals 5d12 points of damage + 1 point per caster level (maximum +25). It can revive a creature that died of hp damage within the past 2 rounds. If the target was slain by a death effect that allows a saving throw, this spell allows the creature to attempt another save against that effect. If this save is successful, the creature is revived with -10 hp plus the amount healed by this spell.

**Augmented (9th):** If you expend two uses of mythic power, you can target up to one creature per caster level within 30 feet of you. Alternatively, you can target one creature that has been dead for a number of rounds up to your caster level.

**BURNING GAZE****Source** *Advanced Player's Guide*

You may focus your burning gaze on a creature or object as a move action instead of as a standard action. The target takes 1d8 points of fire damage for failing its save and for each round it's on fire.

**Augmented:** If you expend two uses of mythic power, once during the spell's duration you can, as a full-round action, direct your burning gaze at up to one creature per caster level.

**BURNING HANDS**

The range increases to 20 feet, and the damage dealt increases to 1d6 points of fire damage per caster level (maximum 5d6).

**BURROW****Source** *Ultimate Magic*

The target can breathe underground while burrowing. If you're 3rd tier, the burrow speed increases to 20 feet through sand, soil, or gravel, and to 10 feet through stone. At 6th tier, these speeds increase to 30 feet and 15 feet respectively. At 9th tier, these speeds increase to 40 feet and 20 feet.

**Augmented (3rd):** If you expend two uses of mythic power, the burrowing creature may leave behind an open tunnel with a diameter equal to half its space. When the spell's effect ends, this tunnel closes up immediately.

**CALL ANIMAL****Source** *Advanced Player's Guide*

You can call up to one animal per 2 caster levels. Animals that answer your call have a starting attitude of friendly. Add your tier to Handle Animal checks attempted to influence these animals.

You may use this spell to call magical beasts with Intelligence 1 or 2, but they can attempt Will saving throws (with a +4 bonus) to resist the spell.

**CALL LIGHTNING**

Each lightning bolt's damage increases to 3d10 points of damage (or 5d10 points outdoors in stormy weather). Half of this damage is electricity damage, and the other half is sonic. Creatures that succeed at their saving throws are dazzled and deafened for 1 round. Those that fail at their saving throws are dazzled and deafened for 1 minute.

**CAPE OF WASPS****Source** *Ultimate Magic*

The wasp swarm fills a 15-foot-by-15-foot space centered on you (or on 1 of your squares, if your space is larger than 1 square). Creatures in the area of the swarm are affected by it normally (including the swarm's distraction ability). Add your tier to the swarm's distraction DC.

When you use the swarm to fly, it fills only your space, your fly speed is 30 feet (average maneuverability), and the swarm still provides partial concealment against ranged attacks.

**CHAIN LIGHTNING**

This spell deals 1d10 points of damage per caster level (maximum 20d10) and the save DC isn't reduced for secondary targets. Secondary targets have to be within 30 feet of any other target, not necessarily the primary target.

### CHANGESTAFF

The treant-like creature created with this spell is considered a mythic creature, and it gains DR 10/epic and slashing instead of gaining DR 10/slashing.

**Augmented (7th):** If you expend two uses of mythic power, the creature gains the savage mythic template (see page 224).

### CHAOS HAMMER

The damage dealt to lawful outsiders increases to 1d10 points of damage per caster level (maximum 10d10), and the damage dealt to other lawful creatures increases to 1d12 points of damage per 2 caster levels (maximum 5d12). The duration of *slow* increases to 2d6 rounds. Lawful creatures that succeed at their saves are slowed for 1 round.

### CHILL METAL

The damage dealt increases to 1d8 points of cold damage on rounds 2 and 6, and to 2d8 points of cold damage on rounds 3 through 5. Each round a creature takes cold damage from this spell, it also takes 1 point of Dexterity damage (Fortitude negates).

### CHORD OF SHARDS

**Source** *Ultimate Magic*

The damage dealt increases to 2d8 points of piercing damage and bypasses all damage reduction. Any creature damaged by the shards takes 1d8 points of sonic damage.

### CIRCLE OF DEATH

The number of Hit Dice worth of creatures killed by the spell increases to 1d6 per caster level (maximum 20d6). Add your tier to the maximum HD of creatures that can be affected by the spell. (For example, at 3rd tier, a creature with 12 HD cannot be affected.)

**Augmented (6th):** If you expend two uses of mythic power, creatures that succeed at their saves against this spell take 1d6 points of damage per tier.

### CLOUDKILL

As a move action, you can move the cloud 10 feet in any direction. Add your tier to the spell's level and Hit Dice categories to determine its effect on creatures. (For example, at 3rd tier a creature with 6 or fewer HD gets no save, one with 7–9 HD must save or die, and one with 10 or more HD must save or take 1d4 points of Con damage.)

**Augmented (6th):** If you expend two uses of mythic power, the spell bypasses the poison immunity of living creatures.

### COLOR SPRAY

The range increases to 30 feet. Add half your tier to the spell's Hit Dice categories to determine its effects on creatures. (At 3rd tier a creature with 3 or fewer HD is unconscious, blinded, and stunned; one with 4 or 5 HD is blinded and stunned, and one with 6 or more HD is stunned.)

Creatures that succeed at their saves are dazzled for 1 minute.

### COMMAND

You can target up to one creature per level, each of which must receive the same command. Creatures that succeed at their saving throws are staggered for 1 round (this is a mind-affecting effect).

### COMPANION MIND LINK

**Source** *Ultimate Combat*

Your animal companion understands complex instructions transmitted by the spell. It can perform any trick (even one it doesn't know) as well as any activity that could be understood by a creature with an Intelligence score of 8.



**CONE OF COLD**

The damage dealt increases to 1d10 points of cold damage per caster level (maximum 15d10). Any creature that fails its save is partially encased in ice, reducing its speed by half. Creatures with the cold or incorporeal subtype or immunity to being grappled are immune to this effect. The reduced movement lasts until the ice is destroyed. Destroying the ice requires a successful Strength or dispel check against the spell's DC, or dealing bludgeoning or fire damage equal to 1 point per caster level to the creature.

**Augmented:** You can expend two uses of mythic power to transform the spell's cold into a barrage of giant hailstones, icicles, or shards. Half the spell's damage is your choice of bludgeoning, piercing, or slashing damage, and the other half is cold damage.

**CONFUSION**

Roll on the table below instead of the non-mythic version at the start of each subject's turn to see what it does in that round.

d%	Behavior
01-25	Subject acts normally, but takes a -2 penalty on all attack rolls, skill checks, and ability checks until its next turn.
26-50	Subject does nothing but babble incoherently, and takes a -4 penalty to AC until its next turn.
51-75	Subject deals 2d8 points of damage + Str modifier to self with item in hand.
76-100	Subject attacks nearest ally (for this purpose, a familiar counts as an ally).

**Augmented:** If you expend two uses of mythic power when casting the spell, you force one affected creature per round to roll on the table twice and take the higher result.

**CONJURE BLACK PUDDING**

**Source** *Ultimate Magic*

The black pudding has fast healing equal to your tier, as do any puddings that split off from it. The black puddings from this spell never attack you, though they're otherwise uncontrolled and might attack your allies if there are no other obvious opponents.

**Augmented (6th):** If you expend two uses of mythic power, the pudding gains the savage mythic template (see page 224). Puddings that split off from the giant pudding don't gain the template.

**CONSECRATE**

Select one alignment component that you have (chaotic, good, or lawful). The spell's penalty on attack rolls, damage rolls, and saves also affects outsiders with the opposite alignment subtype as if they were undead.

**CONTAGION**

The affected target is highly contagious. Any creature it touches or that touches it with natural weapons or unarmed strikes must save or contract the disease. The save DC for these targets is equal to the spell's DC - 4. The target can't spread this disease to you.

**Augmented (7th):** If you expend five uses of mythic power, the spell targets every living creature within a 1-mile radius. You can select one creature per caster level within your line of sight; these creatures are unaffected by the spell.

**CONTINGENCY**

You can cast this spell on yourself or another willing creature as if the spell had a range of touch. A companion spell placed on another creature must be a spell from you, not from the creature, and affects that creature when triggered. The target can have only one *contingency* spell upon it at a time unless it also knows *mythic contingency*. The number of companion spells you can have on yourself is equal to 1 + half your tier.

**Augmented (5th):** If you expend two uses of mythic power, the casting time changes to 1 full round plus the casting time of the companion spell, but the duration of *mythic contingency* decreases to 1 hour per level or until discharged.

**CONTROL WEATHER**

The casting time changes to 1 standard action, and the duration doubles. The weather changes after a number of rounds equal to 11 - your tier.

**Augmented (6th):** If you expend two uses of mythic power, you can create weather of any type regardless of the season, and the weather changes after 1 round.

**CUP OF DUST**

**Source** *Advanced Player's Guide*

On a failed save, the target immediately takes 1d6 points of nonlethal damage per tier. Add your tier to the DC of any further Constitution checks the target attempts to resist dehydration as part of this spell's effects. While the curse is in effect, the target gains no benefit from any spell, effect, or item that requires drinking, such as potions and elixirs (though these are still used up when the target drinks them).

**CURE CRITICAL WOUNDS**

The damage cured increases to 8d8 points of damage + 2 points per caster level (maximum +40). The spell cures up to 4 points of ability damage if the target is a living creature. The target chooses what types of ability damage are cured.

**CURE LIGHT WOUNDS**

The damage cured increases to 2d8 points of damage + 2 points per caster level (maximum +10). The spell cures up to 1 point of ability damage if the target is a living creature. The target chooses what type of ability damage is cured.

**CURE MODERATE WOUNDS**

The damage cured increases to 4d8 points of damage + 2 points per caster level (maximum +20). The spell cures up to 2 points of ability damage if the target is a living creature. The target chooses what types of ability damage are cured.

### CURE SERIOUS WOUNDS

The damage cured increases to 6d8 points of damage + 2 points per caster level (maximum +30). The spell cures up to 3 points of ability damage if the target is a living creature. The target chooses what types of ability damage are cured.

### DAMNATION STRIDE

**Source** *Advanced Race Guide*

The burst of fire created reeks of sulfur and brimstone and also acts like *stinking cloud* (with the same duration as that spell and a separate Fortitude save).

**Augmented (6th):** If you expend two uses of mythic power, you bring one unwilling adjacent creature with you. You may bring additional creatures, but each must be adjacent to you and each requires you to expend one additional use of mythic power. These creatures must first attempt a saving throw against the burst of flame and *stinking cloud*, then can attempt a Will saving throw to resist being teleported with you.

### DARKNESS

The illumination level in the area drops to darkness regardless of the existing lighting conditions. Non-mythic spells and effects can't increase the light level in the area. Creatures with darkvision and the power to see in darkness have difficulty seeing through this darkness, and can see as well as a human can in dim light. Creatures in the area of darkness take a -2 penalty on saves against fear.

### DAYBREAK ARROW

**Source** *Ultimate Combat*

The additional damage to undead and creatures harmed by sunlight increases to 1d8. The affected ammunition is entirely composed of radiant energy, and bypasses all damage resistance from undead targets and those harmed by sunlight. The duration of the sunrod light effect increases to 1 minute.

### DAYLIGHT

The illumination in the additional 60 foot radius increases to at least normal light regardless of the existing lighting conditions. Creatures that take penalties in bright light double those penalties while in the area of bright light produced by this spell. All other creatures in the area of bright light gain a +2 circumstance bonus on Perception checks and saves to resist fear.

### DEATH KNELL

Increase the spell's range to close (25 feet + 5 feet per 2 caster levels). Increase the temporary hp gained from the spell to 2d8 and the enhancement bonuses to Strength to +4, and gain a +4 enhancement bonus to Dexterity.

**Augmented (3rd):** If you expend two uses of mythic power, the casting time decreases to 1 immediate action, and you may target a creature that you killed on your last turn as if it were still alive; the dead target gets no save.

### DEEP SLUMBER

This spell works like *mythic sleep*, except that it affects up to 20 Hit Dice of creatures. Alternatively, you may target one creature rather than an area, increasing the duration to 1 hour per level.

**Augmented (5th):** If you expend two uses of mythic power, creatures affected by the spell can be awakened only by mythic effects. If you're 5th tier and expend three uses of mythic power, the duration increases to 10 years per tier. If you're 5th tier and expend four uses of mythic power, the spell has both augmented effects. Creatures sleeping for years because of this spell age and breathe as normal, but don't need to eat or drink while the spell lasts.

### DEFILE ARMOR

**Source** *Advanced Player's Guide*

You gain DR 5/good while wearing the target armor. While using your judgment or smite ability, this improves to DR 10/good.

**Augmented (3rd):** If you expend two uses of mythic power, while you use your judgment or smite, add half your tier to your AC as a profane bonus.

### DESECRATE

Select one alignment component that you have (chaotic, evil, or lawful). Outsiders with the opposite alignment subtype of the chosen alignment component take a -1 penalty on attack rolls, damage rolls, and saves in the area.

### DETECT SCRYING

This spell automatically gives you a visual image of the creature scrying you. If it's using a non-mythic means of scrying, you also gain an accurate sense of its direction and distance from you. You automatically succeed at caster level checks to overcome *nondetection* or similar effects (other than *mind blank*) that block your ability to detect the creature.

