

Mythic Champions of the Spheres



Mythic Champions of the Spheres Credits

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Chapter 1

Introduction

This product requires the rules found in Pathfinder Roleplaying Game: Mythic Adventures from Paizo Publishing, Inc, as well as *Mythic Spheres of Power* and *Mythic Spheres of Might* from Drop Dead Studios.

Mythic Champions of the Spheres

It's finally here! This book completes the trilogy of mythic supplements for the Spheres systems, and focuses on material for characters that mix the systems. This product works best when used alongside both *Mythic Spheres of Power* and *Mythic Spheres of Might*, and it assumes you have access to them. (Otherwise, we'd have to be reprinting a pretty insane amount of material - and you don't want that!)

In addition to mythic class abilities for all champion classes, this product includes mythic options for existing prestige classes, as well as one additional prestige class that is now being made official. The Spheres Archwizard is relatively strong and may not be suitable for regular games, but is more appropriate for the high power of mythic games. *Mythic Champions of the Spheres* also includes rules for establishing a church (and becoming increasingly godlike to your followers) and multiple new mythic magic items.

Rules Priority

Sometimes, rules from different sources can conflict. When determining which of them takes precedence, there are two factors to consider. First, specific rules take precedence over general rules. For example, characters normally provoke attacks of opportunity for making many combat maneuvers, but feats or talents that say you do not provoke overwrite this general rule. In addition, stronger power sources overwrite weaker ones. In most settings, deities are the highest source of power and can overwrite any lesser effect. Artifacts come after deities, then mythic sources, then other non-mythic sources. This is why if a mythic source says you cannot get rid of a vulnerability, a non-mythic source can never overwrite that even if it is more specific. Rules priority only comes into play when rules directly conflict with each other; otherwise, things function as written. Everything else should be addressed on a case-by-case basis.

Chapter 2

Mythic Champion Class Abilities

Mythic Prodigy Class Features

Mythic Sequence

Add your tier to your prodigy level for determining the maximum length of your sequences. As a free action you can take once per combat, you can spend one mythic power to add half your tier (rounded down, minimum 1) to the number of links in your current sequence. This does not allow you to add more links than you normally could; any extras are lost.

Mythic Integrated Techniques and Imbued Sequences

As a free action, you can spend one mythic power to gain access to additional sequence options and/or imbuelements from two combat or magic spheres you do not have for 1 minute. This does not grant you the ability to cast or use any techniques you do not have, but it does allow you to use effects that do not rely on sphere-specific abilities (such as the Tentacle Swarm (finish) imbuelement or the Big Move (link) sequence option).

Mythic Inspired Sequence

When you start a sequence, you may spend one mythic power to gain an additional +1 insight bonus to everything affected by your inspired sequence until your sequence ends. This bonus increases by +1 at 3rd and 6th tiers. This stacks with other insight bonuses.

Mythic Adaptation

When you use adaptation, you can expend one mythic power to gain an additional magic talent or combat talent from the same sphere as your first talent. Add your tier to your prodigy level when determining the number of times you can use adaptation each day.

Mythic Steady Skill

You may select an additional skill when choosing which skill to focus on with steady skill. At 3rd and 6th tiers, you may select a third and fourth skill, respectively, for this effect. Once per day per steady skill, you may expend a use of mythic power to take 20 on that steady skill without increasing the time it takes to use the skill.

Mythic Unbroken Sequence

Add your tier to the number of rounds you can prevent your sequence from ending when using unbroken sequence. You may expend mythic power in place of martial focus to activate an unbroken sequence. When you use mythic power this way, you add one link per turn you are dazed, helpless, paralyzed, stunned, or unconscious (up to your normal maximum of links). This increase to your link happens at the end of your turn.

When you gain flawless sequence, you may exchange this ability for mythic flawless sequence.

Mythic Improved Adaptation (requires Mythic Adaptation)

You gain an additional combat or magic talent when you use mythic adaptation. This talent does not have to be from the same sphere as your other talents.

Mythic Reflect Spell

You may expend one use of mythic power to add your tier to your magic skill check when using reflect spell. When you do so, you are no longer staggered on your next turn.

Mythic Greater Adaptation

When you use adaptation, you may gain the benefits of two talents as a swift action.

Mythic Share Adaptation

When you use share adaptation, you may spend one mythic power to grant that ally an additional two combat or magic talents from the same sphere as the first. The ally must meet the prerequisites for those granted talents.

Mythic Variable Skill (requires Mythic Steady Skill)

When you change your main steady skill, you may also change the additional steady skills granted by mythic steady skill. This does not provide additional uses of the ability to spend a mythic power to take 20.

When you get skill juggler, you may exchange this ability for mythic skill juggler.

Mythic Master Adaptation (requires Mythic Greater Adaptation)

When you use adaptation, you may select two talents as a free action or three talents as a swift action.

When you get grandmaster adaptation, you may exchange this ability for mythic grandmaster adaptation.

Mythic Flawless Sequence

If you are dazed, helpless, paralyzed, stunned, or unconscious, you may still spend one mythic power to gain one link in your sequence per turn (as in mythic unbroken sequence).

Mythic Greater Reflect Spell (requires Mythic Reflect Spell)

When you expend mythic power while using reflect spell, you gain a +2 bonus to your caster level for one round if you successfully reflect a spell and you may use any talents that applied to the spell you reflected for one round.

Mythic Grandmaster Adaptation

When you use adaptation, you may select two talents as an immediate action or three talents as a free action or four talents as a swift action.

Mythic Skill Juggler (requires Mythic Steady Skill)

When you change your main steady skill with skill juggler, you may also change the additional steady skills you selected with mythic steady skill.

Mythic Perfected Prodigy

You may spend one mythic power to add half your tier (rounded down, minimum 1) to your casting ability modifier when determining the number of links your sequence starts with.

Mythic Sage Class Features

The sage is an unusual class. It may still take mythic casting, mythic spell pool, and mythic magic talents, even though it does not have those class features by name.

Mythic AC Bonus

Add your tier to your sage level when determining the level-based bonuses you get from AC bonus. These bonuses are no longer capped at 20th level. As a free action, you may expend one use of mythic power to increase your AC bonus from this ability by your tier for one round per tier.

Mythic Chi Gong

At each odd tier, your chi gong gains a +1 enhancement bonus. This increases its accuracy (when you attack directly with chi gong, but not when applying it as a bonus to your unarmed strikes or natural attacks) and its damage, and allows it to overcome damage reduction as an enchanted weapon.

Mythic Esoteric Training

When you gain this mythic class ability, you gain one of the following benefits for an esoteric training package you possess. You may select this mythic class feature more than once, but only one time for each esoteric training you have. Each time you do, you gain the mythic benefits for a different esoteric training package.

Mythic Chakra Disruptor

Add your tier to the CMD penalty inflicted by your chi gong. When you use your chi gong, you may expend one mythic power to make your opponent roll twice on their Fortitude saving throw against your chakra disruptor effect and take the lower result.

Mythic Enhancer

Add your tier to your Wisdom modifier when determining the duration of your enhancer ability bonus. At 1st, 3rd and 6th tiers, you gain an additional +2 bonus you may apply to any qualifying ability score when using your enhancer ability bonus. If you have mental escalation esotery, you may also apply these bonuses to your mental ability scores when using mental escalation, but those uses count against the number of increases you can add to physical ability scores.

Mythic Infuser

Add your tier to your class level when determining the DC of the Reflex save creatures need to attempt against your infuser ability. Creatures no longer get a bonus on their saving throw based on their size category against your infuser ability. Finally, select one feat or combat talent you do not know that applies to your disarm, grapple, or trip attempts. You must meet the prerequisites for this choice (except knowing any base sphere). You gain the benefits of this feat or combat talent when creatures fail their Reflex save against your infuser ability and you make the relevant type of combat maneuver.

Mythic Ki Blaster

Double the range of your ki blasts. You may apply a second (blast type) talent to your ki blasts, as if using the Admixture talent (normally, you cannot use Admixture on ki blasts).

Mythic Manipulator

Add your tier to the DC of Will saves that opponents must attempt against your manipulator ability. When you spend a ki point to try and establish a *manabond* as part of using your manipulator ability, you may also expend one use of mythic power to apply the effects of any (manabond) talent, even if you do not know that talent. This replaces the normal *manabond* you could apply, and you do not need to pay any further spell point costs for that use of a *manabond*.

Mythic Meditation

Add your tier to your class level when determining the number of bonus dice you get from meditation and the maximum number of meditation dice you have. You may use your surge die size instead of a 1d6 when rolling a meditation die. When you meditate, you may expend one mythic power roll a meditation die twice and choose a result to save. You may repeat this for as many meditation dice as you want. When you use a meditation die, you may use a saved result instead of rolling. This still expends one of your meditation dice, as if you had rolled it. Any saved rolls are lost when you regain mythic power.

Mythic Esotery

Once each day, as a full-round action, you may change one esotery you have selected. In essence, you lose the esotery, and gain a new esotery to replace it, as if you had retrained the feature. You may not swap out any esotery you are using as a prerequisite, nor can you swap out your signature technique.

This mythic class feature may be selected more than once, but no more times than the total number of esoterics you have. Each time it is selected, it allows you to swap out an esotery one additional time per day. You may swap out the same esotery multiple times, or swap out different esoterics.

Mythic Skill Focus

At 1st tier and 3rd level, 3rd tier and 6th level, and 6th tier and 9th level, you gain the Mythic Skill Focus^{MA} feat for one skill you have the Skill Focus feat for.

Mythic Signature Technique

Once each day, as a full-round action, you may change your signature technique. In essence, you lose the signature technique, and gain a new signature technique to replace it, as if you had retrained the feature.

Mythic Troubadour Class Features

Mythic Performer's Synergy

Add your tier to your level when determining the morale bonus from your performer's synergy. In addition, double the morale bonus from your performer's synergy for saving throws you attempt against abilities that would exercise mental control over you (including most charm and compulsion effects).

Mythic Personas

You may have a second active persona. This second persona is known as a co-conscious personality. You gain the benefits of having each persona active, such as qualifying for racial feats or talents, but not the trope benefit or persona quirks of your co-conscious personality. Whenever you would be affected by something, you may use the traits of either persona, whichever is more beneficial. (For example, if you have an active human persona and an active elf persona, and a special ability would deal bonus damage to elves, you can choose to be treated as a human even though your elf persona is active.) The co-conscious personality is an active participant and may interrupt you to talk or interact. If the two personalities want to do different things, roll a d20. On a roll of 11 or higher, the troubadour's personality dominates the actions for the round; on a roll of 10 or lower, the co-conscious personality dominates the actions for a round.

Any power that would control your actions, such as a mental domination effect, must affect both of your personalities. Otherwise, it must vie for dominance with your co-conscious personality, as detailed above.

You may gain and change the co-conscious personality whenever you change your personas, including having them not manifest at all. This can, itself, manifest in different ways. Some mythic troubadours have a different co-conscious personality for each of their personas, while others have a single co-conscious personality that changes personas just like the troubadour does. Any co-conscious personality that is not active is functionally unconscious, but still exists within the troubadour's mind. Co-conscious personalities can have different alignments from the troubadour's.

