

Mythic Spheres of Power



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Chapter 1

Introduction

Some characters are more than merely mortal. Mythic characters are like stories come to life, capable of feats that other characters could never hope to accomplish.

Even so, creating this book was a challenge. When I first set out to write this product, I did not know if it would ever be published - but I knew that I didn't want to just slap higher numbers on everything and call it a day. Instead, I wanted to lean on the strength of the *Spheres of Power* system - which I was one of the original Kickstarter backers for - and emphasize both flexibility and fun. That's why I ended up splitting this book into the main sections it has now.

Chapter 2 introduces Mythic Traditions, a new way to customize the mythic origins of a character and the way their powers affect them.

Chapter 3 introduces the Spheremaster Mythic Path, which largely features abilities adapted from other sources and made to work with *Spheres of Power*. However, because *Spheres of Power* values flexibility, this path is supported by the universal Mythic Sphere Talents in Chapter 4 and the Mythic Class Abilities in Chapter 5, as well as a few mythic feats. Each of these sections offers different types of choices, but together, they help maintain the flexibility and options that have made *Spheres of Power* one of the most beloved rulesets for the Pathfinder Roleplaying Game.

Finally, Chapter 6 provides *Mythic Spheres of Power* Solutions to address some of the known issues in mythic play and offers some highly recommended rule changes.

One thing you may find missing is a version of "mythic talents" that act like the mythic versions of spells first published in *Mythic Adventures*. After some experimentation, I realized that improved versions of many talents just did not make any sense. Also, the word count would be horrendous.

People have been asking for mythic spheres for a long time, and honestly, I love that I had the chance to make this for you. Just remember: It is your game and your rules, so feel free to pick specific parts of this book to use as you see fit. Do you want to limit casters exclusively to mythic class abilities? You can do that. Do you want to stick with the spheremaster path, or even hand out mythic sphere masteries as unique abilities instead of granting mythic tiers? You can do that, too. It is your game, and more than anything else, what matters is that you have fun. This book is designed to be modular, so you're free to use whatever parts you want.

Thanks for taking a look at this project, and enjoy your games.

-James Eder

Resources

This product requires *Spheres of Power* and is easiest to understand when paired with *Mythic Adventures*. However, we also highly recommend that you use this product with the *Mythic Hero's Handbook*, *Mythic Character Codex*, *Mythic Spell Compendium*, and *Mythic Monster Manuals 1* and *2* from *Legendary Games*.

Chapter 2

Mythic Traditions

Just as a casting tradition can represent the training and techniques of a spherecaster, a mythic tradition can represent the way a mythic spherecaster acquires and uses their abilities. The GM is the final arbiter of which traditions a character may take since, in many cases, aspects of each tradition are determined by the plot of a game rather than character choices. Mythic traditions are split into drawbacks (which are significant penalties), qualities (which offer balanced effects), and boons (which can be gained by taking drawbacks). Mythic traditions are usually set when a character first ascends to mythic power, but may change later (at the GM's discretion).

Creating a Mythic Tradition

Mythic traditions work best when they are highly thematic and match both the origin of a character's mythic power and the story your game is telling. In other words, traditions should be made to fit the story, rather than picking whatever is most mechanically useful for any given character.

For example, if a character received their mythic powers from a fey queen, they might gain the Mythic Vulnerability (cold iron) drawback because fey are famously vulnerable to that, as well as the Patron drawback because they need to keep the queen happy. This character might also get the Beloved (fey of the patron's court) boon because their queen's obvious favor means lesser members of the court go out of their way to be respectful and helpful and the character interacts with them frequently enough to find their help useful.

Similarly, if your powers come from a crystal, you might have the Relic-Bound drawback because losing the crystal will result in your power fading away. In turn, however, the crystal might also grant you an additional use of mythic power each day as its boon, charging and gathering energy on your behalf to make you stronger.

Drawbacks should come into play regularly. Some, like Cursed, have constant effects and need no further attention, but

drawbacks like Burden Of The Master and Phobia should only be used if their negative aspects would come into play at least every few in-game days. If your game is set up such that the drawback almost never penalizes the character, then it is not really a drawback and they should not get the mechanical benefit of having it. Drawbacks like Relic-Bound should not have players lose power every few days, but enemies should make the occasional attempt to steal said relic and force the player to try and protect it.

The same goes for boons - if a character will not regularly get value from the boon, they should not be forced to take it.

Creating New Tradition Effects

Sometimes, you may find that existing drawbacks, qualities, and boons do not fit your story - and you should not feel obligated to adjust your story just to fit with the options presented here. Instead, you may make new effects to better fit your story, following these guidelines:

- Mythic drawbacks should be a serious penalty for a character, either as a permanent and ongoing detriment or a story problem that is not easily solved and regularly limits the character. To an extent, mythic drawbacks (and a character's struggle to deal with them) may even be central to a PC's personal story and mythic journey. The GM should have control over when a drawback affects a character, rather than letting players creatively avoid its effects. Mythic drawbacks are significant penalties and new ones should be treated as such.
- Mythic qualities should offer a balance of positive and negative effects. If the effect is optional, the player should always be the one to decide when it is activated (as in Twists Of Fate and When All Seems Lost), rather than the GM imposing the effect upon them. This forces the player to willingly accept the penalty in return for a benefit and better suits the style of mythic qualities.
- Mythic boons should be significantly and regularly useful, typically more valuable than one path ability

because players are suffering a penalty to take them at all. New boons should thematically match the character's mythic story, usually relating to how the character obtained mythic power or the drawback used to purchase it (or both).

- Any of these categories may allow a small number of options for players to choose from, such as Mythic Vulnerability (fire or acid).

Mythic Drawbacks

Mythic drawbacks are an optional rule that represent limits on your mythic powers, but come with benefits for those willing (or forced) to accept their price. Each mythic drawback, to a maximum of three, grants you one additional use of mythic power per day or one mythic boon (see below). As with drawbacks in casting traditions, GMs may choose to require certain mythic drawbacks for mythic spherecasters.

Some of these abilities are purposefully vague—we cannot predict or write abilities for every conceivable mythic origin story your GM may choose to use, so some details and benefits should be set by the GM to match the story being told at your table. If you have a specific idea in mind, talk to your GM and ask about ways to work it into your game.



Burden Of The Master

Select one creature type or subtype that is thematically related to how you gained mythic power. Whenever you would be affected by an effect that depends on your type/subtype, you count as either your original type/subtype or your acquired type/subtype (whichever is worse). For example, if you are a lawful neutral character and your powers come from a devil, you detect as evil when your alignment is scanned regardless of your actual alignment and could be targeted by a paladin's smite evil ability, but would not automatically detect as evil when trying to prove to a fiendish cultist checking your alignment that you really are evil and they should let you into their base because of that.

Cursed

You gain the negative effects of an oracle curse you do not already have, but not the positive effects, as an oracle of your total character level. The overcome curse path ability does not negate this curse, nor do any similar effects.

Hatred

You have an irrational hatred of something selected by the GM (often something in opposition to the source of your power, such as fiendish outsiders if you got your powers from an angelic lord). You never willingly cooperate with or spend significant time around the subject of your hatred and compulsively avoid or attack it whenever it is present, regardless of the consequences.

Master Of One

You may only expend mythic power on abilities that affect yourself or creatures of a single type (such as outsider or undead). You may take this drawback a second time. If you do, you may only expend mythic power on abilities that affect yourself or creatures of a single subtype (such as devils or elves). You cannot take this drawback a second time if your mythic power is limited to a creature type that does not have subtypes. You must have at least one ability that expends mythic power and is usable on creatures besides yourself to take this mythic drawback.

Mythic Vulnerability

You are vulnerable to a specific material or damage type, selected by the GM, such as acid damage or cold iron. This mythic vulnerability bypasses any special defenses you have (like damage reduction or spell resistance), does 50% more damage to you, and being within 5 feet of it for more than 1 round (such as marching through a cold snowfield or standing near an enemy brandishing a silver weapon) drains one use of mythic power per round. If your vulnerability drains your last use of mythic power, you lose access to all of your mythic abilities until you've been more than 5 feet away from the substance and unharmed by it for at least 1 minute. This mythic drawback may be taken more than once. Each time it is, you become vulnerable to an additional material or damage type.

Oathsworn

You have taken on a mighty oath to behave in a particular way and are compelled to follow through. The details of this oath are up to you and the GM, but it should be treated similar to a paladin's code of conduct or a monk vow (from *Ultimate Magic*) and occur relatively regularly within your game. For example, you might swear to always grant mercy to enemies who ask for it, to serve and protect another party member with your life, or to avoid committing any chaotic action. If you break your oath, you immediately lose the benefits of your mythic powers until you have adequately atoned.

Patron

Your mythic powers come from a patron such as an angelic lord, an archdevil, a fey queen, a mythic monarch, or some other legendary figure. You must obey their whims - which could include anything from following a complex set of rules to making bizarre sacrifices at irregular intervals - to retain access to your mythic powers, and they may actively interfere in your life while in pursuit of their own goals. Your patron's goals are never wholly in line with yours.

Phobia

You have an irrational fear of something (often a Mythic Vulnerability) selected by the GM. Whenever you are exposed to your phobia, you must make a Will save against a DC of $10 + 1/2$ your character level + your highest ability modifier + your mythic tier or become frightened for as long as you are exposed to your phobia. This bypasses any resistance or immunity to fear, and bonuses to saves against fear effects do not apply to this phobia.

Price Of Power

You must pay for your mythic power. When you would normally regain mythic power each day, you must sacrifice wealth or items equal to at least 10 gp per mythic tier multiplied by your character level for each use of mythic power you want to regain.

Radiant Power

You have a hard time hiding your presence. All creatures gain a bonus equal to three times your tier to notice you (such as by using the Perception skill). You also leave lingering trails of magic that others can find and follow for one day per tier. Finally, all creatures you interact with can sense that you are not normal and get a general understanding of your abilities, regardless of any disguises you use.

Recharge Required

You must return to the origin of your mythic power or meet some other criteria in order to recharge it. This could involve visiting a font of energy, finding the person who gave you your power, praying at the grave of a mythic ancestor, plugging into a magitech system, consuming an addictive drug, or anything else deemed appropriate by the GM.

Rejected

All creatures begin with an attitude of unfriendly towards you (unless their attitude would start worse). This overrides any other effects that change starting attitudes (except the Beloved mythic boon). You cannot use Bluff, Diplomacy or Intimidate to make creatures act friendlier to you than indifferent.

Relic-Bound

Your mythic powers only function while you remain in possession of a relic (usually one that granted you mythic power). You lose all mythic abilities and bonuses if separated from this relic for more than 24 hours, but your powers return immediately if you regain possession of the relic. Relics are often mythic magic items, but may be another type of object as well. You may take this drawback a second time. If you do, you lose all mythic abilities and bonuses as soon as you are separated from your relic for more than 1 round, but may regain the abilities as previously described.