If you learn the creature's direction and distance with this spell, you can, as an immediate action, cast a mind-affecting spell through the scrying sensor to target the creature. This spell affects only the scrying creature, even if the spell normally affects an area or multiple targets. You must expend a number of uses of mythic power equal to the level of the spell you wish to cast against the creature.

**Augmented (6th):** If you expend two uses of mythic power, even *mind blank* doesn't prevent you from detecting the scrying creature. If you teleport to the creature's location within 1 minute, you arrive on target (with no chance of error) and bypass non-mythic effects that block teleportation. Alternatively, you can compel the creature to attempt to teleport to you within 1 minute (Will negates, DC equal to 10 plus double your tier). It must use its own means of teleportation to do so, but you guarantee it arrives on target and bypasses non-mythic effects that block teleportation to your location.

**DEVOLUTION**

**Source** *Advanced Player's Guide*

The saving throw changes to Will (partial). If it succeeds at its save, the eidolon loses one evolution, chosen at random.

**DICTION**

When determining the spell's effect on non-mythic creatures, add your tier to your caster level. Nonlawful creatures that fail their saves against the spell also take a -4 penalty on attack rolls and saving throws, and their spell resistance decreases by 5 for as long as the spell's other effects last.

**DIMENSION DOOR**

The duration of this spell changes to 1 round per 2 caster levels, and it creates a temporary, invisible, one-way portal in your square to your destination. You immediately pass through the portal and arrive at the destination, but you can't take any other creatures with you.

When casting the spell, you can designate a number of creatures equal to your caster level. These creatures can see and use the portal, passing through it to arrive at the destination (this isn't an action). A creature that passes through the portal can't take any other actions until its next turn.

**DIMENSIONAL LOCK**

The spell doesn't interfere with your extradimensional travel spells and effects.

**Augmented (4th):** You can augment *mythic dimensional lock* to redirect teleporting creatures to another location. If you expend two uses of mythic power, designate a location that you're very familiar with. This location must be on the same plane as you. Any creature attempting to use extradimensional travel from outside the spell's area into that area is instead redirected to this other location.

The creature can attempt a Spellcraft check against your caster level. If it succeeds, it's aware of the redirection (though not the destination) and can interrupt its spellcasting, losing the spell but not teleporting.

**DISCORDANT BLAST**

**Source** *Advanced Player's Guide*

The damage dealt increases to 5d6 points of sonic damage, and you gain a +2 bonus on combat maneuver checks to the bull rush opponents. The spell can penetrate non-mythic magical silence and dispels any non-mythic *silence* effect of 4th level or lower.

**DISFIGURING TOUCH**

**Source** *Ultimate Magic*

The target takes two different penalties (chosen from the same list) instead of one.

**Augmented:** If you expend two uses of mythic power, the target also gains the fatigued condition because of its painful disfigurement. If this fatigue is negated without removing the curse, it returns after 1 hour.

**DISINTEGRATE**

The damage dealt increases to 3d6 points of damage per caster level (maximum 60d6) plus 1d4 points of Constitution damage. A creature that succeeds at its saving throw takes 5d8 points of damage plus 1 point of Constitution damage.

A creature whose Constitution score is reduced to 0 by this spell is entirely disintegrated.

**Augmented (7th):** If you expend two uses of mythic power, you fire two rays.

Alternatively, you may fire only one ray, but if the target is a non-mythic creature and it fails its saving throw, it's automatically disintegrated regardless of its current hp.



### DISPEL MAGIC

When used as a targeted dispel, this spell can end two spells affecting the target instead of just one. If the targeted dispel successfully dispels at least one spell, you heal 1d4 points of damage for every spell level of the dispelled spell. If you dispel two spells, this healing applies only to the highest-level spell dispelled. If you use this spell to counterspell, roll your dispel check twice and take the higher result.

### DIVINE FAVOR

You also gain the luck bonus on saving throws and skill checks. Alternatively, you can cast this spell on another willing creature, changing the range to touch and target to living creature touched.

### DIVINE PURSUIT

**Source** *Ultimate Magic*

The speed of the movement form provided by the spell increases by 30 feet. This adjustment is treated as an enhancement bonus. You gain a bonus on Perception and Survival skill checks attempted against the selected creature. This is a sacred bonus if you're good or a profane bonus if you're evil; if you're neutral, choose either the sacred or profane bonus.

### DOMINATE PERSON

The Sense Motive DC to notice your target is dominated increases by double your tier. You can give orders to the target even if it's protected by non-mythic effects that block magical control, such as *protection from evil*. If the target is protected by a mythic effect, you can attempt to overcome this defense with a caster level check (DC 15 plus the caster level of the effect); add your tier to your roll and the opposing caster's tier to the DC. If the target succeeds at its Will save to break your control, as an immediate action you can expend one use of mythic power to force it to reroll the save and use the lower result.

### DRACONIC RESERVOIR

**Source** *Advanced Player's Guide*

The amount of energy damage the spell absorbs increases to 10 points per caster level (maximum 100 points). The energy damage from the weapons improves as if using a *corrosive burst*, *flaming burst*, *icy burst*, or *shocking burst* weapon.

**Augmented (3rd):** If you expend two uses of mythic power, spending a swift action applies the energy damage to any number of creatures the target hits this round, not just the first.

### DRAGON'S BREATH

**Source** *Advanced Player's Guide*

The spell's duration changes to 1 minute/level or until discharged. You can use the breath weapon up to three times during this duration. On the round you cast the spell, using the breath weapon is a free action; later uses require a standard action. You must wait 1d4 rounds between each use of the breath weapon. All uses for a particular casting have the same range, area, and energy type.

You can have only one *dragon's breath* spell in effect at a time; casting a new one ends the previous one.

### DREAM

You or the messenger may gain information from the dreamer you contact by asking questions as if using *speak with dead* to speak with a corpse. An unwilling dreamer can attempt to resist this probing with a Will save (as *speak with dead*, using the DC *dream* would have if it allowed a saving throw). Answers to these questions are still generally brief and cryptic.

### DUST OF TWILIGHT

**Source** *Advanced Player's Guide*

A creature that fails its Fortitude save against the spell must also succeed at a Will save at the same DC or fall asleep (as the *sleep* spell). Creatures that succeed at their saves are merely drowsy (as the *lullaby* spell).

**Augmented:** If you expend two uses of mythic power, add half your tier to the level of light spells *mythic dust of twilight* dispels.

### EAR-PIERCING SCREAM

**Source** *Ultimate Magic*

The damage dealt increases to 1d8 points of sonic damage per 2 caster levels (maximum 5d8) and the duration that creatures in the area are dazed is a number of rounds equal to your tier.

**Augmented (3rd):** If you expend two uses of mythic power, the spell affects a 30-foot cone rather than a single target.

### EARTHQUAKE

Increase the damage dealt to structures by 10 points of damage per tier. Increase the damage dealt by cave-ins and landslides to 10d8 points of damage. Increase the damage dealt to those pinned beneath rubble to 1d10 points per minute. Add your tier to the DC of concentration checks and Constitution checks attempted as a consequence of this spell.

**Augmented (8th):** If you expend two uses of mythic power, the spell lasts for an additional round and the spread's radius increases by 20 feet. Each round this spell is in effect, on your turn you may expend one use of mythic power to continue its duration for 1 round and increase its radius by another 20 feet.

### ELEMENTAL BODY (ALL)

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

The spell's bonuses to ability scores increase by 2, the natural armor bonus increases by 1, and the ability score penalties

decrease by 2 (minimum penalty of 0). There is a 50% chance any critical hit or sneak attack against you is treated as a normal hit, as if you were wearing *medium fortification* armor.

**Augmented (3rd):** If you expend two uses of mythic power, the ability score bonuses increase by an additional 2. You can also, a number of times equal to your tier, add half your tier to the DC of one spell you cast with an energy descriptor that matches your elemental type (air: electricity, earth: acid, fire: fire, water: cold).

#### ENDURE ELEMENTS

The target changes to one creature touched per level. Affected creatures gain cold resistance 5 and fire resistance 5. They're not slowed by snow, and ignore penalties on Perception checks and ranged weapon attacks from hail, rain, sleet, and snow. They treat wind as one category weaker.

#### ENEMY HAMMER

**Source** *Advanced Player's Guide*

The target becomes entangled whether or not it succeeds at its saving throw. When using the target as a weapon, add half your tier to your attack roll, and add your tier to the damage roll.

**Augmented (3rd):** If you expend two uses of mythic power, when you use the target to hit a creature, you can attempt a free bull rush combat maneuver against that creature. Your CMB for this maneuver is equal to your attack bonus for *mythic enemy hammer*, except you add your tier instead of half your tier.

#### ENERVATION

The number of negative levels inflicted increases to 1d6, and the target is sickened for 24 hours. An undead creature struck by the ray gains 1d6 × 5 temporary hit points for a number of hours equal to your caster level.

**Augmented (3rd):** If you expend two uses of mythic power, any creature attempting to remove the target's negative levels must succeed at a caster level check (DC 10 + your caster level + your tier).

#### ENLARGE PERSON

You can increase the target's size by up to two size categories, to a maximum of Huge. If the target grows two sizes, its weight increases by a factor of 25, it gains a +4 size bonus to Strength, and takes a -4 size penalty to Dexterity and a -2 penalty on attack rolls and to AC because of its increased size. A Medium humanoid creature whose size increases to Huge has a space of 15 feet and a natural reach of 10 feet. *Mythic enlarge person* counters and dispels *mythic reduce person*.

#### ENTANGLE

The spell functions in areas without any vegetation, causing plants to spring up out of the ground. These plants can reach creatures that are up to 10 feet in the air. Plants affected or created by the spell sprout thorns that deal 1d6 points of damage each round to creatures in the area.

#### ENTROPIC SHIELD

When a ranged attack misses because of this spell, there is a 50% chance that the attack is redirected back at the attacker rather than just being deflected harmlessly. The attack uses the same result as the attack roll the attacker made against you.

#### EXPEDITIOUS RETREAT

The speed bonus from the spell increases to 40 feet. Add your tier to Acrobatics checks to avoid attacks of opportunity from movement, and when your movement provokes an attack of opportunity, add your tier to your AC against that attack.

#### FAERIE FIRE

Outlined creatures are dazzled. The spell outlines figment illusions in the burst, revealing them as such. This effect applies only to figments with a caster level equal to or less than your tier.

**Augmented (2nd):** If you expend two uses of mythic power, each creature in the burst must succeed at a Fortitude save or be blinded for 1 round.

#### FALSE LIFE

The temporary hit points gained increase to 2d8 + 2 per caster level (maximum +20). As an immediate action, you can dismiss the remaining duration of the spell to prevent 1 point of Strength, Dexterity, or Constitution damage per 10 temporary hit points remaining from the spell. This takes effect after the attack hits you and the damage is rolled, but before you take the damage. For example, if you have 22 temporary hit points from *mythic false life* and a wyvern stings you for 3 points of Constitution damage, you can dismiss the spell to prevent 2 points of Constitution damage from that attack.

#### FEAST OF ASHES

**Source** *Advanced Player's Guide*

On a failed save, the target immediately takes 1d6 points of nonlethal damage per tier. Add your tier to the DC of any further Constitution checks the target attempts to resist the effects of starvation as part of this spell's effects. While the curse is in effect, the target gains no benefit from any spell, effect, or item that requires eating, such as the food from a *heroes' feast* spell (though the food is still used up when the target eats it).

#### FEATHER FALL

The spell affects one additional target per level. The targets don't have to be within 20 feet of each other.

**Augmented (4th):** If you expend two uses of mythic power, the spell absorbs the targets' velocity and transforms it into a concussive blast. Targets fall at the normal rate (not slowed) but land safely. When a target lands, it creates a 10-foot-radius burst of force that deals 1d6 points of damage per caster level (maximum 5d6, Reflex half, DC equal to the DC of *feather fall*). The targets of this spell are unaffected by these concussive blasts.



### FINGER OF DEATH

The damage dealt increases to 15 points of damage per caster level plus 1d8 points of Constitution damage. A creature that succeeds at its saving throw takes 3d8 points of damage + 1 point per caster level, takes 1d4 points of Constitution damage, and is staggered for 1 round.

### FIRE SEEDS

Each acorn's damage increases to 1d6 points of fire damage per caster level (maximum 20d6 for all acorns, no more than 10d6 for any particular acorn). Each holly berry's damage increases to 2d6 points of fire damage + 2 points per caster level. Any creature that fails its Reflex save against an acorn or holly berry catches on fire (*Core Rulebook* 444), taking 2d6 points of fire damage each round until the fire is extinguished. Attempts to extinguish this fire use the spell's save DC.

### FIRE SHIELD

The damage dealt to your attackers increases to 1d8 points of damage + 1 point per caster level (maximum +15). A chill shield gives you fire immunity. A warm shield gives you cold immunity.

### FIRE SNAKE

**Source** *Advanced Player's Guide*

The damage dealt increases to 1d10 points of damage per level (maximum 15d10). Any creature that fails its saving throw against the spell is grappled by a snake made of fire that lasts for 1 round per caster level. The snake can be dispelled, but not attacked. A grappled creature takes 1d10 points of fire damage on your turn each round. The snake's CMB is equal to your caster level plus your tier, and its CMD is equal to its CMB + 10.

**Augmented (6th):** If you expend two uses of mythic power, the maximum damage increases to 20d10, and any creature that fails its saving throw against the spell is pinned instead of grappled.