Roleplaying Co-Conscious Personalities

Co-conscious personalities can be challenging to roleplay and can have many different types of backstories or origins. They could exist as a fictional and idealized version of the troubadour's self, a mirrored opposite, an imaginary childhood friend come to protect the troubadour, or even some type of external power such as possession by a deity or fiendish figure.

While mythic personas have some similarities to things like Dissociative Identity Disorder, this ability is not DID or any other type of disorder and should not be treated as such. Co-conscious personalities are, for all intents and purposes, real people or entities that were created, summoned, or otherwise made manifest in the troubadour through their mythic powers.

If you are not confident in your ability to roleplay this ability accurately, consider asking your game master or a fellow player you trust to roleplay the co-conscious personality. Optionally, you may limit mythic personas to active combat, which means co-conscious personalities are not active at other times. Mythic personas are much harder to roleplay than many of the other options in this book, so consider talking with your game master before taking this ability.

Mythic Method Acting

If you have mythic personas, you gain your co-conscious personality's trope benefit, but not any of their persona quirks.

Once each day, as a full-round action, you may change one persona quirk one that one of your personas has. In essence, you lose the persona quirk, and gain a new persona quirk to replace it, as if you had retrained the quirk. You may not swap out any quirk you are using as a prerequisite.

This mythic class feature may be selected more than once, but no more times than the total number of persona quirks any one persona has. Each time it is selected, it allows you to swap out a persona quirk one additional time per day. You may swap out the same quirk multiple times, or swap out different quirks.

Mythic Actor Training

Once each day, as a full-round action, you may change one actor training you know. In essence, you lose the actor training, and gain a new actor training to replace it, as if you had retrained the actor training. You may not swap out any actor training you are using as a prerequisite.

This mythic class feature may be selected more than once, but no more times than the total number of actor trainings you know. Each time it is selected, it allows you to swap out an actor training one additional time per day. You may swap out the same actor training multiple times, or swap out different actor trainings.

Mythic Master of Disguise

Add your tier to your class level when determining the bonus you get from your master of disguise ability. In addition, you can attempt a Disguise check when selecting your personas to dress in such a way that you are believably either of them (though anyone who recognizes that persona may recognize that the persona is not wearing their 'normal' clothes).

Mythic Quick Change

Add your tier to your class level when determining how many times you can use quick change each day. If you have mythic personas, you gain a second pool of quick change uses that can only be used for your split personality.

Mythic Flexible Truth

Add half your tier (rounded down, minimum 1) to the DC of caster level checks creatures must attempt to succeed at using truth-detecting and thought-detecting magic on you. If you have mythic personas, creatures must succeed at a second check at the same DC to accurately read your thoughts. If they fail on either check and the magic is reading your mind, you may choose which of your personalities' thoughts are displayed.

Mythic Greater Actor

You gain one permanent persona quirk. You retain this persona quirk even when you change your personas and when you do not have any personas active. At 3rd and 6th tiers, you gain an additional permanent persona quirk. You must meet the prerequisites for these persona quirks, if any, and they do not stack with other instances of the same quirk (unless it would normally do so).

Mythic Master Actor

Requires Mythic Greater Actor.

Once each day for each persona, as a full-round action, you may change one trope one that one of your personas has. In essence, you lose the trope, and gain a new trope to replace it, as if you had retrained the trope. You may not swap out any trope you are using as a prerequisite.

Mythic Master of Roles

Requires Mythic Personas.

Whenever you prepare your personas, you may prepare a second co-conscious personality in addition to a second regular persona. When swapping personas as a free action, you may only swap your regular persona with the persona you readied for the regular role and your co-conscious personality with the second co-conscious personality you prepared.

Mythic Warden Class Features

Mythic Vigil

Once per day, as a full-round action, you may change your vigil. In essence, you lose your vigil, then gain a new vigil to replace it, as if you had retrained the vigil. In addition, you gain two talents associated with your vigil sphere. Each time you change vigils, or at the start of the day if you have not changed your vigil in 24 hours, exchange these talents for talents from your current vigil sphere (you may choose the same two talents if you are not changing your vigil sphere).

Mythic Mystical Guardian

You gain a flexible talent from the Guardian sphere. Treat this like gaining a bonus talent, except that you may change this talent to any other talent from the Guardian sphere after resting for eight hours or by spending one use of mythic power as a free action.

Mythic Steadfast

Add your tier to your warden level when determining the number of additional attacks of opportunity you can make each round (minimum +1). You may expend one use of mythic power to gain a bonus equal to your tier on attack rolls for attacks of opportunity for 1 round.

Mythic Guard

Add your tier to your character level when determining the bonus of your guard ability. By expending one use of mythic power as an immediate action, you may share your guard with one additional ally within 30 feet for every two tiers you have (minimum +1); this effect lasts for one round.

Mythic Reinforcement

Once each day, as a full-round action, you may change one reinforcement you have selected. In essence, you lose the reinforcement, and gain a new reinforcement to replace it, as if you had retrained the reinforcement. You may not swap out any reinforcement you are using as a prerequisite.

This mythic class feature may be selected more than once, but no more times than the total number of reinforcements you have. Each time it is selected, it allows you to swap out a reinforcement one additional time per day. You may swap out the same reinforcement multiple times, or swap out different reinforcements.

Mythic Indomitable

Your indomitable bonus increases by 1. At 3rd and 6th tiers, it increases by an additional +1. As an immediate action, you may spend one use of mythic power to share your indomitable bonus with all allies in close range (25 feet + 5 feet per 2 character levels) for 1 round.

Mythic Routine Patrol

Add your tier to your warden level for determining the size of your increased threatened area when using *patrol*. You may

expend martial focus to instead add double your tier to the size of your *patrol* area for 1 round.

Mythic Focusing Guard

You may expend one use of mythic power when using your guard ability as a swift action to regain martial focus.

Mythic Expanded Guard

You may guard an additional ally at the same time. At 3rd and 6th tiers, the number of allies you can guard increases by an additional +1.

Mythic Projected Empathy

You may expend one use of mythic power as a free action to treat all allies as if they were one stage of projected empathy closer to you for one round. (For example, at 10th level, you could use mythic power to treat allies like they were 100 feet closer instead of 30 feet closer.)

Mythic Lingering Guard

Your lingering guard lasts for an additional number of rounds equal to half your tier (rounded down, minimum 1). When you would fall unconscious or be killed, you may expend one use of mythic power to let lingering guard instead last for an additional number of rounds equal to your tier.

Mythic Self Sufficiency

You no longer need to have a guarded ally to treat yourself as being guarded.

Mythic Improved Indomitable

You may expend one use of mythic power to negate any effect that would teleport you against your will (unless it comes from a creature with equal to or more mythic tiers than you, or is from a creature of at least demigod status). In addition, you may further reduce any non-teleportation forced movement (such as bull rush attempts) by 5 feet per tier.

Mythic Improved Patrol

You may choose to allow creatures to attempt attacks of opportunity against you while you are on *patrol*. If you do, you may make a counterattack against any creature that makes an attack of opportunity against you while you were on *patrol*, as if you were using the *counter punch* of the Boxing sphere (except that your counterattack comes after their attack, and you cannot counterattack any creature this way more than once per round).

Mythic Tireless Protector

You no longer need to sleep, and once per day, you can gain the benefits of 8 hours of rest by entering into a meditative trance for 2 hours. You may enter or exit this trance as a full-round action, and can remain in it for as long as you want. While in this trance, you are treated as if you are constantly on *patrol*, except that any round in which you are not fighting you must either remain in the spot where you started your trance or return to it

as quickly as possible. While in your meditative trance, you do not need to eat, drink, or breathe, and you do not age.

Mythic Warden Of The Many

You can remain in your ethereal form for an additional round per tier. When finished with your ethereal form (either because the duration ran out or you voluntarily return to your body), you may expend all of your mythic power to regain 10 hit points per tier. If you were slain and this healing would be enough to revive you (that is, not being so far into negative hit points that you are dead, rather than merely unconscious), you become stable and conscious with the appropriate number of hit points.



Chapter 3

Mythic Prestige Class Abilities

Mythic prestige class abilities are the same as mythic class abilities, but may only be taken by members of the respective prestige class.

Mythic Aeronaut Captain Class Features

Mythic Air of Command

Add half your tier (rounded down, minimum 1) to your aeronaut captain level when determining the benefits of air of command.

Mythic Siege Engineer

You gain two of the following feats: Siege Commander^{UC} (combat), Siege Engineer^{UC} (combat), Siege Gunner^{UC} (combat), or Master Siege Engineer^{UC} (combat). If you already have the chosen feats, you may immediately retrain them for any other feats that you qualify for.

Mythic Veteran Sailor

Add half your tier (rounded down, minimum 1) to your aeronaut captain level when determining the benefits of veteran sailor. In addition, you may expend one use of mythic power to gain a bonus equal to three times your mythic tier on any skill roll that benefits from veteran sailor.

Mythic Inspire Crew

Add your tier to your aeronaut captain level when determining the duration of your inspire crew ability. When you use inspire crew, you may expend one use of mythic power to let your inspire crew last for ten minutes per level.

Mythic Aura of Command

Add 10 feet per tier to the range of your aura of command. You may expend one use of mythic power as an immediate action to let creatures within your Aura of command reroll a saving throw against a charm or compulsion effect and take the higher result.

Mythic Advanced Inspire Crew

You may expend one use of mythic power to double the number of crews affected by your inspire crew ability when you activate it.

Mythic Master Commander

You may rally your crew with master commander one additional time per day, plus an extra time per day at 3rd and 6th tiers.

Mythic Forest Lord Class Features

Mythic Cryptwood Connection

Add half your tier (rounded down, minimum 1) to your forest lord level when determining the benefits of cryptwood connection.

Mythic Favored Terrain

You gain a bonus to movement in your favored terrain, equal to +5 feet to all movement types for every +2 favored terrain bonus you gain in that terrain.

Mythic Master Leaper

Add half your tier (rounded down, minimum 1) to your forest lord level when determining the bonus to Acrobatics granted by master leaper. You can expend one mythic power to take 15 when attempting an Acrobatics check to jump. This is like taking 10, but treat the result as if you had rolled a 15.

Mythic Forest's Strength

Increase your climb speed by 10 feet per tier. When you are in a cryptwood, you gain a +2 increase to your inherent bonus to Strength at 1st, 3rd, and 6th tiers.

Mythic Geomancer

You gain both effects of Mythic Sphere Mastery: Nature. If you already have either or both of these features, you may immediately retrain them.

Mythic Forest Heart

All wild animals within a cryptwood have a starting attitude of friendly towards you (unless it would already be better).

Once per week, you may expend five mythic power to change the type of magic that infuses a cryptwood for one day per tier. For example, if the cryptwood has the fire manifestation, you could change that to the time manifestation. If the cryptwood has multiple manifestations, you may change all of them when you use this ability. This change also affects all native creatures, adjusting their abilities and templates as appropriate.



