

PATHFINDER[®]

ROLEPLAYING GAME™

MYTHIC ADVENTURES PLAYTEST

Credits

Lead Designer: Jason Bulmahn

Additional Design: Dennis Baker, Jesse Benner, Benjamin Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathon H. Keith, Jason Nelson, Tom Phillips, F. Wesley Schneider, Amber E. Scott, Tork Shaw, Russ Taylor, and Ray Vallese

Development: Logan Bonner,
Stephen Radney-MacFarland, Erik Mona,
and Sean K Reynolds

Interior Artist: Eric Belisle

Creative Director: James Jacobs
Editor-in-Chief: F. Wesley Schneider

Senior Editor: James L. Sutter

Editing: Logan Bonner

Editorial Assistance: Judy Bauer, Christopher Carey,
Adam Daigle, Ryan Macklin, Rob McCreary,
Mark Moreland, and Patrick Renie

Senior Art Director: Sarah E. Robinson

Graphic Designers: Sonja Morris and Andrew Vallas

Production Specialist: Crystal Frasier

Publisher: Erik Mona

Paizo CEO: Lisa Stevens

Chief Operations Officer: Jeffrey Alvarez

Director of Sales: Pierce Watters

Sales Representative: Adam Lovell

Marketing Director: Jenny Bendel

Finance Manager: Christopher Self

Staff Accountant: Kunji Sedo

Chief Technical Director: Vic Wertz

Senior Software Developer: Gary Teter

Campaign Coordinator: Mike Brock

Project Manager: Jessica Price

Customer Service Team: Cosmo Eisele, Erik Keith,
and Sara Marie Teter

Warehouse Team: Will Chase, Michael Kenway,
Matt Renton, Jeff Strand, and Kevin Underwood

Website Team: Ross Byers, Liz Courts, Lissa Guillet,
and Chris Lambertz

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the contents of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. To learn more about the Open Game License and the d20 System License, please visit wizards.com/d20.

Mythic Adventures Playtest is published by Paizo Publishing, LLC under the Open Game License v 1.0a © 2000 Wizards of the Coast, Inc. All other trademarks are property of Paizo Publishing, LLC. © 2012 Paizo Publishing.



Paizo Publishing, LLC
7120 185th Ave. NE
Ste 120
Redmond, WA 98052
paizo.com

WELCOME TO THE MYTHIC ADVENTURES PLAYTEST

Thank you for taking the time to review and playtest the rules for *Mythic Adventures*! This exciting new hardcover book due out in August 2013 will give you everything you need to run a mythic campaign, with legendary heroes and truly terrible foes. This playtest is here to give you a taste of what is to come. It includes rules for making a mythic player character and plenty of rules to support those characters, but it also includes mythic monsters, guidelines for running a mythic game, and a sample adventure to get you started. Think of this document as a slice of the rules, giving you a piece of what mythic has to offer your game.

The point of this playtest is for us to hear from you! We need to know what works and what needs work. We want to hear about how these rules interact with your home game, not just from a mechanical sense but also how the idea of mythic fits in with your world. To help us sort out all of this information, we have

set up a number of messageboards on paizo.com where you read up on what others are thinking, get new information on these rules, and most importantly tell us what you think. Please make sure to go through the existing forums a bit before posting, just to make sure that there is not another thread covering the same issue or rules question. If there is, just add your ideas to that thread. If not, feel free to start a new thread. The design team spends a great deal of time combing through these threads looking for questions and ideas. Even if we don't immediately respond, rest assured that your voice is being heard.

So, gather your heroes and venture forth to conquer mythic challenges. A whole new way to play Pathfinder awaits.



Jason Bulmahn
Lead Designer

WHAT IS MYTHIC?

Everyone knows the story of the blacksmith's son who takes up arms to defend his village, continuing on to become a renowned adventurer, or the young elf who spends years studying musty tomes, learning at first to cast simple spells before heading out into the world to seek out ancient lore. These are the stories of everyday adventurers, risen from the ranks of the common folk to make a name for themselves in a harsh and unforgiving world. But these are not the only stories of heroism. Some adventurers are truly exemplary, writing their stories into the greatest sagas of history, turning their every deed into legend. From the children of gods, blessed with the divine spark, to the lucky hero, born under the eclipse and destined to greatness, these characters are mythic—capable of amazing feats and unparalleled heroism.

To be mythic means to draw upon a power that few even dream to understand, and even fewer dare to wield. An air of destiny surrounds mythic characters, and their every choice shapes the world around them. Their story is intertwined with the great events of the day, and their actions are central to the outcome. Mythic characters are more resilient, capable, and as a result more daring than their ordinary counterparts. A group of adventurers might balk at taking on a dragon plaguing a village, yet mythic adventurers would not only take on the dragon, but

track down and smite its relatives just for good measure. Mythic characters are not invulnerable, just more capable of dealing with the dangers of the world around them. When a mythic character dies, it is a great tragedy to the world, as the light of one of its true champions has been extinguished.

In many ways, the story of a mythic hero is defined by the challenges he faces. To go along with mythic player characters, the GM has a number of new ways to challenge them, from deadly mythic monsters to vile and cunning mythic villains. Mythic monsters are unique creatures or remnants of a bygone age when such terrifying beasts were more common. They dwell in the quiet places of the world, waiting for their time to bring terror to the land. Mythic villains have many of the powers of mythic characters, but instead of furthering the causes of good and order, mythic villains use their abilities to subjugate kingdoms, slaughter the innocent, and bring ruin to the world. Unless there are heroes to stop them, mythic villains can cause destruction on an unimaginable scale.

These rules give players and GMs all the tools they need to run a mythic adventure, or even an entire mythic campaign. The mythic rules add to the base rules of the Pathfinder Roleplaying Game, either as part of an adventure granting mythic power for a limited time, or as the backbone of an entire campaign charting the legend of a group of mythic characters.

GLOSSARY

Mythic Adventures uses several terms new to the Pathfinder Roleplaying Game.

Ascension: The moment when a normal character begins the path to becoming a mythic character.

DR/Epic: Damage reduction that can only be overcome by a weapon with an enhancement bonus of +6 or greater.

Mythic: Seemingly beyond the abilities of mortals, a mythic character or other mythic element becomes part of a story that plays out on a greater scale than ordinary people can understand.

Mythic Power: An ability each mythic character can call upon to influence destiny and power other abilities.

Tier: Mythic characters advance in power by gaining tiers, each of which grants new abilities. Attaining a new mythic tier requires completing difficult trials within the campaign's story rather than accumulating experience points.

Trial: A difficult task that awaits a mythic hero, a trial can be either lesser or greater. A mythic character has to complete a number of trials of each type to reach a new mythic tier.

Path: The theme of a character's mythic advancement and the abilities she gains are determined by a mythic path—archmage, champion, guardian, hierophant, marshal, or trickster.

MOMENT OF ASCENSION

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

The GM is free to invent any sort of event to act as the moment of ascension, as required by the needs of the campaign. The following ideas represent some of the most common forms of ascension.

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

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

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

Granted: The character is called upon by a divine agent, or other incredibly powerful being, to act as its representative. This gives the character mythic power, but possibly only while serving the interests of this benefactor.

Passed On: The character is present at the death of a powerful, or perhaps even mythic, creature. In its final moments, it passes on its power to the character, granting mythic abilities. Alternatively, it may not be given voluntarily, but instead taken upon the death of the mythic character. This might even be the way that all mythic power is gained in a campaign.

CHAPTER 1: MYTHIC CHARACTERS

Mythic characters are set apart from their contemporaries, capable of amazing feats of courage in the face of overwhelming odds. Despite their power, they are still similar in many ways to ordinary adventurers. They have hit points, an armor class, and saving throws just like any other character. In fact, most of their statistics are comparable to ordinary characters of an equal level. Where a mythic character differs is that he possesses special abilities gained from his mythic path. These abilities allow him to bend, and in some cases break, certain rules of the game to gain a unique edge.

To become mythic, a character must first undergo a moment of ascension (see the sidebar on page 3). This is the point at which he gains his first tier and must select a mythic path, which determines the majority of his mythic abilities. A character's mythic path is much like an additional class. Instead of levels, he gains tiers in his path, which grant him additional abilities and bonuses (such as bonus hit points). From that point onward, he gains new mythic abilities only upon completing the necessary number of trials—difficult tasks that add to his legend and story. Once he completes the necessary number of trials based on his current tier, he gains the next tier in his path. Gaining new tiers is not a replacement for gaining levels in classes. Even though he is mythic, a mythic character still gains experience points as normal for overcoming monsters and other challenges. As such, a mythic character typically gains new tiers less frequently than he gains levels in his classes. A mythic character cannot gain more than 10 tiers.

Gaining Tiers

A character's mythic power is classified by tier, with a 1st-tier mythic character already being significantly more powerful than a nonmythic character of the same level and a 10th-tier mythic character being nearly godlike in power. Mythic tiers are similar to levels in a class or prestige class, in that the powers gained at each tier are added to all those that came before, but tiers are not gained in the same manner. A character gains a new mythic tier by completing a number of trials that occur during play. As such, achieving a new mythic tier occurs independently of the ordinary experience point progression. The number of trials required to attain each new tier appears on Table 1-1. For example, a 5th-level fighter discovers his mythic heritage and becomes a 1st-tier champion. Over a number of sessions, he earns enough experience points to gain his 6th level of fighter. During this time, he accomplishes all three lesser trials,

but not his greater trial, so he does not achieve the next tier of champion. During the next session, he finally accomplishes a greater trial, allowing him to become a 2nd-tier champion. To reach 3rd tier, he will need to accomplish another 4 lesser trials and 2 more greater trials.

Mythic trials in excess of those needed to gain the next tier do not count toward the following tier. Instead, whenever a character completes a trial in excess of those needed to gain a tier, he immediately regains one daily use of his mythic power, up to his daily maximum.

TABLE 1-1: MYTHIC TIER PROGRESSION

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

* The first tier is gained at the moment of ascension; see page 3.

Base Mythic Abilities

In addition to the special abilities granted by each mythic path, every mythic PC gains a number of base abilities common to all mythic characters. These abilities are gained based on the character's mythic tier. A 5th-tier champion gains the same base abilities as a 5th-tier trickster.

Every character with one or more mythic tiers possesses the following abilities.

Mythic Power (Su): Mythic characters can draw upon a wellspring of power to allow them to accomplish amazing deeds and cheat fate. You must choose one ability score as the one most associated with your mythic potential. Once made, this choice can't be changed. You can draw upon your mythic power a number of times per day equal to your mythic tier plus your mythic ability score's bonus. In addition to abilities gained from your mythic path and overall mythic tier, you can expend one daily use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the results. Using this ability is an immediate action that is

TABLE 1-2: BASE MYTHIC ABILITIES

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

taken after the original roll is made and the results are revealed. This can change the outcome of the roll. The bonus gained by using this ability increases by one die size at 4th tier and every 3 tiers thereafter to a maximum bonus of 1d12.

Ability Score: You gain a permanent +2 bonus to an ability score of your choice upon reaching the 2nd mythic tier. At 4th, 6th, 8th, and 10th mythic tiers you gain a permanent +2 bonus to another ability score or increase one of your existing bonuses by 2.

Bonus Mythic Feat: Upon becoming mythic, select one mythic feat as a bonus feat. You must qualify for this feat normally. In addition, you gain another bonus mythic feat upon reaching 3rd mythic tier and every 2 tiers thereafter. You can select an ordinary feat in place of a mythic feat and you must meet the normal prerequisites to take that feat.

Hard to Kill (Ex): Whenever you are below 0 hit points, you automatically stabilize without needing to make a Constitution check. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you do not die until your total number of negative hit points is equal to or greater than twice your Constitution score.

Mythic Flaw (Ex): Every mythic character possesses a mythic flaw. This flaw could be your ultimate undoing if you are not careful to conceal it. You must select one of the following flaws.

Dependency: Select one specific type of food or drink (other than water). If you do not ingest the selected food or drink at least once per day, you begin to lose your mythic powers. After the first day of absence, you can no longer regain points of mythic power. After the second day, you lose all the powers and abilities granted by your mythic paths. After the third day, you lose all of your mythic abilities, with the exception of ability score increases and bonus mythic feats. Your powers and abilities are immediately restored as soon as you consume the selected food or drink.

Elemental Vulnerability: Select either acid, cold, electricity, or fire. You take double the normal amount of damage whenever you take damage of the selected type. You can never benefit from resistance or immunity to that element and your mythic saves ability does not apply to any saving throw against a spell or effect that deals damage of the selected type.

Furious Rage: Whenever you are demoralized by the Intimidate skill or hit by a critical hit, you go into an uncontrollable rage. This functions like the barbarian's rage class feature, but you do not gain a bonus to your Strength or Constitution score (even if you have the rage class feature). This limits the actions you can perform and gives you a penalty to your Armor Class. The rage lasts for 1d4 rounds plus a number of rounds equal to your mythic tier, but you are not fatigued after this duration expires.

Hubris: You receive a +4 morale bonus on saving throws against fear. Whenever you succeed at a saving throw against an effect that would have caused you to gain the shaken, frightened, or panicked condition, you instead gain the staggered condition a duration equal to the duration of the effect that you saved against, as you spend part of each round bragging about your own abilities. If you fail a saving throw against such an effect, its duration is doubled.

Insanity: Whenever you are hit by a critical hit or fail a saving throw against a mind-affecting spell or special ability, you also gain the confused condition for 1d4 rounds.

Material Weakness: Select cold iron, silver, or wood. Weapons made primarily from the selected material automatically confirm all critical hits against you and the critical multiplier is increased by 1, to a maximum of $\times 4$. If you ever gain damage reduction, no matter the source, weapons made primarily from the selected material bypass that damage reduction.

School Aversion: Select one school of magic, except for divination. Whenever you must make a saving throw

against a spell or effect of the selected school, you take a –4 penalty on the saving throw. The effects of such spells (if harmful) last twice as long if you fail your saving throw. In addition, your mythic saves ability does not apply to saving throws made against spells and effects of the selected school. You can't benefit from spells and effects from the selected school.

Weapon Weakness: Select one group of weapons from the list of fighter weapons. Weapons from the selected group gain a +4 bonus on attack and damage rolls against you. If a weapon from the selected group scores a critical hit against you, the critical multiplier is increased by 1, to a maximum of ×4. If you ever gain damage reduction, no matter the source, weapons from the selected group bypass that damage reduction.

Amazing Initiative (Ex): At 2nd tier, you gain a +20 mythic bonus on initiative checks. In addition, you can expend one use of mythic power each round to take an additional turn, treating your initiative for this second turn as your initiative roll without the +20 mythic bonus. Using this ability is a free action that must be decided at the end of your first action during the round. This additional turn allows you to take the full range of actions available to you, but both turns still only count as one round for the purposes of durations and other effects based on rounds.

Recuperation (Ex): At 3rd tier, you are restored to full hit points after 8 hours of rest as long as you're not dead. This ability does not restore hit points lost to mythic damage (see page 35). In addition, expending one use of mythic power and resting for 1 hour allows you to regain a number of hit points equal to half your full normal hit points (up to a maximum of your full normal hit points) and regain the use of any class features that are limited to a number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as if you had gained 8 hours of sleep for such abilities. This rest does not refresh the use of mythic abilities such as mythic power or other mythic abilities that are limited to a number of times per day.

Mythic Saves (Ex): At 5th tier, whenever you succeed at a saving throw against a spell or special ability, you suffer no effect as long as that ability did not come from a mythic source, such as a mythic creature or character. If you fail such a saving throw, you take the reduced effect instead (if one is given by the spell or effect). If the spell comes from a mythic source, you treat the results of any saving throw required by the spell or special ability as normal.

Force of Will (Ex): At 7th tier, you can exert your will to cause events to unfold as you would like. As an immediate action, you can expend one use of mythic power to reroll any d20 roll you have made, or force

any nonmythic creature to reroll any d20 roll. You can use this ability after the results are revealed, but the roller must take the results of the second roll, even if it is worse.

Unstoppable (Ex): At 8th tier, you can expend one use of mythic power to negate any condition currently afflicting you, except dead, dying, flat-footed, or unconscious. All other conditions and effects remain, even those caused by the same spell or effect that caused the negated condition. Using this ability is a free action, and can be done at the start of your turn even if a condition would prevent you from acting.

Immortal (Su): At 9th tier, if you are killed, you return to life 24 hours later, regardless of the condition of your body or the means by which you were killed. When you return to life, you are not treated as if you had rested and do not regain the use of any of your abilities that comes with such rest. This ability does not apply if you have mythic damage in excess of half your full normal hit point total at the time of your death.

Legendary Hero (Su): At 10th tier, you have reached the height of mortal power. You regain uses of your mythic power at the rate of one use per hour, in addition to completely refreshing your uses each day. In addition, your immortal ability now applies as long as you do not have mythic damage in excess of your full normal hit point total at the time of your death.

MYTHIC PATHS

Every mythic character belongs to one mythic path. Each path represents a character's journey into legend, and each tier in that path grants abilities and features related to that pursuit. Upon achieving the 1st mythic tier (called the moment of ascension), a character must choose one mythic path to follow. Characters can choose from the following mythic paths.

Archmage: Master of arcane magic, the archmage effortlessly casts extremely powerful spells and shapes reality with a whim.

Champion: Unparalleled in combat, the champion stands triumphant on the battlefield, surrounded by bruised and broken foes.

Guardian: None can get past the impervious guardian—none can threaten what this devout hero protects.

Hierophant: Drawing on power that goes beyond the gods, the hierophant is an inviolate vessel for the divine.

Marshal: Inspiration and courage make the marshal the greatest leader, capable of leading troops to victory over any challenge.

Trickster: Skill, training, and savvy make the trickster the master of the impossible—defying unbeatable obstacles and traps, tricking the wise, and hitting unattainable targets.

ARCHMAGE

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

Archmage Features

As they increase in tier, archmages gain the following abilities.

Mythic Spells: At 2nd tier, you can select one mythic spell (see Chapter 3) and can expend your mythic power to cast that spell with enhanced results. You must have the normal arcane version of the spell in your spellbook or on your list of spells known. At 4th tier and every 2 tiers thereafter, you can select another mythic spell.

Archmage Arcana: Select one of the following abilities at 1st tier. Once chosen, it can't be changed.

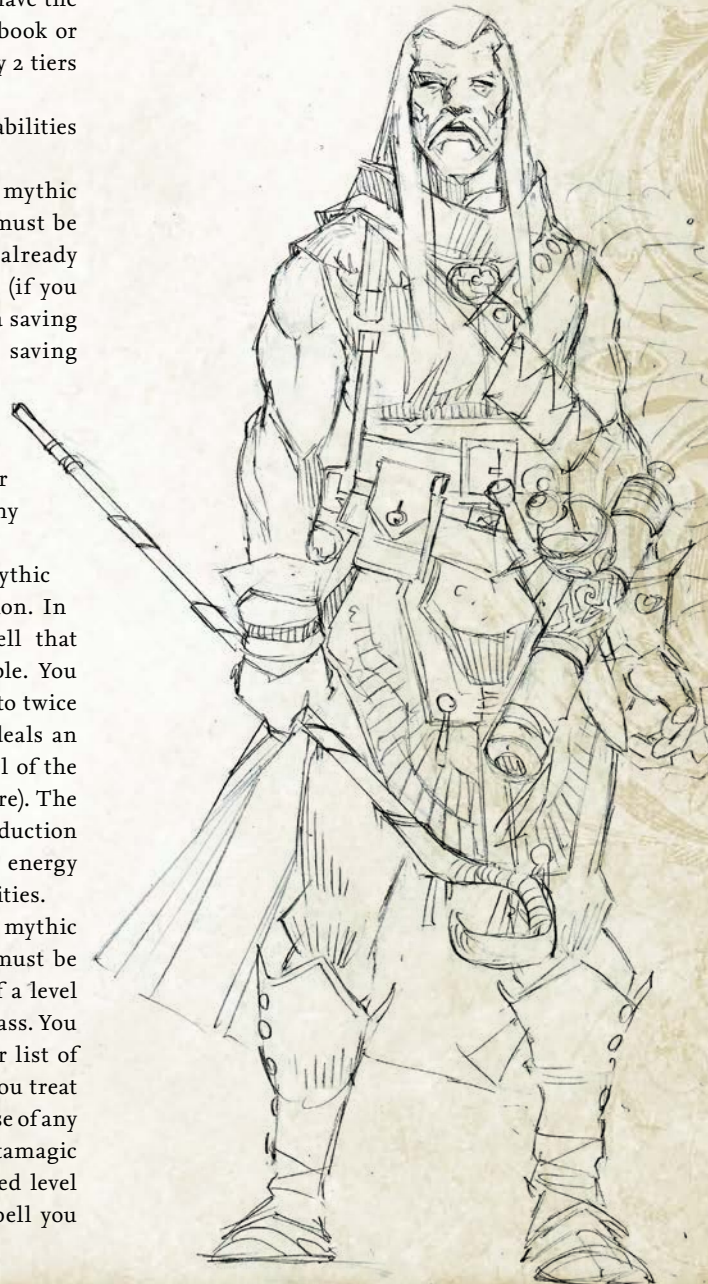
Arcane Surge (Su): You can expend one use of mythic power to cast any one arcane spell. This spell must be one that you prepared for the day (even if it has already been cast) or be from your list of spells known (if you cast spells spontaneously). If the spell requires a saving throw, any nonmythic targets making such a saving throw must roll twice and take the worse result. In addition, when using this ability you can roll twice and take the better result on any check made to overcome spell resistance, adding your archmage tier to the result. You can't apply any metamagic feats to this spell.

Mage Strike (Su): You can expend one use of mythic power to make one melee attack as a swift action. In addition, you can expend any one arcane spell that you have prepared or slot that you have available. You receive an insight bonus on the attack roll equal to twice the level of the spell expended, and the attack deals an additional 2d6 points of energy damage per level of the spell expended (either acid, cold, electricity, or fire). The damage from this attack bypasses any damage reduction the target might possess, but the additional energy damage is still subject to resistances and immunities.

Wild Arcana (Su): You can expend one use of mythic power to cast any one arcane spell. This spell must be on one of your arcane spell lists and must be of a level that you can cast using that arcane spellcasting class. You don't need to have the spell prepared or on your list of spells known. When casting a spell in this way, you treat your caster level as two levels higher for the purpose of any effect dependent on level. You can apply any metamagic feats you know to this spell, but its total adjusted level can't be greater than the highest-level arcane spell you can cast using that spell's spellcasting class.