### FIRE STORM

The damage dealt increases to 1d8 points of damage per caster level (maximum 20d8). Half of this damage is fire damage, and the other half is divine energy that bypasses fire resistance and fire immunity. You can exclude any number of animals from damage just as you can plant creatures.

**Augmented (8th):** If you expend two uses of mythic power, choose one creature type (and subtype, if humanoid or outsider) to exclude from the effects of the spell. For each additional use of mythic power you expend when casting the spell, exclude another creature type. For example, if you expend two uses of mythic power and choose magical beasts, you can exclude from damage any number of magical beasts in the spell's area.

### FIREBALL

The damage dealt increases to 1d10 points of fire damage per caster level (maximum 10d10). Any creature that fails its Reflex saving throw catches on fire (*Core Rulebook* 444), taking 2d6

points of fire damage each round until the fire is extinguished. Attempts to extinguish this fire use the spell's save DC.

**Augmented (6th):** If you expend two uses of mythic power, the maximum damage increases to 20d10, the area increases to a 40-foot radius spread, and any fire damage dealt by the spell bypasses fire resistance and fire immunity.

### FIRESTREAM

**Source** *Advanced Race Guide*

The damage dealt increases to 2d10 points of fire damage. Any creature that fails its saving throw also catches fire (*Core Rulebook* 444). The continuous line of fire pushes against all creatures, making them treat the spell's area as difficult terrain.

**Augmented (4th):** If you expend two uses of mythic power, you create a second line of fire using your other hand. If you overlap the lines, creatures in the overlap must attempt two saving throws and take the lower result, but don't take damage from both lines. You may stop either line of fire as a free action on your turn, but once you stop maintaining a line, you must cast *mythic firestream* again to recreate it.

### FLAME BLADE

The blade's damage increases to 2d6 points of fire damage + 1 point per caster level (maximum +20). The blade threatens a critical hit on a natural 18–20 as if it were an actual scimitar.

**Augmented (3rd):** If you expend two uses of mythic power, the blade threatens a critical hit on a natural 15–20, and bypasses hardness, fire resistance, and fire immunity.

### FLAME STRIKE

The damage dealt increases to 1d8 per caster level (maximum 15d8). The area increases to a 20-foot-radius, 40-foot-high cylinder. You may have the divine half of the damage affect only one specific creature type (as the *bane* weapon quality).

### FLAMES OF THE FAITHFUL

**Source** *Advanced Player's Guide*

The fire damage dealt by this spell bypasses fire resistance and fire immunity. On a successful critical hit, the target catches on fire (*Core Rulebook* 444).

### FLESH TO STONE

A creature that succeeds at its saving throw is partially petrified, becoming slowed (as the *slow* spell) for a number of rounds equal to your tier. The creature can end this effect early by spending a full-round action breaking away its own petrified flesh, dealing 5d10 points of damage to itself. Any effect that removes or reverses petrification negates this partial petrification and the *slow* effect.

The spell can affect objects and undead, as long as the target is primarily made of flesh or bone, such as a corpse or zombie. The spell doesn't affect the target's gear. If cast on a creature with equipment, the creature transforms into stone but its gear doesn't.



**Augmented (9th):** If you expend two uses of mythic power, any Large or smaller creature fully petrified by the spell immediately animates and follows your commands, as if you had cast *animate objects*.

#### FLOATING DISK

The disk created by this spell lasts for 2 hours per caster level and can carry up to 200 pounds of weight per caster level.

The disk accompanies you regardless of your speed, always catching up no matter how far you move. If you stand or sit on the disk, as a move action you can direct it to travel up to 30 feet in any direction.

Any objects resting on the disk count as weightless parts of your gear for the purpose of teleportation effects (allowing these items to go with you when you teleport despite the weight limit of the *teleportation* spell).

As a free action, you can transform the plane of force from a concave disk into a bucket-like shape that holds up to 4 gallons (or transform it from the bucket-like form back to its normal disk form).

#### FLY

The fly speed changes to 120 feet (or 80 feet if the target is wearing medium or heavy armor, or carrying a medium or heavy load) with perfect maneuverability. When the duration expires, the target is protected by *feather fall* for a number of rounds equal to your caster level.

**Augmented (3rd):** If you expend two uses of mythic power, the target adds your tier on Reflex saves and as a dodge bonus to AC. It gains these bonuses only while flying.

#### FOG CLOUD

The radius of the fog increases to 50 feet.

**Augmented (3rd):** If you expend two uses of mythic power, the fog's radius changes to 500 feet, and its height changes to 100 feet. Winds can't dissipate the fog unless the area of the wind affects the entire area of the augmented *mythic fog cloud*.

If you're at least 6th tier and instead expend three uses of mythic power, the range increases to 1 mile, the fog's radius changes to 1 mile, and its height changes to 500 feet. The cloud is as resistant to wind as the 3rd-tier augmented version.

### FORCE PUNCH

**Source** *Ultimate Magic*

The damage dealt increases to 1d6 points of force damage per caster level (maximum 10d6). If moving the target would push it into another creature's space and it has at least 10 feet of distance remaining, you can attempt to overrun the other creature, adding your tier on the combat maneuver check. For each creature you overrun with the target, reduce the distance the target moves by 5 feet. If moving the target would push it into a solid obstacle (such as a wall or tree), the target takes damage as if it had fallen the distance pushed.

**Augmented (3rd):** If you expend two uses of mythic power, you can cast this spell as a ranged touch attack with a range of close (25 feet + 5 feet per 2 caster levels), and the target is treated as two size categories smaller for the purpose of determining the total distance pushed.

### FORESIGHT

The spell's insight bonus increases to +3. If you cast the spell on another creature, you and the target are simultaneously warned by the spell, and the target gains the spell's insight bonuses.

### FORM OF THE DRAGON (ALL)

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

The spell's bonuses to ability scores increase by 2, the natural armor bonus increases by 1, and the breath weapon damage increases to 10d6. All of the dragon form's natural attacks increase by one step (see Improved Natural Attack on page 315 of the *Pathfinder RPG Bestiary*).

**Augmented (3rd):** If you expend two uses of mythic power, the ability score bonuses increase by an additional 2. During each casting of the spell, you can revert to your normal form or back to your dragon form without ending the spell a number of times equal to your tier.

### GASEOUS FORM

The damage reduction changes to DR 10/epic and magic, and the fly speed increases to 30 feet. The target can expand itself as a free action, filling an area equal to double its normal space and height (a Medium creature fills a 10-foot-by-10-foot space to a height of about 10 feet) and blocking vision as *obscuring mist*. Returning from expanded to normal size is also a free action.

**Augmented:** If you expend two uses of mythic power, the target can shift into or out of gaseous form as a move action.

### GIANT VERMIN

The vermin you transform with this spell gain DR 5/magic and either the advanced creature template or the giant creature template (*Pathfinder RPG Bestiary* 294, 295).

**Augmented (6th):** If you expend two uses of mythic power, any vermin you transform also gains either the agile (see page 224) or savage mythic template (see page 224) while the spell lasts.

If you're at least 9th tier and expend three uses of mythic power, the duration changes to instantaneous, meaning the vermin retain their giant size. After a number of days equal to your tier, you lose control over the vermin unless you have some other way of controlling them, and they lose the agile or savage mythic template but retain the advanced or giant creature template.

### GLOBE OF INVULNERABILITY

Add half your tier to the level of non-mythic spells the globe excludes. The globe excludes mythic spells of 4th level or lower.

### GLYPH OF WARDING

Add your tier to the DC to detect or disable the glyph. Blast glyph damage increases to 1d6 points of damage per caster level (maximum 20d6). Add half your tier to the maximum spell level you can store in a spell glyph.

### GOODBERRY

Each berry provides a full day's nourishment and counts as 1 hour of complete rest for the purpose of removing exhaustion, fatigue, or nonlethal damage.

**Augmented (2nd):** You can cast the spell to affect only one berry, imbuing into that berry any harmless druid spell you have prepared. The spell remains stored in the berry for the duration of the *goodberry* spell or until the berry is consumed. A creature that eats the berry gains the benefits of that spell as if you had cast it upon her. The maximum level of the imbued spell is equal to half your tier, and you must expend one use of mythic power for each spell level of the imbued spell (in addition to the one use needed to cast *mythic goodberry*). Similar to *imbue with spell ability*, you can't prepare a spell in that spell's slot until the berry is consumed or the *mythic goodberry* spell ends.

### GREASE

If you cast *mythic grease* on an area, add your tier to the Acrobatics DC to move within or through the area. If you cast it on a creature's armor or clothing, add your tier to its Escape Artist checks and combat maneuver checks attempted to escape a grapple and to its CMD to avoid being grappled.

**Augmented:** You can expend two uses of mythic power to make the grease flammable. It ignites from any fire at least the size of a candle flame. If a greased area is ignited, any creature in the area on your turn takes 1d3 points of fire damage and might catch on fire (*Core Rulebook* 444). If a greased creature is ignited, it takes 2d6 points of fire damage, and might catch on fire; add your tier to the save DC.

**GUARDS AND WARDS**

You are alerted whenever any creature enters the warded area as if by a mental *alarm* spell as long as you're on the same plane as the warded area. At will, you can concentrate to observe the warded area as if using *arcane eye*. When you start concentrating, the sensor always appears at a point you designate when you cast the spell. You can place two of the five effects listed in the spell (*dancing lights* and so on) instead of one.

**Augmented (3rd):** You can place the following effects anywhere within the warded area by expending one additional use of mythic power per effect.

6. *Black tentacles* in one place, returning after 10 minutes if dispelled.

7. *Dispel magic* in one place. You select an area up to 5 feet square, and any creature that enters or passes through the area is targeted by the spell. *Saving Throw:* Will negates. *Spell Resistance:* yes.

8. *Entangle* in four places, returning in 10 minutes if dispelled.

9. *Explosive runes* in three places, returning in 10 minutes if activated or dispelled.

10. *Slow* in three places, returning in 10 minutes if dispelled.

**GUST OF WIND**

The force of the wind increases to windstorm (approximately 70 mph; *Core Rulebook* 439). All effects described in the spell affect creatures one size larger. Ranged attacks can't be attempted in the area of the spell. The wind automatically blows out unprotected flames and has a 75% chance of blowing out protected flames.

**Augmented (2nd):** If you expend two uses of mythic power, the spell lasts for 1 additional round and the range increases by 30 feet. As a swift action at the start of your turn, you can expend another use of mythic power to extend the duration by 1 round and the range by another 30 feet.

**HARM**

The damage dealt increases to 15 points of damage per caster level (maximum 225 points).

**Augmented:** If you expend two uses of mythic power, the spell also acts as *poison*.

**HASTE**

Affected creatures gain an additional move action each round. The movement speed increase changes to 50 feet, to a maximum of three times the creature's normal speed for that movement type.

**Augmented (3rd):** If you expend two uses of mythic power, the movement speed increase changes to 70 feet, with no limit based on the creature's normal speed. If an affected creature moves at least 30 feet on its turn, it can travel across liquid as if the liquid were solid. If the liquid deals damage on contact, the creature takes only half damage from moving across it.

**HEAL**

The damage cured increases to 15 points of damage per caster level (maximum 225 points).

**Augmented:** If you expend two uses of mythic power, the spell also acts as *restoration*.

**HEALING THIEF**

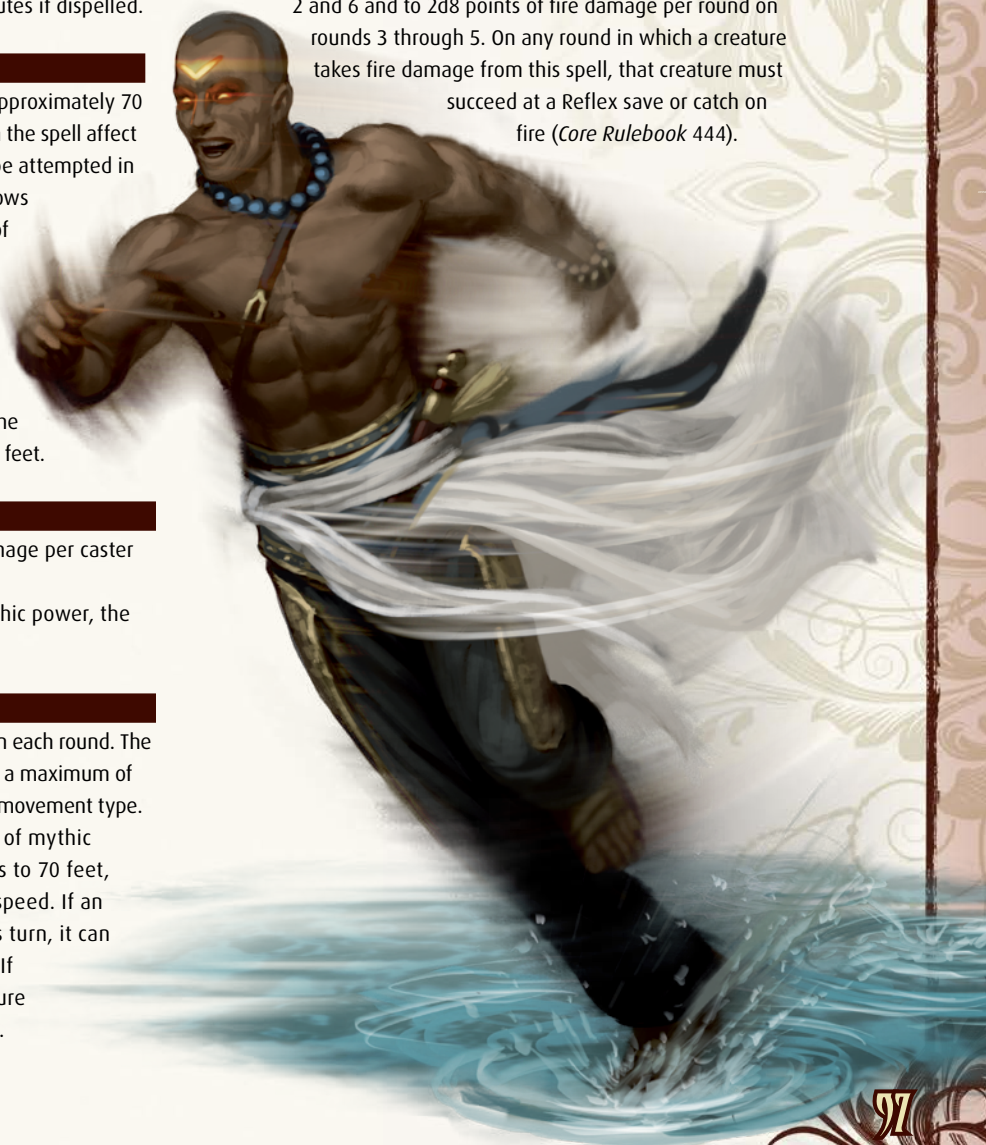
**Source** *Ultimate Combat*

Instead of stealing half the target's healing, you steal all of it. The amount of damage you steal before the spell is discharged increases to 10 points per caster level (maximum 100 points).