Sealed

You can only access your mythic powers (including path abilities, mythic feats, etc., but excluding passive bonuses like increased hit points and ability scores) under conditions predetermined by the GM, such as when facing creatures of a certain type or while you are within a certain distance of a specific location like a castle or magical tree. (If your powers require proximity to an object, use the Relic-Bound drawback instead.) As a free action you can take even when it isn't your turn, you may access your mythic powers for one minute per tier by paying two mythic power, even when you do not meet the regular conditions for accessing your abilities. This drawback counts as two mythic drawbacks for the purpose of determining benefits.

Traditional

Your casting tradition applies when you use your mythic power. You must have at least three general casting drawbacks to take this mythic drawback; if you do not, you may gain additional general casting drawbacks when you first gain this drawback (though only with your GM's permission). You may not gain or use the drawback freedom path ability nor any other effect that allows you to bypass your casting drawbacks, including for regular casting.

Unfit For Power

Your body cannot handle the strain of using mythic powers. Each time you spend a use of mythic power, you suffer damage equal to your mythic tier. This damage cannot be reduced, redirected or healed in any manner until you take an 8 hour rest. This rest does not heal the damage, but does allow it to be healed normally (such as by healing magic or further rest).

Wild Mythic Power

Each time you use mythic power, roll 1d20. On a roll of 1-4, you trigger a universal wild magic effect on the first thing you do that makes sense for the effect rolled (which is often casting a sphere effect). On a roll of a 1, roll another 1d20 - if you roll a

1 or 20, you instead trigger a major wild magic event. See *Wild Magic* from Drop Dead Studios for the effects. At the GM's discretion, this ability may skip using the major wild magic effects due to their potentially game-changing effects.

Mythic Qualities

Mythic qualities are unique quirks or traits that can affect mythic creatures and - unlike drawbacks and boons - have both positive and negative effects. A character should have no more than one mythic quality, and having none is fine, though you may take more with GM permission when it makes thematic sense. A mythic tradition may have one mythic quality and no drawbacks or boons.

Challenged Duelist

You must accept any challenge to a duel (see *Ultimate Combat*), regardless of the circumstances, unless doing so is impossible or you are at less than half of your maximum hit points. (For example, a foe cannot challenge you to a duel on a floor of lava unless you can survive walking on lava.) When participating in a duel, your mythic powers enforce the rules on both combatants, usually by rendering you impervious to all outside influences but also forcing all combatants to abide by both the word and the spirit of the agreed-upon rules until the duel ends. This protection from outside forces extends to covering the negotiation of the rules of the duel, if any. In addition, once per day when a foe rejects your challenge to a duel, you may regain two uses of mythic power.

Corrupted

You gain a stage zero corruption (see *Horror Adventures*) with a manifestation level equal to your mythic tier (to a maximum of 9). Depending on your actions, your corruption may progress to higher stages. Once per month (or otherwise, at the GM's discretion, such as when you would progress normally), you may spend all of your mythic power to revert your corruption to a previous stage (selected by the GM) and reset any penalties.

Emotionless

You have a hard time reacting emotionally. You are immune to positive and negative emotional effects, including (but not limited to) fear effects, morale effects, eliciter emotions, and any (charm) powers of the Mind sphere unless they come from a creature with equal to or more mythic tiers than you. You are immune to your own emotional effects. You also take a penalty on Bluff, Diplomacy, and Intimidate checks equal to your mythic tier.

Nature's Balance (Ex)

One category of animals, such as cats, fish, or birds, is always helpful towards you when they first meet you and will not stop being helpful unless artificially controlled or subjected to a hostile effect. Another category of animals is always hostile towards you and cannot be made friendlier except through artificial means like mind-affecting magic. Both categories of

animals can understand you as if you shared a language, though you cannot inherently understand them through this ability.

Spherebound

You gain a +2 inherent bonus to your caster level in one magic sphere but take a -1 penalty to caster level in all other magic spheres, or you gain a +2 inherent bonus to your effective base attack bonus or skill ranks for determining the effects of one combat sphere, but take a -1 penalty to your effective base attack bonus and skill ranks for determining the effects of all of your other combat spheres. This cannot reduce your effective caster level, base attack bonus, or skill ranks below 1. You must have at least two spheres in the same system to take this mythic quality for that system. You may take this quality a second time; when you do, you gain the choice you did not take before. You may not apply this power to the same system twice.

Supervisor

Your mythic power has a will and directive of its own. Treat this effect as if you were always carrying around an intelligent magic item with you, except the magic item is usually a part of you (though it may still be an actual item). The supervisor is created by the GM with a gp budget of a heroic NPC of your character level + mythic tier + 3. If this goes above 20, multiply their gp budget by $\times 1.3$ for each rank above 20, to a maximum effective rank of 30. The supervisor has a goal that must be met and will use their own abilities to try and force you to help achieve the goal it was created for. The supervisor gains a +5 bonus to its DC to possess you and this dominance bypasses any immunity to mind effects you may have. The supervisor may assist you in achieving its goal using its own set of powers, but this goal must never be so directly in line with your own motives as to not be a burden in some manner.

Twists Of Fate (Ex)

Three times per day, you may reroll any d20 roll you make (after seeing the result) and choose which result you want to use. The GM keeps the other roll and may force any creature (including you, but excluding the other PCs) to use that result for any d20 roll you have not used Twists Of Fate on. The GM must announce when they are using a saved roll, and you may not use this ability nor any other ability to change that roll. You regain your uses of Twists Of Fate once per day when you regain spell points, while the GM keeps saved rolls until they are used.

When All Seems Lost (Ex)

You can pull out just a little more power when you need it most - though only at a price. As a free action you may take once per day even when it is not your turn, you may enter an empowered state for three rounds. While empowered, you do not need to expend any resources (such as spell points, mythic power, or daily uses of class features) to use your abilities, though you cannot spend any more resources per round than you would normally be able to. In addition, your hit points cannot go below 1 and you succeed on all saving throws. After your empowered state ends, you unavoidably fall unconscious and cannot be woken by any method, including mythic abilities, until you receive 8 hours of rest.

Mythic Boons

Mythic boons are benefits that mythic creatures can receive for taking mythic drawbacks, though no creature can ever have more than three mythic boons.

Beloved

A specific group of creatures thematically appropriate to your mythic origin or patron recognize you as blessed and always have a starting attitude of helpful towards you. This is not extensive enough to cover an entire species, but could affect an entire organization, church, city, or similarly specific group. If you have the Rejected mythic drawback, it does not apply to this group.

Expertise

You gain access to a single class feature from a class or prestige class you do not have, treating your total character level as your class level for determining its effects. Archetypes of that class are valid sources. You must meet any other prerequisites the feature has. If it is affected by an ability modifier (such as by getting additional uses for having a high Wisdom score), you may use your highest mental ability modifier instead if that would be better. You may not gain any form of casting or talent progression through this power (such as incanter magic talents or wizard spellcasting), though you may gain features that modify casting (such as an incanter sphere specialization) or abilities that grant specific spell-like abilities. If the ability allows you to select from a list of options or grants more options over time, such as mageknight mystic combats or incanter bonus feats, you only gain one of those choices even if you would normally get more at higher levels. For example, you would only get one bonus feat from the incanter. Your character level must be equal to or greater than the level requirement of the feature you acquire with this boon, though it is possible to select this boon early and not get that feature until you reach the appropriate level.

Each time you gain a tier, you may choose to lose the feature you currently know and replace it with another feature, as if you had retrained this boon. You may also retrain this boon if you would ever gain that feature normally, such as by taking levels in the class that gives it. The GM must approve your choice, and at their discretion, they may choose it for you instead.

Form Of Power (Ex)

You gain a single constant, permanent (transformation) form from the Alteration sphere, selected by the GM, that is thematically appropriate to the way you acquired your mythic power. Alternatively, the GM may select a basic form (limbs/speed) and apply any 3-5 Alteration traits to create a thematically appropriate form. This form is considered a natural part of your body and uses your character level as your caster level and uses your casting ability modifier or practitioner modifier (your choice, or your Charisma modifier if you lack either) to determine its effects. If the form requires the expenditure of spell points to use, you can only gain that form for a number of

minutes equal to your mythic tier by spending a use of mythic power as a free action. At 3rd and 6th tiers, you gain an additional Alteration trait selected by the GM as a permanent addition to your form.

Legendary Gear

You gain the legendary item universal path ability. At 3rd tier, this item becomes a minor artifact. At 6th tier, this item becomes a major artifact. This boon costs two drawbacks and counts as two boons. If you already have the legendary item ability, you may immediately retrain it.

Mythic Exemplar

You gain a first-tier path ability (from any path), a first-tier universal path ability (like a mythic sphere mastery), a mythic feat, or a mythic class ability thematically appropriate for your character, selected by the GM. You must meet the prerequisites for this choice, if any. If that ability requires spending mythic power to activate its effects, you may use it once per day without spending mythic power. This mythic boon can be taken more than once.

Native-Born (Ex)

Your ascension to mythic power allows you to survive like a native in areas related to the origin of your mythic power. For example, if your patron is a deity that resides within the Plane of Chaos, you can survive there without being subject to the negative effects of a chaotically-shifting realm. Similarly, if you achieved mythic power from a font of power in the heart of the Plane of Fire, you can survive in that Plane without you or your belongings burning and may constantly have harmless flames swirling around you. You also count as a native resident (and not extraplanar, unless it would be beneficial) for the purpose of effects that apply to native or extraplanar creatures while in relevant areas. The GM should set the exact benefits of being Native-Born, but as a general rule, you should be able to survive in and traverse relevant areas with no more difficulty or danger than any creature normally calling it home. Appropriate areas generally include specific planes or types of terrain.

Sample Mythic Traditions

The following are sample mythic traditions that may appear in your world. Remember, mythic traditions are always at their best when customized for a game, so do not feel like you have to limit yourself to these.

A Deal For Power

You made a dangerous deal for mythic power, but as long as you keep paying, the power will keep coming.

Drawbacks: Price Of Power, Recharge Required (pay at infernal church)

Boons: Mythic Exemplar (Destruction mythic sphere mastery), Native-Born (Lawful Evil planes)

A Robot All Along

Huh, turns out you are a robot on the inside...

Drawbacks: Burden Of The Master (construct), Mythic Vulnerability (electricity), Price Of Power (pay for parts), Radiant Power

Boons: Mythic Exemplar (display of strength), Form Of Power (construct), +2 MP per day

Classy

You seem to be unnaturally good at what you trained to do.

Drawbacks: Traditional

Boons: Mythic Exemplar (any mythic class ability you qualify for)

Cryptwood Ascendant

Your power comes from the magical forests known as cryptwoods (see *The Player's Guide to Skybourne*).

Drawbacks: Burden Of The Master (plant), Recharge Required (cryptwood)

Qualities: Spherebound (Fallen Fey or Nature)

Boons: Form Of Power (Fey Transformation or Plant Transformation), Mythic Exemplar (Fallen Fey or Nature mythic sphere mastery)

Fate-Spun

Destiny itself seems to toy with you in unpredictable ways when you ask it for help.

Qualities: Twists Of Fate

Grizzly Executioner

I hate to be the bearer of bad news, but...

Drawbacks: Burden Of The Master (animal)

Boons: Form Of Power (Animalistic Transformation; bear only)

Legendary Leader

You are powerful and beloved by your followers, though you serve someone else still higher.