TABLE 1-3: ARCHMAGE

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



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

Path Ability: At 1st tier, and every tier thereafter, select one new path ability from the following list or from the list of universal path abilities (see page 20). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. You must meet the minimum archmage tier requirement before selecting an ability.

Abundant Casting (Ex): Whenever you cast a spell that affects a limited number of targets (but more than one), you may add your mythic tier to the number of targets that you can affect. For example, a 5th level wizard with 1 mythic tier can target up to 6 creatures when casting *haste*. In addition, you can expend one use of mythic power when casting a spell that affects only one target. That spell instead affects two targets, but the additional target must be a legal target for the purpose of the original spell. If the spell requires a touch attack, you must hold the charge to make a second attack.

Channel Power (Su): You gain the ability to channel raw arcane power into a spell you cast. Using this ability requires you to expend one use of mythic power while casting an arcane spell. Any damage dealt by the spell is increased by 50%. In addition, if the spell has a duration greater than 1 round, the duration is doubled. Any saves required by the spell are made at a -4 penalty, although mythic creatures reduce this penalty to -2. This spell ignores any spell resistance the targets have, and any damage it deals bypasses the targets' energy resistances or energy immunities. You must be at least 8th tier before selecting this ability.

Competent Caster (Ex): You learn to cast your simple spells with grace and ease, allowing you to maintain focus on the foes around you. Whenever you cast an arcane spell that is at least one level lower than the highest-level spell you can cast using that spellcasting class, you automatically succeed at the concentration check to cast that spell. You must make a check normally for spells of the highest level you can cast.

Component Power (Ex): You can ignore any one component when casting a spell. You can ignore the material component or focus component only if its total value is equal to or less than 100 gp for each mythic tier you possess. You can decide which component to ignore each time you cast a spell. You can take this ability more than once. Each additional time you take this ability, you can ignore an additional component when casting a spell. You must be at least 3rd tier before selecting this ability.

Deep Understanding (Ex): You begin to understand the pattern behind all magic. You automatically identify any

arcane spell cast within 60 feet as long as it is on your spell list and is of a level that you can cast. In addition, whenever you attempt to identify a magic item using *detect magic* or a similar effect, you can take 10 on the check to determine its properties.

Endless Power (Su): You gain the ability to cast spells without expending your power. If you are capable of casting arcane spells of 5th level or higher, whenever you cast a 1st-level arcane spell it is either not expended (if you prepare spells) or doesn't use up a spell slot (if you casts spells spontaneously). You must be at least 6th tier before selecting this ability. You can select this ability more than once. Each time you do, the level of arcane spells you can cast without expending the spell or using up the spell slot increases by one, to a maximum of 3rd level.

Enduring Armor (Su): When preparing your spells you may leave a single arcane spell slot unfilled in order to grant yourself a lasting armor of force. This effect grants you an armor bonus equal to $3 + 1/2$ the level of the empty spell slot (minimum 1). The armor persists as long as the spell slot remains empty. This ability is an abjuration effect with a level equal to the level of the spell slot. If it is dispelled or otherwise ended, it can be resumed as a standard action.

Familiar Mind (Su): As a standard action, you can see and hear through your familiar's eyes and ears. While using this ability you can't see or hear using your normal senses and you can't move. You can also speak through your familiar, using your own voice to do so. Finally, you can expend one use of mythic power to cast one arcane spell using your familiar as the spell's caster. You must expend the spell as normal when using this ability. Aside from its origin, all other aspects of the spell are based upon the archmage.

Itemcraft (Ex): You are skilled at getting the most out of magic items. You add $1/2$ your archmage tier (minimum 1) to the caster level of potions, scrolls, staves, and wands you use when determining the effects of the spells created by them. When using a staff, wand, or other charged item, you can expend one use of mythic power in place of one charge.

Metamastery (Su): You can expend one use of mythic power as a swift action to pick any one metamagic feat that you know that increases the level of the spell by no more than one level. For the next 10 rounds, you can apply this metamagic feat to any arcane spell you cast without increasing the overall spell level or casting time. You can also use this ability on a spell cast from a scroll, staff, or wand. You can't have more than one use of this ability active at a time. If you use this ability again, any previous use immediately ends. You must be at least 3rd tier before selecting this ability. This ability can be selected more than once. Each time you select this ability, the maximum

level increase of the metamagic feat chosen goes up by one, to a maximum of four.

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

Spell Endurance (Ex): You can extend the duration of a spell effect by casting the same spell on the existing target, adding the second duration to any duration that remains on the first casting. This does not otherwise alter any variable effects of the original casting. If the spell allows a saving throw, the target can make a saving throw to avoid extending the effect.

True Archmage (Ex): At 10th tier, whenever you cast an arcane spell that targets one or more nonmythic creatures, those creatures must roll any saving throws associated with the spell twice and take the worse result. In addition, you gain spell resistance equal to 15 + your highest arcane caster level, but only against arcane spells. Once per round when your spell resistance protects you from a spell cast by an enemy mythic creature, you regain one use of mythic power. You can't gain more uses of mythic power than your maximum.

CHAMPION

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

Champion Features

As they increase in tier, champions gain the following abilities.

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

Champion Strike: Select one of the following abilities at 1st tier. Once chosen, it can't be changed.

Distant Barrage (Ex): You can expend one use of mythic power to make a ranged attack at your highest attack bonus as a swift action (in addition to any other attacks you might make this round). When making a distant barrage, you ignore all cover and concealment

TABLE 1-4: CHAMPION

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



the target possesses (except total cover) and add your champion tier as an insight bonus on the attack roll. Damage from this attack bypasses damage reduction.

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

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

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the following list or from the list of universal path abilities (see page 20). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. You must meet the minimum champion tier requirement before selecting an ability.

Aerial Assault (Su): When making a charge attack you may expend one use of mythic power. If you do, include a single Acrobatics check made to jump with a circumstance bonus equal to your champion tier \times 10. You take no falling damage for height gained as part of this leap. In addition, you may substitute your melee attack for a single grapple check as part of this aerial charge. Any creature you successfully grapple is brought to the ground with you at the end of your jump. This creature takes falling damage for half the height gained in your jump. Alternatively, you may use this leap to empower your charge. Calculate the falling damage appropriate for your descent and add this to the damage caused by your charge attack, if successful.

Always a Chance (Ex): Whenever you make an attack roll that results in a natural 1 on the die, the attack is not automatically a miss.

Armor Master (Ex): You do not suffer any armor check penalty or arcane spell failure chance when wearing light armor or using a shield. In addition, the maximum Dexterity does not apply so long as the armor you wear is light. This ability can be selected more than once. The second time it is selected, it also applies to medium armor. The third time it is selected, it also applies to heavy armor.

Critical Master (Ex): Whenever you roll a critical threat against a nonmythic creature, you automatically confirm the critical hit and deal the maximum amount of damage against that creature. You must be at least 6th tier to

select this ability. This ability can be selected twice. Selecting this ability a second time allows it to apply to mythic creatures as well as nonmythic creatures.

Devastating Smash (Su): Whenever you attack an unattended object, ignore any hardness less than 30 and halve any hardness 30 or higher. In addition, you add twice your champion tier to the damage roll. If you expend one use of mythic power making such an attack, ignore all hardness and deal triple the normal amount of damage (except for your champion tier, which is still only added twice).

Fistful of Daggers (Ex): When you make a full attack with thrown weapons, you can choose to make a single attack roll and apply the results to any number of creatures in a 30-foot cone. Roll damage once and apply that damage to all creatures hit by the attack. This attack can't deal precision damage. Use the bonuses to attack and damage from the least powerful weapon thrown (for example, if you have a +2 dagger and 20 masterwork daggers, make the attack and damage rolls based on the masterwork daggers' bonuses). Apply any effects of concealment for each target as normal. If the attack is a critical threat, choose one enemy to target with the critical threat. You must be at least 6th tier before selecting this ability.

Fleet Warrior (Ex): When making a full attack, you can move up to your speed either before or after the attack. This movement provokes attacks of opportunity as normal. You must be at least 5th tier before selecting this ability.

Perfect Strike (Ex): You can expend one use of mythic power as a standard action to deliver a perfect strike. A perfect strike attack is made using your full base attack bonus. If the attack hits, it deals twice the normal amount of damage, and this damage bypasses damage reduction and hardness. Damage that is not multiplied on a critical hit is not multiplied on a perfect strike. Perfect strike can be used in conjunction with any champion's strike, but you must expend a total of two uses of mythic power to do so. You must be 8th tier before selecting this ability.

Precision (Ex): Whenever you make a full attack, the penalty on additional attack rolls is reduced by 5. This ability can't reduce the penalty on additional attacks to less than 0. For example, a 12th-level fighter, whose total attack bonus was +16/+11/+6 when making a full attack would use +16/+16/+11 with this ability. You must be at least 3rd tier before selecting this ability. This ability can be selected more than once. Each time it is selected, the penalty on additional attacks is reduced by an additional -5.

Stanch Wounds (Ex): You are immune to all bleed damage, including bleed damage that causes ability damage or drain. Any other effects that occur in addition to the bleed, such as damage from an attack, still affect you as normal.

Sweeping Strike (Su): Whenever you make a full-attack action, you can decide to make only one attack roll and apply the results of that roll to all enemies within your reach. Roll damage only once, and apply it to all foes hit by the attack. If the attack is a critical threat, choose only one enemy to target with the critical threat. You must be at least 6th tier before selecting this ability.

Through Shot (Ex): You make a single powerful shot that penetrates all creatures in a line. As a standard action, make a single ranged attack and resolve the attack against all targets in a straight line up to the maximum range increment of your weapon. Roll damage once and apply that damage to all creatures hit by the attack. You can expend one use of mythic power to deflect the path of the arrow up to twice as it strikes targets or objects; each deflection can alter the path of the arrow up to 45 degrees, and you must choose to do this before making the attack roll. You can use these deflections to shoot around corners or cover. You must be at least 3rd tier before selecting this ability.

To the Death (Ex): When below 0 hit points you don't fall unconscious and don't take damage from acting normally. You do not die until your total number of negative hit points is equal to or greater than three times your Constitution score.

Wall Smasher (Ex): You can make a bull rush, ki throw, or reposition combat maneuver to smash a foe into a wall (or similar solid object). If the combat maneuver is successful, deal your normal unarmed strike damage to the wall. If the wall is breached, the creature smashes through, taking damage equal to the damage dealt to the wall and landing prone. Otherwise, the creature lands in the nearest empty space. You can expend one use of mythic power to ignore the hardness of the object struck.

Legendary Champion (Ex): At 10th tier, whenever you make an attack roll against a nonmythic foe and miss, you may immediately roll again but must take the result of the reroll even if it's worse. In addition, you regain one use of mythic power whenever you roll a natural 20 on an attack roll, up to a maximum of once per round. You can't gain more uses of mythic power than your maximum.

GUARDIAN

Not all mythic characters find themselves seeking glory and fame for themselves. Some take a more humble route, watching over those around them or the lands they call home. Guardians find kinship with those around them, both man and beast, drawing their power from the trust of such bonds. This does not mean that all guardians are peaceful—indeed many

TABLE 1-5: GUARDIAN

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



use violent means to further their goals and safeguard those they watch over. In battle, none can take the sort of punishment and wounds that a guardian can sustain.

Guardian Features

As they increase in tier, guardians gain the following abilities.

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

Guardian's Call: Select one of the following abilities at 1st tier. Once chosen, it can't be changed.

Absorb Blow (Su): You can expend one use of mythic power as an immediate action whenever you take damage from a single source, such as a dragon's breath, a spell, or a weapon. You take 10 fewer points of damage from this source per guardian tier you possess. In addition, for every 10 points of damage prevented by this ability, you gain DR 1/epic and 5 points of energy resistance against all energy types (acid, cold, electricity, fire, and sonic) for 1 minute. This DR and resistances stack with DR or resistances you possess from sources other than this ability.

Beast Fury (Su): You can expend one use of mythic power as a swift action to grant a boon to your animal companion, cohort, eidolon, familiar, or mount. The boon allows the creature to, as an immediate action, move up to its speed and make one attack with any one of its natural weapons. When making this attack, the creature rolls twice and takes the better result. Any damage dealt by this attack is treated as epic for the purposes of overcoming damage reduction.

Sudden Block (Su): You can expend one use of mythic power as an immediate action whenever a melee attack is declared against you to force the creature making the attack to roll twice and take the worse result. You also add your guardian tier as an insight bonus to your AC against this attack. Once the attack is resolved, you may make one melee attack against the creature that made the attack. The damage from this attack is treated as epic for the purposes of overcoming damage reduction.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the following list or from the list of universal path abilities (see page 20). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. You must meet the minimum guardian tier requirement before selecting an ability.

Additional Call (Ex): You gain one additional guardian's call. This ability can be selected more than once.

Ally Defense (Su): You can expend one use of mythic power as an immediate action whenever a melee attack

is declared against an adjacent ally. The attacking creature must roll twice on its attack roll and take the worse result. In addition, the target of the attack gains an insight bonus to its AC equal to your tier until the start of its next turn.

Call Arrows (Su): As an immediate action you can cause all ranged attacks targeted at allies within 30 feet to redirect to you (even if you're out of the attack's range). This causes the attack rolls to be made against your Armor Class. This effect persists until the end of your next turn, automatically retargeting any ranged attacks away from allies and onto you.

Cage Enemy (Ex): You can prevent an enemy from escaping your reach. Any creature attempting to move out of your melee reach provokes attacks of opportunity, even when making a 5-foot step. If the attack of opportunity hits and deals damage, the creature does not move out of your reach and its action is wasted. Creatures taking the full withdraw action do not provoke an attack of opportunity from you due to this ability (although they still might for other reasons, depending on their movement). In addition, if you charge a creature and hit with the charge attack, that creature cannot move from its space until the beginning of your next turn, although spells that move the creature still function. You must be at least 3rd tier before selecting this ability.

Catch Hazard (Su): You can prevent area of effect traps (including rock falls, avalanches, and natural traps) from harming adjacent allies. If you are in the area of effect or adjacent to a square or ally affected by the trap, you attempt a Reflex saving throw using the trap's save DC. If the trap normally makes an attack roll, the save DC is 10 + the bonus on the attack roll. If you succeed on your Reflex save, none of your adjacent allies takes any damage and you take half damage. If you fail your Reflex save, you and your allies are affected normally.

Devastating Smash (Su): Whenever you attack an unattended object, ignore any hardness less than 30 and halve any hardness 30 or higher. In addition, you add twice your guardian tier to the damage roll. If you expend one use of mythic power making such an attack, ignore all hardness and deal triple the normal amount of damage (except for your guardian tier, which is still only added twice).

Dimensional Grapple (Su): When an opponent you are currently grappling or pinning attempts to use any kind of teleportation spell or effect, you can make a Will save against the effect. If successful you become aware of both the type of effect and its destination. You may then choose whether to block the effect, preventing the dimensional movement as if by *dimensional anchor*, or to accompany the caster as if you were gear with negligible weight. You must be at least 4th tier before selecting this ability.

Drive Back (Ex): You can use the force of your sweeping blow to drive creatures away from yourself and your allies. As a standard action, you can make a single combat maneuver check and apply the results against the CMD of all creatures within your reach. Any creature struck by this attack is also subject to a bull rush combat maneuver, using the results of the attack roll as the combat maneuver check. You must be at least 3rd tier to select this ability.

Epic DR (Su): You gain DR 5/epic. You must be 3rd tier before selecting this ability. This ability can be taken a second time at 6th tier or higher and a third time at 9th tier or higher. Each additional time it is taken, the DR is increased by 5, to a maximum of DR 15/epic.

Mythic Companion (Su): Select one animal companion, cohort, eidolon, familiar, or mount gained from one of your class features or feats. That creature gains can call upon mythic power (as the base mythic ability) a number of times per day equal to your guardian tier. This mythic power can be used only to add a d20 roll, and uses the same type of die you use for your mythic power.

Quick Recovery (Ex): Whenever you are subject to a spell, spell-like ability, or special ability that imposes one of the following conditions the duration of those conditions is halved: dazed, dazzled, deafened, sickened, and stunned. You can take this ability twice. The second time you take this ability, it also applies to blinded, nauseated, and paralyzed. Any other effects related to these spell or ability that caused the condition is unaffected.

Snatch Spell (Su): You can attempt to snatch any ray or spell that produces a projectile that passes through your space, targets your space, or targets a square adjacent to you. As an immediate action, you can expend one use of mythic power to make a Reflex save against the spell (even if that particular spell doesn't usually permit one). If this save is successful the spell is re-directed to any square within your reach, where it has its effects normally. You cannot use this to target another creature with the ray or projectile, even if you select a square that creature occupies. For spells that create multiple rays you can attempt to snatch only one, even if several pass within range.

Sweeping Strike (Su): Whenever you make a full-attack action, you can decide to make only one attack roll and apply the results of that roll to all enemies within your reach. Roll damage only once, and apply it to all foes hit by the attack. If the attack is a critical threat, choose only one enemy to target with the critical threat. You must be at least 6th tier before selecting this ability.

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

True Defender (Su): At 10th tier, whenever you take damage from a melee or ranged attack made by nonmythic creature, the damage is halved. This is applied after all other reductions in damage, such as damage reduction. In addition, you regain one use of mythic power whenever an enemy scores a critical hit against you, up to a maximum of once per round. You can't gain more uses of mythic power than your maximum.

HIEROPHANT

Those who draw upon a god's divine power find themselves limited by the source of their devotion, but such restrictions do not exist for the hierophant. Mythic characters who heed this calling gain their powers through their own link to the divine, directly from the source of devotion instead of relying upon an intermediary deity. While most still venerate a divine being, the spirit of nature, or the power of life itself, they become more like patrons and less like devotees.

Hierophant Features

As they increase in tier, hierophants gain the following abilities.

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

Mythic Spells: At 2nd tier, you can select one mythic spell (see Chapter 3) and can expend your mythic power to cast that spell with enhanced results. You must be able to cast the normal divine version of the spell or have it on your list of spells known. At 4th tier and every two tiers thereafter, you can select another mythic spell.

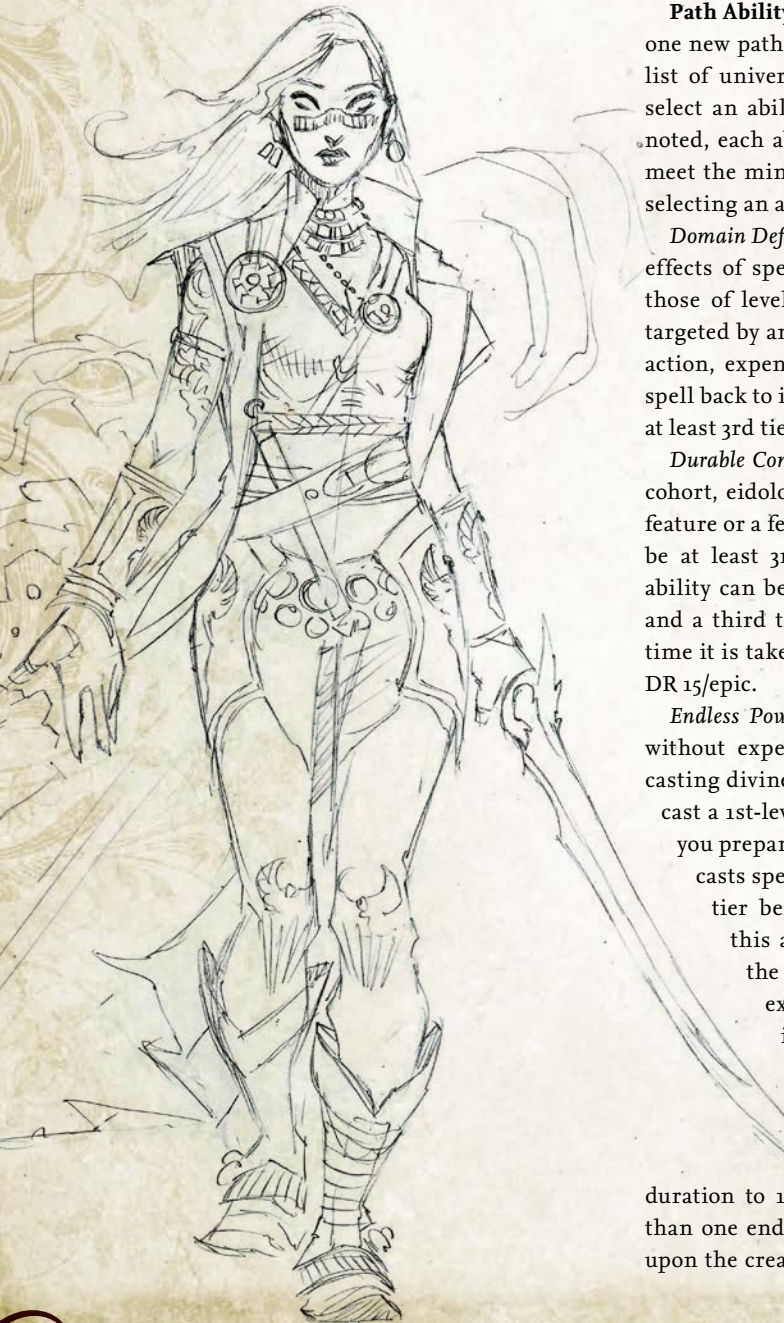
Divine Surge: Select one of the following abilities at 1st tier. Once chosen, it can't be changed.

Beast Fury (Su): You can expend one use of mythic power as a swift action to grant a boon to your animal companion, cohort, eidolon, familiar, or mount. The boon allows the creature to, as an immediate action, move up to its speed and make one attack with any one of its natural weapons. When making this attack, the creature rolls twice and takes the better result. Any damage dealt by this attack is treated as epic for the purposes of overcoming damage reduction.

Inspired Spell (Su): You can expend one use of mythic power to cast any one divine spell. This spell must be on one of your divine spell lists and must be of a level that you can cast using that divine spellcasting class. You don't need to have the spell prepared or on your list of spells known. When casting a spell in this way, treat your caster level as two levels higher for the purpose of any effect dependent on level. You can apply any metamagic feats you know to this spell, but its total adjusted level

TABLE 1-6: HIEROPHANT

Tier	Path Features	Mythic Spells
1st	Bonus hit points, divine surge, path ability	—
2nd	Path ability	1
3rd	Path ability	1
4th	Path ability	2
5th	Path ability	2
6th	Path ability	3
7th	Path ability	3
8th	Path ability	4
9th	Path ability	4
10th	Divine vessel, path ability	5



can't be greater than the highest-level divine spell you can cast using that spell's spellcasting class.