Mythic Tempestarii

Class Features

Mythic Rapid Weather

You may change an additional type of weather whenever you use *control weather*.

Mythic Ship Smasher

You may ignore up to your tier in hardness when damaging objects with your Weather sphere effects. If you have ship killer, you may immediately swap this for mythic ship killer.

Mythic Grand Weather

You may exercise more precise control over your Weather sphere effects and choose whether or not each range (close, medium, long, or climate) is affected by each aspect of your control weather. For example, you may increase the severity of wind only at medium range, and also increase the severity of cold in both close and medium range.

Mythic Ship Killer

You may ignore up to twice your tier in hardness when damaging objects with your Weather sphere effects.

Mythic Deadly Weather

As a free action, you may expend one mythic power to increase the damage of a weather effect created by your *control weather* by 50%. This is functionally the same as the Empower Spell metamagic feat and does not stack with that feat. This increase happens to all damage caused by your weather effects for one full round, but does not persist beyond that unless activated again.

Mythic Instant Weather

When you use *control weather* to change the weather's severity, you may expend one mythic power to immediately change as many types of weather as you want. You must be able to control those types of weather to change them in this way.

Mythic Waking Sleeper Class Features

Mythic Sleeper Training

Add half your tier (rounded down, minimum 1) to your waking sleeper level when determining the number of combat feats granted by your sleeper training pool. In addition, as a free action you may expend one mythic power to gain access to any two feats in your sleeper training pool for one minute per tier.

Mythic Second Self

You are aware of all attempts to scry upon both your typical and sleeper selves. If you succeed at a magic skill check against a scryer's MSD, you may show the scryer whatever scene you wish instead of a blank result.

Mythic Recall

Add twice your tier to the number of rounds per day you may be in your state of recall each day. You also gain access to an additional feat from your sleeper training pool and are only fatigued for half as long after exiting your state of recall.

Mythic Catatonia

Whenever you complete a full night's rest, full day of bed rest, or perform no activities for 24 hours (such as while petrified), you may attempt a magic skill check against the MSD of any creature that applied a permanent effect to you. On a success, you recover from that effect.

Mythic Deep Conditioning

Add half your tier (rounded down, minimum 1) to your morale bonus to Will saves while in a state of recall. Once per round, as a free action you may only take while in a state of recall, you may exchange any feat gained from your state of recall for any other feat available through your sleeper training.

Mythic Regimented Thought

When a creature uses a mind-affecting effect against you, you may spend one mythic power to force them to roll twice and take the lower result when attempting their magic skill check. If they fail, as a standard action on your next turn you may attempt to apply the same effect to them, regardless of distance, without spending any resources of your own. This cannot be used against effects the creature spent mythic power on.

Mythic Perfect Clarity

When in your state of recall, you gain access to an additional combat feat. This stacks with the bonus from mythic recall. In addition, you gain a +4 inherent bonus to Dexterity, Constitution, or Wisdom while in your state of recall. This must be chosen when you enter your state of recall and can only be changed by exiting this state, then resuming it later.

Chapter 4

New Mythic Feats

All mythic feats with non-mythic versions require those non-mythic versions as a prerequisite.

Dimensional Archer (Mythic)

Add half your tier (rounded down, minimum 1) to your MSD when foes attempt a magic skill check against you while under the effect of your anchoring shot. You may expend one use of mythic power to *teleport* and reload as a swift action when using retreating reload. When you use warp shot, you may expend one use of mythic power to reduce the miss chance against your target by 5% per tier.

Dispelling Attack (Mythic)

Add half your tier (rounded down, minimum 1) to your MSB for the purposes of counterspelling when you are using Dispelling Attack. This is applied after any other modifiers and can allow your MSB to exceed your Hit Dice.

Life Taker (Mythic)

Subtract your tier from the minimum CR of creatures when determining which creatures you can use Life Taker on.

Mystic Focus (Mythic)

You may expend one use of mythic power to use Mystic Focus as a free action instead of a swift action. This does not allow you to regain martial focus more than once per round.

Spell Attack (Mythic)

When you miss an enemy within the range of your weapon while using the Spell Attack feat, you may expend one use of mythic power to launch the magical energy off of your weapon and towards the enemy. Unless they succeed at a Reflex save (DC 10 + 1/2 your Hit Dice + your casting ability modifier + your tier), they are struck by the magical effect as though you had struck them with your weapon. If the sphere effect would normally require a Reflex save, they automatically fail it, but may roll a Fortitude or Will saving throw against any other effects of the spell as normal. This mythic feat works with all magical effects that are compatible with the Spell Attack feat, including some talent-based abilities applied to weapons. (See the *whip of command* in *Treasures of the Spheres* for an example.)

Unarmored Mastery (Mythic)

You no longer lose the benefits of Unarmored Training while carrying a medium or heavy load.

Chapter 5

Mythic Magic Items

Magic items can be just as iconic as the heroes who wield them, and this is especially true for items in mythic games. The items and effects presented in this chapter are designed specifically for games using the mythic rules and may use advanced talents or other particularly high-powered effects, although they may also be appropriate for other games depending on the intended power level. As always, the GM is the final arbiter of which items are obtainable in any particular game. Remember, a character cannot craft an item that uses advanced talents without access to that talent; they cannot simply increase the skill check to bypass the talent requirement. Additionally, a character cannot bypass the Mythic Crafter feat requirement to create any of the items in this book. For information on *flask shards* and how they can be used to increase the power of certain items, including some items described below, see Chapter 7 of *Treasures of the Spheres*.

New Legendary Item Ability

Servant Of The Spheres

Once per day, as a standard action, your legendary item can take the form of a companion (as a summon of the Conjunction sphere, except the item itself transforms into the creature), with a number of Hit Dice equal to twice your tier. This companion is considered a mythic creature and its natural weapons can overcome DR/epic. It also gains the benefits of one talent from the Conjunction for every two tiers you have (rounded down), in addition to the one (type) or (form) talent it has from being a companion. Whenever your legendary item companion would be dismissed, it instead reverts to its item form and returns to either your hand or a slot on your body (as appropriate for the type of item it is).

The appearance of this servant is extremely flexible, but is usually somehow evocative of its original item form. The servant can remain for up to 10 minutes per tier (this time must be used consecutively).

The item must be a minor or major artifact with the intelligent legendary item ability, as described in Chapter 5 of *Pathfinder Roleplaying Game Mythic Adventures*, to take this ability.

New Item Special Abilities

Mythic Mastery

This ability can be placed on any magical item for 40,000 gp by any creature who meets the prerequisites for crafting that specific item. An item with the *mythic mastery* ability grants its user access to a single mythic sphere mastery^{MSoP/MSoM} chosen when the item is made, but only as long as its user is a mythic creature and possesses the appropriate base sphere. If that creature already knows the mythic sphere mastery, they may activate its effects twice per day without spending mythic power if it has a mythic power cost. A creature can only gain the benefits of this ability from one item per day, but may equip multiple items with the *mythic mastery* effect and choose which one to activate when they need it.

New Items

Astral Tome

Aura strong Death; **CL** 15th

Slot none; **Price** 60,000 gp; **Weight** 8 lbs.

This thick, heavily-secured book has a dark cover with an image of a silver humanoid connected to something unseen by a silvery thread. The interior of the book contains detailed written descriptions of every place any user of the book has visited through its powers. Once per day, a creature can read from this

book to let themselves and up to seven additional willing creatures travel through the Astral Plane and connected areas, as the effects of the Death sphere Astral Travel advanced talent. Once per day, a mythic creature can expend one use of mythic power to transport themselves and up to seven other willing creatures to any destination described in the book, even if that destination is cut off from the Astral Plane; this planar movement always brings the user to the closest safe space to their intended destination. This movement cannot go through *anti-magic fields*, wards against planar travel, or defenses created by deities.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, Mythic Crafter, Death sphere (Astral Projection (advanced), Astral Travel (advanced), Project Spirit (advanced)); **Cost** 30,000 gp

Battlefield

Aura moderate Creation and Enhancement; **CL** 6th
Slot none; **Price** 14,400 gp; **Weight** 4 lbs.

This medallion has dozens of unique weapons stamped around the outside. Once per day, as a standard action, a user can activate the *battlefield* to summon countless weapons within close range (25 feet + 5 feet per 2 caster levels). This functions as the first-level armory arena ability of the lingchi warrior^{USOP} archetype except as modified here. If the user expends one use of mythic power when activating the *battlefield*, all of the weapons come with +2 enhancement bonuses. The weapons created by this item last for one minute per caster level, but may be dismissed by the user as a free action.

Flask Shard Effect: Increase the caster level to the next increment of 4, increase the enhancement bonus on the weapons when expending mythic power by +1, and increase the number of uses per day by 1. **Flask Shard Limit:** +3

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Enhanced Creation (dual sphere), Creation sphere (Divided Creation, Larger Creation), Enhancement sphere; **Cost** 7,200 gp

Blooddrinker

Aura moderate Blood; **CL** 6th
Slot none; **Price** 14,400 gp; **Weight** 4 lbs.

This slender needle looks like a wand at first glance, but tapers to a much finer point. Once per day, a creature holding a *blooddrinker* may use it to drain the life of their enemies. This acts as the Blood sphere Drain Lifeblood advanced talent, and requires establishing and maintaining *blood control* on the targets (which is done through this item). A *blooddrinker* can target 1 creature, plus one additional creature per 2 caster levels, and all targets must be within close range (25 feet + 5 feet per 2 caster levels). A mythic creature may expend one use of mythic power when activating a *blooddrinker* to use their own casting DC (if it is higher than this item's DC) and add their tier to the item's DC. Mythic creatures who activate a *blooddrinker* this way regain 5 hit points per point of Constitution bleed they inflict with this item.

Flask Shard Effect: Increase the caster level to the next increment of 4, and increase the number of uses per day by 1. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Blood sphere (Drain Lifeblood (advanced), Mass Control [mass]); **Cost** 7,200 gp

Chronosphere

Aura strong Time; **CL** 15th
Slot none; **Price** 36,000 gp; **Weight** 2 lbs.

Chronospheres are golden spheres etched with powerful runes. Once per day, a creature may activate a *chronosphere* to envelop themselves or a creature they touch in a bubble that freezes the passage of time. This functions as the Time sphere Temporal Stasis advanced talent. A *chronosphere* becomes the bubble of frozen time while functioning; when the stasis ends, either because it was dispelled or met the conditions to shut off on its own, it reverts back into item form. It returns to being an item even if enveloped in something like an *antimagic field*, though it could not be used again until brought out of such an area. *Chronospheres* must recharge for at least 24 hours between uses, regardless of how long they functioned.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Time sphere (Temporal Stasis (advanced)); **Cost** 18,000 gp

Cloak Of The Stormlord (Minor Artifact)

Aura strong Weather; **CL** 15th
Slot shoulders; **Price** -; **Weight** 2 lbs.