**Augmented (3rd):** If you expend two uses of mythic power, the range of the spell changes to close (25 feet + 5 feet per 2 caster levels). If the target has fast healing or regeneration, you steal half of its fast healing or regeneration. Healing from these abilities count toward the maximum healing stolen before the spell is discharged.

**HEAT METAL**

The damage dealt increases to 1d8 points of fire damage on rounds 2 and 6 and to 2d8 points of fire damage per round on rounds 3 through 5. On any round in which a creature takes fire damage from this spell, that creature must succeed at a Reflex save or catch on fire (*Core Rulebook* 444).



### HEROISM

The morale bonus increases to +4 and applies on all checks, attack rolls, saves, and weapon damage rolls. Allies adjacent to the target gain a +4 morale bonus on saves against fear effects.

**Augmented (3rd):** If you expend two uses of mythic power, the target can attempt one additional attack per round when taking a full attack action (as if using a *haste* spell). The target can use this additional attack ability a number of times equal to your tier.

### HEX WARD

**Source** *Ultimate Magic*

The target gains immunity to one witch hex (but not a major hex or grand hex) of your choice.

**Augmented (3rd):** If you expend two uses of mythic power, instead of granting immunity to one witch hex, you can grant immunity to two hexes or one major hex.

If you're at least 6th tier and expend three uses of mythic power, you instead grant immunity to three hexes, two major hexes, or one grand hex.

### HIDEOUS LAUGHTER

A creature of a type different than your own doesn't gain a bonus on its saving throws against this spell. The affected target laughs so hard it hurts, and takes 1d6 points of nonlethal damage each round it spends laughing.

If the target fails its initial save, it must succeed at two follow-up saving throws (each a full-round action that doesn't provoke attacks of opportunity) to end the spell. Succeeding at only one save means the spell no longer deals damage, but the target is still unable to take actions.

**Augmented:** If you expend two uses of mythic power, the target's laughter becomes contagious. When the target's allies are within 30 feet and can hear the laugh, they must successfully save against the spell or be sickened until the target stops laughing. The sickened effect ends if the ally moves more than 30 feet from the target or is unable to hear the target's laughter for an entire round.

### HOLD PORTAL

The target portal can be as large as 30 square feet per caster level. A creature attempting to force open the portal must first succeed at a Will save against the spell's DC. This is a mind-affecting effect. Failure means the creature can't open the door while the spell is in effect.

### HOLY SMITE

The damage dealt to evil outsiders increases to 1d10 points of damage per caster level (maximum 10d10) and the damage dealt to other evil creatures increases to 1d12 points of damage per 2 caster levels (maximum 5d12). The duration that creatures in the area are blinded increases to 2 rounds. On a successful save, an evil creature is blinded for 1 round.

### HOLY WORD

When determining the spell's effect on non-mythic creatures, add your tier to your caster level. Nongood creatures that fail their saves also take a -4 penalty on attack rolls and saving throws, and their spell resistance decreases by 5 for as long as the spell's other effects last.

### HYDRAULIC PUSH

**Source** *Advanced Player's Guide*

The water is boiling hot or freezing cold, dealing 1d6 points of fire or cold damage per 2 caster levels. Add your tier to your CMB for the spell.

### HYDRAULIC TORRENT

**Source** *Advanced Player's Guide*

The water is boiling hot or freezing cold, dealing 1d6 points of fire or cold damage per 2 caster levels. Add your tier to your CMB for the spell and on the Strength check to destroy immovable targets.

**Augmented (3rd):** If you expend two uses of mythic power, the spell can extinguish magical fires as if using a targeted *dispel magic*. Freezing cold water hardens into ice on the ground (*Core Rulebook* 442), lasting as long as prevailing conditions allow. Boiling hot water turns into steam, creating an area of concealing mist (equivalent to *obscuring mist*) that fills the affected squares and all squares adjacent to the line of the spell.

### ICE STORM

The bludgeoning damage increases to 4d8 points of damage and the cold damage increases to 3d6 points of damage. The ground in the area is covered in ice and hailstones, acting as though a *grease* spell were cast on it. Dealing 5 or more points of fire damage to a square melts the ice and hail, negating the *grease* effect.

**Augmented (6th):** If you expend two uses of mythic power, one creature in the area is paralyzed (as if by *hold person*) and gains vulnerability to fire as long as it's paralyzed.

### ILL OMEN

**Source** *Advanced Player's Guide*

For the target's unlucky d20 rolls, it must roll three times and take the lowest result. Spending a move action to utter a prayer or good luck charm allows the target to roll twice instead of three times.

**Augmented (4th):** If you expend two uses of mythic power, you afflict the target with especially foul luck. Any natural 20 it rolls counts as a natural 1 instead.

### INFLECT CRITICAL WOUNDS

The damage dealt increases to 8d8 points of damage + 2 points per caster level (maximum +40). A living target is sickened for 1 round per caster level (maximum 20 rounds) if it fails its saving throw.

**INFLECT LIGHT WOUNDS**

The damage dealt increases to 2d8 points of damage + 2 points per caster level (maximum +10). A living target is sickened for 1 round per caster level (maximum 5 rounds) if it fails its saving throw.

**INFLECT MODERATE WOUNDS**

The damage dealt increases to 4d8 points of damage + 2 points per caster level (maximum +20). A living target is sickened for 1 round per caster level (maximum 10 rounds) if it fails its saving throw.

**INFLECT SERIOUS WOUNDS**

The damage dealt increases to 6d8 points of damage + 2 points per caster level (maximum +30). A living target is sickened for 1 round per caster level (maximum 15 rounds) if it fails its saving throw.

**INVISIBILITY**

The invisible target can't be detected with *detect magic* or other spells that detect magic auras. The invisibility can't be penetrated, revealed, or dispelled by spells of 2nd level or lower (such as *see invisibility* or *glitterdust*), though *true seeing* and *dust of appearance* can reveal the invisible target's presence.

**Augmented (3rd):** If you expend two uses of mythic power, the invisible target is undetectable by blindsense, blindsight, scent, and tremorsense.

**IRRESISTIBLE DANCE**

When casting the spell, you can choose to make the dance either an unending dance or a dance of death.

A target affected by unending dance receives a new saving throw at the end of each round of dancing, even if its initial save was successful. If the save fails, the duration of the spell increases by 1 round.

A target affected by the dance of death suffers excruciating pain that inflicts a -4 penalty on attack rolls, saving throws, and skill checks, and it takes 1d4 points of Constitution damage each round it spends dancing.

With either form, you can direct the creature like a marionette as a move action, causing it to take a single move action at half its speed along the path you specify. You must have line of sight to the target and be within Medium range (100 feet + 10 feet per caster level) to command its movement. This movement provokes attacks of opportunity as normal, and doesn't count against the target's movement on its turn. You can't move a target that succeeded at its initial save against the spell.

**JITTERBUGS**

**Source** *Advanced Race Guide*

Starting on the second round of the spell, the affected target must succeed at a Fortitude save on your turn or be nauseated for 1 round, as if distracted by an actual swarm.

**KNOCK**

The spell unlocks up to three means of closure instead of two. The spell automatically opens locks of simple or average quality, without requiring a caster level check to do so). If used on a door locked with *arcane lock*, you can attempt a free dispel check against it as if using a targeted *dispel magic*, adding your tier to the check.

**Augmented (3rd):** You can expend two uses of mythic power to target one locked item per tier, unlocking up to four means of closure on each, allowing a free dispel against an *arcane lock* on each, and automatically opening locks of up to good quality (no caster level check needed).

If the door has a trap that triggers when opened, you become aware of the trap and its general nature, and the door is unlocked but doesn't automatically open.

The spell can raise a barred gate, portcullis, or similar impediment, but each one counts as two locked doors.

**KNOW THE ENEMY**

**Source** *Ultimate Magic*

The insight bonus increases to +15 plus your tier. If the check is successful, you gain a +5 insight bonus on your next attack roll or saving throw against a creature of that type, as long as the roll occurs within 24 hours of casting the spell.

**LEVITATE**

Instead of affecting one creature, you can affect a number of targets up to your caster level, but the total weight supported can be no more than 100 pounds per caster level. You can spend a move action to mentally direct all targets, but you must move all of them identically.

**Augmented (8th):** If you expend 10 uses of mythic power, you permanently levitate a 5-foot cube of rock, which you can move 20 feet vertically or horizontally as a move action.

If you have created multiple cubes and they are physically touching each other, you can direct them all as a single move action (as if they were one object), even if some of them are out of range. Each levitating cube can support approximately 1,000 pounds of weight, allowing you to use it as a portion of the foundation for a bridge, floating castle, or similar construction project.

**LIGHTNING ARC**

**Source** *Ultimate Magic*

The damage dealt increases to 1d8 points of electricity damage per caster level (maximum 15d8). A target that fails its save is blinded by the flash for 1 round and deafened by thunder for 1d4 rounds.

**Augmented (6th):** If you expend two uses of mythic power, the two targets can be up to 120 feet apart, the lightning can turn once up to 90 degrees to connect the targets, and the spell's electrical damage bypasses electricity resistance and electricity immunity.

### LIGHTNING BOLT

The damage dealt increases to 1d8 points of electricity damage per caster level (maximum 10d8). Any creature that fails its save is staggered for 1 round.

**Augmented (3rd):** If you expend two uses of mythic power, you can bend the line of the spell once up to 90 degrees. Any creature that fails its save is stunned for 1 round.

### LIMITED WISH

When using *mythic limited wish* to duplicate another spell, you can duplicate a mythic spell you know (if you're a spontaneous caster) or have prepared (if you're a caster who prepares spells). If you don't know or haven't prepared the mythic spell, you can expend a second use of mythic power duplicate the mythic version of the desired spell.

**Augmented:** If you expend two uses of mythic power, you can cast a silent, stilled *mythic limited wish*, even if you're helpless or couldn't otherwise take actions (but not unconscious).

### MAGE ARMOR

The armor bonus increases to +6. There is a 50% chance that any critical hit or sneak attack made against the target is negated and treated as a normal hit, as if the target were wearing *moderate fortification* armor.

### MAGE'S DISJUNCTION

The duration increases to 10 minutes per caster level. The chance to destroy an *antimagic field* increases to 2% per caster level.

### MAGIC FANG

The spell affects an additional number of the target's natural weapons equal to your tier. For example, if you're 3rd tier, it could affect two claws and one bite).

### MAGIC FANG, GREATER

This functions like *mythic magic fang*. You can add one of the following weapon special abilities to natural attacks or unarmed strikes affected by the spell: *flaming*, *frost*, *keen*, *merciful*, *shock*, or *thundering*. You must choose only one with each casting of the spell. For example, you can't add *flaming* to a tiger's bite and *keen* to its claws with the same casting. If the target has an Intelligence score less than 3, these abilities are always on (the target can't activate or deactivate the effect) and it might react with fear if its attacks make noise or create visible energy.

**Augmented (5th):** If you expend two uses of mythic power, you can reduce the granted enhancement bonuses by 1 to add two of the above abilities or one of the following abilities: *flaming burst*, *icy burst*, or *shocking burst*.

### MAGIC MISSILE

The damage dealt by each missile increases to 2d4+1. The missiles bypass the *shield* spell and similar effects that block the non-mythic version of this spell.

**Augmented (4th):** If you expend two uses of mythic power, the spell creates double the normal number of missiles (affecting up to 10 creatures), its range increases to line of sight, and it bypasses the targets' spell resistance and spell immunity.