Recalled Blessing (Su): You can expend one use of mythic power to cast any one divine spell. This spell must be one that you prepared for the day (even if it has already been cast) or be from your list of spells known (if you cast spells spontaneously). If the spell requires a saving throw, any nonmythic targets making such a saving throw must roll twice and take the worse result. In addition, if the spell cures an affliction, heals damage, or removes a condition, you can roll any dice associated with the spell twice and take the better result. You can't apply any metamagic feats to this spell.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the following list or from the list of universal path abilities (see page 20). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. You must meet the minimum hierophant tier requirement before selecting an ability.

Domain Deflection (Su): You are immune to any harmful effects of spells granted by any of your domains, even those of levels you are not yet able to cast. If you are targeted by any of these spells you may, as an immediate action, expend one use of mythic power to deflect the spell back to its caster as if with *spell turning*. You must be at least 3rd tier before selecting this ability.

Durable Companion (Ex): Select one animal companion, cohort, eidolon, familiar, or mount gained from a class feature or a feat. That creature gains DR 5/epic. You must be at least 3rd tier before selecting this ability. This ability can be taken a second time at 6th tier or higher and a third time at 9th tier or higher. Each additional time it is taken, the DR increases by 5, to a maximum of DR 15/epic.

Endless Power (Su): You gain the ability to cast spells without expending your power. If you are capable of casting divine spells of 5th level or higher, whenever you cast a 1st-level divine spell it is either not expended (if you prepare spells) or doesn't use up a spell slot (if you casts spells spontaneously). You must be at least 6th tier before selecting this ability. You can select this ability more than once. Each time you do, the level of divine spells you can cast without expending the spell or using up the spell slot increases by one, to a maximum of 3rd level.

Enduring Blessing (Su): Whenever you cast a spell with a duration of 10 minutes per level or longer upon a single willing target, you can change that spell's duration to 1 day. A creature can't be subject to more than one enduring blessing at a time; if another is cast upon the creature, the first enduring blessing ends. You

must be at least 5th tier before selecting this ability. This ability can be selected twice. The second time allows it to be used with spells that have a duration of 1 minute per level or longer. You must be at least 8th tier before selecting this ability a second time.

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

Instruments of Faith (Su): You gain DR 15/— against attacks made by your deity's favored weapon. In addition, you may expend one use of mythic power as a standard action to make a sunder or disarm attempt against all foes within 60 feet wielding your deity's favorite weapon. You may choose between these maneuvers for each target, but use the same combat maneuver check result for all. Your CMB for this ability uses your caster level in place of your base attack bonus and your mythic ability score modifier in place of Strength. You gain a bonus on the check equal to your mythic tier.

Itemcraft (Ex): You are skilled at getting the most out of magic items. Add 1/2 your hierophant tier (minimum 1) to the caster level of potions, scrolls, staves, and wands you use when determining the effects of the spells created by them. When using a staff, wand, or other charged item, you can expend one use of mythic power in place of one charge.

Mighty Summons (Su): Any creatures you summon using *summon monster* or *summon nature's ally* spells receive 2 bonus hit points per Hit Die and DR 5/magic. Whenever you use one of these spells to summon more than one creature, you receive one additional creature of the same type. When casting such a spell to summon just one creature, you can expend one use of mythic power to give it the agile or savage mythic simple template (see pages 47–48).

Mythic Companion (Su): Select one animal companion, cohort, eidolon, familiar, or mount gained from one of your class features or feats. That creature gains can call upon mythic power (as the base mythic ability) a number of times per day equal to your hierophant tier. This mythic power can be used only to add a d20 roll, and uses the same type of die you use for your mythic power.

Otherworldly Insight (Ex): You can automatically detect the alignment of any outsider you see or any creature you witness casting a divine spell. If the creature worships a deity, you also learn which deity. Spells and effects that mask a creature's alignment prevent the use of this ability as well. Whenever you cast a spell that affects creatures differently based on alignment, you can decide to have the spell affect creatures with a neutral alignment component (as it relates to the spell) as if they had the alignment component of your choosing. For example,

when using *holy smite*, you could treat a lawful neutral creature as lawful good or lawful evil, a chaotic neutral creature as chaotic good or chaotic evil, and a neutral creature as neutral good or neutral evil.

Plantbringer (Su): All plants within a 1-mile radius of you grow at twice their normal rate and do not suffer from any sort of disease or malady. Plant creatures within 30 feet of you gain an amount of fast healing equal to your tier.

Power Current (Su): You learn to tap the current of divine power. Whenever you cast a *cure* or *inflict* spell or use a class feature that uses positive or negative energy (such as channel energy), treat any natural 1s on the dice you rolled as 2s. This applies only to dice rolled to heal or deal damage. You must be at least 3rd tier before selecting this ability. This ability can be selected up to four times. Each additional time it is selected, the range of natural results increased to the next highest result goes up by one (for example, selecting this twice treats any natural 1s or 2s as if they were 3s).

Sacred Boons (Su): Add twice your mythic tier to your class level to determine the effects of your domain abilities. This does not grant you access to domain abilities earlier, it simply increases the effect of domain abilities that you have access to. Additionally, once per day you may expend one use of mythic power as a standard action to regain the use of all of your domain abilities as if you had rested for 8 hours.

Servant of Balance (Su): You do not take any additional damage from a critical hit, but any other effects that trigger on a critical hit still affect you normally. In addition, you always fail any check made to confirm a critical hit. If you have an animal companion, eidolon, familiar, or mount, this ability applies to that creature as well. You must be at least 6th tier before selecting this ability.

Sustained by Faith (Su): If you spend at least 1 hour of prayer or meditation you require no food, water, or sleep for 24 hours. This time can be the same time you use to prepare spells. You must still rest 8 hours to regain spells but you are not subject to fatigue or exhaustion due to a lack of sleep. Additionally, once per day you may expend one use of mythic power as a full-round action to refresh yourself as if you had rested for 8 hours for the purposes of regaining spells and healing heal hit point and ability damage.

Water of Life (Su): Any potions you consume have the maximum effect (as per the Maximize Spell feat). In addition, you can imbue fresh water with spell power to create temporary potions. You can cast any spell that can be made into a potion (using the Brew Potion feat) and whose level is equal to or less than your hierophant tier, into a pint of fresh water. This liquid becomes a

TABLE 1-7: MARSHAL

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

potion containing that spell. Potions you create using this ability are treated as if they were made using the Empower Spell feat. The water remains in this state for 1 hour per hierophant tier.

Divine Vessel (Ex): At 10th tier, whenever you cast a spell that targets one or more nonmythic creatures, those creatures must roll any saving throws associated with the spell twice and take the worse result. In addition, whenever you are healed of hit point damage

by a spell or effect, you are healed for the maximum possible amount. You also gain DR 10/epic. Once per round when you take more than 20 points of damage (after your damage reduction has been applied), you regain one use of mythic power.

MARSHAL

Some are destined for greatness—called to inspire armies, rally the fallen, and bring the most out of those who would follow them. The marshal is such a leader, renowned for vision, courage, and strategic acumen. Soldiers flock to the marshal's banner just for a chance to serve under such a leader, confident that his skill will see them through even the most difficult challenges.

Marshal Features

As they increase in tier, marshals gain the following abilities.

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

Marshal's Order: Select one of the following abilities at 1st tier. Once chosen, it can't be changed.

Advance (Ex): You can expend one use of mythic power as a swift action to order your allies to advance on the field of battle. This allows you and each of your allies within 30 feet to take a move action. Each creature affected by this ability can decide how to use this move action.

Decisive Strike (Su): You can expend one use of mythic power as a swift action to order one ally within 30 feet to make a melee or ranged attack in addition to any other actions or attacks the ally might make on its turn. The target adds your marshal tier as an insight bonus on the attack roll. Any damage dealt by this attack bypasses damage reduction.

Rally (Su): You can expend one use of mythic power as a swift action to rally your allies. This allows you and each of your allies within 30 feet to call upon your courage once in the next round to reroll any one d20 roll after the roll is made. This ability must be used before the beginning of your next turn or it is wasted. The creature must take the result of the reroll, even if it is worse.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the following list or from the list of universal path abilities (see page 20). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. You must meet the minimum marshal tier requirement before selecting an ability.

Additional Order (Ex): You gain gains one additional marshal's order. This ability can be selected more than once.



Assured Skill (Ex): You can expend one use of mythic power to roll any skill check twice and take the higher result. In addition, you add your total mythic tier to the result of the skill check. Using this ability is a free action that must be declared before the roll is made.

Confidence (Su): You have a deep reserve of confidence you can draw upon in times of need. You can call on this confidence three times per day. Calling on confidence works like mythic power, but only to add a die roll to a d20 roll you make (as per the mythic power base ability). You must be at least 3rd tier before selecting this ability. This ability can be selected up to three times. Each time it is selected, you gain three additional uses of confidence per day.

Fight On (Su): As an immediate action, you may expend one use of mythic power to stop a creature reduced to fewer than 0 hit points from falling unconscious or dying. Instead the creature ignores its negative hit point total and can't die from hit point loss until the beginning of your next turn. On your next turn, you can extend this effect for 1 round by expending another use of mythic power. Regardless of the damage the creature sustains it cannot die, but additional damage is still added to its negative hit point total. If the creature has enough negative hit points to kill it when you cease to maintain this effect, the creature dies. The creature must be within 30 feet for you to start or extend this effect. You can't use this ability on yourself. You must be at least 6th tier to select this ability.

Focus (Su): After you or a mythic ally within 30 feet uses mythic power to add to a d20 roll, you may reroll the extra die granted by mythic power. You must take the result of the reroll even if it is worse. This can't be used to reroll the die added to a d20 roll from the confidence ability.

Greater Power (Su): Your mythic power is greater than most. Whenever you call on mythic power (or confidence) to add a die to a d20 roll you have just made, the type of die is increased by one step (d6 becomes d8, and so on). If you would normally roll a d12, instead roll 2d8 and add both dice to the d20 roll.

Inspiring Deeds (Su): You can expend one use of mythic power as a swift action to inspire your allies with your deeds. At the start of each ally's turn, if that ally is within 30 feet of you she can chose to move up to her speed as a free action or can take an additional attack if she takes a full attack action (as per *haste*). This ability lasts a number of rounds equal to your marshal tier, but immediately ends if you do not make at least one attack each round or target at least one foe with a spell each round. You must be at least 5th tier before selecting this ability.

Itemcraft (Ex): You are skilled at getting the most out of magic items. You add 1/2 your marshal tier (minimum 1) to the caster level of potions, scrolls, staves, and wands

you use when determining the effects of the spells created by them. When using a staff, wand, or other charged item, you can expend one use of mythic power in place of one charge.

Lend Power (Su): As an immediate action, you can grant one use of your mythic power or confidence ability to a mythic ally within 30 feet. This expends your mythic power or confidence ability as normal. If the ability is used to add to a die roll, it uses your die type. The ally must spend this use of mythic power or confidence before the start of your next turn; any use not spent is returned to you.

Loyalty (Ex): You gain Leadership as a bonus feat. If you already have the Leadership feat (or takes it at a later level), you add your marshal tier to your Leadership score. Whenever you use your marshal's order ability, it affects your cohort if she is within 100 feet, even if she is not the target of the ability (such as when you're using decisive strike on a different ally).

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

Perfect Aid (Ex): Whenever you use the aid another action, the target adds 1/2 your marshal tier to the roll in addition to the +2 bonus. In addition, if you spend a use of your mythic power or confidence to add to your check, the result is also added to the check made by the ally you are aiding.

Rise Up (Su): Allies around you draw strength from your courage and leadership. Nonmythic allies within 30 feet of you can call upon mythic power once per day to add a die roll to any d20 roll they make (as though they each had one use of mythic power per day). The die type used is the same you gain from your mythic power.

Stand Tall (Su): Before you roll a saving throw against a spell or effect that also targets one or more allies within 30 feet, you can spend a use of mythic power as a free action. If you do, your allies may take either the result of your die roll for the saving throw or their own die roll, whichever is better. Your allies still add their own saving throw bonus to the die roll.

Unwavering Skill (Ex): You become a master at certain skills. You can always take 10 or 20 on any of your class skills, even if threatened or in a hazardous situation (provided the skill allows you to take 10 or 20 in normal situations).

Visionary Commander (Su): At 10th tier, whenever you or an ally within 30 feet rolls for initiative, he may roll twice and take either result. If the first round of combat is a surprise round, you and all allies within 30 feet at the start of the combat can take a full round worth of actions,

TABLE 1-8: TRICKSTER

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



instead of just a move or standard action. Once per round when you or an ally within 30 feet scores a critical hit against a mythic creature, you regain one use of mythic power. You can't gain more uses of mythic power than your maximum.

TRICKSTER

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

Trickster Features

As they increase in tier, tricksters gain the following abilities.

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

Trickster Attack: Select one of the following abilities at 1st tier. Once chosen, it can't be changed.

Deadly Throw (Ex): You can expend one use of mythic power to, as a swift action, draw a thrown weapon or alchemical item and make a ranged attack with it. This attack does not provoke an attack of opportunity. When making a deadly throw, you roll twice for the attack roll and take the better result, adding your trickster tier as an insight bonus. If the attack misses, the weapon or alchemical item lands adjacent to the target, regardless of the range.

Fleet Charge (Ex): You can expend one use of mythic power to move up to your speed as a swift action. At any point during this movement, you can make a single melee or ranged attack, adding your trickster tier as an insight bonus on the attack roll. Damage from this attack bypasses damage reduction.

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

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the following list or from the list of universal path abilities (see page 20). Once you

select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. You must meet the minimum trickster tier requirement before selecting an ability.

Additional Trick (Ex): You gain one additional trickster attack. This ability can be selected more than once.

Assured Drinker (Ex): You gain a dodge bonus to AC equal to twice your trickster tier versus attacks of opportunity provoked from drinking an elixir, extract, or potion. Additionally, you can expend one use of mythic power to drink an elixir, extract, or potion as a swift action, which does not provoke an attack of opportunity.

Assured Skill (Ex): You can expend one use of mythic power to roll any skill check twice and take the higher result. In addition, you add your total mythic tier to the result of the skill check. Using this ability is a free action that must be declared before the roll is made.

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

Critical Skill (Su): Whenever you roll a natural 20 on a skill check, you can critically perform that skill. Typically this means that the task takes half the normal amount of time to accomplish. If the skill would normally take a full-round action, it instead takes a standard action. If it would take a standard or move action, it instead takes a swift action. If it would take a swift or free action, it instead takes no time at all. The GM might rule that instead of reducing the amount of time needed, the skill takes the normal amount of time but the critical success results in some other added benefit, depending on the skill being used and the situation. You must be at least 3rd tier before selecting this ability.

Critical Tinkerer (Ex): If you roll a natural 20 on a Use Magic Device check while activating a potion, scroll, staff, or wand, you score a critical success on the attempt and achieve spectacular results. You can maximize or extend the spell effect (as per the metamagic feats), add twice your trickster tier to the caster level, or activate a charged item without expending a charge.

Defensive Move (Ex): Once per round when you move you may designate one foe. You don't provoke attacks of opportunity from that foe due to movement (including standing up from prone), unless you attempt to move through its space (in which case you can attempt an Acrobatics skill check as normal). You can take this ability more than once. Each additional time you select it, you can designate one additional foe when you move.

Enduring Elixir (Su): Whenever you drink an extract or potion with a duration of 10 minutes per level or longer, you can change the duration to 1 day. Using this ability a second time causes the first enduring elixir to end. You

must be at least 5th tier before selecting this ability. This ability can be selected twice. The second time allows you to change the duration of potions or extracts that have a duration of 1 minute per level or longer. You must be at least 8th tier before selecting this ability a second time.

Fickle Attack (Ex): Whenever you roll damage for a melee or ranged attack with a weapon or alchemical item, you can reroll any damage die with a result of 1. You must be at least 3rd tier before selecting this ability. This ability can be selected up to three times. Each additional time you do so, the range of the natural results that allow a reroll increases by 1 (for example, selecting this twice allows a reroll on a natural 1 or 2). You must take the result of the reroll, even if it is lower.

Improbable Prestidigitation (Ex or Su): You can make a Sleight of Hand check to hide or retrieve objects in a personal extradimensional space. Items the size of a potion or dagger can be stored or retrieved with a DC 20 Sleight of Hand check, but the DC increases to 25 for items roughly the size of a one-handed weapon. Items larger than a one-handed weapon can be stashed and retrieved but the DC is 35 or three times the weight of the object, whichever is greater. You can store up to one cubic foot of gear in this fashion per trickster tier. Storing an item is a swift action, and retrieving it is a move action. By expending one use of mythic power, you can retrieve any number of items from your extradimensional space as a swift action.

Itemcraft (Ex): You are skilled at getting the most out of magic items. You add 1/2 your trickster tier (minimum 1) to the caster level of potions, scrolls, staves, and wands you use when determining the effects of the spells created by them. When using a staff, wand, or other charged item, you can expend one use of mythic power in place of one charge.

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

Path Dabbling (Su): You can select any one path ability from another mythic path. Treat your trickster tier as your tier in that path for the purposes of this path ability. You must be at least 3rd tier before selecting this ability, and any tier requirements for taking the other path ability still apply.

Ranged Disable (Ex): You can make a Disable Device check as a standard action from up to 30 feet away using a thrown weapon or reach weapon such as a whip. You take a -5 penalty on the check, and can't take 10 on the check even if you have an ability that would allow you to do so. If you expend one use of mythic power, you ignore the penalty and can make the check in place of an attack in combat.

Supreme Stealth (Ex): Choose one of the following senses: blindsight, echolocation, scent, or tremorsense. You can mask yourself from that sense using the Stealth skill. Creatures must successfully make Perception checks versus your Stealth check to detect you with that sense. You can select this ability more than once, choosing a different sense each time.

This Might Just Work (Ex): Combining optimistic resourcefulness with natural skill you can make a skill check using any class skill in place of another skill check that uses the same ability modifier. You take a –5 penalty on this check. You can normally use this ability once per day, but can use it additional times by as long as you expend one use of mythic power as a swift action before each check.

Unwavering Skill (Ex): You become a master at certain skills. You can always take 10 or 20 on any of your class skills, even if threatened or in a hazardous situation (provided the skill allows you to take 10 or 20 in normal situations).

Supreme Trickster (Su): At 10th tier, whenever you make an attack roll against a nonmythic foe that foe is treated as flat-footed, even if it has abilities that prevent it from being flat-footed. Once per round when you roll a natural 20 on an opposed skill check against a mythic foe, regain one use of your mythic power. You can't gain more uses of mythic power than your maximum.

UNIVERSAL PATH ABILITIES

In addition to the abilities of her path, each mythic character can select from the following path abilities whenever she achieves a new mythic tier. These path abilities can apply to all mythic characters.

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

Feat of Charisma (Su): You can expend one use of mythic power to attempt a feat of Charisma, gaining a +20 circumstance bonus on any one Charisma skill check or ability check.

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

Feat of Dexterity (Su): You can expend one use of mythic power to attempt a feat of Dexterity, gaining a +20 circumstance bonus on any one Dexterity skill check or ability check.

Feat of Intelligence (Su): You can expend one use of mythic power to attempt a feat of Intelligence, gaining

a +20 circumstance bonus on any one Intelligence skill check or ability check.

Feat of Strength (Su): You can expend one use of mythic power to attempt a feat of Strength, gaining a +20 circumstance bonus on any one Strength skill check or ability check. Alternatively, you can use this ability to gain a +20 circumstance bonus to your Strength score for a number of hours equal to your mythic tier, but only for the purposes of determining your carrying capacity.

Feat of Wisdom (Su): You can expend one use of mythic power to attempt a feat of Wisdom, gaining a +20 circumstance bonus on any one Wisdom skill check or ability check.

Mythic Craft (Ex): Whenever you use the Craft skill to create an item, you double your progress with each check. In addition, you can make an item masterwork simply by paying for the cost, without having to increase the time to create the item or make any additional checks. Finally, you add your mythic tier to any skill checks associated with making magic items.

Mythic Spells (Ex): You gain mythic spells like an archmage, using your tier as your archmage tier to determine the spells gained. You cannot select this path ability if you are an archmage or hierophant.

TRIALS

Gaining mythic power is not accomplished by defeating monsters and overcoming ordinary challenges. To rise to the next tier, a mythic character must complete tasks that add to her legend. Such trials become part of her story, much more so than any ordinary accomplishment.

Trials are broken up into two categories: lesser and greater. Lesser trials are individual achievements that the character can strive toward. These trials are broken down by mythic path, along with a list of trials that can be accomplished by any path. Of those listed for her path (and those in the universal trial list), a mythic character can select a number of lesser trials equal to total number required to reach the next tier. If she accomplishes any of these trials, they count toward her next mythic tier. A mythic character can change the lesser trials she is attempting to achieve once per day. If she accomplishes a lesser trial that is on her path list (or the universal trial list) but that she has not currently selected to pursue, she regains one use of her mythic power (up to her maximum number of uses per day). She can regain mythic power in this way only once in an encounter.

Greater trials are important to the world and the story around the mythic character. These trials are usually accomplished by a group of characters and are decided upon by the Game Master. As such, a mythic character does not know when he is attempting a greater

trial, but finds out when the trial is completed. While working toward an important goal, the mythic character might have a very good sense that she is getting close to completing the greater trial, but doesn't know the specific details.

The following list of lesser trials is just a sample of what a character might try to accomplish. The GM is free to use the following list as inspiration and a guideline when determining additional trials. Lesser trials can be accomplished more than once, but achieving a trial multiple times in one tier doesn't contribute to gaining the next tier unless noted otherwise.

Archmage

Beyond Powerful: In one combat, cast three or more spells from scrolls, staves, or wands that are of a higher level than you can normally cast.

Counter Caster: Successfully counterspell three spells from one enemy spellcaster in a single combat (add one to the number required each time you accomplish this trial). This can count multiple times toward a tier.

Intelligent Design: Create an intelligent magic item.

Mass Obliteration: Defeat six or more creatures with a single spell (add one to the number of creatures that must be defeated each time you accomplish this trial). This can count multiple times toward a tier.

Resilient Caster: After sustaining a critical hit while casting a spell, succeed at the concentration check and defeat a foe with the spell.

Savant: Succeed at a DC 20 or higher Knowledge skill check when you rolled a natural 5 or lower.

School Display: Cast at least one spell from each school of magic during a single combat. Do not count spells that are two or more levels below the highest level of spell you can cast.

Swift Doom: Defeat a mythic creature with a single spell on the first round of combat.

Champion

Critical Chain: Score three critical hits in a row in one combat.