Drawbacks: Patron, Radiant Power

Boons: Beloved, Mythic Exemplar

Oathmaker

You swore an oath in return for power - and fulfilling it is all that matters to you.

Drawbacks: Oathsworn

Qualities: Emotionless, When All Seems Lost

Boons: Mythic Exemplar

Protector Of The Mortal Realms

Your power exists to protect from outside influences. Against them, you are mighty indeed - but against the merely mundane, you are much like any other.

Drawbacks: Master Of One (outsider)

Qualities: Supervisor

Boons: Native-Born (Outer Planes)

Relic Bearer

Your power is inextricably tied to the item that gave you mythic power... and it has opinions.

Drawbacks: Relic-Bound

Qualities: Supervisor

Boons: +1 MP/day

Shackled

Your powers often feel more like a curse than a blessing.

Drawbacks: Cursed, Patron, Unfit For Power

Qualities: Challenged Duelist

Boons: Form Of Power (Fiendish Transformation), +2 MP/day

Wild Energies

Your mythic powers are difficult to control and make you exceptionally noticeable.

Drawbacks: Radiant Power, Unfit For Power, Wild Mythic Power

Boons: Mythic Exemplar, +2 MP/day



Chapter 3

The Spheremaster Mythic Path

Few casters are as flexible with their power as the masters of the spheres. These epic figures channel the energies of the world in ways few others can match. Some focus specifically on improving their abilities with each sphere, while others delve into magical power beyond the spheres.

Role: As a spheremaster, your role can be whatever you wish it to be. Your extensive knowledge of the spheres gives you access to unique abilities and ways of improving your talents in your chosen field—or even for overcoming your weaknesses.

Classes: The spheremaster is a suitable mythic path for any spherecaster or champion character, though Mid-Casters and High-Casters will get the most value from it. Depending on the character's build, Low-Casters and champions may want to consider taking the Dual Path mythic feat and splitting their focus between this and another mythic path (such as champion, guardian, or trickster).

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

Sphere Mastery

At 1st tier, you gain one mythic sphere mastery (see Mythic Sphere Talents below). You must know the base sphere associated with it.

True Magic

At 10th tier, whenever you cast a sphere effect that targets one or more non-mythic creatures, each of those creatures must roll any saving throws against the spell twice and take the lower result.

You also gain spell resistance equal to 15 + your caster level, but only against sphere effects. Once per round when your spell resistance protects you from a sphere or spell effect cast by an enemy mythic creature, you regain one use of mythic power.

Table: The Spheremaster

<i>Tier</i>	<i>Path Features</i>
1st	Path ability, sphere mastery
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Path ability, true magic

Spheremasters also have access to the following mythic path abilities. Some abilities are originally from other mythic paths and may have been changed to fit the spheremaster.

Special: Mythic spherecasters may take any mythic path ability or mythic class ability that affects a class feature they have (such as the soul weaver's channel energy ability), regardless of its original path or class. You must meet any other requirements for that choice, such as minimum mythic tier. With GM permission, universal path abilities that grant spell-like abilities can be taken as normal and are not changed.

Retraining: Mythic feats and path abilities are usually fixed once chosen, but may be retrained with GM permission. Any time, cost, or trainer requirements are set by the GM but should generally not take less than 1 week to complete. If you permanently lose access to a regular feat or class ability you previously had, such as through retraining the regular feat, you may retrain any associated mythic options immediately.

1st-Tier Spheremaster Path Abilities

Abundant Casting (Ex)

Whenever you cast a sphere effect that affects a specific number of targets (such as “one creature/level”), add your tier to the number of targets the talent can affect. Alternatively, you can expend one use of mythic power when casting a sphere effect that affects only one target (such as “one creature”) to have it affect an additional target. If the talent requires you to succeed at a melee touch attack, you must hold the charge in order to make a second touch attack.

Adamantine Mind (Ex)

Your mind is as hard as any armor and is dangerous to engage. You gain a bonus equal to your tier on saving throws against mind-affecting effects. Whenever you succeed at a save against a mind-affecting effect, the creature attacking you with that effect must succeed at a Will save (at the same DC) or be stunned for 1 round.

Adaptive Energy Resistance (Su)

If you have energy resistance against acid, cold, electricity, fire, or sonic damage and you are attacked by one of these energy types other than the one(s) to which you have resistance, you can spend one use of your mythic power as an immediate action to switch your energy resistance to that type of energy for a number of rounds equal to your mythic tier.

Arcane Endurance (Ex)

Treat your caster level as 4 higher when determining the duration of sphere effects you cast. This does not alter any other variable effects of your talents.

Coupled Arcana (Ex)

Whenever you spend a standard action, move action, or swift action to activate an arcane school power, bardic performance, blessing, blight, bloodline power, bound nexus ability, emotion, esoteria, hex, hypnotism, imbue, integrated technique, invocation, magus arcana, mystic combat, shadowstuff effect, symbiotic psionic effect, wraith haunt, or similar class ability (GM’s discretion), you can also activate an ability that uses mythic power as a free action. The mythic ability you activate must require the same action type as the other ability you activated or faster (a swift action is faster than a move action, and a move action is faster than a standard action).

Crafting Mastery (Ex)

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

Curse-bearer (Ex)

You may touch, wear, wield, or carry a non-mythic cursed item without being affected by the curse. You may choose to be affected by the curse if you wish. Mythic cursed items affect you as normal, but you may expend one use of mythic power as a free action to suppress the effects of the item’s curse on you for one round.

At 6th tier, you are immune to all curse effects. For example, the Enmity talent of the Fate sphere has no effect on you, and you can handle, carry, or discard a cursed magic item without harm. If a cursed item has useful functions and a cursed effect (such as armor of arrow attraction) or drawback (such as a mace of blood), you are immune to the cursed effect and drawback, and can still use its other abilities. If a cursed item works normally for a period of time before its curse triggers (such as gauntlets of fumbling), the item stops working for you when the curse would normally trigger. Finally, you can ignore the negative effects of your oracle’s curse (unless the source of your curse forbids this).

Deep Understanding (Ex)

You automatically identify any sphere effect cast within 60 feet of you. Whenever you attempt to identify a non-artifact magic item using the *divine* ability of the Divination sphere, you automatically learn its properties and command words in the first round of the effect (no Spellcraft roll needed), but you cannot automatically determine whether it is cursed.

Eldritch Breach (Su)

You are adept at breaching magical defenses and overcoming resistance to your magic. When attempting a magic skill check to dispel an effect, overcome spell resistance, or otherwise determine whether your magic affects a target, roll twice and take the higher result.

Elemental Bond (Su)

You are connected to one of the elements. Select one package from the Nature sphere. Whenever you cast a sphere effect with a descriptor matching that package, add your tier to your caster level for that effect. You gain resistance 10 against an energy type associated with the descriptor of your chosen Nature package—electricity for air, acid for earth or metal, fire for fire, and cold for water or plant. At 6th tier, this resistance increases to 20. At 9th tier, this resistance increases to 30. The GM is the final arbiter of whether or not a sphere effect has a descriptor, but in general, sphere effects have elemental descriptors when they create, protect against, or directly manipulate that element. (For example, the Destruction sphere’s Fire

Blast and the Nature sphere's Create Fire *geomancing* have the fire descriptor.)

Enduring Armor (Su)

You are protected by armor made of force. This armor grants you an armor bonus to AC equal to 3 + your tier. This ability is a Protection sphere effect with a caster level equal to twice your tier. If this armor is dispelled or otherwise ended, you can reactivate it as a swift action.

Enhance Magic Items (Ex)

Your mythic presence enhances the power of certain magic items. Add half your tier to the caster level of compounds, scrolls, implements, and spell engines you use. When using a spell engine, you may activate the item by expending one use of mythic power instead of one (or more) of the item's spell points.

Exorcist (Su)

As a full-round action, you can tap into the power of your magic to unravel the power of hostile spirits to control the bodies, minds, and souls of mortals. When you use this ability, you must target one creature within 30 feet to which you have line of sight. A successful Will save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier) negates the effects of this feat. If your target is not a mythic creature, you add one-half your mythic tier (minimum +1) to the DC.

An incorporeal undead creature that fails its save against this effect is staggered. If you target a possessed creature, the possessing entity must succeed at a Will save to resist being staggered for 1 round. If it is staggered, the creature it possesses can immediately attempt a new saving throw to end the possession effect (possession effects that do not allow saving throws to resist them cannot be ended with this power, but the feat can still stagger a possessed creature). You can use this ability a number of times per day equal to your mythic tier.

Flash of Omniscience (Ex)

Your ability to recall information is astounding. When you take 10 on any Intelligence-based skill check, add your tier to the result. As a free action, you can expend one use of mythic power to ask one question as if using the Divine Knowledge advanced Divination talent. The base chance for a correct answer is 70% + your caster level + your tier (maximum 100%). The answer does not come from a divine agent, but from your own native understanding; therefore, the answer is never cryptic. If you do not get a correct answer, it is like failing a Knowledge check, and you cannot use this ability on that question again.

Flexible Counterspell (Su)

Your mythic power enhances your ability to counter others' talents. As an immediate action, you can expend one use of mythic power to attempt to counter a spell or sphere effect. This ability otherwise works like using the Counterspell feat.

Flexible Specialization (Ex)

Select one incanter sphere specialization you do not have. You gain powers from that sphere specialization, treating your sphere wizard level as twice your tier for the purposes of these powers. Once you have chosen the sphere specialization, it cannot be changed. You cannot select a sphere specialization for a base sphere you do not have.

You must have the sphere wizard's sphere specialization power to select this mythic path ability. You can choose this ability up to three times, each time selecting another sphere specialization you do not have.

Greater Familiar Link (Su)

You have bound yourself so deeply to your familiar that your life forces are intertwined. Anytime you or your familiar takes damage, you may split the damage evenly between you and your familiar. Using this ability does not require an action, but it works only if you are conscious and both you and your familiar are alive (or in whatever is the normal state for your respective races). You must have a familiar to select this ability.



Heirloom (Ex)

You gain a legendary item that is an ancestral relic of your house, family, or culture. This functions as the legendary item universal path ability described in *Mythic Adventures*, but you are so protective of this item that you add your mythic tier as a bonus to CMD against disarm, steal, and sunder combat maneuvers directed at the item, and one-half your mythic tier as a bonus on saving throws made by the item. You can take this ability again at 3rd and 6th tier to grant additional abilities to your heirloom item. You can have both an heirloom and a legendary item; however, the total number of legendary abilities between the two items combined cannot exceed your mythic tier +3.

Implement Master (Su)

Your mastery of implements enable you to use their powers in ways they are not normally capable of. When using an implement of power, you can expend one use of mythic power to use the implement's enhancement bonus on the next talent you cast, even if the talent's base sphere does not match that of the implement.

Imprinting Hand (Su)

By touching a foe, you can gain knowledge about it, including its weaknesses. To use this ability, you must first successfully hit a foe with an unarmed strike, natural weapon, or melee touch attack to make contact, then use this ability is a free action. As long as the target remains within 1 mile of you, you always know the direction and approximate distance to it. If the foe has any weaknesses or vulnerabilities (including a mythic flaw), you immediately know this information.