This ankle-length gray cloak seems to be woven from strands of solidified cloudstuff and sewn with lightning that occasionally flashes across it. While worn, this cloak acts as a +5 *Weather* implement that also grants access to all Weather talents with the word "Lord" in their name, including advanced talents. A mythic creature wearing this cloak gains a fly speed of 10 feet per round per tier with perfect maneuverability as long as they are within an area of weather they are controlling.

DESTRUCTION

The *cloak of the stormlord* can be destroyed by cutting it in half with a granite weapon inside the house of the leader of the largest city of the elemental plane of earth.

Cry Of Condemnation

Aura strong Death; **CL** 15th
Slot none; **Price** 30,000 gp; **Weight** 2 lbs.

Once per day, as a standard action, a creature can squeeze this dried husk of a plant and curse one enemy in range (as the Death sphere Curse (ghost strike) talent). If successful, this curse is always vulnerability to a type of energy damage. While

this normally has a DC 17 Will saving throw to negate, a mythic creature can expend one use of mythic power when activating the *cry of condemnation* to instead target up to seven creatures in close range (60 feet) and use their save DC for the Death sphere (if higher), adding their tier to the normal save.

Flask Shard Effect: Increase the number of uses per day by 1. **Flask Shard Limit:** +2

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Death sphere (Curse, Greater Curse (advanced)); **Cost** 15,000 gp

Dark And Darker

Aura moderate Dark; **CL** 10th

Slot hands; **Price** 36,000 gp; **Weight** 3 lbs.

This pitch-black glove has even darker runes etched into the fabric, although the entire glove is so black to begin with that they are nearly impossible for creatures to make out. Once per day, by shouting this item's name as a standard action, a creature wearing this item can transform into *darkness* (as the Dark sphere One With The Void advanced talent) for 1 minute per caster level. Creatures that attack you while you are in an area of *darkness* must roll twice and take the worse result. This effect can be ended as a swift action, as described in that talent. A mythic creature can expend one use of mythic power while activating this item to also apply the effects of the Dark sphere Edge Of Night^{JTB} talent to their shadowy form.

Flask Shard Effect: Increase the caster level to the next increment of 4, and increase the number of uses per day by 1.

Flask Shard Limit: +2

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Dark sphere (Edge Of Night (darkness), One With The Void (advanced), Step Through Darkness (meld)); **Cost** 18,000 gp

Doomguard

Aura moderate Fate; **CL** 10th

Slot neck; **Price** 160,000 gp; **Weight** 1 lb.

Usually crafted by only the most paranoid and wealthy individuals and formed into the shape of a simple pendant that is easy to wear, the *doomguard* is capable of protecting its wearer and those around them from catastrophe. This functions as the Fate sphere Elude Fate advanced talent and affects all allies of the *doomguard's* bearer who are within 50 feet. This effect is not subject to spell resistance, although it can be negated by antimagic. The doom's circumstances must be chosen when this

item is crafted, but the effect is otherwise permanent within its radius and the doom in question cannot reduce a creature below 1 hit point regardless of the circumstances. Once a creature has avoided the doom, they lose the *doomguard's* protections for 1 hour. For example, if the *doomguard* prevents death by fire, then no amount of fire damage (regardless of the source) can kill creatures within the *doomguard's* range while they are protected by it. As an immediate action, a mythic creature can expend one use of mythic power to avert all dooms for one round. This prevents all effects from reducing an affected creature's hit points below 1 for that round, but after this the *doomguard* loses all effects for 24 hours.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Mythic Crafter, Fate sphere (Echoing Word [mass], Elude Fate (advanced)); **Cost** 80,000 gp

Fairy Monarch's Brooch

Aura faint Fallen Fey; **CL** 5th

Slot chest; **Price** 40,000 gp; **Weight** 1/10 lb.

This slim wooden badge is covered in intricate sylvan runes. As a standard action, a creature bearing a *fairy monarch's brooch* can determine the direction to the closest fairy ring, and may open any fairy ring as a standard action. This otherwise functions as the Fallen Fey sphere Fairy Ring Traveler talent. A creature bearing a *fairy monarch's brooch* always correctly identifies the best ring to leave Faerie from, and a mythic character holding this item may expend one use of mythic power while entering Faerie to choose what time difference applies to their trip.

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Mythic Crafter, Fallen Fey sphere (Fairy Ring Traveler (advanced)), creator must have the fey creature type; **Cost** 20,000 gp

Forward Momentum

Aura weak War; **CL** 2nd

Slot feet; **Price** 1,600 gp; **Weight** 6 lbs.

This set of durable shoes is emblazoned with marks denoting the glories of combat. Once a day, as a standard action, a creature can activate these boots to create a momentum pool with the effects of the War sphere Aggressive Momentum (momentum) talent. This pool's size is equal to the *forward momentum's* caster level plus its effective casting ability modifier (which is 1/2 its caster level), starting with three points. This momentum pool lasts for one hour per caster level and can only be refilled by reusing this item; creatures cannot spend spell points to refill it. A mythic creature may expend one use of mythic power when activating the *forward momentum* to increase the maximum size of this momentum pool by their tier.

Flask Shard Effect: Increase the item's caster level to the next increment of 5 and increase the number of uses per day by 1. Additional uses while the momentum pool is in effect raise it to its normal cap; any extra points are lost. At +2, this momentum pool also offers the effects of the War sphere Cooperative Momentum (momentum) talent (from *The Warden* by Drop Dead Studios). At +3, this momentum pool also offers the effects of the Damaging Momentum (momentum) talent. At +4, this momentum pool also offers the effects of the Marauding Momentum (momentum) talent. **Flask Shard Limit:** +4

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, War sphere (Aggressive Momentum (momentum), Cooperative Momentum (momentum), Damaging Momentum (momentum), Marauding Momentum (momentum)); **Cost** 800 gp

Fox Medallion

Aura strong Protection; **CL** 15th

Slot any; **Price** 180,000 gp; **Weight** 1 lb.

This silvery medallion is usually worn as a necklace, although it functions in any slot as long as it is touching the user's skin and the user has no other items in that slot. While worn, the user can spend an immediate action and one use of mythic power to gain immunity to any one effect they would normally be affected by that can be stopped by an *antimagic field*; this immunity is automatic and does not require any checks, regardless of its source. This immunity ends at the end of the user's next round. When worn by a mythic creature, this medallion also protects the bearer from all divination magic, as the effects of the Protection sphere Unplottable (aegis) talent.

CONSTRUCTION REQUIREMENTS

Forge Charm, Mythic Crafter, Protection sphere (Antimagic Aura (advanced), Enduring Protection, Permanent Ward (advanced), Spell Ward (aegis, ward), Unplottable (advanced, aegis)); **Cost** 90,000 gp

Fusion Rings

Aura moderate Alteration; **CL** 8th

Slot ring; **Price** 25,600 gp; **Weight** 4 lbs.

These rings come in a variety of shapes and styles, but always come in pairs and must be worn by two different creatures. If the wearers of a pair of *fusion rings* are adjacent to each other and activate them at the same time (either with one creature using a readied action and the other creature using a standard action, or both creatures using readied actions together), they can fuse for eight minutes as the Alteration sphere Fusion advanced talent. Both creatures must be actively willing to use these items; if either creature is under the control of a mind-affecting talent or does not otherwise genuinely want to fuse with the other creature, the *fusion rings* automatically fail. If *fusion rings* are used by two mythic creatures, they may choose to average out their mythic power at the end of the fusion so that each of them end up with the same amount of power (if any power would be leftover, it is lost).

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Alteration sphere (Fusion (advanced), Mass Alteration [mass]); **Cost** 12,800 gp

Gatestone

Aura overwhelming Warp; **CL** 21st

Slot none; **Price** 176,400 gp; **Weight** 3 lbs.

This carved crystal appears to have a circular hole in the middle that goes deeper than its size could possibly allow, regardless of which angle the viewer looks at it from. Once per day a creature can use a *gatestone* to create a portal (as the Warp sphere Portal advanced talent) leading to any destination not protected from planar travel. The user must have some idea of their destination, as described in the Warp sphere True Teleport advanced talent (and augmented by the Universal Teleport advanced talent for its accuracy), but this destination can otherwise be on any plane. The portal created remains for 21 hours unless dispelled or otherwise negated. A mythic creature can expend one use of mythic power while activating a *gatestone* to restrict travel such that it can only move one direction. Anything that goes even partially through such a one-way portal is sucked entirely through; anything too large to fit through the portal does not cross through at all.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Warp sphere (Distant Teleport, Enduring Portal (advanced), Mass Teleport [mass], Planeshift (advanced), Portal (advanced), Teleport Beacon, True Teleport (advanced), Universal Teleport (advanced), Unwilling Teleport, Wormhole (space)); **Cost** 88,200 gp

Immovable Wand

Aura strong Telekinesis; **CL** 18th; **SP** 6

Slot none; **Price** 81,000 gp; **Weight** 2 lbs.

This slender wand is colorless and nearly transparent, though harder than most metals. While held, it functions as a Telekinesis spell engine with the Affix, Effortless Telekinesis, and Idle Concentration talents. A mythic creature who uses



this wand may use their casting DC for the Telekinesis sphere (if it is higher) and may expend one use of mythic power when using the Affix talent through this spell engine to mystically bind a creature in place by increasing the magic skill check or Strength check required to break a creature free by their tier. In addition to its other effects, this wand functions as an *immovable rod*^{UE}.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Mythic Crafter, Telekinesis sphere (Affix (advanced), Effortless Telekinesis (advanced), Idle Concentration); **Cost** 40,500 gp

Infernal Queen's Contract

Aura strong Conjunction; **CL** 16th; **SP** 8

Slot none; **Price** 64,000 gp; **Weight** 1/10 lbs.

This roll of parchment paper seems abnormally tough and resistant to damage, and is immune to all fire damage. Unlike most spell engines, activating the *infernal queen's* contract takes ten minutes; however, once activated, it allows for the use of the Conjunction sphere Call Planar Creature advanced talent and can summon a wide variety of lawful evil outsiders (exclusively as allies; it does not summon hostile creatures). Rumors suggest that similar items capable of calling creatures from other planes also exist. Once per day, a mythic creature can expend one use of mythic power when activating an *infernal queen's contract* to reduce its activation time to a standard action. Beings summoned by this contract charge half as much as usual if the summoner is lawful neutral, lawful evil, or neutral evil, but charge all other creatures twice as much for tasks.

CONSTRUCTION REQUIREMENTS

Craft Spell Engine, Mythic Crafter, Conjunction sphere (Call Planar Creature (advanced)); **Cost** 32,000 gp

Light Of Destruction

Aura strong Destruction; **CL** 14th

Slot none; **Price** 96,775 gp; **Weight** 3 lbs.