Devastating Swipe: Score two critical hits in a single round with the same weapon against different foes.

Distant Crit: Score a critical hit using a ranged weapon against a target who is in the maximum range increment for the weapon.

Legendary Strike: Deal the blow that defeats a creature with an adjusted CR at least 3 higher than your total class level plus mythic tier.

Maneuver Display: Successfully perform at least four different combat maneuvers in a single combat.

Massive Swing: Deal damage to five or more creatures in a single round with melee or ranged attacks.

Solo Warrior: Defeat a mythic creature without assistance from any allies (including animal companions, cohorts, and the like).

Wrestler: Reverse a grapple against a foe and pin that foe on your following turn.

Guardian

Behind Me: Survive a fight against three or more creatures in which none of your allies takes any damage, except for you and any animal companions, cohorts, or mounts that you possess.

Blockade: Without the aid of an ally, in one combat defeat at least four enemies in a corridor or hallway no wider than your total reach, without any enemy creature moving past you.

Death's Door: Confirm a critical hit against a mythic foe while you are at 0 or fewer hit points.

Defensive Strike: Defeat a mythic foe by dealing damage to it for at least three consecutive rounds while fighting defensively.

Indestructible: Survive taking three critical hits in one encounter.

Survive the Tide: Avoid falling unconscious in a combat in which at least eight different enemies attack you (add one to the number of enemies for each time you accomplish this trial). This can count multiple times toward a tier.

Shield Ally: Using path abilities, prevent one ally from taking any damage from an attack at least three times in one encounter.

Unstoppable: Suffer the effects of at least three of the following conditions at the same time while in combat with a mythic foe: blinded, confused, deafened, disabled, exhausted, frightened, nauseated, paralyzed, pinned, and stunned.

Hierophant

Boon Giver: With a single spell or special ability, grant a bonus to at least four different allies who then use (or gain a benefit from) that bonus in a single combat.

Conversion: Convert one creature from an opposing faith or belief system to join your faith or cause. Alternatively, convert at least 20 creatures of another faith or cause (not opposing) to join your faith or cause in a single day.

Deadly Duo: Defeat a mythic creature without assistance from any ally aside from your animal companion, cohort, or mount.

Deliver Soul: Reduce a creature from full hit points to dying or dead with a single spell or ability.

Final Gift: While at 0 or fewer hit points, use a spell, item, or special ability to heal an ally, causing you to fall unconscious and gain the dying condition.

Master Healer: Heal a dying creature to full hit points with a single spell, item, or ability.

Planar Contact: Gain useful information from or negotiate with at least three different planar entities in a single day.

Wild Warrior: While using wild shape or some other polymorph effect, defeat a mythic foe.

Marshal

Charging Hero: While mounted, charge at least five different foes in a single combat, one of which must be a mythic creature.

Desperate Measures: Engage in combat with a mythic foe once you have exhausted all the uses of your mythic power and confidence ability and defeat that foe.

Diplomatic Surrender: Convince a group of enemy creatures that outnumber you and your allies by at least 2 to 1 to surrender before combat begins.

Enduring Allies: Succeed at a saving throw against a spell enhanced with mythic power cast by a foe, when at least three of your allies (or all of your allies, if fewer than three) also succeed at the save.

Performance Victory: Use bardic performance to inspire your allies for 8 or more rounds during one combat.

Simple Success: Defeat an encounter without any of your allies expending uses of their mythic power (though you can use your mythic power to help them).

Swift Victory: Along with your allies, defeat an encounter in a single round.

Tactical Assault: Make an attack against three or more foes that you flank in a single combat.

Trickster

Assassinate: Defeat a creature that has its full normal hit point total with a single melee or ranged attack.

Calm Down: Prevent or end a combat with a single skill check, such as Diplomacy or Bluff.

Close Call: Defeat a creature that has you entangled, grappled, or swallowed whole.

Deadly Dance: In one round, provoke four or more attacks of opportunity, but be hit by none of them.

Outmatched: Succeed at an opposed Bluff, Perception, or Stealth skill check when you rolled a natural 5 or lower.

Ranged Death: Defeat five or more creatures in one combat only using ranged weapons (add one to the number of creatures required each time you accomplish this trial). This can count multiple times toward a tier.

Tumbler: In one round, use Acrobatics to move through the threatened areas of at least five foes without provoking any attacks of opportunity.

Unexpected Strikes: Make attacks against at least three different flat-footed foes (or foes that you treat as flat-footed) in a single combat.

Universal

Improbable Victory: Defeat a creature with an adjusted CR at least 5 higher than your total class level (ignoring mythic tiers and mythic rank).

Mythic Challenge: In one day, defeat a number of mythic creatures with a combined total mythic rank or tier equal to or greater than your current mythic tier times 3.

Perfect Craft: Exceed the required Craft DC for crafting a magic item by 10 or more.

Push On: Overcome six encounters without resting (add one to the number of encounters required each time you accomplish this trial). This can count multiple times toward a tier.

Skill Supremacy: Exceed the DC of a skill check by 20 or more (or by 15 or more if it is not a class skill).

CHAPTER 2: MYTHIC FEATS

Mythic characters and monsters gain mythic feats as they increase in overall mythic tier or rank. These feats can be selected only as part of the mythic character's advancement—not as part of a character's normal advancement or in place of any other bonus feat. Most mythic feats have another feat as a prerequisite and a required mythic tier. These mythic feats enhance the power of their prerequisite feats, making them truly legendary. If a character does not possess any of the necessary prerequisite feats when he gains a mythic feat, he can wait to select a mythic feat until the next time he gains a tier or level.

Acrobatic (Mythic)

Your grace and fluidity are beyond compare.

Prerequisite: Acrobatic, 1st mythic tier.

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

Alertness (Mythic)

Your powers of perception are far beyond those of ordinary people.

Prerequisite: Alertness, 1st mythic tier.

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

Animal Affinity (Mythic)

You know the ways of the wild beasts and can speak in a way they understand.

Prerequisite: Animal Affinity, 1st mythic tier.

Benefit: You get a +2 bonus on Handle Animal and Ride checks. This bonus stacks with that gained from Animal Affinity. In addition, you can expend one use of mythic power to be able to *Speak with Animals* as the spell for 1 minute. Your caster level for this effect is equal to your mythic tier.

Arcane Strike (Mythic)

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

Prerequisite: Arcane Strike, 1st mythic tier.

Benefit: Whenever you use Arcane Strike to imbue your weapons, they gain an additional +1 bonus to attack and damage. In addition, if you expend one use of mythic power you can also add any one magic weapon special ability with a base price modifier of +1. This base price modifier increases by 1 for every three mythic tiers you possess beyond 1st (+2 at 4th, +3 at 7th, and +4 at 10th). If you expend mythic power in this way, your arcane strike (and the bonus special ability) last for a total of 1 minute.

Athletic (Mythic)

You excel far beyond others of your race at feats of great physical prowess.

Prerequisite: Athletic, 1st mythic tier.

Benefit: You get a +2 bonus on Climb and Swim checks. This bonus stacks with that gained from Athletic. In addition, you can expend one use of mythic power to treat a Climb or Swim check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Augment Summoning (Mythic)

Your summoning spells bring no ordinary beasts, but instead mythic creatures drawn to your kindred power.

Prerequisite: Augment Summoning, 3rd mythic tier.

Benefit: Any creature you summon using a *summon* spell is considered mythic for the purpose of interacting with other mythic creatures. It does not gain any mythic abilities or power but is affected by mythic spells and abilities as if it were a 1st-tier mythic creature. Additionally, if the creature summoned has damage reduction, only epic weapons and attacks can bypass that damage reduction.

Blind-Fight (Mythic)

No creature can avoid your preternatural senses.

Prerequisite: Blind-Fight, 1st mythic tier.

Benefit: Whenever you use Blind-Fight to reroll a miss chance due to concealment, you can roll twice and take the better result. Invisible attackers do not receive bonuses against you when making ranged attacks. Finally, as a swift action you can expend one use of mythic power to ignore all miss chances due to concealment for 1 minute.

Cleave (Mythic)

You can easily strike any two foes within reach.

Prerequisite: Cleave, 1st mythic tier.

Benefit: Whenever you use Cleave or Great Cleave, one of your attacks can be made at any foe that is within your reach. That foe does not have to be adjacent to any

other foe you hit with an attack this round. If you expend one use of mythic power when you use Cleave or Great Cleave, you can continue to make attacks against any foes within your reach, regardless of their position, as long as you continue to hit each foe. You can't use this ability to attack a foe more than once per round.

Combat Expertise (Mythic)

You can dart out of the way of attacks with an expert defensive stance.

Prerequisite: Combat Expertise, 1st mythic tier.

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

Combat Reflexes (Mythic)

You can strike viciously any time an enemy gives the slightest opening.

Prerequisite: Combat Reflexes, 1st mythic tier.

Benefit: You can make any number of additional attacks of opportunity per round. As a swift action, you can expend one use of mythic power. Until the beginning of your next turn, whenever a foe provokes an attack of opportunity from you due to movement, you can make an attack of opportunity even if it causes you to make more than one attack against that foe for the same action.

Deceitful (Mythic)

Whether innate or trained, your power to mislead is beyond compare.

Prerequisite: Deceitful, 1st mythic tier.

Benefit: You get a +2 bonus on Bluff and Disguise checks. This bonus stacks with that gained from Deceitful. In addition, you can expend one use of mythic power to treat a Bluff or Disguise check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Dodge (Mythic)

Your uncanny reflexes protect you from attacks, and when focused on dodging you become almost impossible to strike.

Prerequisite: Dodge, 1st mythic tier.

Benefit: You gain a +1 dodge bonus to your AC. In addition, as an immediate action you may expend one use of mythic power to grant yourself an additional +10 dodge bonus to AC against one attack.

Dual Focus (Mythic)

You draw your mythic power from two ability scores.

Prerequisite: 1st mythic tier.

Benefit: Select one ability score other than the score you selected at your moment of ascension (see page 3). You can use your mythic power an additional number of times per day equal to your bonus from that ability score.

Dual Path (Mythic)

You excel in many areas, allowing you to select path abilities from two mythic paths.

Prerequisite: 1st mythic tier.

Benefit: Select a mythic path, other than the path you selected at your moment of ascension (see page 3). You gain the 1st level ability of that path (archmage arcana, champion strike, divine surge, guardian's call, marshal's order, or trickster attack). Whenever you gain a path ability, you can select from list of abilities presented for both paths, as well as from the list of universal path abilities.

Great Fortitude (Mythic)

Your fortitude is unmatched.

Prerequisite: Great Fortitude, 3rd mythic tier.

Benefit: Whenever you roll a Fortitude saving throw against a spell, spell-like ability, or special ability from a nonmythic source, you may roll twice and take the best result.

Heroic Arrogance (Mythic)

So epic are your deeds that even unbeatable tasks seem but a trifle to you and only the most epic challenge draws your attention. This comes at a price, however, and your arrogance alienates your mythic patron.

Prerequisite: 6th mythic tier.

Benefit: You need one lesser trial fewer to advance to each mythic tier. The number of times per day that you can call upon your mythic power is permanently reduced by 1.

Improved Channel (Mythic)

As a divine conduit for energy you are unmatched.

Prerequisite: Improved Channel, 5th mythic tier.

Benefit: Nonmythic creatures that take damage from your ability to channel energy must roll any saving throw twice and take the lower result.

Iron Will (Mythic)

Your will is incorruptible.

Prerequisite: Iron Will, 3rd mythic tier.

Benefit: Whenever you roll a Will saving throw against a spell, spell-like ability, or special ability from a nonmythic source, you may roll twice and take the best result.

Lightning Reflexes (Mythic)

Your reflexes are superhuman.

Prerequisite: Lightning Reflexes, 3rd mythic tier.

Benefit: Whenever you roll a Reflex saving throw against a spell, spell-like ability, or special ability from a nonmythic source, you may roll twice and take the best result.

Magical Aptitude (Mythic)

Your understanding of the principals and intricacies and of magic goes far beyond even what you have been taught.

Prerequisite: Magical Aptitude, 1st mythic tier.

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

Marked for Glory

From the moment your birth you were destined for glory beyond mere morals.

Prerequisite: 1st level character, Iron Will, Great Fortitude, or Lightning Reflexes.

Benefit: You gain the ability to use mythic power once per day (see page 4), adding 1d6 to any die roll after it is made and the results are revealed. If you ever gain mythic tiers, you can use your mythic power one additional time per day.

Mobility (Mythic)

You have perfected your ability to weave through the battlefield, over- and under-stepping greedy blades and using your momentum to travel great distances.

Prerequisite: Mobility, 3rd mythic tier.

Benefit: Whenever you use Mobility, you gain an additional +2 dodge bonus to your AC. In addition, whenever you are missed by an attack of opportunity made due to your movement, you may move an additional 5 feet as a free action. This movement does not count against your total overall movement for the round, but it does provoke attacks of opportunity as normal (although not from the creature that took the attack of opportunity that caused the movement).

Mythic Crafter (Mythic)

You can craft mythic magic items.

Prerequisite: Any one item creation feat, 1st mythic tier.

Benefit: You can create any mythic magic item for which you have the appropriate item creation feat. In addition, whenever you create a nonmythic magic item, you gain a +5 bonus on the skill check to create the item.

Mythic Paragon (Mythic)

Your mythic power is greater than even you understand.

Prerequisite: 1st mythic tier.

Benefit: Your mythic tier is considered two higher for the purposes of determining the strength and potency of mythic abilities, feats, or spells. This does not grant you early access to mythic abilities or greater versions of mythic spells, nor does it grant you additional uses of mythic power or adjust the dice rolled for mythic power use.

Mythic Spells (Mythic)

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

Prerequisite: Ability to cast spells, 1st mythic tier.

Benefit: Select a number of spells equal to your mythic tier. They must have mythic enhancements and be on your list of spells known or in your spellbook. You can now use your mythic power when casting these spells. Whenever you gain a mythic tier, select a new spell to add to this list.

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

Point-Blank Shot (Mythic)

At close range your accuracy is unmatched and you and your bow are master of your immediate surroundings.

Prerequisite: Point-Blank Shot, 3rd mythic tier.

Benefit: The bonus on attack and damage rolls granted by Point-Blank shot increases to +2. You may expend one use of mythic power as a swift action to ignore any cover or concealment possessed by the target of one ranged attack made using Point-Blank Shot. This does not apply to total cover or concealment.

Power Attack (Mythic)

Your attacks are truly devastating.

Prerequisite: Power Attack, 1st mythic tier.

Benefit: When you use Power Attack, you gain a +3 bonus on melee damage rolls (instead of +2). When your base attack bonus reaches +4 and every 4 points thereafter, the amount of bonus damage increases by +3 (instead of +2). In addition, the bonus damage from this feat is doubled on a critical hit.

Quick Draw (Mythic)

From concealed playing cards to hidden potions, your fast fingers are legendary.

Prerequisite: Quick Draw, 1st mythic tier.

Benefit: You can use Quick Draw to draw items of any kind provided they are stored or concealed about your person in pockets, pouches, or similar locations. You still can't use it to draw items stored in bags or backpacks.

Rapid Shot (Mythic)

You can fire a number of times each round with amazing precision.

Prerequisite: Rapid Shot, 1st mythic tier.

Benefit: You do not take the –2 penalty on attack rolls when using Rapid Shot. In addition, you may instead make two additional attacks with Rapid Shot instead of one, but this causes all of your attacks to take a –2 penalty.

Self-Sufficient (Mythic)

Independence comes naturally to you and you have mastered taking care of yourself.

Prerequisite: Self-Sufficient, 1st mythic tier.

Benefit: You get a +2 bonus on Heal and Survival checks. This bonus stacks with that gained from Self-Sufficient. In addition, you can expend one use of mythic power to treat a Heal or Survival check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Spell Mastery (Mythic)

You are so familiar with certain spells their mechanics have become as clear to you as breathing.

Prerequisite: Spell Mastery, 6th mythic tier.

Benefit: You can prepare any spell that you have selected with Spell Mastery in one round. This doesn't affect the amount of time you must spend preparing spells you have not mastered.

In addition, if you have selected any spell that possesses a greater, lesser, mass, or communal version, you automatically gain mastery of the variant spells as well, provided they are among your spells known.

Spring Attack (Mythic)

You move across the battlefield in a blur of whirling blades.

Prerequisite: Spring Attack, 4th mythic tier, base attack bonus +6.

Benefit: Whenever you use Spring Attack, you can make two attacks at any point during your movement instead of just one.

Stealthy (Mythic)

Your grace and fluidity are beyond compare.

Prerequisite: Stealthy, 1st mythic tier.

Benefit: You get a +2 bonus on Escape Artist and Stealth checks. This bonus stacks with that gained from Stealthy. In addition, you can expend one use of mythic power to treat an Escape Artist or Stealth check as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Toughness (Mythic)

You have legendary resilience and durability.

Prerequisite: Toughness, 1st mythic tier.

Benefit: Toughness provides you twice as many hit points. In addition, when you are below 0 hit points you gain DR 10/epic. This DR stacks with any other DR/epic you might possess.

Vital Strike (Mythic)

You can strike your foes with incredible force with almost no notice.

Prerequisite: Vital Strike, 1st mythic tier.

Benefit: Whenever you use Vital Strike, you deal double the normal amount of damage, including your Strength bonus, magic bonuses, and other bonuses that would normally be multiplied on a critical hit. Extra damage from sources that would not normally be multiplied on a critical hit are not doubled by this effect. In addition, you can use Vital Strike when making a charge, although this multiplication does not stack with other sources of multiplication of damage on a charge, such as using a lance.

Weapon Finesse (Mythic)

You are an expert with weapons that rely on your agility.

Prerequisite: Weapon Finesse, 1st mythic tier.

Benefit: You can use your Dexterity score on all melee attack rolls and damage rolls instead of your Strength score.

CHAPTER 3: MYTHIC MAGIC

Some spells can be enhanced by those with mythic power. By adding even the merest fraction of their power to the spells as they cast them, mythic casters make these spells vastly more potent. A spellcaster doesn't need to learn these spells as he would others, but must unlock the secret of using mythic power with these spells either through a feat (like Mythic Spells) or through a feature of his mythic path.

The following spells have an enhanced effect if the caster expends one use of mythic power at the time of casting. This does not increase the level of the spell or its casting time. In addition, some spells have an even greater effect that can be accessed only by casters of a high enough mythic tier who expend an additional amount of mythic power. These spells have a "Greater" entry that includes an additional cost in uses of mythic power (on top of the one use spent to use the mythic version of the spell in the first place).

In addition to the listed effects, a few overall rules that apply to all spells cast with mythic power.

Potent: The DC to save against any spell enhanced with mythic power in this way increases by 2. In addition, the caster receives a +2 bonus on any caster level check made to overcome spell resistance.

Resilient: A spell cast with mythic power can't be counterspelled unless the opposing spellcaster also expends one use of mythic power. In such a case, the normal rules for counterspelling apply. In addition, any check made to dispel a spell enhanced by mythic power is made at a -4 penalty.

ANIMATE DEAD

This spell animates a number of Hit Dice of undead equal to twice the sum of your caster level and your mythic tier. This does not increase the maximum total number of Hit Dice worth of undead that you can control. By expending one additional use of mythic power, you can *animate dead* without the need for material components.

Greater: If you are at least a 6th-tier mythic character, you can expend two additional uses of mythic power when casting this spell. This causes any skeletons or zombies you create to gain either the agile or savage mythic template for a number of days equal to your mythic tier after being animated.

BARKSKIN

This spell grants DR/magic equal to the double the enhancement bonus it provides to the target's natural armor bonus to AC.

Greater: If you are at least a 6th-tier mythic character, you

can expend two additional uses of mythic power when casting this spell. This causes the spell to grant DR/epic rather than DR/magic.

BLESS

This spell's +1 morale bonus applies on attack rolls, weapon damage rolls, and all saving throws. In addition, each target of this spell can roll any one d20 roll twice and take the better result once during the duration of this spell. The target must decide to use this ability before the first roll is made.

CALL LIGHTNING

This spell calls bolts of lightning that deal 3d10 points of electricity damage (5d10 outdoors in stormy weather). Half of this damage is electricity and half is sonic. Any creature damaged by this spell is dazzled and deafened for 1 minute, but this duration is reduced to 1 round if the creature succeeded at its saving throw.

CHILL METAL

This spell deals 1d8 points of cold damage on rounds 2 and 6 and 2d8 points of cold damage per round on rounds 3 through 5. Each round a creature takes cold damage from this spell, that creature also takes 1 point of Dexterity damage (Fortitude save negates). This save DC is increased by 1 for each round the target continues to wield or carry chilled metal.

CIRCLE OF DEATH

This spell slays 1d6 HD worth of living creatures per caster level, and it can affect creatures whose Hit Dice do not exceed 9 + your mythic tier.

Greater: If you are at least a 6th-tier mythic character, you can expend two uses of your mythic power when casting this spell. This causes creatures that succeed on their Fortitude saves to take 1d6 points of damage per mythic tier.

CLOUDKILL

This spell creates a cloud of toxic vapors that you can move 10 feet in any direction you choose as a move action; if not directed, it moves 10 feet directly away from its point of origin. The level or hit dice of creatures that can be instantly slain by the *cloudkill* (with no save or with a save to reduce the effect) is increased by an amount equal to your mythic tier; for example, if you are a 5th-tier mythic character, your *cloudkill* slays creatures up to 8 hit dice with no saving throw and up to 11 hit dice on a failed save. Creatures that succeed at their saving throws or are above your hit die limit take 1d8 points of Constitution damage each round while in the cloud.

Greater: If you are at least a 6th-tier mythic character, you

can expend two additional uses of mythic power when casting this spell. This causes your spell to ignore poison immunity for living creatures.

COLOR SPRAY

The range of this spell increases to 30 feet. In addition, creatures with 5 or more Hit Dice that fail their saving throw are blinded for 1 round and then stunned for 1 round. Creatures that make their saving throw against this spell are dazzled for 1 minute.

Greater: If you are at least a 3rd-tier mythic character, you can expend two additional uses of mythic power when casting this spell. This increases the Hit Die limits that determine the effects of the *color spray* by an amount equal to your mythic tier.

CONTAGION

The disease you create with this spell is a particularly virulent strain. If the target of this spell fails its save, it becomes infected with the disease and contagious, passing on the disease through touch. Any creature that touches, or is touched by, an infected target must make a Fortitude save or contract the disease. The DC of the Fortitude save is reduced by 4 for all creatures other than the initial target of this spell. You are immune to the spread of this disease.