You can maintain this connection with only one creature at a time; if you use this ability on another creature, your connection with the previous creature is lost.

Insightful Interaction (Ex)

Add half your tier to Wisdom-based skill checks in which you are trained. Additionally, by expending one use of mythic power, you can use your Wisdom modifier plus half your tier in place of your Charisma modifier for Bluff, Diplomacy, and Intimidate checks for 1 hour.

Inspire Trust (Ex)

You can inspire instant trust in those you meet. As a swift or immediate action, you can expend one use of mythic power to make a Diplomacy check to improve a non-mythic creature's attitude toward you. There is no maximum on how much its attitude can improve at once this way. If you are in combat but have not attacked the target, you must expend an additional use of mythic power and the DC is increased by the target's Hit Dice. You cannot affect a target that knows you have ever attacked it.

Mythic Bloodline (Su)

When determining the effects of your bloodline powers, you are considered 4 levels higher. This increases the effects of powers you have access to, but does not grant you powers at a

lower level than normal. If you have a sorcerer bloodline power that can be used multiple times per day, such as metamagic adept, you gain a number of extra uses of that power equal to half your tier (minimum 1). You must have the bloodline class feature to select this ability.

Mythic Hex (Su)

When you gain this path ability you learn one witch hex. Additionally, you may expend one use of mythic power when using any hex you know to target a creature a second time with the same hex.

Persuasive Countenance (Su)

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

Relentless Healing (Su)

You can restore life to the recently dead. If a creature has died within 1 round, as a free action you can expend one use of mythic power to apply healing magic to that creature. This healing can be from a sphere or other effect you cause or from a magic item you wield (because this is a free action, using items or casting healing powers does not require the normal casting time). If this healing brings the creature's hit points above the threshold for death, it comes back to life and stabilizes at its new hit point total; otherwise, it remains dead. Alternatively, you can expend two uses of mythic power on a dead creature that would have the ability to magically heal itself if it were alive (such as a dead cleric with the *cure* ability of the Life sphere) in order to trigger the most powerful healing magic it knows or has prepared. If this brings the creature's hit points above its death threshold, it returns to life.

Remixer (Ex)

You can instantly remix any potion, oil, or powder—collectively known as compounds—you touch to alter its effects (see the Distill Compound crafting feat). You can expend one use of mythic power to change the talents contained in the compound to that of any other talent you know. The resulting compound uses the caster level of the original compound.

The new talent(s) contained in the compound must be one that could normally serve as a compound of that type. If the effect you are trying to use requires expensive material components, you must provide them at the time of the change.

Resilient Arcana (Su)

Your sphere effects become more difficult to identify and dispel. Add your tier to the DC of any checks to identify your sphere effects, recognize them as they are being cast, or dispel them.

Sensory Link (Su)

As a standard action, you can see and hear through your familiar's eyes and ears. While using this ability, you cannot see

or hear using your normal senses. You can speak through your familiar using any language you know, even if the familiar cannot normally speak. You may end the link and restore your own senses as a standard action. While linked, you can expend one use of mythic power to cast a spell and have it originate from your familiar instead of you. You must have a familiar to select this ability.

Spellbane Counterstrike (Su)

With a quick sprint, you retaliate against the caster of a spell you countered. When you successfully use the Counterspell feat (or a similar ability gained through other means), you can move up to your speed as part of the same action, as long as you end your movement with the target of the counterspell within melee reach. Your movement from this ability does not count toward your total movement for the round.

If the target's casting would have provoked an attack of opportunity, you can immediately take an attack of opportunity against the target.

Sustained by Faith (Su)

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

Throw Spell (Su)

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

3rd-Tier Spheremaster Path Abilities

Abundant Healing (Su)

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

Battlemagic Sense (Su)

You have an intuitive sense for friendly and hostile magics being thrown around a battlefield. You gain a bonus equal to your mythic tier on Spellcraft checks to identify sphere effects, including both ongoing effects and effects as they are being cast,

and you may make such checks untrained. If you expend one use of your mythic power as a swift or immediate action, you can treat your base attack bonus as the number of ranks you have in the Spellcraft skill for 1 minute.

You are automatically aware when a sphere effect with a range greater than personal or touch is cast within 20 feet plus 10 feet times your mythic tier, and you can make a Spellcraft to identify such effects, though you take a -4 penalty on your check if you have no line of sight to the caster or are otherwise unaware of the caster's presence. If you successfully identify a sphere effect while forcing the caster to make a concentration check, whether to cast defensively because you threaten the target or by harming or distracting the caster in any way, you add your mythic tier to the DC of the concentration check for that sphere effect.

If you successfully identify a sphere effect being cast and you have the ability to cast an appropriate counterspell (usually through the Counterspell feat), you can expend one use of your mythic power to perform that counterspell as an immediate action, even if you do not have line of sight to the caster. If you have readied an action to counterspell, you gain a bonus equal to your mythic tier on any magic skill check required.

Borrowed Power (Su)

As a swift action, you can expend one use of mythic power and pick any one mythic path ability from a path other than spheremaster (including universal abilities) that is of a tier you have access to. You immediately gain access to this mythic path ability for a number of rounds equal to twice your mythic tier.

Don't Cross Me (Ex)

Even when you are away from your thralls, they fear and obey you. When you successfully use Intimidate to make someone helpful, you can expend one use of mythic power to cause the creature to remain helpful to you even in your absence for up to a number of days equal to your tier. At the beginning of each day, the creature may attempt a Will save; if it succeeds, this effect ends prematurely (DC equal to the result of your original Intimidate check minus 2 for each day since the creature last had direct contact with you). This is a mind-affecting fear effect.

Drawback Freedom (Ex)

When you cast a sphere effect, you can ignore one (non-mythic) general drawback that would otherwise apply to it. You can select this ability more than once; each time you take this ability, the number of drawbacks you may ignore for each sphere effect you cast increases by 1.

Eldritch Dread (Su)

When you cast a sphere effect or use a sphere-like ability, you may expend one use of your mythic power to activate an aura of fear affecting all creatures within a radius of 5 feet plus 5 feet per two caster levels of the effect that lasts until the beginning of your next turn. Each round, you may continue exuding this aura of fear by spending a move action to do so, up to a maximum number of rounds equal to your mythic tier.

If you do not maintain the aura during any round, you cannot resume it unless you cast another sphere effect and expend another use of your mythic power. Enemies within the aura are shaken (or panicked if they have fewer Hit Dice than your mythic tier) as long as they remain within this radius and for a number of rounds thereafter equal to your mythic tier. A Will save (DC 10 + 1/2 your Hit Dice + your mythic tier) negates the effects of this aura.

Eldritch Flight (Sp, Su)

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

Hand of Mercy (Su)

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

Infectious Spell (Su)

You know no limits when it comes to the potency and ravaging effects of your talents. Whenever you cast a sphere effect that specifically targets a limited number of targets (such as “one creature/level” or “one or more creatures”) and has a duration longer than 1 round, you can expend one use of mythic power to make the effect infectious. Each round on your turn, so long as at least one creature is still under the effect of the infectious talent, the talent targets one additional enemy per mythic tier you possess (chosen by the original caster). The range of the spell is the same, but it originates from a creature currently affected by the sphere effect (your choice). A creature affected by an infectious spell suffers all of the effects of the original effect (and may attempt any saving throws as appropriate at the original save DC), but the duration does not reset (meaning the effect ends for all affected targets when the original duration of the spell expires).

A creature can only be targeted by a given infectious spell once per casting. Once a round passes without any additional creatures affected by the effect, the spell stops being infectious. This ability can only affect sphere effects whose caster level is equal to or less than double your tier.

Life Current (Su)

You are more attuned to the source of life or unlife and better able to access its power. When casting a cure effect of the Life sphere, dealing hit point damage with negative energy, or using a class feature that uses positive or negative energy (such as channel energy or lay on hands), treat any natural 1s or 2s on the dice rolled to heal or deal damage as 3s. You can select this ability up to three times. The second time you select it, treat

natural 1s, 2s, and 3s as 4s. The third time you select it, treat natural 1s, 2s, 3s, and 4s as 5s.

Magical Potency (Su)

You gain four spell points. You can select this ability more than once. If you do, you gain six spell points the second time, eight spell points the third time, and so on.

Many Forms (Su)

You can alter your appearance at will as if using the Blank Form of the Alteration sphere (this does not allow you to gain traits aside from the +10 bonus to Disguise checks, or similar cosmetic changes with your GM's permission). You can expend one use of mythic power to change your shape as if using the Alteration sphere and any three Alteration talents (whether or not you know those talents), with a duration of 1 minute per tier. Your caster level for this ability is a number equal to 10 + your tier. At 6th tier, the duration of this *shapeshift* increases to 10 minutes per tier.

Mirror Dodge (Su)

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

Pilgrim of the Waves (Su)

You can breathe water as easily as you breathe air. You can also walk on any body of water (which includes fresh water, sea water, and anything else that is entirely or almost entirely water), though this ability does not allow you to walk upon any bodies of liquid other than water (such as pools of acid).

You can choose to sink to the bottom of any body of water you could walk upon, descending at a rate of 60 feet per round, and thereafter you can travel along the bottom of the water as though it were dry land. While at the bottom of a body of water, you can attack and act normally, as though under the effects of the Freedom word of the Fate sphere, though this ability does not impart the other benefits of that sphere effect.

Spell Sieve (Sp)

If you successfully counterspell a sphere effect of a caster level equal to or lower than your own, you can absorb the countered effect's power and use it for your own purposes. On your next turn, you can cast that sphere effect as a sphere-like ability using your caster level as the caster level for the effect. (A sphere-like ability is not affected by general or sphere-specific drawbacks and never requires expensive material components.)

Sphere Metamastery (Su)

As a swift action, you can expend one use of mythic power and pick any one metamagic feat you know that increases the slot level of the spell by 0 or 1 levels or costs 0 or 1 spell points. For the next 10 rounds, you can apply this metamagic feat to any

sphere effect you cast without increasing the spell point cost or casting time.

You can also use this ability on sphere effect you cast from a scroll or spell engine. You cannot have more than one use of this ability active at a time. If you use this ability again, any previous use immediately ends (though this does not affect sphere effects already cast). You can select this ability more than once. Each time you select this ability, the maximum spell slot level or spell point increase of the metamagic feat you can choose goes up by 1, to a maximum of 4.

Tangible Illusion (Su)

You can temporarily transform an illusory object into a real one. As a full-round action, you can expend one use of mythic power to temporarily transform a single object created using the Illusion sphere that you cast into a physical, non-magical version of that object. The object lasts for 10 minutes per tier, after which it reverts to being an illusion (or vanishes, if the duration of the original illusion has expired). During that time, the illusion gains all the physical properties of the depicted illusory object. You must touch the illusion to use this ability, and the object can be no larger than 5 cubic feet per tier. For example, if you create an illusory stone door, you transform it into an actual non-magical stone door.