### MAGIC VESTMENT

You can add one armor special ability to the target if it's armor or one shield special ability if it's a shield. The special ability must have a base price modifier no greater than a +1 enhancement bonus or 4,000 gp.

**Augmented (3rd):** If you expend two uses of mythic power, you can add any number of special abilities with a total base price modifier no greater than a +2 enhancement bonus or 15,000 gp.

### MAGIC WEAPON, GREATER

You can add one of the following weapon special abilities to the weapon: *flaming*, *frost*, *keen*, *merciful*, *shock*, or *thundering*.

**Augmented (5th):** If you expend two uses of mythic power, you can reduce the granted enhancement bonus by 1 to add two of the above abilities or one of the following abilities: *anarchic*, *axiomatic*, *flaming burst*, *holy*, *icy burst*, *shocking burst*, or *unholy*.

### MAKE WHOLE

The damage the spell repairs increases to 2d6 points of damage per caster level when cast on a construct creature (maximum 10d6). A construct repaired with this spell gains a +2 enhancement bonus on an ability score of your choice for the next 24 hours. To repair a magic item, your caster level has to equal to only the caster level of the magic item, not double the caster level.

### MAZE

A spectral minotaur hunts the target trapped in the maze. Every round the creature fails to escape from the maze, it takes 2d8 + your tier points of piercing and slashing damage from this phantom opponent.

### MEMORY LAPSE

**Source** *Advanced Player's Guide*

The target forgets an additional round, back to the beginning of the turn before its last turn.

**Augmented (3rd):** If you expend two uses of mythic power, you can spend 1 round implanting a false memory in the affected target. This false memory is limited to events that could have occurred during the time it just forgot, as if using *modify memory* but limited to that short period of time. For example, you couldn't implant the memory of a lengthy conversation, as that couldn't happen in the forgotten length of time.

The target can attempt a Will saving throw (DC equal to the *mythic memory lapse* DC plus your tier) to resist this implanted memory. Success means no memory is implanted, but the target still forgets the allotted time.



#### METEOR SWARM

The meteors created by this spell deal bludgeoning damage in a line extending from you to the target destination where it explodes. Creatures in the path of a meteor take 2d10 points of bludgeoning damage and must succeed at a Fortitude save or be knocked prone. The damage from the exploding meteors increases to 6d10 points of fire damage. Creatures that fail their Reflex saves against the fire damage are also knocked prone and deafened for 1d4 rounds.

**Augmented (10th):** If you expend two uses of mythic power, creatures in the path of a meteor also take 4d10 points of fire damage and the damage from the exploding meteors increases to 10d10 points of fire damage; this fire damage bypasses fire resistance and fire immunity.

#### MIGHTY FIST OF THE EARTH

**Source** *Advanced Race Guide*

Add your tier to the rock's attack roll and damage roll. Increase the critical multiplier of the attack by 1 (maximum ×4).

#### MIRROR IMAGE

The maximum number of images generated by this spell increases to 12. Destroying an image creates a flash of light. Any creature that destroys an image must succeed at a Will save or be dazzled for 1 round.

#### MISLEAD

You create one illusory double per 5 caster levels, each of which appears in your square or in an unoccupied square adjacent to yours. When you cast the spell, you can give each of these doubles a simple programmed task as a telepathic command, such as "walk south," "beg for mercy," or "follow that troll."

You can change or modify a single illusory double's programmed task by spending a swift, move, or standard action; this requires concentration.

**Augmented (4th):** If you expend two uses of mythic power, this spell also grants you the benefits of augmented *mythic invisibility* instead of *greater invisibility*.



### MODIFY MEMORY

You can modify an additional 5 minutes of the subject's memory per tier. You may affect multiple memories with one casting of the spell, as long as the total number of minutes doesn't exceed this limit. Each affected memory counts as a minimum of 5 minutes. For example, you could implant a memory of having a brief meeting with the mayor before lunch and another brief meeting just after dinner, even though the two events would have been hours apart.

**Augmented (8th):** If you expend four uses of mythic power, instead of altering the target's memories, you alter all other creatures' memories of the target (only the target gets a saving throw against the spell). All creatures on the same plane as the target forget his name, their relationship to him, and everything he has done; he is essentially a stranger to them. Any important acts by the target are attributed to someone else. Everyone's memories of history are rewritten to incorporate this change. The target's memories are unaffected. You can exclude a number of other creatures up to your tier from the effects of this spell (so they remember the truth), including yourself if you wish. Written records are unchanged unless you expend an additional six uses of mythic power when you cast the spell, and written records on other planes remain unchanged regardless.

### MONSTROUS PHYSIQUE (ALL)

**Source** *Ultimate Magic*

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

The spell's bonuses to ability scores increase by 2 each, the natural armor bonus increases by 1, and the ability score penalties decrease by 2 each (minimum penalty of 0). Alternatively, you can cast this spell on another willing creature, changing the range to touch and the target to one creature.

**Augmented (4th):** If you expend two uses of mythic power, the ability score bonuses increase by an additional 2. Additionally, you can cast this spell on other willing creatures, changing the range to touch and the target to one creature per tier.

### MOVE EARTH

This spell can move earth much more quickly, with each full round of casting allowing you to reshape a 25-foot-square area up to 10 feet deep. All creatures on or under the ground within that area are knocked prone and moved to the closest square outside the area being shaped. A successful Reflex save prevents a creature from being knocked prone, but it's still moved.

### MURDEROUS COMMAND

**Source** *Ultimate Magic*

This spell lasts for a number of rounds equal to your tier. Each round after the first, the target can attempt a new saving throw at the beginning of its turn to break free of the spell.

**Augmented:** If you expend two uses of mythic power, the target attacks its nearest ally with its most powerful spell, spell-like ability, or supernatural ability. If it has no such ability, it attacks the ally with a melee weapon or natural weapon as normal and gains a +4 morale bonus on the attack and damage rolls.

### NAMED BULLET

**Source** *Ultimate Combat*

Increase the critical multiplier of the target weapon by 1 (maximum  $\times 4$ ).

**Augmented (2nd):** If you expend two uses of mythic power, the target ammunition or weapon returns to the creature that shot or threw it just before that creature's next turn (similar to a *returning* weapon). The spell isn't discharged until the target is used to attempt a second attack against the named creature. Ammunition that hits is destroyed and doesn't return.

### NIGHTMARE

The spell's damage increases to 4d6 points of damage, and the target is also shaken for 24 hours.

**Augmented (6th):** You can deliver a mind-affecting spell through a *mythic nightmare*. The maximum level of the delivered spell is equal to half your tier, and you must expend one use of mythic power for each spell level of the imbued spell in addition to the one use needed to cast *mythic nightmare*. You choose whether the delivered spell affects the creature immediately or when it awakens. The delivered spell affects only the target, even if it normally affects multiple creatures or an area.

### OATH OF PEACE

**Source** *Advanced Player's Guide*

You don't provoke attacks of opportunity when you attempt Heal checks, cast targeted spells with the harmless descriptor, or use positive energy effects to heal living creatures.

### OBSCURING MIST

The range increases to 50 feet, and the cloud's radius and height both increase to 50 feet.

**Augmented (3rd):** If you expend two uses of mythic power, the range increases to 500 feet. The cloud's radius increases to 500 feet, and its height increases to 100 feet. Winds can't dissipate the mist unless the area of the wind affects the entire area of this spell. Areas of mist burned away by fire spells become obscured again 1d4 rounds after the fire effect ends.

If you're at least 6th tier and expend three uses of mythic power, the range increases to 1 mile, the cloud radius increases to 1 mile, and its height increases to 500 feet. The cloud is as resistant to wind and fire effects as the 3rd-tier version.

**ORB OF THE VOID****Source** *Ultimate Magic*

A creature that fails its save against the orb gains 2 negative levels rather than 1. A successful Fortitude save reduces this to 1 negative level.

**Augmented (6th):** If you expend two uses of mythic power, the orb doesn't automatically stop when it enters a space with a living creature, but the saving throw DC decreases by 2 for each creature after the first it affects each round.

An individual creature can be affected by the *orb of the void* only once per round, even if the orb moves through its space more than once.

**ORDER'S WRATH**

The damage dealt to chaotic outsiders increases to 1d10 points of damage per caster level (maximum 10d10) and the damage to other chaotic creatures increases to 1d12 points of damage per 2 caster levels (maximum 5d12). The duration that creatures in the area are dazed increases to 2 rounds. Chaotic creatures that succeed at their saves are dazed for 1 round.

**PERNICIOUS POISON****Source** *Ultimate Magic*

The number of successful saving throws needed to cure a poison increases by one. If the poison deals ability damage on a failed saving throw, that ability damage increases by 1.

**Augmented (6th):** If you expend two uses of mythic power, the target's penalty on saves against poison increases to -8, and the penalty for attempting to cure the target with skill or magic increases to -8.

If you expend three uses of mythic power, the poison bypasses the creature's poison immunity (this doesn't affect poison immunity from not having a Constitution score).

**PHANTASMAL KILLER**

If the target fails its Will save but succeeds at its Fortitude save, the phantasmal killer persists in the target's mind, giving it the dazed condition until your next turn. On your next turn, the target must attempt another Fortitude save against the phantasm. Success means it takes 3d6 points of damage; failure means it dies from fear.

**Augmented (6th):** If you expend two uses of mythic power, the spell can affect a living target that is immune to fear, illusions, or mind-affecting effects.

**PHANTOM STEED**

The steed's rider automatically succeeds at Ride checks to remain mounted. The mount's hit points increase to 10 plus 2 per caster level, and its speed increases to 30 feet per 2 caster levels (maximum 150 feet).

**Augmented (3rd):** If you expend two uses of mythic power, the phantom steed is incorporeal, but its rider can interact with it normally.

**PILLAR OF LIFE****Source** *Advanced Player's Guide*

The damage healed increases to 3d8 points of damage + 1 point per caster level (maximum +20). The damage dealt to undead increases to 1d8 points of damage per caster level (maximum 10d8), or 2d6 points of damage per caster level for undead vulnerable to bright light (maximum 20d6). If a dead creature is brought into the pillar's square and that creature could be revived by *breath of life*, the *pillar of life* ends and the creature returns to life as per *breath of life*.

**PLANE SHIFT**

If you've been to the destination plane and are familiar with a location there, you may choose that location and arrive on target at that location with anyone else you transport with the spell.

**Augmented:** If you expend two uses of mythic power, you grant transported creatures the effects of a *planar adaptation* spell (*Advanced Player's Guide* 236) upon arrival, lasting for 1 hour.

**POLAR RAY**

The damage dealt increases to 1d8 points of cold damage per caster level (maximum 25d8) and 1d6 points of Dexterity drain. If the target takes damage from this spell, it becomes partially encased in ice, reducing its speed by half. Creatures with the cold or incorporeal subtypes or immunity to being grappled are immune to this effect. The reduced movement lasts until the ice is destroyed. Destroying the ice requires a successful Strength or dispel check against the spell's DC or dealing 1 point of bludgeoning or fire damage per caster level to the target.

**POWER WORD BLIND**

Treat the target's current hit point total as though it were lowered by 5 times your tier. For example, a 3rd-tier archmage casting *mythic power word blind* would affect a creature with 60 hp as though it had 45 hp, and the spell would permanently blind the target.

You can target a creature with more hit points than this spell could normally affect, causing it to treat all opponents as though they had concealment (20% miss chance) for 1d4 rounds.

**Augmented (3rd):** If you expend two uses of mythic power, the magic of the word lingers around the target. Until the beginning of your next turn, if the target's hit points are reduced enough to put it in a lower category for the spell's effects, the spell affects the creature according to its new hit point total. For example, a creature in the 101-200 hp category reduced to 80 hp immediately becomes blinded for 1d4+1 minutes instead of 1d4+1 rounds. The spell's effects don't diminish if the target regains hit points.

**POWER WORD KILL**

Treat the target's current hit point total as though it were lowered by 5 times your tier. For example, a 3rd-tier archmage casting *mythic power word kill* would instantly kill a creature with 85 hit points or fewer.

You can target a creature with more hit points than this spell could normally affect, causing it to become exhausted.

**Augmented (6th):** If you expend four uses of mythic power, the magic of the word lingers around the target. Until the beginning of your next turn, if the target's hit point total drops to the point that this spell would have killed it upon casting, it's instantly slain.

#### POWER WORD STUN

Treat the target's current hit point total as though it were lowered by 5 times your tier. For example, a 3rd-tier archmage casting this spell would affect a creature with 60 hp as though it had 45 hp, and the spell would last an additional 2d4 rounds.

You can target a creature with more hit points than this spell could normally affect, causing it to become dazed for 1 round.

**Augmented (6th):** If you expend three uses of mythic power, the magic of the word lingers around the target. Until the beginning of your next turn, if the target's hit points are reduced enough to put it in a lower category for the spell's effects, the

spell affects the creature according to its new hit point total. For example, a creature in the 101–150 hp category reduced to 80 hp is immediately stunned for an additional 1d4 rounds. The spell's effects don't diminish if the target regains hit points.

#### POX PUSTULES

**Source** *Advanced Player's Guide*

The Dexterity penalty increases to –6. The target takes 1 point of bleed damage each round. If the target spends a move action scratching, increase its bleed damage each round by 1. If the bleeding is stopped, scratching causes it to start again at 1 point of bleed per round.