Greater: If you are at least a 7th-tier mythic character, you can expend five additional uses of mythic power when casting this spell. If you do, the spell targets every living creature within a 1-mile radius, in addition to the augmented effect above. You may also choose one creature per caster level that gains immunity to the contagion.

CONTROL WEATHER

The spell's casting time is reduced to a standard action and the change in the weather occurs in a number of rounds equal to 10 – your mythic tier (minimum 1 round). In addition, the duration of the spell is doubled.

Greater: If you are at least a 6th-tier mythic character, you can expend two additional uses of mythic power when casting this spell. In addition to the changes noted above, this allows you to create weather of any type regardless of the season. In addition, you can change the type of weather created as a standard action, and the weather changes in 1 round.

CURE CRITICAL WOUNDS

This spell heals 8d8 points of damage + 2 points per caster level (maximum +40). In addition, 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

This spell heals 2d8 points of damage + 2 points per caster level (maximum +10). In addition, the spell cures up to 1 point

of ability damage if the target is a living creature. The target chooses what types of ability damage are cured.

CURE MODERATE WOUNDS

This spell heals 4d8 points of damage + 2 points per caster level (maximum +20). In addition, 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

This spell heals 6d8 points of damage + 2 points per caster level (maximum +30). In addition, 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.

DETECT SCRYING

This spell automatically gives you a visual image of the scryer and an accurate sense of his direction and distance from you if he is using a non-mythic means of scrying. Your ability to detect a scryer is blocked by *mind blank*, but you automatically succeed at caster level checks to overcome *non-detection* or similar effects that block divination.

If you gain this information about a scryer, you can expend one or more uses of your mythic power as an immediate action to cast a mind-affecting spell against him. The range of this effect is unlimited and you do not need line of sight or line of effect, but it affects only the scryer even if it would normally affect multiple creatures or an area. You must expend one use of mythic power per level of the spell you wish to cast against the scryer.

Greater: If you are at least a 6th-tier mythic character, you can expend two additional uses of your mythic power when casting this spell. In addition to the abilities granted above, your ability to detect a scryer is not blocked by *mind blank* or any other protection. Also, if you have prepared, can spontaneously cast, or can use as a spell-like ability a teleportation effect with a range long enough to reach the scryer's location, you can use that ability to transport yourself there. Alternatively, you can expend two additional uses of your mythic power to transfer that teleportation ability to the scryer and compel him to transport himself immediately to your location. Either form of teleportation has no chance of error, and penetrates any effect that would otherwise block teleportation unless that effect was created by a mythic creature.

DIMENSION DOOR

The duration of this spell changes to 1 round per 2 caster levels, creating a temporary, one-way portal. In addition, when casting the spell you can designate a number of creatures equal to your caster level. These creatures can see the portal and use it to arrive at the destination you select. When you cast the spell, you immediately arrive at the

destination, but you cannot take any other creatures with you. Another designated creature must move through of its own accord and after arriving can't take any other actions until its next turn.

DISPEL MAGIC

When used as a targeted dispel, this spell can end two spells affecting the target instead of just one. In addition, if the targeted dispel is successful in dispelling at least one spell, you heal 1d4 points of damage for every level of dispelled spell. This healing applies only to the highest-level spell dispelled if two are dispelled. When using this spell to counterspell, you can roll your dispel check twice and take the higher result.

DIVINE FAVOR

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

DREAM

This spell allows you to gain information from the dreamer you contact by asking questions as if using *speak with dead* to speak with a corpse. If the dreamer's alignment differs from yours, it can resist this probing with a Will save (as per *speak with dead*). Answers to such questions are still generally brief and cryptic.

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. In addition, the grasping plants sprout thorns that deal 1d6 points of damage each round.

ENTROPIC SHIELD

Whenever this spell deflects a ranged attack, there is a 50% chance that the attack is redirected back at the attacker rather than simply being deflected harmlessly. The attack uses the same roll to hit that was made against you.

FIREBALL

This spell deals 1d10 points of fire damage per level, up to a maximum of 10d10. The spell also causes any creature that fails its Reflex saving throw to catch on fire, taking 2d6 points of fire damage each round until the fire is extinguished. The creature can extinguish the fire by spending a full-round action and succeeding at a Reflex saving throw (using the spell's original DC). Falling prone and rolling on the ground grants a +2 circumstance bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Greater: If you are at least a 6th-tier mythic character, you can expend two additional uses of mythic power when casting this spell. In addition to the effects listed above, the maximum damage increases to 20d10, the area increases to a 40-foot radius spread, and any fire damage dealt by the spell ignores fire resistance and fire immunity.

GLOBE OF INVULNERABILITY

The level of spells excluded by this spell is increased by 1 for every 2 mythic tiers you possess (minimum 1). Spells enhanced by mythic power are excluded only if they are 4th level or lower.

GLYPH OF WARDING

The DC to detect or disable the glyph created by this spell is increased by your mythic tier. If used to create a blast glyph, this spell deals 1d6 points of damage per caster level (maximum 20d6). If used to create a spell glyph, the level of spell you can store is increased by one-half your mythic tier (minimum 1).

HEAT METAL

This spell deals 1d8 points of fire damage on rounds 2 and 6 and 2d8 points of fire damage per round on rounds 3 through 5. Each round a creature takes fire damage from this spell, it risks catching on fire (Reflex negates). The save DC increases by 1 for each round after the first the target continues to wield or carry hot metal.

HOLY AURA

When you cast this spell, any outsiders with the evil subtype within the initial burst of this spell take 1d6 points of damage per 2 caster levels. This damage is divine and not subject to any resistances or immunities, although spell resistance applies as normal. In addition, such creatures cannot make melee attacks against the targets of this spell unless they first succeed at Will saving throws, as per the spell *sanctuary*. This additional protection ends under the same conditions of that spell.

INFLECT CRITICAL WOUNDS

This spell deals 8d8 points of damage + 2 points per caster level (maximum +40). In addition, the spell causes living creatures to become sickened for 1 round per caster level (maximum 20 rounds). If the Will save to halve the damage is successful, the sickened condition is negated.

INFLECT LIGHT WOUNDS

This spell deals 2d8 points of damage + 2 points per caster level (maximum +10). In addition, the spell causes living creatures to become sickened for 1 round per caster level (maximum 5 rounds). If the Will save to halve the damage is successful, the sickened condition is negated.

INFLECT MODERATE WOUNDS

This spell deals 4d8 points of damage + 2 points per caster level (maximum +20). In addition, the spell causes living creatures to become sickened for 1 round per caster level (maximum 10 rounds). If the Will save to halve the damage is successful, the sickened condition is negated.

INFLECT SERIOUS WOUNDS

This spell deals 6d8 points of damage + 2 points per caster level (maximum +30). In addition, the spell causes living creatures to become sickened for 1 round per caster level (maximum 15 rounds). If the Will save to halve the damage is successful, the sickened condition is negated.

INVISIBILITY

The effects of this spell can't be detected with *detect magic* or other spells that detect magic auras. In addition, the invisibility can't be penetrated or dispelled by spells of 2nd level or lower, such as *see invisibility* or *glitterdust*, though *true seeing* and *dust of appearance* can reveal your presence.

Greater: If you are at least a 3rd-tier mythic character, you can expend two additional uses of mythic power when casting this spell. In addition to the above effects, you are also undetectable by blindsense, blindsight, scent, and tremorsense.

MAGE ARMOR

This spell grants a +6 armor bonus to AC. In addition, there is a 50% chance that any critical hit or sneak attack made against the target is negated, and is instead treated as a normal hit. This chance does not stack with the *fortification* armor property or other similar abilities that negate critical hits or sneak attacks.

MAGIC MISSILE

The damage dealt by each missile increases to 2d4+1. In addition, the missiles are not defeated by *shield* or similar items and effects that specifically cancel *magic missile*.

Greater: If you are at least a 4th-tier mythic character, you can expend two additional uses of mythic power when casting this spell. In addition to the effects listed above, the spell creates twice the normal number of missiles, has its range increased to sight, and automatically bypasses any spell resistance or immunities the targets possess.

MAGIC VESTMENT

In addition to the enhancement bonus, you may add any one armor or shield special ability to the armor or shield with a total bonus no greater than +1 or a base price modifier no greater than 4,000 gp.

Greater: If you are at least a 3rd-tier mythic character, you can expend two additional uses of mythic power when casting this spell. This allows you to add any number of special abilities whose total bonus is no greater than +2 or

whose base price modifiers combined are no greater than 15,000 gp.

MAZE

A spectral minotaur hunts the creature trapped inside the maze. Every round the creature fails to escape from the *maze* it takes 2d8 + your mythic tier points of slashing damage from this phantom foe.

METEOR SWARM

The meteors created by this spell deal bludgeoning damage in a line extending from the caster to the target destination where it explodes. Creatures in the line of any one of these spheres take 2d10 points of bludgeoning damage and are knocked prone (a successful Fortitude save negates being knocked prone). When the meteors explode, they deal 6d10 points of fire damage to each creature in the area. Those that fail their saving throws against this damage are also knocked prone and deafened for 1d4 rounds.

Greater: If you are at least a 10th-tier mythic character, you can expend two additional uses of mythic power when casting this spell. This causes each meteor to deal 4d10 points of fire damage in addition to bludgeoning damage to each creature in its path. In addition, when the meteors explode they deal 10d10 points of fire damage. This damage ignores fire resistance and immunity to fire.

MOVE EARTH

This spell can be used 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 the creature from being knocked prone, but it is still moved.

NIGHTMARE

This spell deals 4d6 points of damage and leaves the target shaken for 24 hours on a failed save, in addition to the spell's other effects.

Greater: If you are at least a 6th-tier mythic character, you can expend one or more additional uses of your mythic power when casting this spell. This enables you to deliver a mind-affecting spell through the *nightmare* by expending a number of uses of mythic power equal to the level of that spell. You may have this effect occur either immediately or upon the target's awakening. This spell affects only the target, even if it normally affects multiple creatures or an area.

PHANTASMAL KILLER

If the target fails its Will save but succeeds at its Fortitude save, the *phantasmal killer* persist in the target's mind, causing the target to become fascinated until your next turn, when the

phantasmal killer strikes again and the target must succeed at a second Fortitude save or die of fright (taking 3d6 points of damage if the Fortitude save succeeds).

Greater: If you are at least a 6th-tier mythic character, you can expend two additional uses of mythic power when casting this spell to enable it to affect living creatures that are immune to fear, illusions, or mind-affecting effects.

PRISMATIC SPHERE

When the spell is cast, any creature within 30 feet of the sphere is affected as *prismatic spray* (though the save DCs are as a 9th-level spell) and is automatically pushed into the nearest empty square adjacent to the outside of the affected area. This movement does not provoke attacks of opportunity and can't force a creature into a solid object.

SCORCHING RAY

The damage dealt by this spell increases to 6d6 fire. In addition, against the rays fire immunity is treated as resistance 20 and all other fire resistances are ignored.

SLEEP

The spell affects up to 8 Hit Dice of creatures, but the caster can choose their order in which creatures are affected by the spell. Any effect that would cause a creature to be awakened instead allows it to make a new saving throw to end the effect.

Greater: If you are at least an 8th-tier mythic character, you can expend three additional uses of mythic power when casting this spell to target all living creatures with 8 Hit Dice or fewer in a 1-mile radius around you. Creatures that fail their saving throws fall asleep for a number of days equal to your mythic tier. Any effect that would cause a creature to awaken instead allows it to make a new saving throw to end the effect.

SPIKE STONES

This spell creates an area of spikes that deal 2d8 points of piercing damage plus 1 point of bleed damage for each 5 feet of movement through the spiked area. The Perception DC to notice the *spike stones* increases by your mythic tier.

SPIRITUAL WEAPON

The weapon created by this spell also has one of the following special weapon properties, chosen by you: *flaming*, *frost*, *keen*, *merciful*, *shock*, or *thundering*. In addition, you can redirect the weapon as a swift action, but not during its attacks.

SUGGESTION

The spell affects all enemy creatures in a 10-foot burst instead of just a single target. In addition, the spell works on any creature regardless of its language.

SUNBEAM

You conjure one beam per two caster levels (although still

no more than one per round). Any creature caught in the beam is blinded and takes 4d8 points of damage (doubled against creatures harmed by sunlight). A successful Reflex save halves the damage and negates the blindness. Against undead creatures, or creatures particularly sensitive to sunlight light, the beam deals 1d8 points of damage per level (maximum 20d8). Creatures who succeed at saves against the beam are dazzled.

Greater: If you are at least a 9th-tier mythic character, you may expend three additional uses of mythic power when casting this spell. If you do, in addition to the above effects the first beam you create has a duration of 1 round per 2 caster levels. This beam deals maximum damage and any creature that comes into contact after it is created takes damage with no save allowed.

TIME STOP

For every two mythic tiers you possess, you can designate up to one other creature within close range (25 ft. + 5 feet per 2 levels), allowing it to act on its turn while the spell is in effect. Its actions are subject to all the restrictions listed in the spell description except that all targets can affect each other as normal.

Greater: If you are at least a 10th-tier mythic character, you can expend three additional uses of mythic power when casting this spell. In addition to the effects listed above, the spell has a duration of 1 hour per caster level, but can be ended at any time by you as a standard action. Creatures affected by this spell gain no benefit from rest or sleep while the spell is active.

UNHOLY AURA

When you cast this spell, any outsiders with the good subtype within the initial burst of this spell take 1d6 points of damage per 2 caster levels. This damage is unholy and not subject to any resistances or immunities, although spell resistance applies as normal. In addition, such creatures cannot make melee attacks against the targets of this spell unless they first succeed at Will saving throws, as per the spell *sanctuary*. This additional protection ends under the same conditions of that spell.

WALL OF STONE

This spell creates a wall one inch thick per two caster levels, and the hardness of the wall increases to 12.

Greater: If you are at least a 7th-tier mythic character, you can expend two additional uses of mythic power when casting this spell. This makes the wall impassable to ethereal travel and spells such as *passwall* or *phase door*, as well as immune to *disintegrate*, *shatter*, *sympathetic vibration*, and non-mythic magical effects that specifically affect stone (including *earthquake*, *soften earth and stone*, and *transmute rock to mud*).

WALL OF THORNS

This spell deals damage equal to 30 – the target's AC, ignoring Dexterity and dodge bonuses. In addition, any creature adjacent to the *wall of thorns* gains the grappled condition, taking 2d6 bludgeoning and piercing damage each round it begins its turn grappled by the wall. Attempts to escape the grapple treat the wall's CMD as 10 + your caster level + your mythic tier.

Greater: If you are at least a 6th-tier mythic character, you can expend two additional uses of mythic power when casting this spell. This causes the *wall of thorns* to grapple all creatures except you within 10 feet, and any creature grappled by the wall takes 2d6 bleed damage. A creature that does not escape from the wall's grapple on its first turn after being grappled becomes pinned at the end of its turn.

NEW SPELLS

ASCENSION

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

Casting Time 1 hour

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

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

Target one touched nonmythic creature per three levels

Duration 2 hours/level; see text

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

With this mighty spell, you invest a number of creatures with mythic power. The total duration of this spell is split evenly among the total number of targets. Each creature targeted by this spell becomes a tier 1 mythic character and must select a path and the abilities that come with that path. Instead of picking one mythic flaw, all characters targeted by this spell maintain their mythic power only while they are within 100 feet of the artifact used as a focus for this spell. Targets that leave this area lose their mythic power, but can regain it if they return to the area. The effects of this spell cannot be dispelled or negated by any mortal spell or ability (that is, anything not used by a deity), with the exception of *disjunction*, which

functions normally. If the artifact as a focus for this spell is destroyed, this spell immediately ends and all creatures affected by it 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 may use yourself as the focus for this spell instead of a lesser artifact. If you choose this option, the spell lasts as long as you are alive and all targets remain within 100 feet of your location.

SHARE GLORY

School abjuration; **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 creature/3 levels

Duration 1 min./level

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

You wreath the targets in some of your mythic glory. While the abjuration persists these creatures count as mythic creatures for the purposes of interacting with mythic effects and abilities. They do not gain any mythic powers or abilities. If you do not possess at least 1 mythic tier or the mythic subtype at the time of casting, this spell has no effect.

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. If the target fails its saving throw, it loses 1d4 uses of its mythic power, to a minimum of 0. If you have mythic power, you regain one use of mythic power for each use stolen with this spell, up to your maximum number of uses per day.

CHAPTER 4: RUNNING A MYTHIC GAME

The rules for running a mythic game are much like those for running any other game. The PCs still go on adventures, fight monsters, discover treasure, and earn experience. While structurally the same, mythic games have an added level of drama, theater, and tension. In relation to the characters' overall level (not counting mythic tier), these adventures feature incredibly difficult foes and challenges—far beyond what the normal hero might encounter. There are more monsters with greater treasures, and vastly more challenging villains.

This section gives simple guidelines for running a mythic campaign, including a discussion on the types of mythic games, rules for adjudicating the difficulty of encounters, and guidelines for advancing play and fulfilling greater trials.

Types of Mythic Games

The mythic rules can be used in a number of ways to add truly fantastic elements to your game, from simply including a mythic foe at the end of a legendary adventure to allowing the PCs to play mythic characters for their entire adventuring career, taking on other mythic foes and rivaling the power of the gods. Ultimately, it is up to the GM to decide how much influence these rules have on the campaign and world as a whole. The following types are provided to give GMs an easy guideline for including mythic rules in their games.

Rare: In this type of campaign, mythic creatures are very rare, living in remote parts of the world, content to be bygones of a lost age. The PCs are not themselves mythic in this type of campaign, but throughout their travels, they may be forced to encounter a mythic creature at the conclusion of a particularly important quest.

Limited: Similar to the rare type of campaign, in the limited campaign, the PCs themselves get a taste of mythic power, albeit only for a short period of time. Through some extraordinary event, the PCs gain mythic power. For the duration of an adventure or short campaign arc, they can wield this power to further their goals. Unfortunately, this power is fleeting and they soon find themselves ordinary PCs once again, perhaps with a few remnants that they might call on in a future time of need.

Uncommon: In this type of campaign, mythic creatures and characters are uncommon, but not altogether resigned to the whispers of myth and legend. The PCs themselves get mythic power, but their advancement in tier is slow, perhaps only a few tiers throughout their entire adventuring career. The GM should control this

by limiting the number of greater trials that present themselves. Likewise, mythic foes are still not pervasive, but are found with some regularity, leading secret cabals, harassing quiet villages on the edge of civilization, and dwelling in the dark places of the world.

Common: In this campaign, mythic characters and monsters are a part of everyday life. This doesn't mean that every town has a group of mythic heroes defending it, such characters are known to exist and their deeds are common knowledge in most taverns. Kings and other nobles call upon their help against dangerous threats—mythic monsters and villains that threaten the common folk on a regular basis. In this campaign, the PCs begin play with mythic power and see it grow as they gain levels, roughly at the rate of one mythic tier per two character levels.

Themes

The mythic rules can be used to represent a wide variety of legendary powers. The origin of such power is decided by its theme, which describes the source of mythic power in the world and gives general guidelines about how it functions. Although a campaign is not limited to one theme, the GM should be careful when using mythic power derived from more than one theme, as this might muddle the story behind such power. In some cases, merging various themes might make more sense than using one theme alone.

The following themes are just some of the types that the GM can work into the game world when introducing the mythic rules to her campaign. Generally speaking, these themes function with any of the types of mythic games.

Ancient Magic: Mythic power is derived from ancient magic now mostly lost to the world. It hails from a time when magic was much more common and true practitioners wielded almost unimaginable power. Often times, this mythic power is tied to artifacts, and those who gain access to it today do so by using these powerful relics. Simply touching such artifacts might be enough to gain mythic power, and as a result their previous owners have hidden them away deep inside vast dungeons filled with deadly guardians and cunning traps.

Lost Inheritance: With this theme, mythic power comes from a lost age where mythic creatures and characters were common. Through the years, their influence has waned, and their power lost through interbreeding and natural attrition. These mythic creatures represent a different race of being, superior but clearly related to

their modern counterparts. Characters drawing their power from this theme might represent a resurgence of mythic power through some supernatural event or convergence of heredity, awaking the mythic power that lays dormant in nearly every creature.

Power of the Gods: Mythic power is the provenance of the gods, and only these divine agents can grant such power. Whether the characters are the offspring of deities who intermixed with mortal blood, or are touched by the divine, this power can be fleeting. The gods are fickle and only they can control the flow of mythic power. Those who are in their favor find such power plentiful, but those who displease the gods might find the wellspring of mythic power to be lacking in their times of need. In this theme, deities play a much more active role in the world, lending a fraction of their might to mortals to act as their emissaries in events important to their often inscrutable divine goals.

Stolen Might: The amount of mythic power in the world is finite. When a mythic creature dies, its power is passed on to a chosen vessel or—in the case of those that die by violence—stolen by the creature that dealt the killing blow. Mythic power has slowly been consolidating among those who already have mythic power, as they seek out the last remaining mythic creatures in hopes of stealing their power. Characters who gain mythic power in this way do so through accident in most cases, only to find out that the power comes with a terrible price: There are those who wish to take it from them at the cost of their lives.

Adventures

Designing an adventure that uses the mythic rules is a lot like designing any other adventure. The difference is that the threats are greater and the challenges more deadly. It's important to stress to the players, through the encounters that they face, that these are dangers beyond what they might normally expect in the game. Much of this comes through the design of the encounters, which can vary greatly depending on the characters and how you want to challenge them. In the most basic terms, the mythic rules can be used in one of two ways: to challenge ordinary PCs and to challenge mythic PCs.

Encounters for Nonmythic PCs: If the PCs are not themselves mythic, then these rules can be used to present them with challenges of an unexpected nature. Mythic creatures and villains are more powerful than their ordinary counterparts, and hence make for a significantly more dangerous encounter. As a simple guideline, add the creature's mythic rank (in the case of monsters) or mythic tier (in the case of NPCs) to the creature's challenge rating to determine its adjusted CR. Ordinary PCs should be rewarded with experience

points and treasure based on this adjusted CR. This system means that PCs will often face creatures that are below them in terms of their original CRs, but with significantly greater power and abilities to make them threats. Such encounters should generally be at least challenging—but usually hard—in relation to the PCs' average level (as noted on Table 12–1 on page 397 of the *Core Rulebook*).

For example, a group of four 6th-level PCs is exploring an ancient crypt filled with undead. During their exploration they face a variety of ordinary undead foes, but begin to get the sense that all of the undead are in fact powered by a far greater evil that dwells within, sealed by a holy brotherhood centuries ago. Upon breaching the final chamber they come face to face with a mythic mummy crackling with dark magic. The mythic mummy has an adjusted CR of 8, making it a truly deadly threat to the 6th-level PCs.