6th-Tier Spheremaster Path Abilities

Arcanist's Escape (Su)

Whenever you are entangled, grappled, or pinned, you may expend two uses of mythic power as a free action on your turn to teleport to safety, as if using the *teleport* ability of the Warp sphere. If you are affected by a non-mythic effect that blocks teleportation, you can double the cost to four uses of mythic power to make a magic skill check with a bonus equal to your mythic tier to bypass that effect for the purpose of this teleportation. The DC for this check is equal to 15 plus the caster level of that effect. This ability can be used to escape from an effect or area that blocks teleportation, but it cannot be used to enter such an area from outside it.

Channel Power (Su)

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

Eldritch Reciprocity (Su)

You can choose to take extra damage from a sphere effect to replenish mythic power. When you are hit by or fail a saving throw against a sphere effect that deals hit point damage, as

an immediate action you can choose to take damage as if that effect were affected by the Maximize Spell feat. If the effect's damage cannot be increased by the Maximize Spell feat or is already under the effect of the Maximize Spell feat, you instead take double damage from it. The effect's damage ignores your spell resistance, energy resistance, energy immunities, and other protections against damage.

If you take at least 25 points of damage from the effect, you regain one use of mythic power.

Extended Abundant Casting (Ex)

When you cast a sphere effect that normally affects only a single target (such as "one creature"), you can affect one additional target adjacent to that target without expending additional resources to do so. In addition, you can affect an additional number of targets anywhere within range equal to one-half your mythic tier by expending one use of mythic power for each additional target normally granted. You cannot target the same creature more than once with this sphere effect. If the sphere effect requires you to succeed at a melee touch attack, you must hold the charge in order to make touch attacks against targets after the first. You must have the abundant casting path ability in order to select this ability.

High Clerist (Ex)

You are acknowledged as a great leader within your religion and even by those outside your faith. Add one-half your mythic tier on Diplomacy checks and gain Leadership as a bonus feat or the Leadership sphere (GM's choice). If you already have the Leadership feat, you gain Mythic Leadership as a bonus feat. If you gain the Leadership sphere, you may spend your magic talents on additional Leadership talents. If you build a shrine, temple, monastery, cathedral, or monument devoted to your deity, offerings from fellow believers cover one-half the cost of construction, whether you are constructing them with your own personal funds or using the kingdom-building rules described in *Ultimate Campaign* or *Ultimate Rulership* from Legendary Games. At the GM's option, you may also obtain this discount when building other types of buildings, such as a park, graveyard, or castle, if they are connected to a religious edifice.

In addition to the above, you gain the power to call for a crusade, declaring a specific goal (typically a military goal of some kind related to the faith) that you wish to achieve and summoning the ranks of the faithful to help you accomplish that goal. Calling a crusade requires spending a number of uses of mythic power equal to your mythic tier, and it enables you to multiply the number of followers you gain by an amount equal to your mythic tier. These followers arrive over the course of one month and serve without pay for as long as you keep the crusade going. For as long as the crusade lasts, the uses of mythic power you spent to call the crusade are unavailable to you. However, during the crusade all of your followers gain a morale bonus equal to one-half your tier on attack rolls and on saving throws against mind-affecting effects and effects that would cause them to become fatigued or exhausted (as well as Constitution checks to avoid damage or fatigue from a forced march).

If using the mass combat rules in *Ultimate Battle* from Legendary Games, you can recruit armies using your followers.

Those armies have only half the normal maintenance cost (as they must still be fed) and gain a bonus to their OM and Morale equal to one-half your mythic tier.

You may call off the crusade at any time, at which point your additional followers depart.

Mindthrall (Su)

When a creature fails its saving throw against a Mind sphere effect you create, you can expend one or more uses of mythic power to make the effect permanent. You must expend one use of mythic power, plus one additional use per four caster levels of the effect. If the effect's normal duration is less than 1 day/level, you must spend additional mythic power to make the effect permanent, depending on the effect's normal duration:

Normal Duration	Additional MP Cost
1 hour/level	+1 MP
10 minutes/level	+2 MP
1 minute/level	+4 MP
1 round/level	+6 MP

Saintly Shroud (Su)

You are suffused with an aura of sacred (if good) or profane (if evil) power; a neutral character must choose which type to gain. This choice is permanent. You gain a bonus equal to one-half your mythic tier on Intimidate checks against creatures with an alignment subtype that is opposed to your alignment, even if they share one alignment subtype in common (e.g., if you are chaotic good and use Intimidate against a demon, which has both the chaotic and evil subtypes). You gain the same bonus on saving throws against fear and charm effects used by such creatures, as well as against effects with an alignment descriptor that opposes yours.

If a non-mythic creature whose alignment subtype is opposed to yours touches you, including striking you with a natural weapon or melee touch attack, it takes damage equal to your mythic tier every time it strikes you; a mythic creature takes this damage only the first time each round that it strikes you. If you touch such a creature to deliver a melee touch effect, once per round you may choose to deal this damage to the target in addition to any other effect you deliver with that touch.

If you expend one use of your mythic power as a free or immediate action, you gain damage reduction 5/chaotic, damage reduction 5/evil, damage reduction 5/good, or damage reduction 5/lawful for a number of rounds equal to your mythic tier. The type of damage reduction you gain must match an alignment subtype opposed to yours. This damage reduction increases to 10 at tier 3 and to 15 at tier 6.

Undying Healer (Su)

Whenever you fall unconscious, a ghostly image of you manifests from out of your body. Even though you are unconscious,

you control this image. On your turn each round, this image can fly up to 30 feet and use your ability to lay on hands to heal, channel energy to heal, or cast any Life talent that you could cast. This consumes these abilities as normal. Abilities used by the image cannot benefit you.

This image lasts a number of rounds equal to your tier. This ability can be dispelled, using double your tier as the caster level. If you die or regain consciousness, the image immediately ends.

New Universal Path Abilities

1st-Tier Universal Path Abilities

Ever Ready (Ex)

You can always act in a surprise round. In addition, when a creature uses a readied action that affects you, you gain an insight bonus equal to one-half your mythic tier to your Armor Class and on saving throws related to that action.

Genre Savvy (Ex)

Add your mythic tier on Knowledge checks to learn the abilities of creatures you observe, and you learn a number of creature abilities equal to your mythic tier. If a creature you identify with a Knowledge check has damage reduction or energy resistance, you can spend one use of your mythic power as a free action to ignore one type of damage reduction (other than damage reduction/epic) or one type of energy resistance until the beginning of your next turn.

3rd-Tier Universal Path Abilities

Eternal Youth (Ex/Su)

You look youthful and ignore aging penalties to Strength, Dexterity, and Constitution for being middle-aged. While you do not suffer the penalties for aging, you do continue to age and can eventually die of old age. At 6th tier and above, you ignore penalties for middle age and old age. At 9th tier, when you gain the immortal base mythic ability, you ignore penalties from venerable age. You cease aging, gain immunity to effects that cause unnatural aging, and cannot die of old age. This effect is not magical and cannot be dispelled or suppressed.

In addition, as a full-round action you can spend one use of your mythic power to change your appearance to match any age you wish. Your appearance is still your own; only your apparent age is changed. This change in your appearance is permanent until you spend another use of your mythic power to adopt a different apparent age. This is a supernatural polymorph effect that is suppressed whenever you use another polymorph effect.

Chapter 4

Mythic Sphere Talents

Mythic sphere talents are 1st-tier universal path abilities except when noted otherwise. You must possess the base sphere for any mythic sphere mastery you choose.

Some mythic sphere talents change the talents you know. When this occurs, you may continue concentrating on abilities or spend a spell point to keep them going if you could normally do so, even if you lose access to the talent before doing either of these things. Existing sphere effects gained through a mythic sphere talent persist for their normal duration regardless of whether or not you currently have access to the talent.

Mythic Miracle (requires tier 9)

Twice per day as a standard action, you may spend 1 mythic power and five spell points to cast miracle as a sphere-like ability. Treat the mythic miracle as a talent from the Fate sphere, though you do not need to know the Fate sphere to use it. (A sphere-like ability is not affected by general or sphere-specific drawbacks and never requires expensive material components.)

Mythic Spellcrafting

You gain one spellcrafted spell at each odd mythic tier. These spells do not count against the normal limit of spellcrafted spells you may know. When casting a spell gained through this ability, you may expend one point of mythic power to cast it as if its complexity were two lower (to a minimum of 1 complexity). You may create original spells to gain with this ability, but the GM is the final arbiter of which spells are acceptable.

Mythic Spherecaster

Your sphere talents are much harder to dispel or counterspell. Add your tier to the DC of all counterspell or dispel attempts non-mythic creatures make against your magic, and add half your tier (rounded down, minimum 1) to the DC of all counterspell or dispel attempts mythic creatures make against your magic, and add your tier to your MSD for the purpose of suppression effects such as Spell Ward (*ward*, *aegis*).

Mythic Sphere Knowledge

As a free action, you may spend 1 mythic power to acquire any base sphere (or any talent from a sphere you already know) for one minute. If a talent gained with this ability normally allows you to spend a spell point to make its effect persist, you may do so even if you lose access to this talent before spending the spell point. You may not have more than one active effect lasting 1 hour or more created through this ability at any given time.

Mythic Sphere Mastery: Alteration

You may transform into a different form as if you possessed the Transformation, Hybrid Transformation, and Improved Transformation feats, except that the form you choose may be one that normally costs one or more spell points. You do not need to pay spell points to transform into the form provided by this ability. You may take this ability even if you already have any of the feats listed above—this transformation is separate from the one normally granted by those feats.

Mythic Sphere Mastery: Bear

When you activate your bear spirit, you may spend one mythic power to gain the effects of any three *bear* characteristics you do not already possess until the end of the bear spirit channeling.

Mythic Sphere Mastery: Blood

When you establish *blood control* on a creature, you may spend one mythic power to form an additional magical connection to that creature. This connection lasts until you no longer have *blood control* over that creature. While this magical connection persists, you may target that creature with any talent you know that targets a single creature when used, regardless of the normal range of that ability.

Mythic Sphere Mastery: Conjunction

Choose one Conjunction companion. As a free action, you may expend two mythic power to give a single chosen companion one of the following mythic simple templates for 1 minute: arcane, divine, invincible, or savage. You may select this mythic sphere mastery more than once. Each time you do, you may

apply its effects to a different conjuration companion. You must spend this mythic power for each companion you wish to empower with a template, though you can empower multiple companions at the same time. You must always apply the same template, with the same choices if any need to be made, to any given companion.

Mythic Sphere Mastery: Creation

You gain the Potent Alteration talent. Any object you *create* gains additional hardness equal to your mythic tier and twice as many hit points as usual. Finally, choose one material you can *create*. When you *create* an item (or items) exclusively with that material, you may *create* the equivalent of up to one additional Small object per caster level. This stacks with talents like Larger Creation.

You may select this mythic sphere talent more than once. Each time you do, select two different materials to *create* more of that you have not already selected for this mythic sphere mastery. If you can *create* items using more than one material, you may use any materials you have expanded access to through this talent when creating complex objects without sacrificing your ability to *create* more material than usual.