This +3 *longbow* is covered in ancient sigils of fire and light. As a standard action, the wielder of this bow can use it to launch a blast of deadly energy anywhere within the bow's range. This acts like a *destructive blast* dealing 1d6 fire/untyped damage per caster level with the Destruction sphere Radiation Blast (blast type) and Calamity (blast shape) advanced talents, though the shape is always a close-range burst centered where the arrow hits. The user may choose to attack less than the maximum radius. In the hands of most creatures, this attack has a saving throw DC of 17. Mythic creatures may instead use their normal casting DC (or their DC for the Destruction sphere, if higher), and add their tier to the DC. In addition, this weapon increases in caster level to match a mythic user's character level if they are level 15 or higher, and in the hands of such a creature, it also becomes a +4 weapon at 16th level and a +5 weapon at 18th level. These increases for mythic users immediately end when they are no longer wielding the weapon.

CONSTRUCTION REQUIREMENTS

Smith Magical Weapons And Armor, Craft Marvelous Item, Mythic Crafter, Spell Attack, Destruction sphere (Blistering Blast (blast type), Calamity (advanced, blast shape), Explosive Orb (blast shape), Energy Strike (blast shape) [strike], Radiation Blast (advanced, blast type), Searing Blast (blast type)); **Cost** 48,387.5 gp

Marks Of Command

Aura faint Mana; **CL** 15th

Slot hands; **Price** 75,000 gp; **Weight** -

These marks appear as three colored tattoos on the back of the user's hand, often in a design unique to the bearer. As an action whose type is determined by the effect used, a creature with the *marks of command* can activate them to grant one of the following effects to an ally within close range (25 feet + 5 feet per two character levels):

- Increase their next attack roll by three times the user's tier (standard action)
- Allow their next attack roll to ignore miss effects (such as miss chance or incorporeality), assuming they are otherwise capable of hitting the target (standard action)
- Restore half of the target's hit points, up to their normal maximum hit points (standard action)
- Reduce the damage dealt from one attack or effect by 75% (immediate action)
- Increase a saving throw by twice the user's tier (immediate action)
- *Teleport* the ally to any safe square adjacent to the user

Any benefits not used within one minute are lost, and the benefits do not stack with those from other *marks of command*. One tattoo fades and loses its color each time this item is activated, and the *marks of command* can only be used as long as at least one tattoo is not faded. The tattoos regain their color at a rate of one per 24 hours. *Marks of command* cannot be used if a creature has another magical item equipped in their hands slot, and a creature cannot have multiple copies of this item, even if they attempt to tattoo it in a different slot.

CONSTRUCTION REQUIREMENTS

Inscribe Magical Tattoo, Mythic Crafter, Life sphere, Mana sphere, Time sphere, Warp sphere; **Cost** 37,500 gp

Modifying Grip

Aura strong Creation; **CL** 15th

Slot special, see text; **Price** 36,000 gp; **Weight** 1 lb.

This item can be attached to the grip of any weapon, such as the end of a spear or the inside of a gauntlet. Once per day, as a standard action, a creature can activate a *modifying grip* to envelop the weapon it's attached to with adamantine, cold iron, or silver for 15 rounds. This functionally replaces the normal material the weapon is made out of. A mythic creature may expend one use of mythic power when activating this item to instead envelop the weapon in planar energies matching their alignment (except neutral; see below), although this reduces the duration to 5 rounds. For example, if a chaotic good creature

uses this effect, their weapon would be enveloped in the powers of chaos and good. This transforms all of the damage the weapon would deal into energy of that type (and this is applied after all other modifiers), or half of each type if the weapon has two types of damage. These planar energies deal 50% more damage to creatures of the opposite alignment, regular damage to creatures in-between, and 50% less damage to creatures with the same alignment. The user may replace any neutral component in their alignment with acid, cold, electricity, fire, or sonic damage. For example, a lawful neutral character could envelop their weapon in lawful and acid energies, doing half of each type. These changes never harm the weapon or the user. A creature cannot use the foe-biting effect on any attack made with a *modifying grip*, nor any other effects similar to foe-biting.

Flask Shard Effect: Increase the number of uses per day by 1. **Flask Shard Limit:** +2

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Creation sphere (Change Material (alter), Expanded Materials (material), Mythical Material Maker (advanced, material)); **Cost** 18,000 gp

Paradoxes For Commoners

Aura moderate Mind; **CL** 12th

Slot none; **Price** 128,000 gp; **Weight** 4 lbs.

This brightly-covered, friendly-looking book contains a series of mind-shattering paradoxes that can threaten the intellects of any who read them and start thinking about them. In addition to offering delightful bedtime reading material, this tome functions as a +4 *Mind implement* with the Mind sphere Confusion (charm) and Insanity (mind) talents. A mythic creature using this implement may expend one use of mythic power while activating the Insanity (mind) talent, or as a standard action, to suppress all negative mind-affecting effects on allies within 60 feet for 1 round per tier; if this requires a magic skill check, the caster may add double their tier to their MSB when attempting this check. Time spent suppressed counts against the duration of effects that only work for a set amount of time, while otherwise-permanent effects are removed as if by a *miracle* or *wish* spell.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Mythic Crafter, Mind sphere (Confusion (charm), Insanity (advanced, mind)); **Cost** 64,000 gp

Resurrection Sphere

Aura strong Life; **CL** 20th

Slot none; **Price** 720,000 gp; **Weight** 3 lbs.

Resurrection spheres are among the most-prized magical items in existence. Although not actually artifacts, the sheer time and cost of creating them keeps them out of the hands of all but the wealthiest and most well-connected individuals. By

spending one minute to activate it, the holder of a *resurrection sphere* can use it to bring one creature within 75 feet back to life, as the effects of the Life sphere Resurrection and Supreme Resurrection advanced talents. This counts as using *miracle* or *wish* for the purpose of effects that require using those spells to revive a creature. By expending five uses of mythic power and one minute to activate the *resurrection sphere*, a mythic user can instead revive up to 20 creatures within 75 feet.

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Life sphere (Break Enchantment, Greater Resurrection (advanced), Make Whole (advanced), Restore Senses (cure), Restore Spirit (cure), Resurrection (advanced), Resuscitate, Supreme Resurrection (advanced)); **Cost** 360,000 gp

Rules Of Mana

Aura strong Mana; **CL** 20th

Slot none; **Price** 200,000 gp; **Weight** 6 lbs.

This long, crystalline staff pulses slightly whenever it is used. In addition to functioning as a +4 *Mana implement*, the *rules of mana* contains the Mana sphere Gift Of Knowledge, Knowledge Drain, and Manathief (expunge) talents. A mythic creature wielding this staff may store an extra talent with Knowledge Drain at 1st, 3rd, and 6th tiers, and may pay one mythic power per extra talent stored to retain knowledge of drained talents for an additional 24 hours (rather than paying spell points, as is normal). When talents are held with mythic power, this staff also counts as an implement of its regular bonus for any sphere those talents are a part of.

CONSTRUCTION REQUIREMENTS

Craft Implement Of Power, Mythic Crafter, Mana sphere (Gift Of Knowledge (manipulation), Knowledge Drain (advanced), Manathief (advanced, expunge)); **Cost** 100,000 gp

Seed Of Life

Aura moderate Nature; **CL** 10th

Slot none; **Price** 28,000 gp; **Weight** 1/10 lb.

This tiny seed contains a truly enormous amount of natural energies. Once a day, as a standard action, a creature can place a *seed of life* within a sufficiently-large area of natural elements and create an elemental from it. This functions as the Nature sphere Zoetic Geomancy advanced talent. The *seed of life* is aware of the user's intent and will always use the correct element it is in contact with. The seed is not consumed when creating an elemental and can be retrieved afterward. A mythic creature can expend one use of mythic power while activating this item to combine two elements when creating a geomancy-born elemental. Elementals created this way can change between being of either element as a swift action, which may change their statistics (except for their hit points, which should stay as whatever is determined by the form they started in).

Flask Shard Effect: Increase the number of uses per day by 1. **Flask Shard Limit:** +2

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, Mythic Crafter, Nature sphere (Deep Nature, Zoetic Geomancy); **Cost** 14,000 gp

Staff Of Nature's Wrath (Minor Artifact)

Aura strong Nature; **CL** 20th

Slot none; **Price** -; **Weight** 5 lbs.

Several tiny spheres of elemental power orbit the head of this gnarled wooden staff, which functions as a +5 *aiming attendant Nature and Weather implement*. Once per day, as a standard action, the bearer of a *staff of nature's wrath* may use it to cast the Nature sphere Cyclone (air, geomancing), Earthquake (earth, geomancing), Freezing Geyser (fire, water, geomancing), Rapid Growth (plant, geomancing), Tsunami (water, geomancing), Volcano (fire, geomancing), or Wildfire (fire) advanced talents as if they knew those talents. These effects manifest at caster level 20, although the user may lower the caster level if they desire. The user may also use their own caster level with the nature sphere for these effects if their caster level is higher. A mythic creature may expend three uses of mythic power to activate these natural disasters without it counting against this staff's normal daily limit. When they do so, they may add their tier to the caster level of the effect.

DESTRUCTION

A *staff of nature's wrath* can only be destroyed if a creature uses all seven of its abilities over the course of one week and targets an entirely artificial structure, but fails to deal any damage to that structure.

Tablet Of Heroes (Minor Artifact)

Aura strong Time; **CL** 15th

Slot none; **Price** - gp; **Weight** 98 tons

This enormous stone tablet is about fifteen feet high, fifteen feet wide, and five feet deep. Most of its surface is covered in writing detailing the heroics of people of every class. The legends recorded are never quite the same from day to day. Once per day, a creature can touch the *tablet of heroes* for one minute to commune with the spirits that inhabit it; the stone glows with vivid, spiritual light during this process. Upon completing their communion with the spirits, the creature who touched the stone may immediately retrain any and all class levels they possess. This functions as the Time sphere Reversion advanced talent, augmented by the Complete Reversion talent. There are usually far more people who want to use these items than the number of uses it possesses, so governments often take control of these items and restrict access, instituting fees, challenges, or competitions to determine who may use it. Most leave these

tablets in place not by choice, but because even budging them out of place is incredibly difficult for all but the most well-prepared. In addition to, or separate from, changing the class of people who touch it, a *tablet of heroes* occasionally bestows active or latent mythic powers upon a creature. There does not seem to be any pattern to this, nor any way to control it, regardless of the method. Similarly, the *tablet of heroes* occasionally gives people class levels other than the ones they intended to get, or even gives them levels in NPC classes. Levels given by a *tablet of heroes* cannot be retrained or changed by any method except using a *tablet of heroes* again, and records indicate it is significantly more likely to give a 'bad' result to someone who uses it more than once.

DESTRUCTION

The *tablet of heroes* can only be destroyed by being struck simultaneously by nine characters, who must be of different classes, different alignments, and who are 16th level or higher.

The Third Law (Major Artifact)

Aura overwhelming Universal and Tech; **CL** none

Slot none; **Price** -; **Weight** 2 lbs.