Encounters for Mythic PCs: If the PCs possess mythic tiers, they are ready for challenges beyond what they could normally expect for characters of their level. When facing mythic foes, such characters are challenged, but more evenly matched. To determine what challenges a mythic PC can face, add the character's tier to his total character level. Use this adjusted character level to determine what sorts of challenges he can face (as noted on Table 12–1 on page 397 of the *Core Rulebook*). When facing mythic foes, add the mythic rank to the creature's original CR to determine its adjusted CR (as with encounters for nonmythic PCs). In any case, a mythic character should be rewarded with experience points and treasure based on the higher overall CR of the encounters that they face. In general this means that a mythic character will earn experience points and treasure at a far greater rate than his nonmythic counterpart. As a result, the GM is encouraged to use the normal or even slow experience point and treasure value progressions for such characters (see Table 3–1 on page 30 of the *Core Rulebook* and Table 12–5 on page 399 of the *Core Rulebook*).

For example, a group of four 6th-level, 3rd-tier mythic PCs have been tasked with stopping a rampaging horde of humanoids that have descended from the mountains to lay siege to a small village. After dispatching a large group of orc barbarians and trolls, they face off against a trio of angry hill giants. Though not mythic, these giants would be a CR 10 threat, which would normally overwhelm ordinary 6th-level PCs, but their mythic power gives them the edge. After defeating these giants, they find the leader of the horde, a mythic ettin and his dire wolf pets. This mythic foe has an adjusted CR of 10 and is truly dangerous to the characters, but is still a challenge they can take on due to their mythic abilities.

Greater Trials

Mythic characters advance in two ways: They gain levels by accumulating experience points like any other characters, but they also advance in tier by accomplishing a specific number of trials. To gain a tier, a PC must complete a set number of lesser and greater trials. Lesser trials represent minor challenges that ultimately add to her legend but are footnotes to the story. Greater trials are the true tales of heroism, representing the culmination of an entire adventure or campaign arc in which the PCs overcome a terrifying challenge.

During the game, the player characters are responsible for tracking their lesser trials. Each character has a number of trials she is attempting to accomplish through her own choices or the luck of the dice. Most of these trials require the PCs to overcome a creature or foe, sometimes even a mythic one. It is important to note that for the trial to count, the foe must be a challenge for the PC, which generally means its adjusted CR must at least be equal to the character's adjusted level, although in the case of multiple creatures it could be one or two levels lower, subject to GM approval.

In addition to lesser trials, each mythic character must overcome one or more greater trials to achieve her next mythic tier. The rate at which these trials are accomplished determines the rate that the PCs gain mythic tiers. As a guideline, the PCs should face a number of greater trials equal to the amount needed to gain a mythic tier in the time it takes for them to gain two character levels. In effect, this should keep the character's mythic tier roughly equal to one-half the character's overall level. Of course, the GM is free to reduce or advance this rate if it suits his campaign. Note that this means that if the PCs attain their first mythic tier at 1st level, they should probably face only a single greater trial by the time they reach 4th level, so that they reach 2nd tier at that time.

When designing a greater trial, GMs should keep the following points in mind. Greater trials represent important stories in the legend of the mythic character. Unlike an anecdote about a particularly nasty fight or dangerous trap (which is typically represented by a lesser trial), greater trials are lengthy tales involving multiple dangerous encounters, usually against mythic foes or similarly powerful adversaries. A greater trial should be the culmination of an entire adventure or even a short series of adventures. Each greater trial should include at least three of the following elements.

MYTHIC DAMAGE

Mythic characters that achieve the 9th tier gain the immortality ability, which allows them to return from death as long as they haven't taken mythic damage in excess of half their full normal hit points at the time of death. Upon reaching the 10th tier, this amount increases to equal their full normal hit point total. For the purposes of this ability, mythic damage is any damage caused by a mythic creature or character with mythic tiers. There is no need to track this damage separately until characters gain the recuperation mythic ability, which allows them to rest and restore hit points except for those caused by mythic damage. Mythic damage can be healed by spells and abilities just like any other type of damage, as well as by resting (except when using the recuperation ability).

Cunning Opposition: The foes that the PCs face should be cunning. More than just simple monsters sitting in a specified room waiting to be defeated, foes should proactively oppose the PCs. They should be working to defeat them, using the tools at hand to lethal effect.

Impressive Environments: From deadly weather to grand, imposing dungeons, the environment itself should lend a sense of importance to the adventure. Perhaps the dungeon is located behind one of the tallest waterfalls in the world and the PCs must venture there through a valley with impenetrable fog that whispers their doom. These fantastic touches make for a mythic environment.

Legendary Creatures: Creatures of myth and legend need stories that are part of the world. Though they can be mythic, they don't need to be to count as legendary. The dragon that has always lived under the mountain might qualify due to the stories that have grown about his terrible anger, even though he is not necessarily mythic.

Mysterious Forces: Be it the influence of a god or the machinations of a powerful wizard, there should be mysterious forces at work behind the scene, manipulating events. This might take the form of strange messages delivered by innocuous animals, gifts from unknown agents, or even divine intervention. These forces let the PCs know that though they are truly powerful, there are other powers at work that might punish them if they do not tread carefully.

Mythic Foes: The PCs should face off against foes that possess some of the same powers they draw upon. They might even need to face off against the same foe more than once.

CHAPTER 5: MYTHIC REWARDS

Mythic characters use magic to aid them in their daring quests, similar to ordinary adventurers, but can utilize some magic items in more powerful ways. In addition, mythic characters encounter artifacts somewhat more regularly, as such legendary items are typically involved in their sagas.

MAGIC ITEMS

Though most items associated with mythic characters and monsters are artifacts in their own right, other lesser magic items help them with their powers or aid creatures in resisting the power of mythic foes.

AMBROSIA

Aura strong conjuration; **CL** 18th
Slot none; **Price** 10,000 gp; **Weight** 2 lbs.

DESCRIPTION

This divine food comes in many forms, from a light and airy honeyed cake to a deep and rich chocolate, but any mythic creature that eats it finds itself restored and replenished. Eating this food takes 1 minute, at the end of which the mythic creature has all the uses of its mythic power restored. If a nonmythic creature consumes ambrosia, it is subject to *neutralize poison*, *remove curse*, and *remove disease*, each at caster level 10th. A mythic creature can choose to gain this effect instead of regaining mythic power.

CONSTRUCTION

Requirements Craft Wondrous Item, Mythic Crafter, *greater heroism*, *heal*; **Cost** 5,000 gp

BOOK OF PERFECT JOKES

Aura moderate enchantment; **CL** 8th
Slot none; **Price** 27,000 gp; **Weight** 1 lb.

DESCRIPTION

This small, weathered journal contains 10,000 jokes, each perfectly suited for a particular creature. The book grants a +5 bonus on any Diplomacy check to influence the attitude of a creature. Additionally, up to three times per day the book can be used to cast *hideous laughter* (Will DC 13 negates). Finally, by expending a use of mythic power, the book's reader can make a brutal verbal tirade mocking a creature. The target creature is enraged per the *rage* spell, and all other enemies within 30 feet of the target begin laughing uncontrollably as per *hideous laughter* (Will DC 14 negates either effect). The book contains only one perfect joke for any given creature, so attempting to use the book on a creature a second time yields no effect.

CONSTRUCTION

Requirements Craft Wondrous Item, Mythic Crafter, *hideous laughter*, *rage*; **Cost** 13,500 gp

BOW OF ERASTIL

Aura strong transmutation; **CL** 15th
Slot none; **Price** 13,000 gp; **Weight** 5 lbs.

DESCRIPTION

This golden +1 *distance composite longbow* (+6 Str) produces a golden arrow whenever it is drawn, and has a special ability when in the hands of a mythic character. By expending one use of mythic power, the wielder of this bow can make a single attack and compare the result against every enemy within 60 feet. The wielder rolls damage only once, and applies it to all foes hit by the attack. If the attack is a critical threat, the wielder chooses only one enemy to target with the critical threat.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Mythic Crafter, *clairaudience/clairvoyance*, *haste*; **Cost** 7,000 gp

BRACERS OF MIGHT

Aura moderate transmutation; **CL** 10th
Slot wrist; **Price** 10,000 gp; **Weight** 1/2 lb.

DESCRIPTION

These golden bracers are sculpted to depict a pair of mighty stags rearing up in triumph, and grant a +4 bonus on all Strength checks and Strength skill checks. Three times per day, the wearer can call upon the power of these bracers as a swift action to gain a +4 sacred bonus to Strength for 1 round. Finally, the wearer can expend one use of mythic power to treat one Strength check or Strength-based skill check as if he had rolled a natural 20.

CONSTRUCTION

Requirements Craft Wondrous Item, Mythic Crafter, *bull's strength*; **Cost** 5,000 gp

BRACERS OF THE SHIELD BROTHERS

Aura moderate conjuration; **CL** 7th
Slot wrist; **Price** 40,000 gp; **Weight** 1 lb. (per bracer)

DESCRIPTION

These heavy bronze bracers depict scenes of epic battle or heroic sacrifice. When worn together, they provide no benefit. When two individuals each wear a single bracer (which still takes up both of wrist slots), the wearers each gain a +2 shield bonus to AC as long as they remain within 100 feet of one another. By expending a use of mythic power as a swift action, the wearer of one of the bracers can teleport up to 100 feet and appear in any space adjacent to the other wearer. The wearer acts normally for the remainder of his turn, then immediately teleports back to his original space once his turn ends. Effects that prevent dimensional travel either from the wearer's space or destination can block this travel, but do not prevent the wearer's return.

CONSTRUCTION

Requirements: Craft Wondrous Item, Mythic Crafter, *dimension door, shield*; **Cost** 20,000 gp

CLOAK OF THE HUNT

Aura strong illusion; **CL** 12th

Slot shoulders; **Price** 12,000 gp; **Weight** 1 lb.

DESCRIPTION

This rough-spun green cloak is trimmed in wolf fur and held with a silver clasp. When drawn over the shoulders, with the hood up, the wearer seems to blend in with his surroundings, gaining a +5 bonus on Stealth checks and on Survival skill checks made to follow tracks. The cloak also renders the wearer immune to the scent ability. If the wearer expends a use of mythic power, the cloak turns her invisible for 1 hour, as *greater invisibility*. This effect ends if the wearer makes an attack (as per *invisibility*), but remains for 1 minute after the attack is made. A character made invisible by this cloak can't be seen with *see invisibility* or *true seeing*, and invisibility purge or other similar effects do not end the effect.

CONSTRUCTION

Requirements Craft Wondrous Item, Mythic Crafter, *greater invisibility*; **Cost** 6,000 gp

CORNUCOPIA OF PLENTY

Aura moderate conjuration; **CL** 11th

Slot none; **Price** 35,000 gp; **Weight** 5 lbs.

DESCRIPTION

This immense animal horn or wicker container overflows with fruits, nuts, and vegetables. The horn can be inverted up to 3 times per day to produce delicious food equal to a casting of *create food and water*. Though no water is produced, the succulent fruits suffice to slake any normal thirst. If the *cornucopia* is infused with one use of mythic power while its power is being invoked, it instead produces a *heroes' feast* that also refreshes the partakers as though they had had a full 8 hours sleep. Feasters with the recuperation ability recover as though they had rested for the hour it takes to consume the feast, with no need to expend additional mythic power. Eating more than one such feast in within a single day provides no additional benefit.

CONSTRUCTION

Requirements: Craft Wondrous Item, Mythic Crafter, *create food and water, heroes' feast*; **Cost** 17,500 gp

CAYDEN'S CUP

Aura faint conjuration; **CL** 5th

Slot none; **Price** 26,000 gp; **Weight** 1 lb.

DESCRIPTION

On command, this battered pewter tankard fills with ale or beer perfectly matching the drinker's taste and desire. Sadly, ale poured from the tankard rather than quaffed quickly loses its virtue and flavor, becoming the most common sort of swill

within mere minutes. The tankard prevents most of the ill-effects of excessive drink, such as hangover and blackouts, for as long as it remains in its owner's possession. It also provides a +4 bonus on saves against poison. Once per day, by drinking the contents of the tankard as a move action and voicing a toast, the imbiber gains a +2 enhancement bonus to Strength and Constitution, while taking a -2 penalty on Dexterity- and Intelligence-based ability checks and skill checks. These effects last for 10 minutes. Note that if the tankard is empty, it must be filled as standard action prior to drinking. By expending one use of mythic power while drinking, the imbiber can increase the bonuses to +4, the penalties to -4, and the duration of the tankard's effects to 1 hour.

CONSTRUCTION

Requirements Craft Wondrous Item, Mythic Crafter, *create food and water, heroism, neutralize poison*; **Cost** 13,000 gp

DAGGER OF A THOUSAND BITES

Aura strong conjuration; **CL** 18th

Slot none; **Price** 24,802 gp; **Weight** 1/2 lb.

DESCRIPTION

This +1 *keen returning mithral dagger* is bleached pale white like some sort of giant tooth. The wielder can expend one use of mythic power when throwing the dagger. When thrown in this fashion, if the dagger hits its target it can be directed to strike an additional target within 30 feet of the first. This additional attack is made using the same attack bonus as the first, though range penalties apply based on the total distance the dagger flies. The dagger's wielder can continue selecting additional targets until the dagger misses, though no creature can be targeted by the dagger more than once in the same round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Mythic Crafter, *greater magic weapon, keen edge, telekinesis*; **Cost** 12,802 gp

FIRE GODDESS'S BLADE

Aura strong conjuration; **CL** 18th

Slot none; **Price** 33,515 gp; **Weight** 2 lbs.

DESCRIPTION

This +1 *flaming scimitar* has golden flames embossed along the blade, which flicker and glow even when the sword's flames are extinguished. Three times per day as a swift action, its wielder can transform the sword into a blade of pure flame. In this form, the blade deals 1d8+9 points of fire damage as per the *flame blade* spell. Once per day, the sword's wielder can expend one use of mythic power to instead transform the blade into a Large fire elemental for 10 minutes. When the duration ends or the fire elemental is defeated, the blade reappears in its owner's hands.

CONSTRUCTION

Requirements Craft Wondrous Item, Mythic Crafter, *flame blade, greater magic weapon*; **Cost** 16,915 gp

GOLDEN HOLY SYMBOL

Aura moderate conjuration; **CL** 10th
Slot neck; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

This holy symbol always feels warm to the touch and rings out with a choir of angels when it strikes metal. Whenever it is used as a component of casting a divine spell, the symbol emits a bright light that heals the bearer an amount of damage equal to the spell's level. In addition, if the wearer expends one use of mythic power, the emblem glows for a number of rounds equal to his mythic tier, shedding light like a torch. The wearer and any allies within 30 feet are healed for 1d6 + his mythic tier points of damage at the start of each of his turns as long as the light persists.

CONSTRUCTION

Requirements Craft Wondrous Item, Mythic Crafter, *cure critical wounds*; **Cost** 5,000 gp

NECTAR OF THE GODS

Aura strong conjuration; **CL** 12th
Slot none; **Price** 5,000 gp; **Weight** 1 lb.

DESCRIPTION

This fragrant mead is made from the purest honey gathered from sunny meadows, mixed with rare herbs in the moonlight, and fermented in earthen jars. Consuming *nectar of the gods* is a standard action that restores 1d4+1 uses of mythic power

to a mythic creature (up to the creature's maximum). If a nonmythic creature consumes this drink, it works like the *heroism* spell, lasting for 1 day. A jar typically contains only a single draft of this potent beverage.

CONSTRUCTION

Requirements Brew Potion, Mythic Crafter, *heroism*; **Cost** 2,500 gp

ROOT OF THE WORLD TREE

Aura strong conjuration; **CL** 17th
Slot none; **Price** 300 gp (lesser), 1,000 gp (normal), or 2,500 gp (greater); **Weight** —

DESCRIPTION

This fibrous powder is ground from bark harvested from the roots of trees growing across planar boundaries. When thrown in the air as part of casting a conjuration (summoning) spell, it grants the creatures summoned the advanced simple template. If the caster also expends a use of mythic power, the summoned creatures gain DR 5/epic, or DR 10/epic if they have at least 11 HD. Lesser root affects conjuration (summoning) spells up to 3rd level, normal root spells up to 6th level, and greater root any conjuration (summoning) spell.

CONSTRUCTION

Requirements Craft Wondrous Items, Mythic Crafter, *Augment Summoning*, *heroism*; **Cost** 150 gp (lesser), 500 gp (normal), or 1,250 gp (greater)

CHAPTER 6: MONSTERS

Just as mythic characters can call upon power beyond reckoning, some monsters are greater than others of their kind. Indeed, some are empowered by great magic or even deities, and sent to the world to sow ruin and reap destruction. Others are simply relics of a bygone age when the power of creation itself flowed through the veins of every living being. Though not necessarily malevolent, these ancient creatures are a force to be respected and feared.

Monsters that wield mythic power are rare in the world. Such creatures usually fall into one of two categories: powerful versions of existing monsters and entirely new breeds of monsters. The former is usually created using one of the mythic simple templates presented in this section, and the latter are individual monsters with their own entries. Some of these monsters are related to existing monsters, representing predecessors or powerful evolutions of the species. Many a mythic monster is unique—the only one of its kind in the entire world. Others are simply rare, but can be found in numbers if their secret homeland or lair is discovered.

In the monster statistics blocks below, a mythic feat is indicated with a superscript “M.”

DEVIL, MYTHIC ICE

Wreathed in a halo of cold blue flame, this insectoid creature gazes out with pure black eyes. In its hands, it grasps a wicked barbed spear made of ice.

MYTHIC ICE DEVIL (GELUGON) CR 19/MR 6

XP 25,600

LE Large outsider (devil, evil, extraplanar, lawful, mythic)

Init +9; Senses darkvision 60 ft., see in darkness; Perception +27

Aura fear (10 ft., DC 22)

DEFENSE

AC 38, touch 14, flat-footed 33 (+5 Dex, +24 natural, –1 size)

hp 221 (14d10+144); regeneration 5 (good weapons, good spells)

Fort +15, Ref +14, Will +12

DR 10/epic and good; Immune cold, fire, poison; Resist acid 10; SR 30

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +2 frost spear +25/+20/+15 (2d6+14/x3 plus 1d6 cold plus slow), bite +17 (2d6+6), tail +17 (2d6+14/x3 plus 1d6 cold plus slow)

Ranged +2 frost spear +21 (2d6+14 plus 1d6 cold plus slow)

Space 10 ft.; Reach 10 ft.

Special Attacks mythic power (6/day, 1d8)

Spell-Like Abilities (CL 13th)

Constant—fly

At will—*cone of cold* (DC 20), *ice storm*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 20), *wall of ice* (DC 19)

1/day—*summon* (level 8, 1 horned devil, 50%)

STATISTICS

Str 29, Dex 21, Con 22, Int 25, Wis 22, Cha 20

Base Atk +14; CMB +21; CMD 36

Feats Alertness, Cleave^M, Combat Reflexes^M, Improved Initiative, Iron Will, Power Attack^M, Weapon Focus (spear)

Skills Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, conspiracy (2–7), or contingent (1 ice devil, 2–8 horned devils, and 2–12 bone devils)

Treasure double (+2 frost spear, other treasure)

SPECIAL ABILITIES

Damnation (Su) Upon killing a creature, an ice devil may expend one use of mythic power to damn the creature’s soul. Any non-evil spellcaster that attempts to bring the affected creature back to life must make a DC 22 caster level check or have the spell fail. A caster that fails to restore a damned soul cannot make another attempt for 24 hours. Evil spellcasters can restore a damned soul as normal. The check DC is Charisma-based.

Gatekeeper (Su) An ice devil that expends 2 uses of mythic power and spends 1 minute in uninterrupted concentration can tear open a temporary rent between Hell and the Material Plane. This portal functions as the spell *gate* and lasts for 10 minutes or until the ice devil that opened it either chooses to close it or passes through.

Hell Frost (Su) An ice devil that strikes a creature affected by slow may expend one use of mythic power to force the target to make a DC 23 Fortitude save. If the target fails, it is trapped in a lattice of clinging ice that paralyzes the creature and causes it to take 10d6 points of cold damage per round. The target remains frozen until it takes 10 points of fire damage or it is affected by *freedom*, *freedom of movement*, or *remove paralysis*. The save DC is Constitution-based.

Ice Spear (Su) As an immediate action, an ice devil can cause its +2 frost spear to melt and a new one to instantly reappear

in its hands. Mythic ice devils are particularly masterful at throwing their specially formed spears, treating these weapons as having a range increment of 50 feet.

Mastermind (Su) Once per day as a full-round action, an ice devil may link its mind with a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to Intelligence and remains in constant telepathic contact with the ice devil for as long as the two creatures remain on the same plane. A creature can have a link with only one ice devil at a time. The connection is removed by *dispel evil* or *dispel law*. The ice devil can remove it as well as a free action (causing 2d6 Intelligence drain to the victim, no save).

Mind Freeze (Su) An ice devil can use its terrifying presence and powerful telepathy to overwhelm the minds of those nearby. By expending 1 use of mythic power, an ice devil can increase the DC to resist its fear aura by 5 (usually to DC 27). Additionally, any spellcaster that fails its save loses access to 1d6 of its highest-level spells (either prepared spells or uses of spells per day). The spellcaster does not lose these spells, but can't use them while within range of the ice devil's telepathy. Any effect that prevents mental control, such as *protection from evil*, prevents a spellcaster from losing access to spells.

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

With power rivaling that of the mighty pit fiends, mythic ice devils are used by the legions of hell as generals and masterminds. They are often behind Hell's more diabolical machinations, marshaling their forces to corrupt and enslave the living. On their own, they are a force to be reckoned with, capable of freezing foes in their tracks and damning their souls to the pit.

Mythic ice devils stand almost 13 feet tall and weigh approximately 800 pounds. They are suffused with an unnatural cold that constantly surrounds them in a freezing fog.

ETTIN, MYTHIC

Coated with decades of filth and grime, this monstrous giant chatters between its two heads in a variety of borrowed or stolen tongues. In each hand it holds an equally filthy flail.

MYTHIC ETTIN

CR 10/MR 3

XP 9,600

CE Large humanoid (giant, mythic)

Init +3; **Senses** low-light vision; Perception +20

Aura stench (30 ft., DC 19, 5 rounds)

DEFENSE

AC 23, touch 8, flat-footed 23 (+4 armor, -1 Dex, +11 natural, -1 size)

hp 114 (12d8+60)

Fort +11, **Ref** +3, **Will** +7

DR 10/epic

OFFENSE

Speed 40 ft.