Mythic Sphere Mastery: Dark

As a swift action, you may spend one mythic power to transform any source of light within the range of your *darkness* (usually medium range) into a source of your *darkness* with the opposite strength. Sources of normal light become dim light and sources of bright light become absolute *darkness*. The range of this *darkness* equals the range of the original light source or your maximum *darkness* size, whichever is smaller. You may apply any talent you could normally use on your *darkness* to the effect created with this path ability. Once this *darkness* has been established, it persists for one minute per caster level, though you may end it early as a free action. The *darkness* created this way does not rely on the light source once established, and dousing the light source (such as by putting out a torch or campfire) has no effect on this *darkness*.

This ability always works against light from non-mythic sources and mythic targets with fewer mythic tiers than you, but you must succeed on a magic skill check to convert any light from a mythic source with equal to or more mythic tiers than you into .

Mythic Sphere Mastery: Death

When you make a *ghost strike*, you may spend 1 mythic power to target one additional creature in range for every two mythic ranks you have (rounded down, minimum 1). You may target each creature with a different *ghost strike* you know, but you must pay the highest spell point cost among each of the *ghost strikes* you use. As a free action, you may expend two mythic power to give a single undead you *reanimated* and that is within close range one of the following mythic simple templates for 1 minute: arcane, divine, invincible, or savage.

Mythic Sphere Mastery: Destruction

As a free action, you may spend one mythic power and select a (blast type) talent you know that is part of a blast type group. For the next 24 hours, you have access to all talents from the blast type group the talent you selected belongs to. In addition to this effect, you also permanently gain two (blast shape) talents and can use those (blast shape) talents without paying their spell point cost three times per day. You may instead choose to designate one or two (blast shape) talents you already know for this reduced cost effect, replacing the reduction for one or both of the new blast shapes, respectively.

Mythic Sphere Mastery: Divination

Select three basic divinations (either the basic *divine* or any alternate divinations associated with a sphere). You may use any of these as a swift action. You do not need to know or possess the base spheres for the alternate divinations, nor pay any spell point costs to use them.

You may select this mythic sphere talent more than once. Each time you do, you may select three more divinations to use as a swift action.

Mythic Sphere Mastery: Enhancement

You gain the Mass Enhancement talent. When you use Mass Enhancement, you may spend one mythic power to apply any one (enhance) talent you know to each target instead of applying the same *enhancement* to all of them, but you must pay the highest spell point cost among the *enhancements* you use.



Mythic Sphere Mastery: Fallen Fey

You may gain a second *fey-blessing* each time you spend a spell point to gain the benefits of a *fey-blessing*. You do not need to spend an additional spell point to benefit from the second *fey-blessing*.

Also, as a free action you may perform when your fey-link is active, you may spend one mythic power to immediately gain the effects of any two *fey-blessings*, including *fey-blessings* you do not know.

Mythic Sphere Mastery: Fate

Choose one of the following:

- You gain the Echoing Word talent. When you use Echoing Word, you may spend one mythic power to apply any one *word* you know to each target instead of applying the same *word* to all of them, but you must pay the highest spell point cost among the *words* you use. Also, any creature affected by one of your (motif) may reduce its remaining duration by half to gain the benefit of discharging it without actually losing the *motif* effect. A creature may only do this once each time they are affected by that *motif*.
- Select a (consecration) talent you know. This *consecration* no longer requires concentration to maintain and you may activate or deactivate it as a free action. Any mythic creature that makes a successful save against your *consecration* is immune to its effects for 24 hours; any non-mythic creature that makes a successful save against it is only immune to its effects for 1 minute.

You may select this mythic sphere talent multiple times. Each time you do, you either gain the first ability (if you do not already have it) or you may select a different (consecration) talent you know if you already selected the second choice.

Mythic Sphere Mastery: Illusion

As a swift action, you may change which (sensory) talents you have that apply to your *illusions*. For example, you can make an *illusion* feel solid one round, then not solid the next. In addition, when a creature makes a save against your *illusions*, you may spend one mythic power to force them to roll twice and take the lower result.

Mythic Sphere Mastery: Life

You gain the Latent Healing talent. When you use Latent Healing, you may delay it indefinitely. When your Latent Healing is activated, the subject of the effect can choose which of your Life sphere talents affect it (the effect or combination of effects must be something you can normally cast).

Also, when you *restore* a target, you may spend one mythic power and make a magic skill check (adding your mythic tier to the result) against DC 20. If successful, you may remove any one condition, effect, or penalty you know they're affected by that could be removed by a basic or advanced life talent.

Mythic Sphere Mastery: Light

As a swift action, you may spend one mythic power to transform any dimness or darkness (magical or mundane) within the range of your *glow* (usually medium range) into a source of your light with the opposite strength. Dim light becomes normal light and sources of absolute darkness become bright light. The range of this light equals the range of the original darkness source or your maximum Bright Light size, whichever is smaller. You may apply any Light talent you could normally use on your Bright Light to the effect created with this path ability. Once this light has been established, it persists for one minute per caster level, though you may end it early as a free action. The light created this way does not rely on a source of darkness once established, and eliminating the source of darkness (such as by canceling a *darkness* effect) has no effect on this light.

This ability always works against dimness or darkness from non-mythic sources and mythic targets with fewer mythic tiers than you, but you must succeed on a magic skill check to convert any darkness from a mythic source with equal to or more mythic tiers than you into light.

Mythic Sphere Mastery: Mind

You gain the Group Charm talent. When you use Group Charm, you may spend one mythic power to apply any one *charm* you know to each target instead of applying the same *charm* to all of them, but you must pay the highest spell point cost among the *charms* you use. You only need to spend spell points once if you use any *greater charms* or *powerful charms* (rather than for every usage). For example, if you affect two different targets with different *powerful charms* and three other targets with *lesser charms*, you would only need to pay two spell points for the *powerful charms* instead of four.

Mythic Sphere Mastery: Nature

Choose one of the following:

- As a swift action, you may spend one mythic power to swap one Nature package you know for one you do not already know. This exchange lasts for 1 minute per mythic tier. When you do this, you may also swap any talents you have that require that Nature package as a prerequisite. For example, if you have the (earth) package and the Earthlord talent, you could swap them for the (fire) package and the Firelord talent.
- As a swift action, you may spend one mythic power to gain access to all talents that have a Nature package you possess as a prerequisite (including spirit talents). You retain access to these talents for 1 minute per mythic tier.

You may select this mythic sphere talent more than once. The second time you gain it, you acquire the ability you did not gain the first time.

Mythic Sphere Mastery: Protection

Choose one of the following:

- As an immediate action, you may spend one mythic power to cast any *ward* or *aegis* you know on a valid target. You may apply any other talents you could normally use when casting that *ward* or *aegis*—for example, if you have the Mass Aegis talent, you can use that to protect multiple targets. You may use this ability before resolving the previously announced action—for example, if a dragon breathes fire at you, you can use this ability to activate an appropriate defense.
- If a creature would be stopped from performing an action by one of your *wards* (such as being unable to enter due to Impedance or being unable to teleport due to Quantum Lock), you may allow them to perform the action. If you do, you may spend a point of mythic power as an immediate action to make any decisions regarding the action taken (for example, you could choose where the creature would teleport using the teleportation ability obstructed by Quantum Lock, choose what creatures are targeted by a spell stopped by Spell Ward, or choose how the creature moves if it would be stopped by Impedance).



- Any targets affected by your *aegis* have a 50% chance to treat any critical hit or sneak attack against them as a normal hit, as if the target were wearing *medium fortification* armor. You may spend a point of mythic power when casting an *aegis* on them to improve this to a 100% chance for 10 minutes per tier.

You may select this mythic sphere mastery more than once. Each time you do, select an option you did not choose before.

Mythic Sphere Mastery: Telekinesis

When you use Sustained Force, you may spend one mythic power to have the effect persist for 1 hour per mythic tier. If you have a caster level of at least 24 in the Telekinesis sphere, you may instead maintain the lifting of a single object without concentration until you choose to stop lifting it. You may only sustain one object in this way at a time.

Additionally, you may treat an object as if it were one size category larger when using it to Bludgeon a target.

Mythic Sphere Mastery: Time

As an immediate action, you may spend one mythic power to cast any (time) effect you know. You may apply any other talents you could normally use when using that talent. You may use this ability before resolving the previously announced action—for example, if an enemy attacks you, you could use this to activate the After Image talent to gain concealment against them.

In addition, you may spend a point of mythic power when using alter time. If you do, targets affected by your Slow ability are denied their Dexterity bonus to AC for as long as they are Slowed and targets affected by your Haste ability gain an additional move action each round.

Mythic Sphere Mastery: War

Choose one of the following:

- When activating a *totem*, you may spend one mythic power to activate a second *totem* as part of the same action. You may concentrate on either or both of these *totems* with the same action, and may spend a spell point to allow either or both of them to persist without concentration. All *totems* activated together in this way have twice the usual range. When activating a *mandate*, you may spend a mythic power to make it last for 24 hours.
- You may designate one ally per tier as a trusted ally and your *momentum* pool lasts indefinitely. Trusted allies can spend points from your *momentum* pool as long as they are on the same plane as you, regardless of range. Add your tier to the size of your *momentum* pool.

You may select this mythic sphere talent more than once. The second time you gain it, you acquire the ability you did not gain the first time.

Mythic Sphere Mastery: Warp

You can expend one use of mythic power when casting any sphere effect from the Warp sphere to visualize your destination before you or your warped targets fully materialize there, gaining sensory information of the area as though using the Viewing talent of the Divination sphere. After gaining this sensory information, you can choose to alter your teleportation destination by up to 100 feet in any direction. The new destination must be a legal location for the effect.

Mythic Sphere Mastery: Weather

Choose one of the following:

- When you use *control weather*, you may spend a mythic power to adjust the severity of the weather you're controlling by two levels per round instead of one. When you use your *mantle* on someone, you may spend a mythic power to make that *mantle* permanent, though you may choose to end the effect at any time. You may only have one permanent *mantle* at a time.
- You gain the Encompassing Shroud talent. When you use Encompassing Shroud, you may spend one mythic power to apply any one *shroud* you know to each target instead of applying the same *shroud* to all of them.

You may select this mythic sphere talent more than once. The second time you gain it, you acquire the ability you did not gain the first time.

Mythic Talent

You may select one talent you know, or one group of talents that work together that you know, and designate it as a mythic talent. You may cast your mythic talent three times per day without expending any spell points, regardless of its normal spell point cost. Casting times for mythic talents remain the same (normally a standard action). You may apply any metamagic feat(s) you know to your mythic talent without spending spell points or increasing its casting time as long as their total spell point cost or level increase is not greater than half your mythic tier (rounded down, minimum 1). If a mythic sphere mastery would apply to your mythic talent, you also gain that benefit, even if you do not have the appropriate mythic sphere mastery. At 3rd and 6th tiers, you gain an additional mythic talent. You may change your mythic talent(s) each time you gain a mythic tier.

For example, you can choose one (blast type), one (blast shape), and spending a spell point to increase the damage of your *destructive blast*, collectively designating all of them as your mythic talent. However, you cannot apply two (blast shape) talents or add the Curse talent of the Fate sphere to your *destructive blast* unless you could normally do that.

You cannot select spellcrafted powers for this ability.