The *third law* is a large book that contains densely written information about magic and technology of various levels of development. The holder of this book has access to all talents of the Mana and Tech spheres. In addition, by speaking a command word and expending one use of mythic power as a standard action, the holder of this tome can create a 300-foot spherical space that alters the rules of reality within it for 24 hours. Within this space, any creature can spend charges or batteries from the Tech sphere instead of spell points (and vice versa) on effects that require either. In addition, effects that specifically target magic or technology can work on both magical effects and technological *gadgets*, although at the GM's discretion, the effects may manifest in a more appropriate way depending on the exact effects involved. For example, dispelling a lock (a piece of mundane technology) may unlock it, while a Knowledge (engineering) check could identify magic in place of a Spellcraft check. It is impossible to predict or list every possible combination of effects, so the GM has the final say on whether or not specific combinations do work, and if so, how they should manifest. Magical and Tech sphere items crafted entirely within the altered rules of reality created by this item may use charges or spell points instead of what they would normally use. For example, you could create a *gadget* powered by spell points, allowing any spherecaster to power the item.

DESTRUCTION

The *third law* can be destroyed by simultaneously striking it with at least 100 points of fire damage each from two separate sources. One source must be entirely magical, the other entirely mundane.

Upgrade Crystal

An *upgrade crystal* is a small crystal sphere, about four inches across, that contains the crafted essence of a specific type of magical item. *Upgrade crystals* can be crafted with the effects of any apparatus, charm, implement, marvelous item, or spell engine at 1.5x the normal crafting cost (or, if your GM does not require the cost multiplier for stacking effects on items, they may be crafted at the normal crafting cost instead), and they take the normal time and resources for crafting an item. *Upgrade crystals* have no effect until used, but as a full-round action, a creature can merge it with an existing item to instantly and permanently grant that item the effects contained within the crystal. For example, if you have an *upgrade crystal* with the effects of a *portable room*^{TS} and you apply it to a weapon, that weapon would then have the effects of a *portable room*. You cannot use an *upgrade crystal* on an item if the item's form is required for the item to function (this is relatively rare, but can occur). *Upgrade crystals* are consumed once used and increase the value of items they are applied to by twice their crafting **Cost**.

CONSTRUCTION REQUIREMENTS

The Construction Requirements for an *upgrade crystal* are identical to the item being made into said crystal.

Who'd Actually Craft An Upgrade Crystal?

Not many player characters, honestly. While there are a few scenarios where someone might want to do it, an *upgrade crystal* works best when it is found by players as treasure, rather than being crafted. For example, these crystals could improve a character's weapon outside of their normal enhancement line, or they could provide the effects of a charm to help a character catch up on ability score improvements. In other words, these are good items to give out when the GM wants to improve existing items, rather than giving entirely new items to characters. An *upgrade crystal* is similar to a *flask shard* (from *Treasures of the Spheres*), but rather than upgrading a specific power along a predetermined track, these crystals provide an entirely new effect.

Vision Beyond Vision

Aura faint Divination; **CL** 5th

Slot none; **Price** 50,000 gp; **Weight** 2 lbs.

This sword appears relatively normal at first glance, and may become a magic weapon in the hands of the right user, but its true strength lies in its divinatory powers. When holding the guard just under their eyes, the holder of *vision beyond vision* may spend a standard action to gain the benefits of any one *sense* of the Divination sphere Advanced Alternate Divinations (sense) advanced talent until they change the *sense* or move the weapon away from their eyes. The user does not need to possess any of the other base spheres normally required to gain these senses. A mythic creature may expend one use of mythic power while activating *vision beyond vision* to instead divine the location of one creature or object (as the Divination sphere Discern Location (divine) talent).

CONSTRUCTION REQUIREMENTS

Craft Apparatus, Mythic Crafter, Divination sphere (Advanced Alternate Divinations (advanced, sense), Discern Location (advanced, divine)); **Cost** 25,000 gp

Wand Of False Reality

Aura moderate Illusion; **CL** 6th

Slot none; **Price** 14,400 gp; **Weight** 2 lbs.

This slender wand occasionally changes shape, appearing to be made of different materials, a different design, or even a different length from the last time somebody looked at it. Once per day, as a standard action, a creature can activate a *wand of false reality* to create a blur in reality that wards off attacks and effects by imposing a 50% miss chance on anything that passes through it. This functions as using the Illusion sphere Blur (glamer) talent to create a 5-foot cube of affected space within close range (25 feet + 5 feet per 2 caster levels), with the additional effect of the Spell Disruption advanced talent. The blur in reality lasts for 1 round per caster level. A mythic creature can expend one use of mythic power when activating this item to affect one additional 5-foot cube of space per tier. All affected spaces must be connected and within close range, but can otherwise take any shape. When a creature expends



mythic power this way, the maximum miss chance of this item increases to 75% (and improves as described in the Blur (glamer) talent).

Flask Shard Effect: Increase the caster level to the next increment of 5, and increase the uses per day by 1. A *wand of false reality* cannot create more than one blur in reality at a time, and using it while an existing effect exists will erase the previous one. **Flask Shard Limit:** +3

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Illusion sphere (Blur (glamer), Manipulate **Aura** (sensory, magic), Spell Disruption (advanced)); **Cost** 7,200 gp



White Dwarf

Aura moderate Light; **CL** 10th

Slot none; **Price** 36,000 gp; **Weight** 4 lbs.

This hooded iron lantern seems drab and dull at first. However, once per day, a creature can activate the lantern as a standard action and create a tiny star within it. This sheds bright light in a radius of 55 feet that qualifies as daylight for all purposes, including damaging or destroying creatures harmed by daylight. In addition, it sheds regular bright light for another 55 feet (totaling 110 feet of bright light), and normal light for another 110 feet beyond that. The star remains for 10 minutes before snuffing itself out. A mythic creature may expend one use of mythic power when activating a *white dwarf* to have it shed daylight in a two mile radius for one round, after which it sheds light as normal while activated. Any creature (except the user) looking towards a *white dwarf* when it is activated with mythic power must succeed at a Reflex save (DC 10 + 1/2 the user's character level + the user's highest mental ability modifier + the user's tier) or be permanently blinded. This is a visual effect and does not work on any creature that cannot see. Any effect with the darkness descriptor (including all effects of the Dark sphere) in range of this enhanced light is automatically dispelled unless its caster level is higher than the user's caster level plus their mythic tier. Darkness effects created by mythic creatures add their creator's tier to their caster level to determine if they are dispelled by this effect. In addition to its primary effects, a user may have a *white dwarf* shed normal light in a radius of 30 feet by speaking a command word; repeating the command word turns it off, but this light can otherwise last indefinitely.

Flask Shard Effect: Increase the number of uses per day by 1. **Flask Shard Limit:** +2

CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Mythic Crafter, Light sphere (Intensity Control, Star Genesis (advanced)); **Cost** 18,000 gp

Chapter 6

Establishing Churches

While mythic heroes do not always act as deities or demigods in the world, some - particularly those who take the Divine Source^{MA} universal path ability - create churches and actively recruit followers that they grant power to. This chapter includes rules, guidelines, and principles for establishing churches.

Establishing And Strengthening A Church

Churches are complex, widespread organizations - especially those who have spread enough to establish bases in multiple countries. However, churches are not created equally, and many of them focus on different goals or objectives. When you start a church, each of its six attributes begins at 0. You gain a number of points equal to your Charisma modifier when the church is formed to increase these attributes, and you may lower an attribute to gain an equal number of points in other attributes. Scores can range from -10 to +10, but may not exceed +4/-4 when the church is first formed. You gain an additional point for your church at each character level, bonus points at 4th level and every 4 levels thereafter, and an additional point each time your permanent Charisma modifier goes up by +1. You are not required to spend all of these points, but can reduce one attribute by 1 each time you spend a point.

For plot reasons, GMs may cap the effective level of a church. For example, if you are level 8, your church may only have points as though you were level 6. When this cap is removed (or adjusted upwards), you immediately gain the maximum number of points you could have and may distribute them immediately. This represents breakthroughs in your church and changing policies.

Note that a low score is not necessarily a bad thing. For example, a church with a low Reaction score may not be quick to adjust, but that can also insulate it from public pressure and help it focus on its primary mission. Similarly, a church with a negative Loyalty score may have no interest in expanding or advertising itself, which means it may be overlooked if

anti-religious fervor suddenly sweeps the area. At the GM's discretion, a negative score may apply a penalty to checks made against a church by an opposing faction whenever it might come into play. To go with the previous example, there might be a penalty on Diplomacy checks made to try and get fanatics to leave a negative-Loyalty church. It is acceptable, and even encouraged, to stop adjusting a church's scores when they seem appropriate for its style. The GM may impose limits, if they desire, on the attributes of any given church.

Guidelines are provided below, but the exact nature of each attribute depends on the church and is frequently affected by their patron's personality and views. As a general rule, larger churches can do more with the same score. If two churches with 6 Might fight each other, but one church is ten times larger, the bigger church is probably going to win.

On a similar note, high scores generally mean that more people in and around the church are affected by that attribute, while a negative score means few or no people are affected. How much of an emphasis churches put on a particular attribute is often public knowledge, as explained on the following table.

Table: Attributes And Public Perception

| <i>Attribute</i> | <i>Public Perception</i> |
|------------------|---|
| +10 | The church is famous for this attribute. Its actions in this area are widely known (a DC 5 Knowledge (religion) check), and doing well here occupies a significant amount of the priests' time. |
| +7 | The church is well-known for this attribute (a DC 10 Knowledge (religion) check) among average people. The priests think maintaining this is important. |
| +4 | The church is known for this attribute (a DC 15 Knowledge (religion) check) by those who study religion, but not the general public. The priests spend some time doing it, but it is not an overriding concern. |

- o The church places no special emphasis for or against this attribute. It is not known for the associated behaviors.
- 5 The church avoids or limits this attribute. If the church is well-known, knowing they avoid it is a DC 12 Knowledge (religion) check.
- 10 The church avoids or limits this attribute as much as reasonably possible. If the church is well-known, knowing their behavior in this area is a DC 5 Knowledge (religion) check.

Secretive churches and cults add a +5 difficulty penalty to the DCs of all Knowledge checks made to gather information about them.

Churches often cooperate with each other and with other major organizations to advance their mutual interests. For example, a church may have few defenders of its own to protect its buildings, but it may be able to count on holy warriors from a more militant church just down the road to come to its aid during times of trouble. Whenever a church gains help from another (as determined by the GM to be reasonable), they may use their ally's score instead of their own for attempting a check.

Good churches almost always aid each other. Lawful neutral and neutral churches typically cooperate with most others (particularly good churches) and remain out of fights. Chaotic neutral churches are unpredictable, but may have friends that they help (and can get help from). Evil churches tend to be independent, and even being together in a hierarchy is not a guarantee of support among them (though churches dedicated to Devils and anyone in Hell's hierarchy tend to cooperate among themselves). While these are general guidelines, the specific details of a church's leader are the most important factor in determining whether or not it cooperates with others.