Melee 2 mwk flails +17/+17 (2d6+8)

Ranged 2 javelins +7/+7 (1d8+8)

Space 10 ft.; **Reach** 10 ft.

Special Attacks filthy weapons, mythic power (3/day, 1d6), powerful charge (flail, 4d8+24), precision, superior two-weapon fighting

STATISTICS

Str 27, **Dex** 8, **Con** 17, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +9; **CMB** +18 (+20 overrun); **CMD** 28

Feats Blind-Fight^M, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack^M

Skills Handle Animal +10, Perception +20, Survival +10; **Racial Modifiers** +4 Perception

Languages Giant, Goblin, Orc

ECOLOGY

Environment cold hills

Organization solitary, cult (1 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins)

Treasure double (chain shirt, 2 masterwork flails, 4 javelins)

SPECIAL ABILITIES

Filthy Weapons (Ex) Decades of dirt cling to the ettin's flails and javelins, coating them with disease. Any creature struck by one of the mythic ettin's manufactured weapons must succeed on a Fortitude save or contract filth fever. *Filth Fever: save* Fort DC 19; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Precision (Ex) A mythic ettin doesn't incur the -5 penalty on additional attacks made as part of a full attack.

Stench (Ex) A mythic ettin considers bathing a spiritual affront. Instead it collects stains, filth, and gore as a reminder of its deeds. This cloying stink surrounds the creature to a range of 30 ft., sickening those who breathe it.

Superior Two-Weapon Fighting (Ex) A mythic ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attack with two weapons.

Two Heads Are Better Than One (Ex) The influence a mythic ettin's individual heads exert over each other is greater than any external effect. Against mind-affecting spells or effects the ettin rolls its Will save twice, choosing the higher result, as the will of the stronger head overcomes that of the weaker one. In addition, since the ettin is always able to confer between itself, the DCs for Bluff, Diplomacy, or Intimidate checks against the creature increase by 10.

Exceptionally rare, mythic ettins serve as capricious, selfish, spiritual guides for their lesser brethren. Worshipped by some creatures as gods, they manifest a wisdom and cunning greater than the non-mythic variety, but remain every bit as brutal and cruel. They use this increased intelligence to demonstrate their superior intellect and win, or bully, respect from lesser creatures. Where a mythic ettin is found so too will be a cross-racial cult of orcs, goblins, and lesser giant-kin. They have all either recognized this ettin's greatness or had it beaten into them.

A mythic ettin stands nearly 15 feet tall. A remarkable portion of its 6,000 pounds in weight comes from the decades of filth encrusted on its calloused body.

GIANT, MYTHIC FIRE

A cloud of smoke and wisps of flame surround this towering giant, but the burning light of his eyes and the glow of his sword—which appears to be made from magma—pierce through the haze.

MYTHIC FIRE GIANT	CR 15/MR 5
XP 51,200	
LE Large humanoid (giant, mythic)	
Init -1; Senses low-light vision; Perception +14	
Aura choking ash (15 ft., DC 23)	
DEFENSE	
AC 29, touch 8, flat-footed 29 (+8 armor, -1 Dex, +13 natural, -1 size)	
hp 197 (15d8+130)	
Fort +15, Ref +4, Will +9	
Defensive Abilities rock catching; DR 10/epic; Immune fire	
OFFENSE	
Speed 40 ft. (30 ft. in armor)	
Melee greatsword +22/+22/+22 (3d6+16/19-20 plus 4d6 fire) or 2 slams +21 (1d8+11 plus 4d6 fire)	
Ranged rock +10 (1d8+11 plus 4d6 fire)	
Space 10 ft.; Reach 10 ft.	
Special Attacks fire vortex, lava weapons, mythic power (5/day, 1d8), precision, rock throwing (120 ft.)	
STATISTICS	
Str 33, Dex 9, Con 23, Int 10, Wis 14, Cha 10	
Base Atk +11; CMB +23 (+25 sunder); CMD 32 (34 vs. sunder)	
Feats Cleave ^M , Great Cleave, Improved Overrun, Improved Sunder, Iron Will ^M , Martial Weapon Proficiency (greatsword), Power Attack ^M , Weapon Focus (greatsword)	
Skills Climb +15, Craft (armor) +8, Intimidate +11, Perception +14	
ECOLOGY	
Environment warm mountains	
Organization solitary or gang (2-5)	
Treasure double (half-plate, greatsword, other treasure)	
SPECIAL ABILITIES	
Choking Ash (Su) The fire giant is surrounded by an aura of	

choking ash in a 15-foot radius. Any creature that starts its turn inside this aura must make a DC 23 Fortitude saving throw or be nauseated for one round. The ash also provides the giant with 50% concealment against ranged attacks made outside the aura. The aura can be dispersed for 1d4 rounds by *gust of wind*, *quench*, or similar spells.

Fire Vortex (Su) The fire giant can expend one use of his mythic power to create a vortex of fire at any spot within 30 feet. The vortex is 5 feet wide at its base, 15 feet wide at the top, and 30 feet tall. Any creature that starts its turn adjacent to the vortex takes 6d6 points of fire damage. Any creature passing through the vortex takes 15d6 fire damage. A DC 23 Reflex saving throw halves this damage. Each turn, the fire giant can spend a move action to make the vortex move up to 20 feet in any direction. If the vortex moves through a creature, that creature can make a DC 23 Reflex saving throw to negate the damage. The vortex lasts for 5 rounds. This ability counts as two of the mythic fire giant's additional special abilities.

Lava Weapons (Su) All melee and ranged attacks made by the fire giant deal 4d6 points of fire damage in addition to their normal damage. This ability replaces the heated rock ability of nonmythic fire giants.

Precision (Ex) The fire giant doesn't take any penalties on additional attacks made as part of a full attack.

Ruling over their lesser kin as kings, mythic fire giants are fury incarnate. Preferring to dwell near or actually inside active volcanoes, these brutes draw scores of other fire giants and beasts of flame to their banner. Once they have a sizable force, they lay siege to the surrounding lands, leaving a trail of ashes and tears in their wake.

Mythic fire giants are over 16 feet tall and weigh about 8,000 pounds. They typically accent their armor and weapons with softer metals that glow and sometimes even melt in the fires of their rage.

HYDRA, MYTHIC

Seven serpentine heads writhe in unison atop the grotesque snake body of this fearsome beast. Its violet scales glimmer in the light as it slithers across the ground, hissing with menace.

MYTHIC HYDRA	CR 9/MR 3
XP 6,400	
N Huge magical beast (mythic)	
Init +21/+1; Senses darkvision 60 ft., low-light vision, scent; Perception +12	
DEFENSE	
AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)	
hp 117 (7d10+79); fast healing 7	
Fort +10, Ref +8, Will +4	
DR 5/epic	

OFFENSE

Speed 40 ft., swim 40 ft.

Melee 7 bites +8 (1d8+3 plus bleed 1)

Space 15 ft.; **Reach** 10 ft.

Special Attacks dual initiative, mythic power (3/day, 1d6), pounce

STATISTICS

Str 17, **Dex** 12, **Con** 20, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +7; **CMB** +12; **CMD** 23 (can't be tripped)

Feats Combat Reflexes^M, Iron Will, Lightning Reflexes, Toughness^M

Skills Perception +12, Swim +11; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

ECOLOGY

Environment temperate marshes

Organization unique

Treasure double

SPECIAL ABILITIES

Dual Initiative (Ex) A hydra acts twice each round, using two different initiative modifiers (although it rolls only once for initiative). Although it acts twice, it still only counts as one round for the purposes of spell effects, durations, and all other abilities that are based on rounds. The hydra gains a +20 racial bonus to initiative checks, and its extra initiative count comes at its normal initiative count – 20.

Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

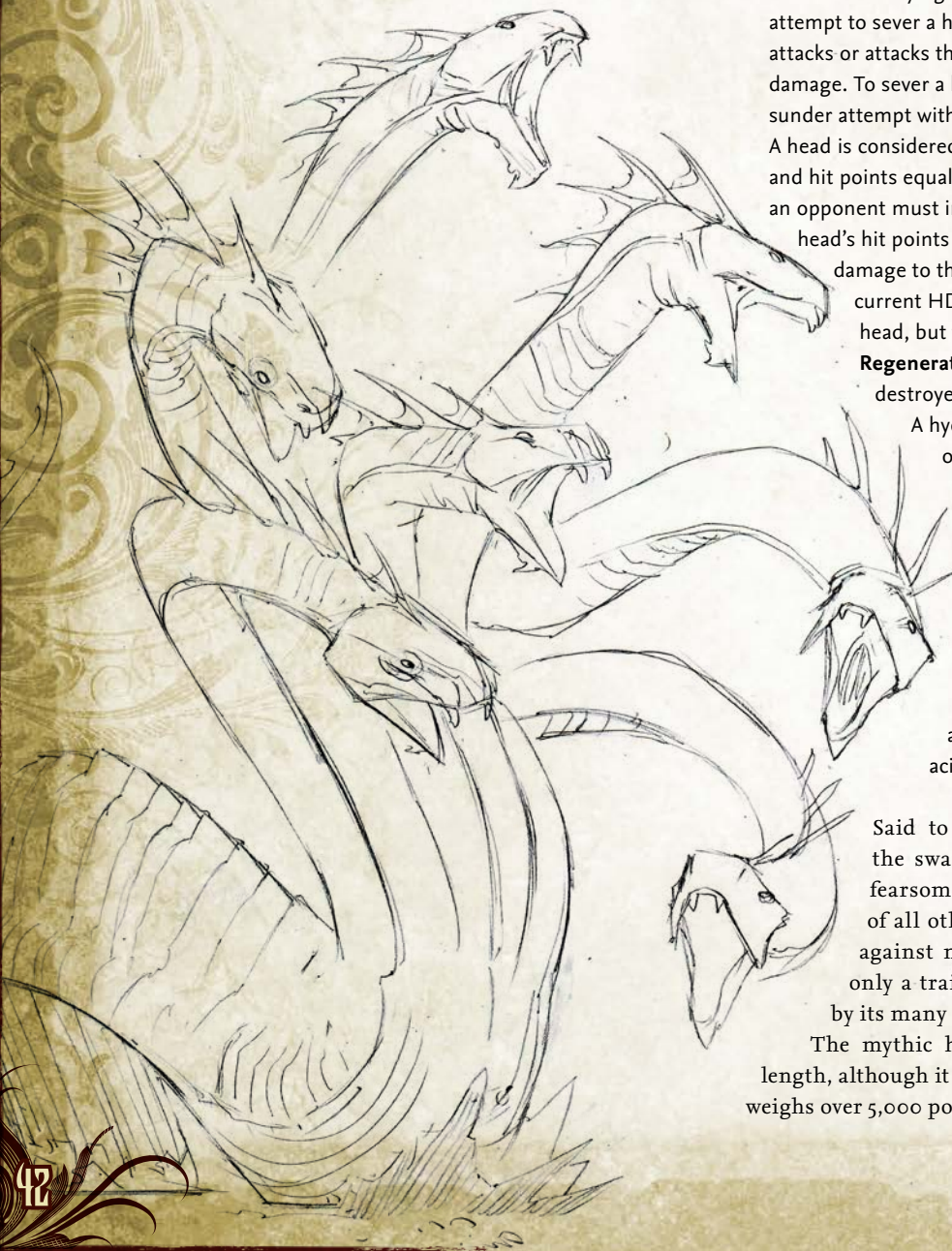
Hydra Traits (Ex) A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds.

A hydra can't have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Said to dwell in the deepest recesses of the swamp, the mythic hydra is the most fearsome predator in its domain. Unafraid of all other monsters, the hydra strikes out against nearly any creature it sees, leaving only a trail of mangled bodies, torn asunder by its many heads fighting for a meal.

The mythic hydra is just over 20 feet in total length, although it is often coiled up upon itself, and it weighs over 5,000 pounds.



MINOTAUR, MYTHIC

With the torso of a man but the feet and head of a snarling bull, this creature's muscular body is covered in a layer of shaggy fur. Despite its feral appearance, the beast's eyes betray a terrible cunning.

MYTHIC MINOTAUR**CR 6/MR 2****XP 2,400**

CE Large monstrous humanoid (mythic)

Init +0; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 65 (6d10+32)

Fort +6, Ref +5, Will +5

Defensive Abilities natural cunning; DR 5/epic; SR 17

OFFENSE

Speed 30 ft.

Melee greataxe +10/+5 (3d6+7/x3), gore +5 (1d6+2)

Space 10 ft.; Reach 10 ft.

Special Attacks mythic power (2/day, 1d6), oubliette, powerful charge (gore +13, 2d6+7)

STATISTICS

Str 21, Dex 10, Con 15, Int 7, Wis 10, Cha 8

Base Atk +6; CMB +12 (+14 bull rush); CMD 22

Feats Great Fortitude, Improved Bull Rush, Power Attack^M

Skills Intimidate +5, Perception +10, Stealth +2, Survival +10; Racial Modifiers +4 Perception, +4 Survival

Languages Giant

SQ maze mastery

ENVIRONMENT

Environment temperate ruins or underground

Organization solitary

Treasure double (greataxe, other treasure)

SPECIAL ABILITIES

Maze Mastery (Su) A minotaur may designate an area no greater than 100 feet on a side as its personal domain (typically a maze or other confusing structure). As a move action, the minotaur can teleport from one point in its domain to any other point in its domain, as if using *greater teleport*. In addition, whenever the minotaur must make a saving throw while inside its domain, it can roll twice and take the better result. A minotaur can change its domain once per week.

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Oubliette (Su) Whenever the minotaur hits a creature with its gore attack as part of a powerful charge, the target must make a DC 16 Will save or be

sent into an extradimensional prison, as per the *maze* spell but lasting for 1d4+1 rounds. The saving throw is Wisdom-based and includes a +2 racial modifier.

Dwelling on the outskirts of civilization, hiding in some immense labyrinth, the mythic minotaur is a cunning predator. It lures victims into its maze with the promise of vast riches or some great, forgotten treasure, but those who venture into its domain find only death. With its ability to move about its maze with ease, the mythic minotaur seems to be everywhere and nowhere all at once. It uses this advantage to toy with its victims, leading them deeper and deeper into despair. The minotaur prefers its meals rich in terror and misery.

The mythic minotaur is over 9 feet tall and weighs around 800 pounds.



MUMMY, MYTHIC

Wrapped in ancient bandages covered with powerful runes and scripture, this undead menace strides with a slow but steady gait. Its eyes burn with an undying flame and its mouth hangs open in a silent scream.

MYTHIC MUMMY CR 8/MR 3

XP 4,800

LE Medium undead (mythic)

Init +0; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

DEFENSE

AC 23, touch 10, flat-footed 23 (+13 natural)

hp 92 (8d8+56); fast healing 5

Fort +4, **Ref** +2, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +15 (1d8+11 plus mummy rot)

Special Attacks create spawn, mythic power (3/day, 1d6)

STATISTICS

Str 26, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +6; **CMB** +14; **CMD** 24

Feats Power Attack^M, Skill Focus (Perception), Toughness^M, Weapon Focus (slam)

Skills Perception +16, Stealth +11

Languages Common

SQ change shape (any humanoid, *alter self*), desert mastery

ECOLOGY

Environment any

Organization solitary, pair, royal court (1 mythic mummy, 1–6 advanced mummies, and 4–24 skeletons)

Treasure double (all jewelry)

SPECIAL ABILITIES

Create Spawn (Su) Upon killing a humanoid creature with a melee attack, a mythic mummy may expend one use of mythic power to instantly transform the slain creature into a mummy with the advanced creature template. Spawn are under the command of the mummy that created them, often believing themselves to be specific guards or members of the mummy's long-dead court. They remain enslaved until its death, at which point they become free-willed mummies. They do not possess any of the abilities they had in life.

Desert Mastery (Su) A mummy can command earth and sand within 100 feet to create a variety of spell-like effects. At will, as a standard action, a mummy can reduce rock to sand (with the same effect as *transmute rock to mud*) or create lifelike shapes made from sand, which function exactly as the spell *major image*. (These creations collapse if disbelieved or attacked.) Additionally, by expending one

use of mythic power the mummy can summon a creature of living sand, which has the same statistics and abilities as a Large mud elemental (*Pathfinder RPG Bestiary* 2 120). The mummy's caster level equals its Hit Dice for the purpose of these effects.

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 18 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial modifier.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 18; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based and includes a +2 racial modifier.

Created centuries ago and imbued with the most powerful of necromantic spells, the mythic mummy is the true master of the sands. Capable of shifting the desert at its whim, the mythic mummy is not content to rot for all time in its sandy tomb. Instead it is known to assume the guise of the living and bring its wasting sands to the homes and cities of the living it so despises.

The mythic mummy is over 6 feet tall and it weighs just over 300 pounds, mostly due to the sand and desiccated flowers that fill its hollowed-out body.

TROLL, MYTHIC

Muscles ripple beneath the skin of this towering green humanoid. Its eyes glint with feral madness and a ribbon of drool trails from one of its oversized tusks.

MYTHIC TROLL

CR 7/MR 2

XP 3,200

CE Large humanoid (giant, mythic)

Init +2; **Senses** darkvision, low-light vision, scent;

Perception +8

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, –1 size)

hp 79 (6d8+52); regeneration 5 (acid or fire; see primal vigor)

Fort +11, **Ref** +4, **Will** +3

Defensive Abilities primal vigor; DR 5/epic

OFFENSE**Speed** 30 ft.**Melee** bite +9 (1d8+6), 2 claws +9 (1d6+6)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** mythic power (2/day, 1d6), rend (2 claws, 1d8+9 plus bleed 5)**STATISTICS****Str** 23, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6**Base Atk** +4; **CMB** +11; **CMD** 23**Feats** Intimidating Prowess, Iron Will^M, Skill Focus (Perception)**Skills** Intimidate +10, Perception +8**Languages** Giant**ECOLOGY****Environment** cold mountains**Organization** solitary or gang (2–4)**Treasure** standard**SPECIAL ABILITIES**

Feral Savagery (Su) When the troll rends an opponent, it can immediately make an additional claw attack against that opponent. This extra attack does not stack with similar means of gaining additional attacks, such as the *haste* spell.

Primal Vigor (Su) If a mythic troll takes damage during a round, its regeneration increases by 5 at the start of its next round, to a maximum of 25. If the troll has full normal hit points at the start of a round, its regeneration decreases by 5, to a minimum of 5. Damaging the troll with acid or fire only partially suppresses its regeneration. In the round following such damage, the troll heals half as many hit points as it otherwise would (for example, a troll with regeneration 15 would heal 7 hit points) and can die normally.

Few creatures are so voracious as the mythic troll. Spending most of its day looking for other creatures to eat, this hulking brute attacks on sight nearly anything that moves, counting on its incredible regenerative abilities to see it through even the most difficult of fights. No more intelligent than its lesser brethren, it often ends up leading packs of its kind, due primarily to its increased ferocity and incredibly foul temper.

A mythic troll stands around 15 feet tall, but often hunches over, making it appear much shorter. It weighs around 1,100 pounds.

VAMPIRE, MYTHIC

“Mythic vampire” is an acquired template that can be added to any vampire with 5 or more Hit Dice (referred to hereafter as the base vampire). A mythic vampire uses the stats and abilities of a base creature with the vampire template. Depending on the CR of the base vampire, a mythic vampire gains a mythic rank and suite of abilities (and the abilities of lower CRs) as detailed on Table 6–1.

TABLE 6-1: MYTHIC VAMPIRE

CR	Mythic Rank	Abilities
4–5	2nd	Energy bleed, mythic subtype, overcome weakness (sunlight), scabrous claws
6–7	3rd	Channel resistance +8
8–9	4th	Children of the eclipse (ghouls or shadows), overcome weakness (garlic)
10–11	5th	Mist shapes
12–13	6th	Channel resistance +12, mastermind, overcome weakness (mirrors and holy symbols)
14–15	7th	Children of the eclipse (wraiths or mohrgs), on dark wings
16–17	8th	Create mythic spawn, overcome weakness (invitation)
18–19	9th	Blood omen, channel resistance (immunity)
20+	10th	Eclipse, overcome weakness (water)

Depending on its CR, mythic vampire gains access to the following special abilities.

Energy Bleed (Su) A creature hit by a mythic vampire’s slam attack or other natural weapon, or by a melee weapon wielded by a mythic vampire, gains two negative levels. This ability triggers for every attack the mythic vampire successfully makes.

Mythic Subtype Upon gaining the mythic vampire template, the base vampire gains all the benefits of the mythic subtype. The mythic vampire’s mythic rank is equal to half its total CR. See page 48 for details on the mythic subtype.

Overcome Weakness A mythic vampire can survive exposure to direct sunlight. Every time a mythic vampire begins its turn in an area of direct sunlight it is nauseated, takes 10 points of damage, and loses its fast healing ability for that round. For every four additional CR a mythic vampire also possesses, it loses the following vampire weaknesses: garlic (CR 8), mirrors and holy symbols (CR 12), invitation (CR 16), water (CR 20).

Scabrous Claws (Su) As an immediate action, a mythic vampire can expend one use of mythic power to extend claws of congealed, razor-sharp blood. This transforms its slam attack into a claw attack that deals damage as a creature one size category larger and deals 1d6 points of bleed damage. This attack can still drain energy and is treated as a magic weapon. These claws last for 1 hour.

Channel Resistance Mythic vampires have increased resistance to channeled energy. A CR 6 mythic vampire gains channel resistance +8, a CR 12 mythic vampire

gains channel resistance +12, and a CR 18 mythic vampire is immune to channel energy that originates from nonmythic creatures (unless it's being used to heal undead creatures).

Children of the Eclipse (Su) Once per day a CR 8 mythic vampire can call forth 2d6 ghouls or 1d6+1 shadows. Additionally, the mythic vampire can now use its children of the night ability once per hour. A CR 14 mythic vampire can instead choose to call 1d6 wraiths or mohrgs. These creatures arrive in 1d6 rounds and serve for 1 hour.

Mist Shapes (Su) A CR 10 mythic vampire can summon and sculpt mist into realistic shapes as per the spell *major image*. A shape created in this way lasts for as long as the mythic vampire can see and concentrate upon it. In areas of particularly dense mist—typically outside and at night—a mythic vampire can use this ability as *mirage arcana*.