#### PRAYER

The spell's luck bonus increases to +2, and the penalty for enemies changes to –2. When you cast the spell, your affected allies heal an amount of hit point damage equal to double your tier, and affected enemies take an amount of damage equal to double your tier.

#### PRISMATIC SPHERE

When you cast the spell, you simultaneously create a *prismatic spray* that originates from one point on the sphere and radiates directly away from you. The save DC of this *prismatic spray* is the same as that of your *mythic prismatic sphere*.

#### PRISMATIC SPRAY

The spell automatically blinds creatures with up to 12 Hit Dice instead of 8 Hit Dice. Attempt one bull rush combat maneuver and apply its results to each creature in the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush doesn't provoke an attack of opportunity.

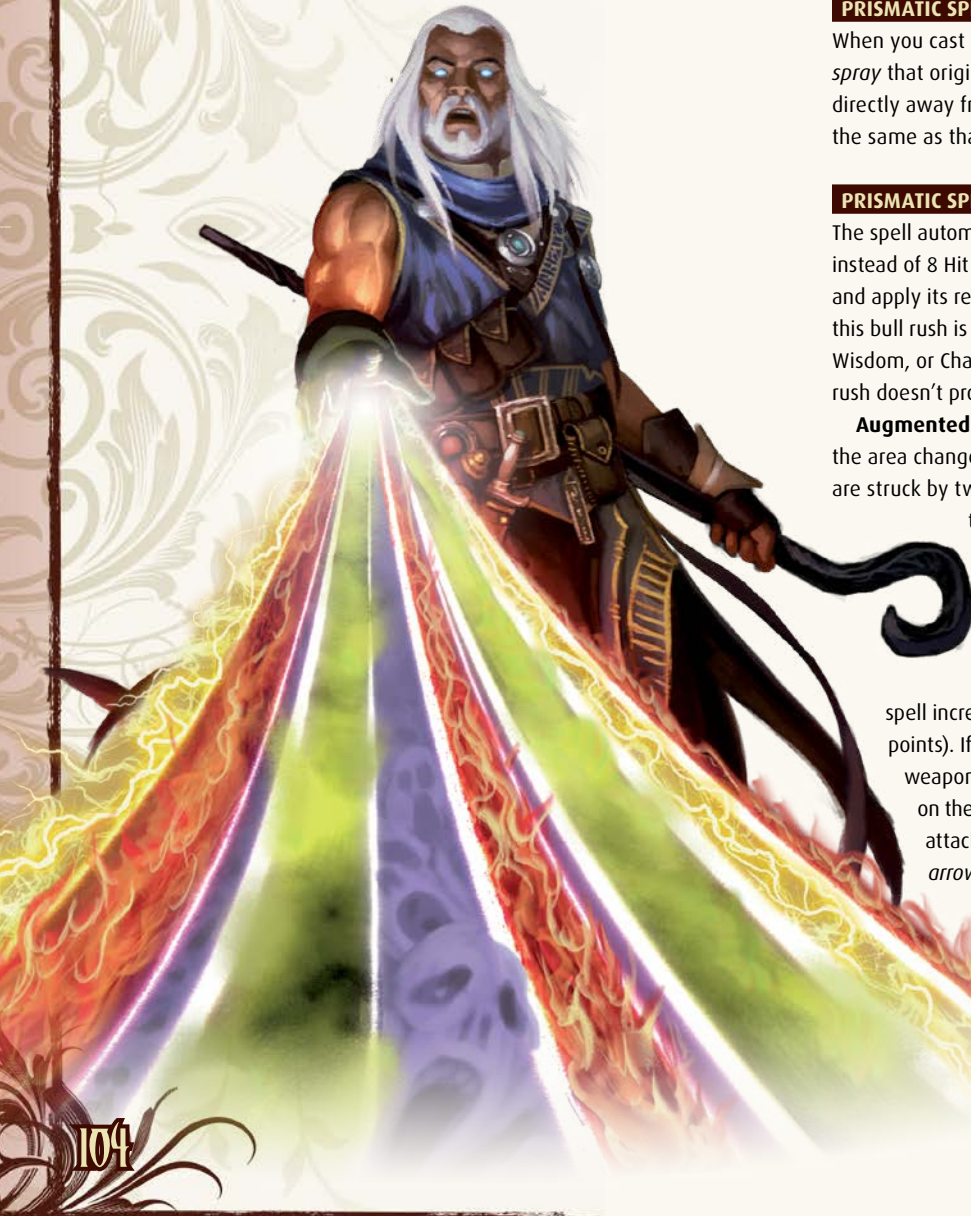
**Augmented (6th):** If you expend two uses of mythic power, the area changes from a cone into a line. Creatures in the line are struck by two beams (or three, if the creature rolls an 8 on the table). The spell bypasses energy resistance and immunity.

#### PROTECTION FROM ARROWS

The damage reduction increases to 15/magic. The maximum damage prevented by the spell increases to 15 points per caster level (maximum 150 points). If the spell prevents all damage from a ranged weapon attack, it turns the projectile or weapon back on the attacker, using the same attack roll result. If the attacker is also protected by *mythic protection from arrows* and its spell completely prevents the damage from the rebounded attack, the weapon or projectile is destroyed.

#### PROTECTION FROM CHAOS

As *mythic protection from evil*, except against chaotic creatures.



**PROTECTION FROM EVIL**

The bonuses to AC and on saves increase to +4. Any evil creature attempting to possess or exercise mental control over the target must attempt a Will save against this spell. If it fails, the creature takes 1d6 points of damage per 2 caster levels (maximum 5d6) from mental feedback. An evil creature that uses spell resistance to bypass the spell's protection against contact must successfully save or take this damage once each round it attacks the protected target.

**PROTECTION FROM GOOD**

As *mythic protection from evil*, except against good creatures.

**PROTECTION FROM LAW**

As *mythic protection from evil*, except against lawful creatures.

**RAY OF ENFEEBLEMENT**

The Strength penalty increases to 1d8 + 1 per 2 caster levels (maximum +10). If the target fails its save, it's fatigued.

**REDUCE PERSON**

You can decrease the target's size by up to two categories, to a minimum of Tiny. If the target shrinks two sizes, its weight decreases by a factor of 16 and it gains a +4 size bonus to Dexterity, a -4 size penalty to Strength, and a +2 bonus on attack rolls and to AC because of its decreased size. A Medium or Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet.

*Mythic reduce person* counters and dispels *mythic enlarge person*.

**REGENERATE**

The casting time changes to 1 standard action and the target changes to 1 living creature or corpse touched. The spell removes the blinded, dazed, and deafened conditions. The target gains regeneration equal to your tier (overcome by acid and fire) for 1 round per caster level. If the target was killed by amputation or decapitation (such as from a *vorpal* weapon) within the past 1 round, the spell regenerates lost body parts and brings the creature back to life (as *breath of life*), treating it as if it had negative hp equal to its Constitution score.

**REPEL WOOD**

The casting time changes to 1 immediate action. You may cause one affected wooden object up to 5 inches in diameter to splinter and break.

**Augmented (3rd):** If you expend two uses of mythic power, the area changes to a 60-foot, cone-shaped emanation from you.

**RESIST ENERGY**

The target gains a +4 bonus on saves against effects that deal damage of the selected energy type. Once each round as a free action, the target can choose one adjacent ally to gain energy resistance 5 against the chosen energy type for 1 round. This increases to energy resistance 10 at caster level 7 and energy resistance 15 at caster level 11.

**RESONATING WORD**

**Source** *Ultimate Magic*

The damage dealt increases to 8d6 points on the 1st and 2nd rounds and 15d6 on the 3rd round. The target takes a -4 penalty on saving throws against all sonic effects.

**REVERSE GRAVITY**

Creatures in the area or that enter the area must succeed at a Fortitude save or be nauseated.





**Augmented (8th):** If you expend three uses of mythic power, once per round as a move action you may select one secured creature (one that succeeded at its Reflex save) or attached object (such as a tree or cottage) and force it to attempt a Fortitude save against the spell. The selected creature or object can weigh no more than 100 pounds per caster level. If it fails the save, it's pulled free and falls upward.

#### RICOCET SHOT

**Source** *Ultimate Combat*

If the attack hits the secondary target, the wielder can select a tertiary target within 20 feet of the secondary target. This functions like a ricochet off the primary target. The tertiary target must be a different creature than the primary target.

**Augmented (3rd):** If you expend two uses of mythic power, the secondary and tertiary attacks gain the enhancement bonus and magic qualities of the attack against the primary target.

#### SACRED BOND

**Source** *Advanced Player's Guide*

The range at which you and the target can cast conjuration (healing) spells on each other increases to medium (100 feet + 10 feet per caster level). When you or the target uses the *sacred bond* to cast a healing spell on the other, the caster also heals a number of hit points equal to the minimum amount the spell can heal.

**Augmented (6th):** If you expend two uses of mythic power, casting a healing spell through the link heals the caster the normal amount instead of the minimum amount.

You and the target can use the link to heal each other with targeted healing abilities such as lay on hands. Unlike with healing spells, a character using a healing ability in this way doesn't heal herself.

#### SANCTIFY ARMOR

**Source** *Advanced Player's Guide*

You gain DR 5/evil while wearing the target armor. While you're using your judgment or smite ability, this improves to DR 10/evil.

**Augmented (3rd):** If you expend two uses of mythic power, when you use judgment or smite, add half your tier to your AC as a sacred bonus.

**SANCTUARY**

If an attacker succeeds at its Will save to attack the protected target, add your tier to the target's AC against the attack. If the target uses a healing spell or ability on another creature, that creature gains the benefit of non-mythic *sanctuary* for 1 round. If the creature breaks the non-mythic *sanctuary* by attacking, subsequent healing by the target doesn't create another non-mythic *sanctuary* effect on the creature.

**Augmented (2nd):** If you expend two uses of mythic power, select a number of additional creatures equal to half your tier that are within reach. These creatures gain the benefit of non-mythic *sanctuary*.

**SANDS OF TIME**

**Source** *Ultimate Magic*

You age the target by two categories instead of one. The damage dealt to objects, constructs, and undead increases to 5d6 points of damage + 1 point per caster level (maximum +20).

**Augmented (8th):** If you expend four uses of mythic power, the duration changes to instantaneous. If the target is a living creature, its age increases to venerable, regardless of its current age. A non-mythic creature receives no saving throw against this, but a mythic creature can attempt a Fortitude save against the spell's DC to reduce the duration to 10 minutes per level and the effect to two age categories instead of automatically changing to venerable.

If the target is an object, construct, or undead, it takes 30 points of damage per caster level. A mythic creature that succeeds at a Fortitude takes only half damage.

**SAVING FINALE**

**Source** *Advanced Player's Guide*

Add your tier as a bonus on the saving throw reroll.

**SCORCHING ASH FORM**

**Source** *Advanced Race Guide*

The damage dealt increases to 3d6 points of fire damage. This otherwise makes the same changes as *mythic gaseous form*.

**Augmented:** If you expend two uses of mythic power, the target can shift into or out of *scorching ash form* as a move action.

**SCORCHING RAY**

Each ray's damage increases to 6d6 points of fire damage. The first ray bypasses fire resistance and immunity.

**SCOURING WINDS**

**Source** *Ultimate Magic*

The spell's damage increases to 4d8 points of piercing damage. Any creature in the area at the start of your turn must succeed at a Reflex save or be blinded for as long as it remains in the area and for 1d4 rounds after it leaves.

**Augmented (5th):** If you expend two uses of mythic power, the sandstorm's radius and height each increase to 40 feet, and

the damage dealt increases to 6d8 points of piercing damage. Each round, you can either move the storm up to 50 feet as a move action or up to 10 feet as a swift action.

**SEARING LIGHT**

The spell's damage increases to 1d6 per caster level (maximum 10d6). The damage dealt to an undead creature increases to 1d8 points of damage per caster level (maximum 10d8), or 2d6 per caster level (maximum 20d6) if the undead is vulnerable to bright light. The damage dealt to constructs increases to 1d8 points of damage per 2 caster levels (maximum 5d8). If a creature struck has light sensitivity or light blindness, it takes the penalty from that weakness for 1 round after being struck by the light.

**SENDING**

You can contact a number of additional creatures equal to your tier. Each creature must receive the same message, and can communicate back only to you.

**Augmented (3rd):** If you expend two uses of mythic power, you can send the message to unfamiliar creatures (using the same number of creatures as non-augmented *mythic sending*). You must either describe the intended recipients in general or specific terms (such as "orcs," "the queen of this country," or "left-handed half-elven males") or specify restrictions such as range, creature type, and alignment (such as "all good-aligned humanoids in the castle on the hill"). If a greater number of creatures meet your description than the maximum number you can send to, the closest ones to you receive the message.

**SHADOW ANCHOR**

**Source** *Advanced Race Guide*

Add your tier to the CMD of the shadow tether. A creature attempting to escape the shadow tether using planar travel or teleportation must succeed at a Will saving throw or be shunted to the Plane of Shadow instead of its intended destination, as if it had cast *shadow walk* (if the target could not reach the Shadow Plane from its current location using *shadow walk*, this aspect of the spell has no effect).

**SHADOW WEAPON**

**Source** *Ultimate Magic*

Add your tier to your caster level when determining what enhancement bonus or weapon special abilities the weapon can have. The weapon deals half damage to creatures that disbelieve in it and to objects, instead of only 1 point.