Church Attributes

Churches have six attributes, one related to each of the six ability scores. When the GM wants to determine whether or not a church succeeds at trying to perform a specific task, they may roll an attribute check against DC 15. An attribute check is $1d20 +$ the attribute modifier. If a mythic character who leads (or is a major figure in) the church is present for this, they may use their mythic surge on the church's check. If two churches come into conflict, they may make opposed checks with the attributes selected by the GM for the situation. Alternatively, if one church has a positive attribute and the other church has a negative attribute, the church with the positive attribute takes a penalty on their roll equal to the negative attribute (and mythic characters can use their mythic surge to increase the penalty).

In general, churches should only roll an attribute check when there's a realistic possibility of success in the endeavor. If the situation is genuinely beyond them, they automatically fail the check. Churches with an attribute modifier of -6 or below have no chance of success in that area, but may still use that attribute to resist attempts to influence them.

Note that the attribute check is a general abstraction of different circumstances and behaviors, ranging from things like priests possessing the right talents to sheer luck to having enough money on-hand to hire problem-solvers like adventurers. GMs may use these attributes for non-church organizations, setting the numbers as they feel is appropriate for the group.

Churches that are stable within an area can often try again on any check they fail (once a suitable amount of time has passed). For example, a low-Might church may fail in its attempt to eradicate a monster horde in the nearby area, but after two weeks, the GM decides they are ready to try again and rolls that they succeed at that attempt.

Conflict Examples

Here are some examples of conflicts between churches and how to use their attribute scores.

- **Normal Battle: Might vs. Durability:** One church is on offense and trying to destroy another, such as a holy church waging a crusade on a heretical cult. The church on offense uses its Might, while the church on defense uses its Durability to resist the attack and try to remain in the area.
- **All Out War: Might vs. Might:** Two militant churches try to destroy each other in a clash of their Might.
- **Information War: Connections vs. Negative Reaction:** One church is trying to influence the surrounding area and leveraging its Connections to sway the local populace and, through them, the opinions of another church's leaders. The second church has a negative Reaction because they are staunchly traditionalist, making it much harder for the first church's Connections to work.

Might (Strength)

Might reflects a Church's ability to project force in support of its ideals. This may include training paladins or warpriests, hiring mercenaries, providing self-defense lessons to its members, or any other method of projecting power that the church believes in. Churches with a high Might score tend to be militant and prize martial prowess, promoting battlefield commanders within the faith, while Churches with a negative Might score tend to prefer peaceful resolutions to problems. Note that the ability and willingness to project force is not the same thing as aggression or ruthlessness; Churches can be very powerful but also restrained or noble in their use of force. This attribute focuses specifically on combat power, not the Church's ability to influence events in other ways.

Reaction (Dexterity)

Reaction reflects a Church's ability to move its power around and adjust to changing situations. This could include moving priests into different areas, altering the chain of command, and responding to other Churches that may be challenging it for domination. Churches with a high Reaction score tend to be extremely mobile and flexible, aggressively seizing opportunities and making a major impact in any area they turn

their attention to. They also tend to focus on responding to the needs and requests of citizens, often diverting resources to do so. Churches with a negative Reaction score tend to be solid and stable - they may be considered traditionalist or even boring, but the fact that everyone knows what to expect means local governments often settle into a comfortable working relationship with them.

Durability (Constitution)

Durability reflects the ability of a Church to survive in a given region when challenged. This takes the form of tithes or other payments from members, support from local governments, security for each church, the ability to hide places of worship from enemies, and partnerships with other churches. A church with a high Durability score can persist in almost any area, whether publicly or under cover. Churches with a negative Durability score tend to be easy to run out of an area, though they may know how to settle in a new area with little difficulty.

Connections (Intelligence)

Connections cover the ability of a Church to acquire information and meet with local persons of interest. A Church with high a Connections score knows most things going on in the area and can usually find the answer to any ordinary question in short order. They may also have personal relationships with kings, councilors, mayors, or other civic leaders. Churches with a negative Connections score may be insulated from the outside - while this means they cannot project influence as well, it also means others find it harder to affect them, and many secretive faiths prefer this. Some Churches prefer to use this method for influencing others.

Miracles (Wisdom)

Miracles cover the overall divine power granted to members. Almost every Church of meaningful size has several members with strong divine powers, and usually at least one at any official building, but some Churches have far more higher-level clerics and priests than others. Churches with a high Miracles score have an easier time providing spellcasting services (whether paid, low-cost, or free) and tend to be known as places where people can go for magical help. Churches with a negative Miracles score rarely cast magic for the benefit of outsiders, and usually only for a high price. Many churches use their Miracles to spread their influence and support their goals, and indeed, this is their main way of doing so outside of Might. Regardless of their attribute score here, churches almost always provide Miracles to their own clergy members (though not necessarily to the regular members of the church).

Loyalty (Charisma)

Loyalty reflects the dedication of the church's priests and members. Churches with a high Loyalty score have an easier time growing and its members tend to remain with it even through tough times. Churches with a negative Loyalty score work well enough in normal times, but may crack under pressure and see many members flee during tough times. However, even Churches with very negative Loyalty scores tend to have a few devoted or even fanatical members. Some Churches prefer

to remain small and focused, so they expend little or no effort on garnering loyalty outside of their existing membership. To a lesser extent, Loyalty also represents the trust the community has in the Church. Any faith that offers public services (healing, banking, funeral rites, etc.) probably has a medium-to-high Loyalty score.

The Powers Of Faith

Few churches survive for long if they do not have someone to worship. Some gods (and other targets of worship) do not care about running a church or have only the most minimal involvement. However, those who are serious about running a church gain special abilities designed to help with managing it. These abilities are split into ten levels, which are collectively known as the powers of faith. Mortal creatures can access these powers if they can provide spellcasting and domains to their followers. The *Divine Source*^{MA} mythic ability is the most common way for mortals to do this, which is why most creatures offering these powers start at Tier 3 or higher. Creatures must take *Divine Source* a second time to gain powers at Tier 6 and higher, and a third time to gain the Tier 9 and Tier 10 powers. Mythic creatures are considered quasi deities when they first take the *Divine Source* ability, but do not continue to become demigods or full deities regardless of level or tiers.

If you are not using the Mythic system, your GM may change when each new tier of power is accessible.

Tier 1: Know Your Followers

You always know whether or not a person is a worshiper of yours, though this does not give you automatic insight into their personal feelings. You gain custody of the souls of your worshipers when they die - most deities always have these souls sent to their divine realm, but some have the souls wait or be used for other matters. You may also hear particularly powerful or important prayers from your worshipers, as well as prayers from those in close proximity.

Tier 2: Receive The Power Of Faith

You may receive worship from mortal believers in a more direct fashion. Once per day, you may roll twice on any d20 roll and take the better result. You may use this ability after a dice has been rolled, but before the result is given. You may choose to use this ability on an ally you can see instead of yourself. You may use this ability an additional time per day at 4th tier and every even tier thereafter.

Tier 3: Sanctify The Holy Ground

Your worshipers may sanctify temples and shrines to you. When an area is consecrated in this way, you may choose to perceive anything happening within the consecrated area (though you must intentionally choose to watch). You automatically see through all illusions, disguises, and other attempts to hide within the consecrated area. Once per day, you may use any ability you have on any person within the consecrated ground as if you were right next to them (except abilities that can only target you) without expending any resources (such as

spell points or martial focus). You may use your abilities more often, but they incur the normal cost.

Consecrated areas must be specific and clearly defined as an area dedicated to your faith. For example, you could share a consecrated area with several other deities in a communal temple, but your worshippers cannot consecrate an entire planet and let you see anything, anywhere, unless they turn literally all of the planet into a temple.

Tier 3: Punish The Apostates

You may afflict offending worshippers of your faith with a curse appropriate to your divine theme, lasting as long as you like and with any level of severity you choose (including death). However, if another deity accepts the worshiper, the curse is immediately lifted. Note that some deities choose mild curses, such as one instance of idle misfortune, as a warning to stay on the right path. Other deities never choose to punish their followers.

Tier 4: Hear Prayers

You may hear all the prayers of your faithful, not just those from especially prominent followers. This is usually a subconscious murmur that is not distracting to you, but you may choose to listen for particular topics or people and be alerted whenever those come up. You may communicate with your worshippers during their prayers, but your voice is subtle and does not force obedience.

Tier 5: Reward The Devout

You can give boons to followers who serve you well. You may establish an obedience that your followers can perform each day for a boon of power (see the Deific Obedience feat in *Pathfinder Campaign Setting: Faiths of Golarion* for information on obediences), and you may create boons for the evangelist, exalted, and sentinel prestige classes. You may also offer Divine Gifts (see *Pathfinder Roleplaying Game: Planar Adventures* for the rules of Divine Gifts, as well as appropriate samples). You may not offer Divine Gifts that have a caster level greater than twice your tier, nor may you create other effects that are similarly stronger than your divine energies. You may offer Divine Gifts to a number of creatures equal to or less than your tier at any one time; if you try to offer any Divine Gifts beyond this, the creatures with the oldest gifts lose access to them first.

Tier 6: Perceive Followers

As a move action, you may see a specific follower and their surroundings, gaining all knowledge of their situation that the follower in question knows. This does not grant notably deep or subtle knowledge of the situation, but it is enough to make their current circumstances clear to you.

Tier 7: Mark The Prophets

You may consecrate specific worshippers as Favored Followers or High Priests. You may have up to two Favored Followers per mythic tier, but only one true High Priest (even if others have the title). Each Favored Follower gains 1 Mythic Tier, while the High Priest (who must choose the Hierophant path) gains one fewer Mythic Tiers than you possess. You may remove these blessings at any time, but cannot bless a new follower with the reclaimed power for 24 hours.

Favored Followers and High Priests should not be camp followers, minions, or other individuals who travel with a deity or directly expend mythic power on behalf of the deity.

Tier 8: Manifest Divinity

You may appear before a praying worshiper, instantly traveling to their side and divinely bypassing any barriers (including planar boundaries and *antimagic fields*). The manifestation lasts for no longer than one scene, as determined by the GM, before you return to your original location. You may create a show when you arrive, typically themed to your divine focus and current mood. For example, a deity of light may appear blindingly bright, while a deity of secrets may appear masked and robbed.

Tier 9: Bless A Nation

You may selectively bless or curse a faction or nation that contains a substantial number of your followers (in most cases, you must be either one of or the single largest churches in the nation to qualify, with adherents making up at least 30% of the population; factions require the same minimum percentage of adherents). The faction or nation must have a minimum of 100 members. The blessing or curse provides a +2 or -2 modifier on all d20 rolls the members of that faction or nation make for one month, resulting in a small but noticeable impact on daily life. Once you have blessed or cursed a group, you may not do so again for one year.

Tier 10: Miracle Of The Faith

Once per day, you may cast *miracle* as a spell-like ability on behalf of one of your followers, affecting either them or their situation. Given the sheer power of *miracles*, most deities reserve this boon for times of great need.