Persistent Power

You may designate one talent (or combination of talents that work together) you know that you can cast on yourself and that has a duration of hours per caster level when cast (without being affected by other abilities, such as metamagic) as a persistent power. This choice cannot be changed once it is made, but as long as you know that talent, you may cast it on yourself (or deactivate its effects on you) as a free action. You do not need to spend spell points to activate a persistent power. At 3rd and 6th tiers, you may designate an additional talent as a persistent power.



Chapter 5

Mythic Class Abilities

While there are numerous mythic spells and a long list of mythic feats to help mythic characters develop their amazing powers, the actual class features of each class do not have mythic upgrades available. There are heroic path abilities that tie into some class abilities and common skills, but no upgrades for the classes' main abilities and talents themselves. This is unfortunate, because many characters focus much more on their core class abilities and powers than on feats. Mythic class abilities help solve this by providing new powers.

Much like the classes themselves, mythic class abilities are organized not alphabetically, but by the order in which it is typically possible to gain them - thus, low-level class abilities are at the top, while high-level class abilities are at the bottom.

Rules for mythic class abilities were previously published in the *Mythic Hero's Handbook* by Legendary Games. This section reflects classes as they appear in *Ultimate Spheres of Power*, but most abilities are broadly compatible with the original version of each class.

Gaining Mythic Class Features

A mythic class feature is considered a 1st tier universal path ability and may also be taken in place of a mythic feat. You must have a class feature in order to gain its mythic version. A mythic class feature cannot be taken more than once unless it says otherwise. Remember that mythic spherecasters can also take mythic class abilities from other classes if they match the spherecaster's class feature. For example, if an archetype grants you the uncanny dodge feature, you can take the rogue's mythic uncanny dodge as a mythic class feature.

Universal Mythic Spherecaster Class Features

Any mythic spherecaster may choose the following mythic class abilities.

Mythic Casting

You gain a +1 mythic bonus to your caster level in two spheres. This bonus increases by +1 at 3rd tier and each odd tier thereafter.

Mythic Spell Pool

Once per day as a free action, you can spend one mythic power to regain a number of spell points equal to your mythic tier (minimum 3). This does not count for any effects that trigger when you regain spell points normally. Any spell points above your maximum become temporary spell points that last for one minute per tier.

Mythic Magic Talents

You gain one bonus magic talent at each odd tier, including odd tiers gained after taking this ability.

Mythic Armorist Class

Features

Mythic Summon Equipment

When summoning equipment, you may summon two pieces of equipment with the same action. This does not increase the spell point cost. At 3rd and 6th tier, summoned equipment gain an additional +1 enhancement bonus. A piece of summoned equipment still cannot have higher than a +5 enhancement bonus; any bonuses beyond this amount must be traded for special abilities.

Mythic Bound Equipment

At 1st, 3rd, and 6th tiers, one of your pieces of bound equipment gains a +1 enhancement bonus and increases its maximum enhancement by one (to a maximum of +6 enhancement bonus and +13 overall). You may apply all of these bonuses to the same piece of bound equipment or select a different piece of bound equipment each time they gain this bonus. You may also choose to gain a special ability instead of an enhancement bonus, but do not have to apply the special ability immediately if you want to save this bonus for a future improvement.

Mythic Arsenal Trick

Once per day as a full-round action, you may change one arsenal trick you have selected. In essence, you lose one arsenal trick, and gain a new arsenal trick to replace it, as if you had retrained the class feature. You may not swap out any arsenal trick you are using as a prerequisite. Effects that currently apply to bound equipment are not considered prerequisites, but you must spend one point of mythic power to change these arsenal tricks and the bound equipment immediately loses those special abilities. If the new arsenal trick grants special abilities, you may immediately apply those to the bound equipment that lost special abilities from this swap.

This mythic class feature may be selected more than once, but not more times than the total number of arsenal tricks you have. Each time it is selected, it allows you to swap out an arsenal trick one additional time per day. You may swap out the same arsenal trick multiple times, or swap out different arsenal tricks.

Mythic Armor Training

When you are wearing armor, you add your armor training bonus to all Reflex and Will saves you make (+1 at 3rd level, +2 at 7th, and so on). You also adds this bonus to any Intimidate or Sense Motive check you make while wearing armor.

Mythic Boost Equipment

You may boost two pieces of summoned equipment at the same time. You may also boost equipment within close range, rather than being limited to gear you can touch.

Mythic Quick Summons

When using quick summons, you may summon or switch two pieces of equipment onto yourself instead of one. At 20th level, once per round you may switch equipment as a free action during another creature's turn.

Mythic Infinite Arsenal

You may summon equipment with a +5 enhancement bonus and an additional +5 in special abilities—you may reduce the enhancement bonus to gain additional special abilities. You may only have one such piece of equipment in existence at a time.

Mythic Elementalist

Class Features

Mythic Weave Energy

You gain the Admixture talent and one (blast type) talent. If you already have the Admixture talent, you may gain any other Destruction talent or an Admixture feat you meet the prerequisites for instead. When using Admixture with a (blast type) talent gained through this effect, you may use Admixture without spending an additional spell point or increasing the casting type.

Mythic Evasion

When you take damage, you may expend a use of mythic power to halve the amount of damage you take. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect you failed to save against. Thus, you could use mythic evasion to halve the damage you take from a poison if you fail your save, but not any damage the poison deals after its initial effect.

Mythic Combat Feat

Once each day, as a full-round action, you may change one combat feat you have. In essence, you lose one bonus feat, and gain a new bonus feat to replace it, as if you had retrained the feat. You may not swap out any feat 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 combat feats you have. Each time it is selected, it allows you to swap out a combat feat one additional time per day. You may swap out the same feat multiple times, or swap out different combat feats.

Mythic Favored Element

You gain an additional favored element that progresses like your first. Alternatively, you may increase the bonus granted by your favored elements by +1/2 damage per elemental level. This mythic class feature may only be selected once.

Mythic Dodge Bonus

Add your mythic tier to your elemental level for purposes of determining your AC bonus. This dodge bonus no longer caps at 20th level, but instead continues to improve at the same rate as before.

Mythic Elemental Defense

Once per round as an immediate action, you may expend one mythic power to gain immunity to one element your elemental defense provides resistance to. This immunity lasts until the end of your next turn.

Mythic Elemental Movement

You may move through your favored element(s) with no ill effects and as if you were flying through it with a fly speed equal to your fastest movement speed. The element must be reasonably continuous (such as a boulder, a bonfire, or a sphere of darkness), but it must be large enough to fit your body (which does not displace the element, but instead passes right through it). Negative energy counts as darkness and positive energy counts as light for this movement. Bludgeoning, piercing, and slashing count as rock and metal. The GM is the final arbiter of whether or not an element sufficiently matches for this ability.

This ability does not provide a defense against attacks from a favored element if it targets you or is an instantaneous effect. However, ongoing effects (such as damaging walls of energy or floating orbs of power) can be passed through without harm as long as the effect is larger than you are.

Mythic Improved Evasion

On a failed Reflex save, you take only 10% of an effect's damage. Additionally, you only take half damage from any area attack that does not allow a Reflex save.

Mythic Energy Body

Your elemental defense increases to resistance 25 and your damage reduction changes to damage reduction 10/epic.

Mythic Eliciter Class Features

Mythic Enchanter

You always know if a creature you're targeting is immune to mind-affecting abilities. As a free action when using a mind-affecting ability, you can expend one use of mythic power to allow that ability to bypass immunity to mind-affecting effects. Creatures are still allowed to make saving throws if one would normally be allowed.

Mythic Persuasive

You gain an additional +1 bonus to the DCs of your Mind sphere abilities and eliciter class features and add your mythic tier to Bluff, Diplomacy, and Intimidate checks.

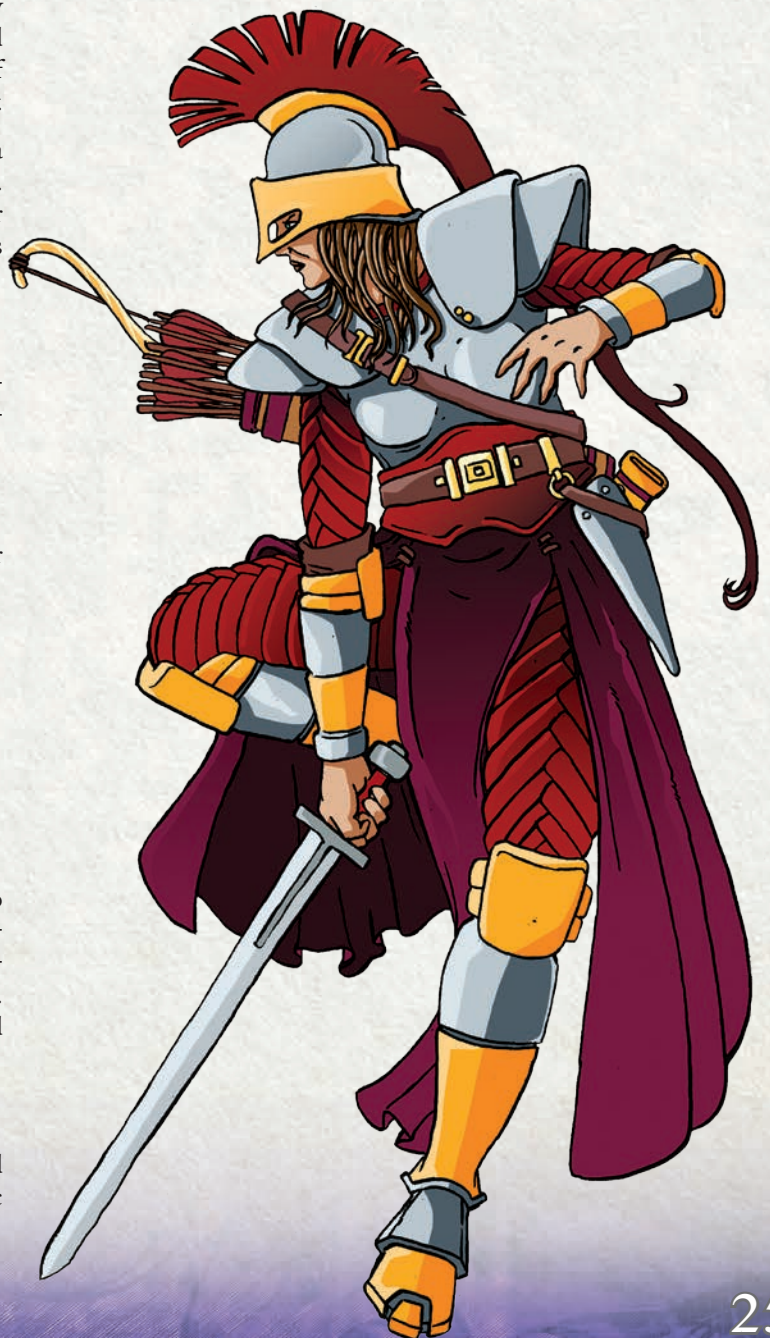
Mythic Hypnotism

Add your tier to the number of hypnotisms you may use per day. In addition, you may expend one use of mythic power to use hypnotism as a swift action.