You can spend a swift action to transform the weapon into a dull black metal ring on your finger, or to return it from its ring form to its weapon form in your hand.

**SHATTER**

Add your tier to your caster level when determining the maximum object weight you can affect. When targeting a

crystalline creature, the spell's damage increases to 1d8 points of sonic damage per caster level (maximum 10d8). You may damage a single magical object as if it were a crystalline creature. If the spell destroys an object or damages a crystalline creature, broken shards litter the spell area or creature's space and act as caltrops.

#### SHIELD OF FAITH

Add half your tier to the spell's deflection bonus.

#### SHIELD OTHER

Increase the range to long (400 feet + 40 feet per caster level). Subtract your tier from any damage transmitted to you through the mystical connection before applying the damage (minimum 1 hp of damage).

When you use your surge ability to modify a saving throw against an effect that also affects your linked ally, the ally also applies your surge bonus die result to the ally's saving throw. If the ally also uses its own surge ability, it takes either your result or its result, whichever is higher.

#### SHOCKING GRASP

The spell's damage increases to 1d8 points of electricity damage per caster level (maximum 5d8). If the target is wearing metal armor or is made of metal, you may attempt a free grapple combat maneuver against the target.

Alternatively, if the target is carrying a metal weapon, you may attempt a free disarm combat maneuver against that weapon. This free combat maneuver doesn't provoke attacks of opportunity.

**Augmented:** If you expend two uses of mythic power and the free grapple or disarm combat maneuver is successful, the target is staggered until your next turn. This is an electricity effect.

#### SHOUT

The duration that creatures in the area are deafened increases to 4d6 rounds, and the damage dealt increases to 5d8 points of sonic damage. The damage dealt to crystalline creatures and exposed brittle or crystalline objects

increases to 1d8 points of sonic damage per caster level (maximum 15d8). Crystalline creatures reverberate with sonic energy, taking 4 points of sonic damage on your turn for a number of rounds equal to your tier.

#### SILENCE

This spell also applies to telepathy, cutting off any mental communication within the area. At the time of casting, you can choose to be immune to your own *mythic silence* effect and can designate up to one creature per tier to also gain this immunity. Creatures immune to the *mythic silence* are subject to sonic effects as normal.

#### SILENT IMAGE

The duration increases to concentration + 1 round per caster level,

and the effect increases to a visual figment that can't extend beyond eight 10-foot cubes + 1 10-foot cube per caster level.

**Augmented (6th):** If you expend two uses of mythic power, the duration changes to concentration + 1 minute per caster level and the effect changes to a visual figment no larger than a 50-foot emanation. An augmented *mythic silent image* can't move.

#### SLEEP

The spell affects up to 8 Hit Dice of creatures, and you can choose the order in which creatures are affected by the spell. Any effect that would automatically awaken a sleeping creature instead allows it to attempt a new Will saving throw to awaken.

**Augmented (8th):** If you expend three uses of mythic power, you can target all living creatures other than you that have 8 Hit Dice or fewer in a 1-mile radius centered on you. Creatures that fail their saving throws fall asleep for a number of days equal to your tier.

You can select a number of creatures up to your tier to not be affected by the spell.



**SLOW**

The penalty on attack rolls, on Reflex saves, and to AC increases to -2, and affected creatures move at one-fourth speed. Select one affected creature; this creature is denied its Dexterity bonus to AC.

**SOLID FOG**

The penalty on melee attack and damage rolls increases to -4. The cloud's radius and height both increase to 50 feet.

**Augmented:** The augmented version of *mythic solid fog* has the same additional benefits as the augmented version of *mythic fog cloud*.

**SPIDER CLIMB**

The target gains a climb speed equal to its base land speed or 30 feet, whichever is higher. The target can take the run action while climbing and needs only one hand free to climb.

The target can move freely across spider webs (including giant spider webs), *web* spells, and similar adhesives of 2nd level or less (including tanglefoot bags) as if it were using *freedom of movement*.

**SPIKE STONES**

The damage dealt increases to 2d6 points of piercing damage plus 1 point of bleed damage. Add your tier to the DC to detect the magical trap.

**SPIRITUAL WEAPON**

The weapon gains your choice of one of the following magic weapon special abilities: *flaming*, *frost*, *keen*, *merciful*, *shock*, or *thundering*. Before or after the weapon attempts all of its attacks for the round, you can redirect it to a different target as a swift action instead of a move action.

**STINKING CLOUD**

Creatures that succeed at their saves are sickened while they remain in the cloud and for 1d4+1 rounds after they leave. Creatures that fail their saves continue to be sickened for 1 hour after leaving the cloud.

**STONE SHAPE**

The duration changes to 1 round/level and instantaneous (see text). Each round after the round you cast the spell, you can spend a standard action to shape up to 5 additional cubic feet of stone you touch. Shaped stone has an instantaneous duration (meaning it does not revert to its previous form when the spell ends).

**STONESKIN**

The target gains a +4 bonus on saving throws against disease, poison, and stun effects. There is a 50% chance any critical hit or sneak attack against the target is treated as a normal hit, as if the target were wearing *medium fortification* armor.

**STORM OF VENGEANCE**

The acid damage dealt increases to 1d8 points of acid damage. The lightning damage dealt increases to 10d8 points of electricity damage. You can call down a bolt of lightning on the 2nd and 4th rounds (equivalent to those on the 3rd round). You can strike the same target with a bolt more than once during the casting of the spell, but not more than once per round.

**Augmented (7th):** If you expend three uses of mythic power, the storm cloud's radius increases to 1,000 feet. Structures in the storm take 1d10 points of damage per round (this damage bypasses hardness). You can call down one additional bolt in the 2nd and 4th rounds, and three additional bolts in the 3rd round.

**STRANGLING HAIR**

**Source** *Ultimate Magic*

You may use your hair to attempt dirty trick, disarm, steal, or trip combat maneuvers instead of grapple combat maneuvers. Add your tier to combat maneuver checks attempted with your hair and to your hair's damage rolls made as part of a grapple.

**SUGGESTION**

*Mythic suggestion* loses the language-dependent descriptor, and can target one or more living creatures in a 10-foot-radius burst.

**SUMMON SWARM**

The swarm has the advanced simple template. A swarm of rats or spiders leaves behind a trail of filth or ichor when it moves, which has the effects of a *grease* spell for 1 round after the swarm passes through an area. Any creature that moves through the affected area is also subject to the swarm's disease or poison, as if attacked by the swarm. A prone creature in the affected area takes a -4 penalty on its saving throw against this affliction. A bat swarm leaves behind a similar trail that lasts for 2 rounds but doesn't have a disease or poison effect.

**SUN METAL**

**Source** *Ultimate Combat*

The additional damage dealt by the weapon increases to 1d6 points of fire damage. Any creature struck by the weapon is dazzled for 1 round (no saving throw). On a critical hit, the target is blinded for 1 round (Fortitude negates, DC equal to the DC of the spell).

**SUNBEAM**

You call forth one beam per 2 caster levels instead of per 3. The damage dealt increases to 4d8 points of damage. The damage dealt to undead creatures, fungi, mold, oozes, and slimes increases to 1d8 points of damage per caster level (maximum 20d8). Any creature that successfully saves against a beam is dazzled for 1 minute.

**Augmented (9th):** If you expend three uses of mythic power, the first beam you create has a duration of 1 round per 2 caster levels, and deals maximum damage on the round you cast it. Creatures in the beam can attempt saving throws to avoid blindness, but not the spell's damage.



### SURMOUNT AFFLICTION

**Source** *Ultimate Magic*

You can cast this spell with no verbal or somatic component, and even if you're helpless (but not unconscious). You temporarily overcome a number of additional harmful conditions equal to half your tier.

**Augmented (7th):** If you expend three uses of mythic power, you become immune to all afflictions the spell can normally overcome. In addition, you overcome (but do not become immune to) one of the following conditions: exhausted, nauseated, panicked, petrified, staggered, and stunned.

### TELEKINESIS

The duration of this spell changes to 1 round per level. You may spend a move action to use the sustained force or combat maneuver effects of the spell.

When using sustained force, you can move a number of objects up to your tier. These must be in the same square and together must weigh no more than the weight limit of the spell.

Using the violent thrust effect ends the spell, but the weight restriction increases to 50 pounds per caster level (maximum 750 pounds).

### THEFT WARD

**Source** *Advanced Race Guide*

Add your tier to the Perception check bonus. Add your tier to your CMD against disarm and steal combat maneuvers attempted against the item.

### TIME STOP

Select a number of creatures equal to half your tier or fewer within close range (25 feet + 5 feet per 2 caster levels).

*Mythic time stop* has the same effect on these creatures as it does on you, allowing them to act for the same number of rounds of apparent time that you can. You and these creatures can all interact with one another normally while time appears to be stopped.

**Augmented (10th):** If you expend three uses of mythic power, the duration increases to 1 hour per level of apparent time. You and other affected creatures gain no benefit from rest or sleep while the spell is active.

### TOUCH INJECTION

**Source** *Ultimate Combat*

Add half your tier to the DC of a poison or potion you inject into another creature with this spell. If you do this with a substance that grants a skill bonus, add your tier to that skill bonus.

### TRANSFORMATION

You can still cast spells and use spell completion and spell trigger items, but the level of the spell you're casting or using must be equal to or less than your tier. You gain a number of temporary hit points equal to your caster level.

### TRUE FORM

**Source** *Advanced Player's Guide*

The spell's target changes to up to one creature per 2 caster levels. If a target is a creature that has the ability to change shape between a specific set of forms (such as a barghest or lycanthrope), you may choose which form the creature takes. To force such a creature into a form, you must have either seen it in that form or succeeded at an appropriate Knowledge check to know the creature has the ability to take that form.

**Augmented (6th):** If you expend three uses of mythic power, the spell creates an area affecting all shapechanging creatures. The range changes to 30 feet and the spell affects all creatures in a 30-foot radius around you. Each creature must attempt a saving throw against the spell every round it remains in the area.

### TRUE STRIKE

The affected attack bypasses all damage reduction.

**Augmented (2nd):** If you expend two uses of mythic power, you gain a +10 insight bonus on your second attack that round and a +5 insight bonus on your third attack that round. The second and third attacks can be on your turn or on another creature's turn before your next turn (such as when you attempt an attack of opportunity).

### TSUNAMI

**Source** *Advanced Player's Guide*

The wave increases to 20 feet wide per caster level and 3 feet tall per caster level. The damage dealt to those struck by the wave increases to 12d6 points of bludgeoning damage. Add your tier to the wave's special combat maneuver check. The damage dealt to those that fail to escape the wave increases to 6d8 points of bludgeoning damage.

**Augmented (5th):** If you expend three uses of mythic power, you create a truly monstrous wave. The wave increases to 20 feet deep, 20 feet wide per caster level, and 5 feet tall per caster level. The duration of the effect increases to 10 rounds, and the speed of the wave increases to 120 feet per round on the surface of the water and 60 feet per round on land or underwater.

### UNHOLY BLIGHT

The damage dealt to good outsiders increases to 1d10 points of damage per caster level (maximum 10d10) and the damage dealt to other good creatures increases to 1d12 points of damage per 2 caster levels (maximum 5d12). The duration that creatures within the area are sickened increases to 2d4 rounds. On a successful save, a good creature is slowed for 1 round.

### UNSHAKABLE CHILL

**Source** *Ultimate Magic*

On a failed save, the target immediately takes 1d6 points of nonlethal cold damage per tier. Add your tier to the DC of any other Fortitude saves the target attempts to resist severe cold as

part of the spell's effects. The target also takes a -4 penalty on saves against spells or effects with the cold descriptor.

**Augmented (5th):** If you expend two uses of mythic power, the target gains vulnerability to fire (*Bestiary* 305).

#### VAMPIRIC TOUCH

The spell's damage increases to 1d8 points of damage per 2 caster levels (maximum 10d8). Your melee touch attack to deliver the spell threatens a critical hit on a 19 or 20. This expanded threat range doesn't stack with other effects or abilities that increase the threat range. If the damage kills the target, you gain fast healing 5 for a number of rounds equal to the Hit Dice of the target.

#### VOMIT TWIN

**Source** *Advanced Race Guide*

Any spell you cast that has a range of touch, close, medium, or long can originate from the twin instead of you. The twin gains a deflection bonus to AC equal to your tier, and has hit points equal to double your caster level. The twin can attempt attacks of opportunity using your base attack bonus, but has no ability score modifiers, skills, or feats. It threatens an area appropriate for your size and wields a copy of the weapon you were wielding when you cast *mythic vomit twin*. If the twin's weapon is destroyed or disarmed, on your turn the twin generates a new weapon from its own substance. Its attacks deal damage using that weapon's die type.

**Augmented (5th):** If you expend two uses of mythic power, you create two copies when you cast the spell, and both can be active at the same time. If you instead expend three uses of mythic power, you create three copies when you cast the spell, and all three can be active at the same time.

#### WALK THROUGH SPACE

**Source** *Ultimate Combat*

You can teleport as either a move action or a

swift action, but never more than once per round. If you expend a move action and a swift action, you may teleport up to 60 feet.