Chapter 7

The Spheres Archwizard

Arcane casters that are smart (or lucky) enough to have long and impressive careers often branch off into different fields of specializations. Some study ancient secrets and haunt long-forgotten libraries, yearning to glean any lost bit of lore. Some combine their arcane talents with martial skills, and become spell-wielding mageknights or archers or even trickster rogues. Some few of these casters dabble in alchemy, or even combine their skills with the divine to become masters of both types of magic. And, there are those that follow a pure path of arcane crafting, studying the magic for no purpose other than the magic itself, raw power, the ability to transform, or to charm and beguile, or create objects from nothing more than whim; these are the true arcane masters, these are the casters that command the mightiest of magical abilities. These are the archwizards.

Role: The archwizard is often in a position to determine whatever role they desire. As a master of spherecasting, an archwizard may fulfill many roles for the party in attack, defense or utility. Archwizards are often traveling the world, on some great quest for a rare or imagined spell component, and may find allies to help them along their journeys.

Archwizards In A Setting: Archwizards are among the most powerful spellcasters in the realm for the simple reason that only the greatest casters even have the potential to become archwizards - most will never even approach the level of skill needed to enter this prestige class, much less master it. Archwizards are often famous within their nation or even most of the world, particularly because many of them do nothing to hide who they are or what they want to do. At a certain level of power, you simply are not bothered by most threats.

Many archwizards live in large cities (though some prefer isolated towers instead) and behave as they wish in daily life. Some are reclusive and only seen once in a hundred years while others walk the land like a tempest, leaving the world changed in their wake. Whatever the people's opinion of archwizards, those from peasant to king tend to listen when they speak, for ignoring the greatest of casters invites disaster.

It is appropriate for there to be few or no archwizards in your campaign setting. Archwizard NPCs are almost always notable figures and may include figures like a player character's mentor, the leader of a large and powerful wizard's guild, or an immortal caster who guards a sacred land.

Alignment: Archwizards tend to be polarizing characters, frequently being powerful and influential members of their alignment arch. While they may be of any alignment, most tend to the extremes (lawful good, lawful evil, chaotic good, or chaotic evil).

Hit Die: d6.

Requirements:

To qualify to become an archwizard, a character must fulfill all the following criteria.

- **Skills:** Knowledge (arcana) 15 ranks, Spellcraft 15 ranks, Use Magic Device 15 ranks.
- **Feats:** Sphere Focus in two magic spheres, Skill Focus (Knowledge (arcana)), Skill Focus (Spellcraft), Spell Penetration.
- **Spells:** Caster level 15 (only caster levels from class levels count), seven or more base spheres
- **Special:** Unlike most prestige classes, this prestige class requires playing into epic levels (level 21+) to reach its cap. If your game does not use epic levels, you may want to reduce the requirements of this class so that it can be entered starting from 11th level. This prestige class should never be available before 11th level. If you do not change its prerequisites, it is functionally capped at its 5th level.

Becoming An Archwizard: Becoming an archwizard should be a time-consuming task that requires a caster to research various aspects of magic in pursuit of ultimate mastery of their casting. Characters should not be allowed to enter this class simply because they meet the other requirements - instead, they should work towards this goal for at least several levels and complete several personal quests to research magical lore, gain training from a similarly-powerful figure (such as an

ancient, mighty dragon or another archwizard), or otherwise complete difficult challenges appropriate to your campaign.

Class Skills: The archwizard's class skills (and the key ability for each skill) are Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Archwizards gain no proficiency with any weapon or armor.

Casting Progression: When a new archwizard level is gained, the character gains an increased caster level and casting ability progression (new magic talents, spell point progression, etc.) as if he had also gained a level in any one spherecasting class he added before the prestige class level. He does not, however, gain any other benefit a character with that class would have gained (such as non-casting class abilities). If a character had more than one spherecasting class before he became an archwizard, he must decide which class he adds each level of archwizard to for the purpose of determining casting progression.

This ability cannot be applied to any non-spherecasting class (such as the core wizard, sorcerer, or cleric classes), although it does work if the character has an archetype to change that standard casting to spherecasting.

Forgo Materials: A first level archwizard no longer needs mundane material components to fuel his talents and rituals, and acts as if he has the Eschew Materials feat. The archwizard may cast any ritual with a material component cost of up to 100 gp per archwizard level without needing the actual component(s).

Metamagic Enhancement (Su): An archwizard is a master at manipulating magical forces. At first level, he reduces the cost of any metamagic feat known (except Echoing Spell) by one spell point, to a minimum of one (except for metamagic that costs one spell point to begin with, which can be reduced to zero). At 5th level and 10th level, the adjusted level is reduced one additional spell level or spell point, subject to the minimums described above. This only applies to spherecasting effects. Metamagic enhancement can only be applied to one use of metamagic per spell and does not affect the Heighten Spell feat. These changes to spell point costs do not change the normal casting times for adding metamagic to spherecasting. This ability replaces metamagic mastery if the archwizard possesses that ability.

Spellcasting Master: At 2nd level, the archwizard gains a +5 insight bonus to Knowledge (arcana), Spellcraft, and Use Magic Device.

Arcane Servant (Su): All archwizards of 2nd level and higher have a permanent *unseen servant* (as the *unseen servant*^{CRB} spell) near them at all times. The servant can go no further than 100 feet, but otherwise confer to the rules of normal *unseen servants*. If destroyed, the servant reappears the following round.

Detect Expertise: All of a 3rd-level archwizard's (divine) talents are treated as if using the Detect Expertise^{UM} feat

(including (divine) talents that normally would not be affected by this feat), even if the archwizard does not meet the prerequisites for the feat. In addition, the archwizard gains information one round earlier than normal if the detection is round-dependent, and can gain information about bestial traits, mystic combats, paths, and other character details as determined by the GM. All of the archwizard's (divine) talents also gain the effects of the Detect Spellcaster (divine) ability of the Divination sphere.

At 6th level, the archwizard gains information 2 rounds earlier.

Detect Expertise: When you use any of the spells listed in this feat's prerequisites to detect a creature's alignment or its magic, you have a chance of detecting what spellcasting expertise it has. After you observe a creature with the detect spell for 3 rounds, it must attempt a Will save (DC 10 + 1/2 your caster level + your Intelligence modifier). If it fails the saving throw, you learn what bloodlines, domains, hexes, schools, or mysteries (if any) the creature possesses. If the creature succeeds at its save, it is immune to the effects of this feat for 24 hours.

Spell Echo: A 4th-level archwizard holds on to some of the arcane energy in a cast spell. Once per day for every two archwizard levels, the archwizard can treat a spell as if it were cast with the Echoing Spell metamagic, with no increase in casting time or spell point cost.

Echoing Spell: When you cast an echoing spell, its energy does not disappear entirely, and you can cast it one additional time during that day without spending any spell points. No other effect that allows you to reprepare or recast a spell can affect the echoed spell. **Spell Point Cost:** +3

Sphere-Like Ability (Sp): At 5th level, an archwizard can use one or more of his spell points to prepare one talent (or a compatible group of talents) as a sphere-like ability that can be used three times per day. The spell point (or points) is permanently removed from the spellcaster's spell pool for as long as the talent is prepared. For example, if an archwizard has 20 spell points and chooses to make a *destructive blast* with the Fire Blast (blast type) and Explosive Orb (blast shape) talents a sphere-like ability, he will only have 18 spell points available because that talent combination costs 2 spell points. A sphere-like ability always reserves at least one point from the archwizard's spell pool. The archwizard does not apply any general drawbacks when casting their sphere-like ability. Once per day, as long as they have not used their sphere-like ability that day, an archwizard may change their sphere-like ability by spending eight hours to modify their casting techniques. This does not restore any spell points previously invested (although they will return the next time the caster regains spell points normally), and does require investing additional spell points for the new ability. At 7th and 9th levels, the archwizard may designate one additional sphere-like ability.

Table: The Archwizard

| <i>Level</i> | <i>BAB</i> | <i>Fort Save</i> | <i>Ref Save</i> | <i>Will Save</i> | <i>Special</i> | <i>Magic Talents</i> |
|--------------|------------|------------------|-----------------|------------------|---|---------------------------------|
| 1 | +0 | +0 | +0 | +1 | Casting progression, forgo materials, metamagic enhancement | +1 level of spherecasting class |
| 2 | +1 | +1 | +1 | +1 | Spellcasting master, arcane servant | +1 level of spherecasting class |
| 3 | +1 | +1 | +1 | +2 | Detect expertise | +1 level of spherecasting class |
| 4 | +2 | +1 | +1 | +2 | Spell echo | +1 level of spherecasting class |
| 5 | +2 | +2 | +2 | +3 | Sphere-like ability, epic crafter | +1 level of spherecasting class |
| 6 | +3 | +2 | +2 | +3 | Overcome drawback | +1 level of spherecasting class |
| 7 | +3 | +2 | +2 | +4 | Shaped area | +1 level of spherecasting class |
| 8 | +4 | +3 | +3 | +4 | Selective targets | +1 level of spherecasting class |
| 9 | +4 | +3 | +3 | +5 | Bypass spell resistance | +1 level of spherecasting class |
| 10 | +5 | +3 | +3 | +5 | Archwizardry | +1 level of spherecasting class |

The archwizard can choose to make a sphere talent modified by metamagic into a sphere-like ability. This ability may not be combined with the metamagic enhancement ability (above).

Epic Crafter: An archwizard of 5th level may craft magic weapons with the epic descriptor, which bypass DR/epic. There is no additional cost for applying this descriptor while crafting a magic weapon. A 5th-level archwizard may also craft spell engines, marvelous items, or implements with this descriptor. In these cases, the items allow any talents they create or affect to bypass DR/epic if it would apply to them.

Overcome Drawbacks: A 6th-level archwizard is no longer affected by their general drawbacks, but still gains the extra spell points or boons for having drawbacks. This does not apply to sphere-specific drawbacks.

Shaped Area (Su): A 7th-level archwizard can alter areas of effect for talents that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the talent's area or effect that are not subject to the talent. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable talents have a minimum dimension of 5 feet instead of 10 feet.

Selective Targets (Su): At 8th level, the archwizard may select up to one target per point of CAM to exclude from any area-of-effect talent cast, or double the number of targets affected by a talent (except talents that are limited to personal use). In the first application, the targets are engulfed in the effect, but do not suffer any of the effects. This is a target-based exclusion; other opponents sharing the excluded target's space are still affected by the talent. In the second case, when a talent description specifies an effect like "one creature/level," the archwizard may instead affect up to two creatures/level.

Bypass Spell Resistance (Ex): At 9th level, the archwizard's command of magic is such that he may unravel a creature's natural resistance to magic. As a free action, an archwizard may reduce a target's spell resistance by his archwizard level, once per day per target. This reduction lasts for one round per archwizard level. In addition, an archwizard ignores energy resistance equal to his total caster level from casting classes.

Archwizardry (Ex): At 10th level, an archwizard is truly the master of magic and its weavings. As a full-round action, an archwizard of this level may cast two sphere effects with a casting time of 1 standard action (or faster). The archwizard may do this one time per six caster levels per day. This ability does not stack with Quicken Spell or any other ability that increases spells cast per round. The archwizard must still expend spell points normally. If using talents that require concentration, the archwizard may concentrate on all talents cast through archwizardry with the same action.

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