Mastermind (Su) As a standard action, a CR 12 mythic vampire can see, hear, and speak through the body of a single creature it has dominated. The mythic vampire can use this ability indefinitely, so long as it and the creature under its control remain on the same plane. A mythic vampire communicating through another creature can't move, but is still aware of its surroundings and may end its telepathic communication as a free action. Additionally, by expending one use of mythic power, a mythic vampire can make use of the spell *telekinesis* with a caster level equal to its CR.

On Dark Wings (Su) As an immediate action, a CR 14 mythic vampire can expend one use of mythic power to gain a fly speed equal to double its base speed (perfect maneuverability). Upon using this power, the vampire chooses whether to manifest bat-like wings or to float unnaturally. If it manifests wings, it gains a racial bonus to Intimidate checks equal to its mythic rank. If it chooses to float, it instead gains a bonus to Stealth checks equal to its mythic rank. The ability to fly and associated bonuses last for 1 hour.

Create Mythic Spawn Whenever a CR 16 mythic vampire uses its create spawn ability it can create a vampire spawn, vampire, or expend two uses of mythic power to create a mythic vampire. Additionally, a mythic vampire can expend one use of mythic power whenever it creates any type of vampire to hasten the transformation, causing the victim to rise as undead in 1 hour instead of 1d4 days.

Blood Omen (Su) By expending two uses of mythic power as a standard action, a CR 18 mythic vampire drains the blood of all nearby creatures. Each creature within 30 feet must succeed at a Fortitude saving throw. Those who fail are affected by the mythic vampire's blood drain ability. The mythic vampire gains the benefits of all blood drained in this manner as normal.

Eclipse (Su) A CR 20 mythic vampire can expend one use of its mythic power to blot out the power of the sun in a 1-mile radius. This entire area is affected by the spell *deeper darkness* for 1 hour.

MYTHIC SIMPLE TEMPLATES

The following simple templates can be used to turn any monster into a mythic creature. Creatures given one of these templates count as mythic creatures for spells and abilities even though they don't have the mythic subtype.

Agile (MR 1)

Creatures with the agile template are quick and deadly, moving faster than their normal counterparts and striking with incredible speed and agility.

Rebuild Rules: **Initiative** +20 racial bonus; **AC** +2 dodge bonus to AC; **hp** gains mythic bonus hit points (see the sidebar on page 48); **Defensive Abilities** evasion (as the rogue class feature); **Speed** +30 feet to all movement types (up to double the base movement); **Special Attacks** dual initiative (the creature acts twice each round, once on its initiative count and again at its initiative count - 20, this still counts as only one round for durations and other effects).

Arcane (MR 1 or 2)

Creatures with the arcane template are infused with arcane power, capable of casting a limited number of arcane spells. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1.

Rebuild Rules: **AC** +2 deflection bonus to AC; **hp** gains mythic bonus hit points (see the sidebar on page 48); **SR** gains SR equal to CR + 15; **Special Attacks** mythic magic (up to three times per day, whenever this creature casts an arcane spell, it can cast the mythic version instead, treating its mythic rank as its mythic tier); **Spells** the creature gains the ability to cast spells from the sorcerer/wizard spell list, selecting a number of spells with total levels equal to the twice the creature's CR (with no individual spell level higher than 1 + 1/2 the creature's CR), 0-level spells count as 1/2 spell level, the creature can cast each spell once per day, the creature's caster level is equal to its Hit Dice, the creature uses the higher of its Int or Cha to determine save DCs.

Divine (MR 1 or 2)

Creatures with the divine template can call upon the power of the gods, allowing them to cast a limited number of divine spells. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1.

Rebuild Rules: **Aura** aura of grace (this creature and all allies within 10 feet receive a +2 sacred bonus on

saving throws); **AC** +2 deflection bonus to AC; **hp** gains mythic bonus hit points (see the sidebar on page 48); **Special Attacks** mythic magic (up to three times per day, whenever this creature casts a divine spell, it can cast the mythic version instead, treating its mythic rank as its mythic tier); **Spells** the creature gains the ability to cast spells from the cleric spell list, select a number of spells with total levels equal to the twice the creature's CR (with no individual spell level higher than $1 + 1/2$ the creature's CR), 0-level spells count as $1/2$ spell level, the creature can cast each spell once per day, the creature's caster level is equal to its Hit Dice, the creature uses the higher of its Wis or Cha to determine save DCs.

Invincible (MR 1 or 2)

Creatures with the invincible template are incredibly tough and resilient to most forms of harm. They can withstand incredible punishment and continue to fight. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1.

Rebuild Rules: **AC** increase natural armor bonus by 2 (or 4 if the creature has 11 or more Hit Dice); **hp** gains mythic bonus hit points (see the sidebar on page 48); **Defensive Abilities** gains DR and energy resistance as noted on Table 6-3, recurring saves (whenever the creature fails a saving throw against an effect with a duration greater than one round, it can save again for the reduced effect at the start of its turn as a free action); **Special Attacks** block attacks (once per round, as a free action, when the creature is hit by a melee or ranged attack, it can make a melee attack roll using its highest bonus, if the roll is greater than the roll made to hit it, the creature is unaffected by the attack).

TABLE 6-3: INVINCIBLE TEMPLATE DEFENSES

Hit Dice	Resist All Energy Types	DR
1-4	5	—
5-10	10	5/epic
11+	15	10/epic

Savage (MR 1 or 2)

Creatures with the savage template are untamed, primordial versions of their ordinary cousins. Their claws are sharper, their fangs larger, and their hides thicker. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1.

Rebuild Rules: **AC** increase natural armor bonus by 2; **hp** gains mythic bonus hit points (see the sidebar on page 48); **Defensive Abilities** gains DR and energy resistance as noted on Table 6-4; **Special Attacks** bleeding attacks (all of the creature's attacks gain bleed 1, this bleed stacks with itself), vicious assault (whenever the creature makes

TABLE 6-2: ARCANES AND DIVINE TEMPLATE SPELLS

Creature's CR	Total Spell Levels	Maximum Spell Level
1 or lower	2	1st
2	4	2nd
3	6	2nd
4	8	3rd
5	10	3rd
6	12	4th
7	14	4th
8	16	5th
9	18	5th
10	20	6th
11	22	6th
12	24	7th
13	26	7th
14	28	8th
15	30	8th
16	32	9th
17	34	9th
18	36	9th
19	38	9th
20 or higher	40	9th

a full attack it can make one extra attack with one of its natural weapons or manufactured weapons).

TABLE 6-4: SAVAGE TEMPLATE DEFENSES

Hit Dice	Resist All Energy Types	DR
1-4	5	—
5-10	10	5/epic
11+	15	10/epic

Building a Mythic Creature

The process for creating a mythic creature is similar the process for creating an ordinary creature. The first step is to follow the guidelines laid out in the *Bestiary*, creating a creature balanced for its challenge rating or starting with a base creature known to be appropriate for its CR. Once this is accomplished, three steps make the creature mythic.

Apply the mythic subtype: Start by determining the creature's mythic rank by dividing its base CR in half, rounded down. Use this number, as well as a few other vital statistics to apply the mythic subtype to the creature. Make sure to add the ability score increases and select a number of mythic feats.

Add additional mythic abilities: The creature should have a number of additional mythic abilities equal to its mythic rank +1. These abilities should be thematically appropriate for the creature (use the mythic abilities

MYTHIC SUBTYPE

A creature with this subtype has mythic power about it and is capable of feats far beyond ordinary ken. A creature with this subtype gains a mythic rank from 1 to 10 to represent its overall mythic power. This rank is determined when the creature is created, but generally is equal to 1/2 its original CR. Any creature with the mythic subtype gains the following abilities.

Natural Armor Bonus: This creature increases its natural armor bonus by its mythic rank.

Bonus Hit Points: A creature with d6 Hit Dice gains 6 hit points per mythic rank, a creature with d8 hit dice gains 8 hit points per mythic rank, and a creature with d10 or d12 hit dice gains 10 hit points per mythic rank.

Damage Reduction: A creature with 5 to 10 Hit Dice gains DR 5/epic, and a creature with 11 or more Hit Dice gains DR 10/epic. If the creature already has damage reduction, it adds epic to the qualities needed to bypass that reduction and increases that damage reduction if the damage reduction granted from this subtype is greater.

Spell Resistance: A creature with spell resistance adds its mythic rank to its spell resistance.

Mythic Power: The creature can use mythic power, as the base mythic ability (see page 4), a number of times per day equal to its mythic rank. The die type depends on mythic rank as indicated on the table below.

Ability Bonus: The creature gains a permanent +2 inherent bonus to one ability score upon reaching the 2nd mythic tier. At 4th, 6th, 8th, and 10th mythic tiers it may gain a permanent +2 inherent bonus to another ability score or increase one of its existing inherent bonuses by 2.

Mythic Feats: The creature gains a bonus mythic feat at 1st rank and an additional one every two ranks thereafter.

Mythic Rank	Ability Bonus	Mythic Feat	Die Type
1st	—	1st	1d6
2nd	1st	—	1d6
3rd	—	2nd	1d6
4th	2nd	—	1d8
5th	—	3rd	1d8
6th	3rd	—	1d8
7th	—	4th	1d10
8th	4th	—	1d10
9th	—	5th	1d10
10th	5th	—	1d12

granted through paths for inspiration). In place of a mythic ability, a creature may gain access to a universal monster rule.

Evaluate the creature: Add the mythic rank to the creature's original CR to determine its new CR. Its abilities should make it a challenge for its new CR, but its statistics should be checked against the assumed averages. If the creature is too far from the assumed values, changes should be made to bring it closer to averages.

ADVENTURE: THE WRATH OF NATURE

The people of Glencross are gathering to celebrate the foundation of a new temple to Erastil, their patron god. But when loggers return from the forest with the trunk of an ancient oak for the temple, the villagers soon feel the fury of nature scorned. Only with the blessings of Erastil and the aid of mighty heroes can the town avoid certain destruction.

This adventure is included to give you an idea of how a mythic game might play out. This adventure is designed for four 6th-level nonmythic characters. During the course of this short adventure, the PCs face mythic foes, gain mythic power, and take on even greater challenges. This adventure can be easily modified for characters of any level by adjusting the total amount of mythic power granted and the challenges faced (see the sidebar). This adventure assumes that mythic power is limited (see page 33) and that it is derived from the gods. Since the players do not need to have mythic power at the start of the adventure and they lose it at the end, this adventure can be added as an interlude to any ongoing campaign.

Encounter : The Heresy of Glencross

This adventure begins with the PCs traveling into the town the Glencross. They could be simply be passing through on their way to another destination, or they could be called there at the behest of a friend who has not seen them in some time and wants to share some good news. In any case, the PCs arrive at the small woodland town on the morning of the first day of the spring festival, an annual tradition in the town celebrating the end of winter and the first day of construction on a new temple to Erastil, the patron deity of the town. Read the following to them when they arrive in town.

The small, woodland village of Glencross sits at the intersection of two forest paths crossing through the mighty Fangwood. In the clearing, there are about thirty wooden buildings in good repair, built using the bounty of the forest around them. The day is quite pleasant, with a warm spring sun overhead, and it looks like the townsfolk are making the best of it, putting up decorative wreathes and garlands in preparation for some sort of festival.

At this point the PCs are free to explore the town and bit and inquire as to what is going on. Most of the folk

they meet are delighted to have such a pleasant day after a long, harsh winter, and are more than happy to invite the strangers to share in their festivities.

All around town there is food being set out and served, simple games being played (such as sack races and a local game called “Nymph Hunt” which is a variant of hide-and-go-seek). The PCs are greeted as friends no matter where they go, and they have plenty of time to eat and drink their fill before the afternoon ceremony properly opens the festival. In the middle of the afternoon, the town council and most of the villagers gather in the center of town for the opening ceremony. As they do, lumberjacks from the town return to the village bearing with them (carried on a sledge by mules) the gigantic trunk of an ancient oak tree, cut down from the heart of the forest. When this occurs, read the following to the players.

The village elders gather in the center of town, where most of the folk are gathered about, to open the spring festival. After a simple blessing to Erastil, the townsfolk part to allow a group of weary lumberjacks to pass between them. Not far behind them, a team of mules drags the trunk of a mighty oak into the center of town. Seeing this, the folk begin clapping and one town elder offers a blessing over the log, proclaiming “Let this be the first timber for our new temple, so that we might give homage to Erastil.” Just as he finishes the sentence, the sky suddenly darkens with storm clouds, and a mighty bolt of lightning streaks down. The villagers fling themselves to the ground as the bolt strikes the oak. A cry goes out, and then another, as wild beasts come charging into town, biting and clawing the innocents!

The woodcutters of Glencross unknowingly cut down a sacred tree that was watched over and nurtured by Gozreh as a symbol of his blessing on the woods.

Creatures: After the first blast of lightning, a number of wild animals come into the town to attack the common folk. These creatures, including a mythic wolf, were sent

SCALING THE ADVENTURE

This adventure can be used for players of nearly any level with a bit of work from the GM—adjusting the encounters and the number of mythic tiers gained by the PCs. As a general rule, each PC should gain a number of mythic tiers equal to one-half his total character level. The encounters should follow these guidelines.

Encounter 1: This encounter should feature ordinary creatures along with one creature with a mythic simple template. This encounter should be an average challenge for the PCs' APL.

Encounter 3: The creatures in this encounter should include a powerful nonmythic creature of a challenge level appropriate to the PCs' new level (character level plus mythic tier) as well as a few lesser creatures with mythic templates.

Encounter 4: The DCs in this encounter should scale up and down slightly to adjust for the PCs' level.

Encounter 5: This encounter should feature a battle against one of the mythic creatures found in this document, or one of the GM's own invention. This creature should be one appropriate to Gozreh and have a serpentine appearance. If another creature is selected, the legend of the beast should be altered accordingly (instead of "coiled beast" the villagers might use the name "horned horror" if referring to the mythic minotaur).

by Gozreh, the god of nature, to punish the town for its blasphemy. In addition to these creatures, which move to attack the PCs, there are dozens of other lesser creatures—like birds, squirrels, and deer—which menace the other townsfolk but do no serious damage.

AGILE DIRE WOLF CR 4/MR 1

XP 1,200

Pathfinder RPG Bestiary 278, Mythic Adventures Playtest 47

Init +22/+2

AC 16, touch 13, flat-footed 12 (+2 Dex, +2 dodge, +3 natural, -1 size)

hp 45 (5d8+23)

Defensive Abilities evasion

Speed 80 ft.

Special Attacks dual initiative

WOLF (3) CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary 278*)

SNAKE, CONSTRICTOR (2) CR 2

XP 600 each

hp 19 each (*Pathfinder RPG Bestiary 255*)

In the aftermath, the town is heavily damaged and many townsfolk are injured. Though no one was slain, many folk were bitten by one of the animals or temporarily deafened by the lightning.

The trunk of the tree was split into two pieces by the lightning. On the inside of the now-charred wood reads the following grim warning "You have angered all of nature with your blasphemy. In one fortnight, the blood of the axe-men shall be given to the coiled beast to renew nature's bounty." Almost immediately, folks in the town begin to whisper about the terrible beast said to lurk in the heart of the forest, and the woodcutters look very concerned about this dire warning. Despite these rumblings, the town elders ask everyone to return home so that they can meet and talk about what to do. They inform the townsfolk that they will decide in the morning.

Developments: Soon thereafter, the sky goes unnaturally clear and the sun shines hot overhead. Townsfolk notice there doesn't seem to be any water in town and the well has gone dry. Despite it being spring, it grows unnaturally hot and food begins to go stale and rot with supernatural speed. The people whisper that they are being punished by the gods, and a foul mood quickly settles over the town as fights break out over any remaining food that is fit to eat.

Encounter 2: Gift of Erastil

The next morning, the town is starting to worry. Chatter about what to do is on everyone's lips, and many are saying that to save the town the lumberjacks who felled the tree must be sacrificed to appease Gozreh. The village elders gather everyone in the center of town to talk about options, but this quickly devolves into arguments and bad blood, with just as many people on either side of the issue. Just as things are reaching a mob panic, a single stag comes into the village. When this happens, read the following to the players.

Tempers flare as the townsfolk try to decide what to do about the curse that has been set upon their town. Some plan to flee, others suggest sacrificing the woodworkers, and still others want to wait it out. In the center of it all, the elders try to maintain calm, but with no food and water the folk don't seem to listen. Just as the arguing reaches a peak, a hush suddenly falls over the folk. A single stag has emerged from the forest, golden arrows protruding from its flank. As it marches into town, the majestic beast collapses, its blood pooling into a familiar shape on the ground.

The stag's blood pools into the shape of the holy symbol of Erastil, patron of the town. At that moment, a voice comes from the stag "Let those who worship me feast

upon this bounty, knowing that I provide to my faithful, and let those who would hunt in my name take my gift." The townsfolk drop to their knees at the sound of this voice and none dare approach the stag. Protruding from its flank are a number of arrows equal to the number of PCs in the party.

When a PC pulls an arrow from the stag, the arrow vanishes in a golden mist that causes the character to become mythic, gaining three mythic tiers! Give each player time to select a path and a number of path abilities. With this transformation, the PCs' appearances also change. Their muscles seem more toned, their eyes deepen with mystery, their hair flows in the breeze. The townsfolk notice this and stay back, but the elders approach, proclaiming them the champions of Erastil. After conferring for a moment, they tell the PCs they must go and hunt the coiled beast, and that by slaying it they might save the town. The elders give them directions to its lair, which lead past the stump of the oak that the woodcutters chopped down. The PCs can take a moment to gather their gear, but the elders urge them to set out at once.

Encounter 3: Gozreh's Fury

Upon leaving Glencross, the PCs spend a few hours traveling to the site where the stump of the oak the foresters cut down. Upon arriving at the scene, read the following to the players.

The path you have been following opens up into a large clearing, in the center of which is the stump of a mighty tree. This is without a doubt, the site of the oak that was cut down for the town's temple. The ground shudders at your approach, and springing forth from the stump is a full-grown tree that begins to move, marching toward you! At the same time, two vicious bears emerge from the woods, snarling with feral rage!

Creatures: Gozreh is not pleased that the PCs have decided to meddle in his affairs, and has sent some champions to crush them before they can go any farther. These creatures fight with the strength of a deity behind them. During the attack, it begins to rain heavily and the wind picks up, causing all ranged attacks to suffer a 20% miss chance.

TREANT

CR 8

XP 4,800

hp 114 (*Pathfinder RPG Bestiary* 266)

Note: This treant does not use its animate trees ability.

SAVAGE GRIZZLY BEARS (2)

CR 5/MR 1

XP 1,600

(*Pathfinder RPG Bestiary* 31, *Mythic Adventures Playtest* 48)

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 50 (5d8+28)

DR 5/epic; resist all 10

Special Attacks bleeding attacks, vicious assault

Treasure: After the attack, the weather returns to normal and the glade becomes a peaceful place again. As the PCs make their way from the stump, continuing to follow the directions given to them by the town elders, they notice a deer in the woods. It carries a golden basket laden with objects. It sets this basket down in the center of the path and flees into the woods.

Upon investigating, the PCs come to realize that the basket contains gifts from Erastil to help them with their quest. In the basket are the following items: *ambrosia*, a *bow of Erastil*, *bracers of might*, a *cloak of the hunt*, a *golden holy symbol*, and four small water skins, each containing *nectar of the gods*. Feel free to substitute similar mythic magic items if they better suit the PCs.

Encounter 4: Howling Chasm

By the end of the day, the PCs have reached the depths of the wood. There are no beasts here, but there are bones aplenty, as if some great predator stalks these lands feasting on any creatures that dare to approach. After another hour of travel, the PCs come to a great clearing, in the center of which is a large mound of rock devoid of trees and surrounded by a deep, treacherous chasm. As they search around, they find only one way across: an ancient rope bridge that looks quite unsteady.

Crossing this bridge is quite perilous. The moment any PC steps foot onto the bridge, a great wind rises up, making the rickety bridge sway and creak. Crossing the bridge requires three DC 20 Acrobatics checks. Failing a check results in no progress, and failing by 5 or more causes the PC to fall into the chasm and take 6d6 points of falling damage. The far cliff of the chasm is very steep and smooth, making it nearly impossible to climb (DC 30), but the starting side is quite a bit easier (DC 20). If a PC makes the first two checks, a sudden bolt of lightning arcs from the sky to strike him. This bolt deals 8d6 points of electricity damage, although a DC 18 Reflex save halves the damage. Anyone that fails this save must also make a DC 20 Acrobatics check to avoid falling off the bridge.

Of course, the chasm is only 30 feet across and mythic characters might come up with a variety of ways to cross. The GM should feel free to improvise other threats, but generally speaking, this is a chance for the PCs to use their mythic powers to overcome the hazard with some daring feat of strength or skill.

Encounter 5: The Coiled Beast

At the top of the mound of rock in the middle of the forest lies the lair of the coiled beast, a mythic hydra that has haunted this part of the woods for time untold. This entire mound is littered with the bones of its victims, many of which are clearly humanoid. When the PCs scale the mound, read or paraphrase the following to them.

Climbing up the mound of rock, over broken and bleached bones, you see a large cave entrance at the peak. Within the darkness below, something stirs—something that slithers and hisses at your approach. Coming up from the darkness is the head of a vast serpent, and then another, and another, until seven terrible heads emerge, all attached to the same grotesque bulk. The coiled beast slithers out of its cave, its heads hissing and snapping, revealing deadly, sharp fangs. In the center of each head, the green symbol of Gozreh glows with a bright green light!

Creature: This epic fight is against the servant of Gozreh. As the battle rages just outside its lair, the gods clash in the clouds above, the image of Gozreh fighting against the image of Erastil. As fortune swings on the

mound of rock, so too does in swing in the skies above. If the PCs emerge victorious, Erastil lays Gozreh low, but if not, the god of the hunt is defeated by nature and the town is certainly doomed.

MYTHIC HYDRA

CR 9/MR 3

XP 6,400

hp 117 (see page 41)

Developments: If the PCs defeat the mythic hydra, Erastil looks down upon them proudly from the clouds before dissipating with the winds. With his disappearance, the mythic power possessed by each PC fades away (although each retains three uses of mythic power per day, which can be used only to add to a die roll, and only so long as the use is one Erastil approves). The PCs can return to the town of Glencross as heroes. As they arrive, a cleansing rain falls over the town, washing away the damage from the storm, healing all wounds, and restoring the tree trunk to its intact state. They PCs are invited to stay throughout the festival so that the townsfolk might properly celebrate them with food, drink, and plenty of cheer.

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may Not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Mythic Adventures Playtest © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Jason Nelson, Tom Phillips, F. Wesley Schneider, Amber E. Scott, Tork Shaw, Russ Taylor, and Ray Vallesse.