#### WALL OF FIRE

The wall's damage increases to 2d6 points of fire damage to creatures within 10 feet, 1d6 points of fire damage to those past 10 feet but within 20 feet, and 2d8 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. Any creature that passes through the wall or is within 5 feet of the wall when it's created must succeed at a Reflex save or catch fire. Attempts to extinguish this fire use the spell's save DC.

**Augmented (5th):** If you expend two uses of mythic power, you may move the wall 5 feet in any direction as a move action on your turn. Moving the wall into a fireproof barrier (such as a stone wall) destroys the part of the wall that overlaps the barrier.

#### WALL OF FORCE

The wall's hardness increases to 40, and its hit points increase to 30 per caster level. A non-mythic *disintegrate* spell or *rod of cancellation* negates a 10-foot-square section of a *mythic wall of force* for 1 round, after which the wall reforms at full strength.

One side of the wall (chosen by you) repels creatures within 5 feet as a *repulsion* spell (using the DC *wall of force* would have if it allowed a saving throw).

#### WALL OF ICE

The wall's hit points increase to 5 hit points per inch of thickness.

Add your tier to the Strength check DC to break through the wall. The damage dealt to those that step through the wall increases to 1d8 points of cold damage + 1 point per caster level. Any creature that passes through the wall must succeed at a Fortitude save or be staggered for 1d4 rounds; this is a cold effect.

**Augmented (5th):** If you expend two uses of mythic power, you cover the wall in sharp, protruding icicles. Any creature that touches, strikes, or breaks through the wall takes 1d6 points of cold damage, 1d6 points of piercing damage, and 1 point of bleed damage.

#### WALL OF IRON

The wall is 1 inch thick per 2 caster levels. If you create an unattached wall, you can weight it so there is a 75%



chance it falls on its own in the direction you want. Subtract 5 from the DC to push it in the direction you want, and add 5 to the DC to push the wall in the other direction.

**Augmented (7th):** If you expend two uses of mythic power, one side of the wall (your choice) has a powerful magnetic charge that attracts metal within 10 feet. The wall automatically attempts a combat maneuver check to pull once per round against any creature that comes in range wearing metal armor, wielding a metal weapon, or otherwise carrying a significant amount of metal.

The wall's CMB is equal to your caster level plus your tier. If the combat maneuver succeeds, the creature is pulled 5 feet closer to the wall. The wall gains a +5 bonus on its combat maneuver check if the creature is within 5 feet. If the wall succeeds at its check against a creature within 5 feet, the creature is pulled up against the wall and is treated as grappled.

Dropping metal items or removing metal armor allows a creature to free itself from the wall. The magnetic charge fades after 1 hour per tier. Wrenching an item away from the wall requires a successful Strength check (DC 10 + the wall's CMB).

#### WALL OF STONE

The wall is 1 inch thick per 2 caster levels. The wall's hardness increases to 12.

**Augmented (7th):** If you expend two uses of mythic power, the wall is impassable to ethereal travel and spells such as *passwall* and *phase door*. The wall is immune to non-mythic *disintegrate*, *shatter*, *sympathetic vibration*, and other non-mythic magical effects that specifically affect stone (including *earthquake*, *soften earth and stone*, and *transmute rock to mud*).

#### WALL OF THORNS

The damage dealt increases to 30 minus the creature's AC. Any creature adjacent to the wall is automatically grappled by it. Any creature that begins its turn grappled by the wall takes 2d6 points of damage. Half of this damage is bludgeoning, and the other half is piercing. For the purpose of escaping this grapple, the wall's CMD is 10 + your caster level + your tier.

**Augmented (6th):** If you expend two uses of mythic power, the wall automatically grapples creatures other than you within 10 feet. Any creature grappled by the wall takes 2d6 points of bleed damage. If a creature doesn't escape the wall's grapple, on its next turn the wall automatically pins it.

#### WEB

The webs are filled with spider swarms (one spider swarm for each 10-foot-by-10-foot area covered in webs). Any creature caught in or moving through the webs is attacked by a spider swarm (or multiple swarms, if it passes through the space of more than one swarm). The spiders don't leave the area of webbing. Destroying the web in an area destroys the swarm there as well, and completely destroying the web destroys all the swarms.

**Augmented (5th):** If you expend two uses of mythic power, the webs increase to a 50-foot-radius spread. Webs span any

gaps between available anchor points in the area, possibly creating multiple non-contiguous webbed areas. Non-mythic abilities that make creatures immune to webs (such as *freedom of movement*) instead give them a +5 bonus on saves, combat maneuver checks, and Escape Artist checks against *mythic web*.

#### WHIRLWIND

The cyclone becomes 15 feet wide at the base, 40 feet wide at the top, and 40 feet tall. The cyclone's effect on Large or smaller creatures also applies to Huge creatures, and its damage increases to 3d8 points of damage. The effect on Medium or smaller creatures also applies to Large creatures, and the damage it deals each turn increases to 2d6 points of damage.

**Augmented (8th):** If you expend three uses of mythic power, the cyclone's size increases to 50 feet wide at the base, 150 feet wide at the top, and 150 feet tall. Creatures and objects of all sizes touched by the whirlwind take 8d8 points of damage (Reflex negates), and the damage dealt to those trapped in the cyclone increases to 6d6 points of damage per round. Additionally, unattended objects smaller than 30 feet to a side are swept up in the effect. The area within 20 feet of the whirlwind is treated as severe wind (*Core Rulebook* 439), and within 40 feet it is treated as strong wind.

#### WISH

When using *mythic wish* to duplicate another spell, you can duplicate a mythic spell you know (if you're a spontaneous caster) or have prepared (if you're a caster who prepares spells). If you don't know or haven't prepared the mythic spell, you can expend a second use of mythic power to duplicate the mythic version of the desired spell.

You can also produce any one of the following effects that modify or replace effects listed in the non-mythic *wish* spell description:

- If you use *mythic wish* to remove injuries and afflictions, you can expend a number of uses of mythic power to remove that number of additional afflictions from all affected creatures.
- If you use *mythic wish* to revive the dead, you can expend a second use of mythic power to negate the target's permanent negative level from the *resurrection*.
- Alter fate. By expending a second use of mythic power, you can cast *mythic wish* as an immediate action before a 1d20 roll is attempted and choose what number you want to come up on the die.

**Augmented:** If you expend two uses of mythic power, you can cast a silent, stilled *mythic wish*, even if you're helpless or couldn't otherwise take actions (but not unconscious).

#### WORD OF CHAOS

When determining the spell's effect on non-mythic creatures, add your tier to your caster level. Non-chaotic creatures that fail their saves against the spell also take a -4 penalty on attack rolls and saving throws, and their spell resistance decreases by 5 for as long as the spell's other effects last.

## New Spells

The following are new spells that affect the mythic rules or mythic creatures in some way. Unlike the mythic spells presented earlier in this chapter, you don't need a mythic tier to cast most of these spells.

**Mythic:** Some of these spells have mythic versions just as preexisting spells like *animate dead* and *fireball* do. Rather than listing the information for the mythic version in the earlier section of this chapter, it's included in the new spell's description.

**Augmented:** As with the mythic spell entries, if a spell has an augmented version, it's listed in the spell description.

### ASCENSION

**School** universal; **Level** cleric 9, druid 9, sorcerer/wizard 9, witch 9

**Casting Time** 1 hour

**Components** V, S, F (minor artifact), M (10,000 gp in rare herbs, gems, and other exotic materials)

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

**Target** one non-mythic creature/3 levels

**Duration** 2 hours/level; see text

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

You imbue a number of creatures with mythic power, granting each of them 1st tier in a mythic path of its choice. The creatures immediately gain the benefits of their chosen paths. Divide the duration evenly among all targets.

The targets retain their mythic tier only while they're within 100 feet of the spell's focus component. A target that goes outside this range loses its mythic tier, but instantly regains it if it moves into range again. If the focus component is destroyed while the spell is in effect, the spell immediately ends and all targets gain 1d4 permanent negative levels.

**Mythic:** If you expend one use of mythic power when casting this spell, the duration increases to 1 day per level, and you can use yourself as the focus for this spell instead of a lesser artifact. If you're the focus, the targets retain their mythic tier only while they're within 100 feet of you, and if you die, the spell immediately ends and all targets gain 1d4 permanent negative levels.

### BLEED GLORY

**School** necromancy [curse]; **Level** cleric 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one mythic creature

**Duration** 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** yes

The mythic power cost for all path abilities, feats, spells, and other effects used by the target increases by 1.

### DEATHLESS

**School** necromancy; **Level** alchemist 4, cleric 4, inquisitor 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** 1 round/level

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

The target's soul is strongly anchored to its body, preventing death from hit point damage. No matter how



low the target's hit points get, it remains alive (though not necessarily conscious).

This spell doesn't prevent death from sources other than hit point damage—such as Constitution damage or drain, death effects, or energy drain. Spells that cure hit points affect the creature normally.

**Mythic:** If you expend one use of mythic power when you cast the spell, you become an anchor for the souls of you and your cohorts. The range increases to 30 feet, and instead of affecting one creature, it affects all allies within a 30-foot-radius emanation centered on you.

**Augmented (8th):** If you expend three uses of mythic power, the range increases to 1 mile, and the area to a 1-mile-radius emanation centered on you.

#### LEND PATH

**School** transmutation; **Level** bard 4, cleric 5, druid 5, magus 4, sorcerer/wizard 5, summoner 4, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 minutes/level (D)

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

You temporarily transfer one of your mythic path abilities to another creature, which can use it as if it were part of the creature's own path. If the target is unable to expend mythic power, it can't activate any part of the ability that requires expending uses of mythic power, but the ability otherwise functions as if the creature were 1st tier.

While your path ability is transferred in this way, you can't use it yourself (even if it's an automatic ability or one that doesn't require expending uses of mythic power).

#### MYTHIC SEVERANCE

**School** necromancy [curse]; **Level** cleric 4, inquisitor 3, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** permanent

**Saving Throw** Will negates; **Spell Resistance** yes

You restrict the target's access to its mythic power. Each time the target attempts to cast a mythic spell, expend mythic power to activate a path ability, or use any other effect that requires expending uses of mythic power, it must attempt a Will saving throw against the DC of this spell. If it fails this saving throw, the creature loses its action and the ability it was attempting to use has no effect.

This spell has no effect on mythic abilities that don't require the target to expend mythic power.

#### RESTORE MYTHIC POWER

**School** transmutation; **Level** bard 3, cleric 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Targets** you and one mythic creature

**Duration** instantaneous

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

By laying your hands on the target, you're able to transfer some of your mythic essence to the target. You expend three uses of your mythic power to restore one use of the target's mythic power.

#### SHARE GLORY

**School** transmutation; **Level** bard 2, cleric 3, druid 3, sorcerer/wizard 3, summoner 2, witch 3

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one non-mythic creature/3 levels

**Duration** 1 minute/level

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

You imbue the targets with a fraction of your mythic nature. They count as mythic creatures for the purpose of path abilities, spells, and other effects that function differently for mythic creatures. This doesn't grant the targets mythic tiers or any uses of mythic power; it merely gives them a greater advantage when others use abilities that work differently for mythic creatures. You must be at least a 1st-tier mythic character to cast this spell.

#### STEAL POWER

**School** necromancy; **Level** cleric 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one mythic creature

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

You sap the power from a mythic creature, using it to restore your own. The target loses 1d4 uses of mythic power. If you have the ability to expend mythic power, you regain one use for each use the target loses.

#### TERRAFORM

**School** transmutation; **Level** cleric 7, druid 6, sorcerer/wizard 7, witch 7

**Casting Time** 1 hour

**Components** V, S, M (10,000 gp worth of precious minerals, see text)

**Range** 100 feet

**Area** 100-foot-radius emanation, centered on you



**Duration** 1 day/level (see text)

**Saving Throw** none; **Spell Resistance** no

You alter the area's terrain and climate to a new terrain and climate type appropriate to the planet or plane. For example, you might transform a desert to plains. To cast this spell, you must expend 10 uses of mythic power along with the material cost. This magically alters the area's climate and normal plants to those appropriate to the new terrain, but doesn't affect creatures or the configuration of the earth. Transforming rocky hills into forested areas converts grasses into shrubs and small trees, but doesn't flatten the hills or change the animals to suit the new environment.

You can alter the climate by one step (warm, temperate, or cold). The maximum extent of the terrain change is up to the GM, but in general is to a similar terrain type or one step within that terrain type (such as from a typical forest to a forest with massive trees or light undergrowth, from a shallow bog to a deep bog, and so on). You might be able to shift the land to a similar terrain type, such as turning a sparse forest into a relatively dry swamp. Local creatures adversely affected by these alterations either flee the

area or quickly die, depending on their mobility and awareness of the change.

Multiple castings of the spell in the same area can create an area with radically different terrain and climate than the surrounding land. The GM can decide that certain terrain shifts are unsustainable and shorten the duration, or that some are suitable for the area and extend the duration.

This spell could have many secondary effects based on the nature of the change, the type of bordering terrain, and so on; these should be determined by the GM on a case-by-case basis. For example, transforming a desert requires drawing water up from underground to sustain the plants, which could deplete the water table in nearby areas. Creating a warm desert in the middle of a snowy tundra will create a bordering area of mud and frequent storms from the clash of hot and cold air fronts.

If you're at least 8th tier, you can expend 20 uses of mythic power instead of 10 to increase the range to 1 mile, the area to a 1-mile-radius emanation centered on you, and the duration to 1 month per caster level.