Mythic Emotions

Once each day, as a full-round action, you may change one emotion you have selected. In essence, you lose that emotion, and gain a new emotion to replace it, as if you had retrained the class feature. You may not swap out any emotion you are using as a prerequisite—lower-level emotions are always prerequisites for higher-level ones. For this mythic class feature, "one emotion" includes all levels of that emotion. For example, if you have the greater apathy emotion, you may also retrain the minor and lesser levels when using this mythic class feature, but you may only retrain the greater apathy emotion if you want to keep the lower-level ones.

This mythic class feature may be selected more than once, but no more times than the total number of emotions you have.



Each time it is selected, it allows you to swap out an emotion one additional time per day. You may swap out the same emotion multiple times, or swap out different emotions.

Mythic Defensive Empathy

When you are targeted by an enchantment (charm) or enchantment (compulsion) effect that allows a Will save, you may spend one mythic power to roll twice and take the higher result. Mythic defensive empathy may only be used once per effect.

Mythic Convincing

When you use convincing to take 10 on a skill check, you may instead take 13. This is like taking 10, but treat the result as if you had rolled a 13 instead. In addition, once per day you may wait to take 20 using convincing until after you see the result of a roll. (Normally, you must declare that you are taking 20 before making the roll.)

Mythic Link

The range of your link increases to 300 feet.

Mythic Domination

You may attempt a domination twice per day, though you may still only have one target dominated at a time. In addition, the Sense Motive check required to notice the target is under compulsion increases to DC 30.

Mythic Fey Adept Class Features

Mythic Fey Magic

You always know if a creature you're targeting is immune to illusions. As a free action when creating an illusion, you can expend one use of mythic power to allow that ability to bypass immunity to illusions. Creatures are still allowed to make saving throws if one would normally be allowed.

Mythic Master Illusionist

Add your tier to your fey adept level for determining how long *illusions* remain before disappearing.

Mythic Shadowstuff

Add your tier to your level for determining how many shadow points you have. Once per day, you may expend one use of mythic power as a free action to gain a number of shadow points equal to half your tier (rounded down, minimum 1). Any shadow points above your maximum become temporary shadow points that last for one minute per tier before disappearing.

In addition, you may expend one use of mythic power when using shadowmark. If a creature is harmed by this shadowmark, it must roll an additional time and take the lowest result when

making saving throws against your create reality abilities for as long as it has a penalty to Will saves caused by shadowmark.

Mythic Darkvision

Add 10 feet per mythic tier to the range of your darkvision. In addition, you can expend one use of mythic power as a free action to gain the ability to see through areas of magical darkness for 1 minute, with a range of 10 feet plus 10 feet per 2 mythic tiers.

Mythic Truesight

When you use truesight, you also gain the ability to detect magical auras (as if using the *divine* ability of the Divination sphere). In addition, as a free action you can take once per round while truesight is active, you may gain the effects of any sphere-based alternate divination (such as Divine Unnaturals, Divine Hostility, or Divine Illusions) as long as you possess the base sphere associated with that alternate divination. This additional divination lasts until changed or your truesight ends, whichever comes first.

Mythic Hide In Plain Sight

You can use this ability as long as an area of dim light or darkness is within 10 feet per mythic tier (except for your own shadow). If you are within or adjacent to an area of dim light or darkness, you can give yourself the invisible condition until the end of your turn as a swift action.

Mythic Fextouched

When targeted by spells or magical effects, you are treated as a fey or whatever your original type was—whichever is more advantageous to you. Once per day when making a saving throw, you may expend one use of mythic power to declare yourself lucky and automatically succeed.

Mythic Permanent Illusion

You may have an additional permanent illusion.

Mythic Hedgewitch Class Features

Mythic Hedgewitch Disciplines (Selection)

Once each day, as a full-round action, you may change one discipline you have selected. In essence, you lose the discipline, and gain a new discipline to replace it, as if you had retrained the class ability. You may simultaneously switch out any discipline secrets that rely on the discipline you are losing for discipline secrets of your new discipline.

Mythic Hedgewitch Disciplines (Power)

You have become a true master of your powers and gain an additional benefit for one of your disciplines. Some mythic disciplines may be selected more than once—otherwise, you

may select this mythic class feature once for each of your disciplines.

Mythic Academia Discipline

You may bind a masterwork item you crafted as a fetish. This fetish becomes a legendary item, even if you already have a legendary item. At 3rd and 6th tiers, you may take this mythic class feature again. The second time you take it, your legendary fetish becomes a minor artifact. The third time you take it, your legendary fetish becomes a major artifact. Upgrading your fetish through mundane or magical crafting takes half as long as usual.

Mythic Astrology Discipline

You gain an additional celestial aura. If you already have all of the celestial auras because you took the Extra Aura secret multiple times, you may immediately retrain that secret. As a free action while projecting a celestial aura, you may expend one mythic power to project a second aura for one minute per tier. When this time ends, you may choose which aura shuts off or spend another mythic power to renew its duration. If you have syzygy, you may spend one mythic power to project all celestial auras you know for one minute per tier.

Mythic Black Magic Discipline

As a free action, you may expend one use of mythic power to deactivate the negative effects of your curse for one minute. Add your mythic tier to your hedgewitch level for determining how many curses you may bestow with your black magic discipline power each day.

Mythic Charlatanism Discipline

You may select a second type of Perform skill and substitute its use for its associated skills, as the versatile performance ability of the bard. You also gain an additional +2 bonus to skill checks when you use a guile point. Add your mythic tier to your hedgewitch level for determining how many guile points you have each day.

Mythic Combat Discipline

You gain two magus arcana, as the magus arcana discipline secret. Add your mythic tier to your hedgewitch level for determining how many arcane points you have each day. When you enhance a weapon with your arcane pool, it gains an additional +1 enhancement bonus, to a maximum of +6 at 17th level.

Mythic Covenant Discipline

You may select a second alignment for the covenant's discipline benefit. You gain two paladin mercies or antipaladin cruelties, as if taking the mercy secret twice. Add your mythic tier to your hedgewitch level for determining how many times you may use the covenant discipline power each day.

Mythic Dreamwalker Discipline

When you fall asleep, you may spend one mythic power to transform your body into dreamstuff. While made of dreamstuff, your body becomes transparent and intangible, unaffected by any physical or magical power unless that power is capable of affecting dreams. You may exclude a number of creatures

equal to your tier from this effect—such creatures can touch you, talk to you, and even wake you (if you agree to wake up). Before waking, you may examine the area around your body for threats and cast any spell that only affects you on yourself.

Mythic Exorcism Discipline

You may expend one mythic power when you use a sanction to affect a second creature type of your choice. Add your tier to your class level for determining the effect of the exorcist's discipline benefit. Once per day, you may expend one mythic power to regain twice your tier in rounds of sanctions you can use. Any rounds beyond your normal maximum become temporary rounds that expire after one minute per tier.

Mythic Font of Inspiration Discipline

You gain two investigator talents that use your inspiration pool. You must meet any prerequisites for these abilities, treating your hedgewitch level as your investigator level for the purpose of meeting level requirements. Add your mythic tier to your hedgewitch level for determining the size of your inspiration pool.

Once per day as a full-round action, you may change one investigator talent you know. In essence, you lose the investigator talent, and gain a new investigator talent to replace it, as if you had retrained the class feature. You may not swap out any investigator talent you are using as a prerequisite. You must meet any prerequisites of the new investigator talent.

Mythic Green Magic Discipline

Choose one of the following. You may select this mythic class feature more than once—each time you do, you gain a different choice from the list below.

- You may use your wild empathy on animals, elementals, fey, humanoids, magical beasts, monstrous humanoids, and plants. If the creature affected does not have an Intelligence of 2 or more, you take a -10 penalty to your wild empathy check. Creatures affected by the wild empathy with an Intelligence of 1 or no Intelligence score do not attack you if friendly, and actively defend you if helpful, but cannot be given any directions.
- Your woodland stride allows you to move freely through any naturally occurring difficult terrain. Additionally, thorns, briars, and overgrown areas that have been magically manipulated to impede motion have no affect on you unless they are from a mythic source.
- Your animal companion gains a portion of your mythic power. The animal companion gains the hard to kill base mythic ability. If you are mythic tier 3, the animal companion also gains the amazing initiative base mythic ability. If you are mythic tier 5, the animal companion also gains the recuperation base mythic ability. If you are mythic tier 7, the animal companion also gains the mythic saves base mythic ability. If you are mythic tier 9, the animal companion also gains the immortal base mythic ability.

Mythic Herbology Discipline

You gain one alchemist's discovery, choosing from those available through the alchemy secret. With your GM's permission, you may choose another alchemist's discovery instead. Add your mythic tier to your hedgewitch level for determining the number of concoctions you can create each day. You may distill compounds (or brew potions, if not using the updated crafting rules) in half the usual amount of time.

Mythic Magonian Discipline

You treat all weather effects as being two levels less severe for yourself and your attuned vehicles. This replaces and does not stack with the normal magonian discipline benefit. You may treat wind effects on your vehicle as being one level more severe if doing so would be beneficial. You may attune to a vehicle in 8 hours instead of 24 hours. Add your mythic tier to your hedgewitch level for determining the number of attunement points you have each day.

Mythic Spiritualism Discipline

You gain a bonus equal to half your tier (rounded down, minimum 1) on all Knowledge checks. When you gain knowledge of a magic talent through the spiritualism discipline power, you may also gain knowledge of an additional magic talent. This additional talent does not count against the number of times you can use the spiritualism discipline power each day. This effect stacks with the level-based improvements of the spiritualism discipline power. While you have knowledge of magic talents from the spiritualism discipline power, you may expend one use of mythic power to keep knowledge of these talents for one additional minute per tier.

Mythic Tempest-Tost Discipline

You gain two bonus Weather sphere talents. As a free action, you may spend one mythic power to switch into two weather states at once (determined randomly). You remain in these states for 10 minutes per tier (even if you would normally be forced to change), after which you randomly change into a different state.

Mythic Temporal Traveler Discipline

You regain one point in your insight pool when you expend a point of mythic power on any ability. You also gain two gunslinger or swashbuckler deeds that you meet the level prerequisites for. Once per day as a full-round action, you may change one gunslinger deed you have selected. In essence, you lose the gunslinger deed, and gain a new gunslinger deed to replace it, as if you had retrained the class feature. You may not swap out any gunslinger deed you are using as a prerequisite. You must meet any prerequisites of the new gunslinger deed.

Mythic Transmuter Discipline

Add your mythic tier to your level for determining the number of times you may transmute objects with the transmuter's discipline power each day. You may also add your tier to your caster level when determining the difficulty of removing your

transformations. As a standard action, you may spend a mythic power to grant one creature other than yourself you are touching the benefit of the Transformation feat for one minute per tier if they do not possess it. You choose their form.

Mythic Umbral Discipline

Add your tier to your hedgewitch level for the purpose of determining the bonus from your umbral discipline benefit. You gain the benefits of the mythic shadowstuff feature (see mythic fey adept class features). You also gain a bonus surreal feat that you meet the prerequisites for.

Mythic Secret

Once per day as a full-round action, you may change one secret or grand secret you have selected. In essence, you lose the secret, and gain a secret to replace it, as if you had retrained the class feature. You may not swap out any secret you are using as a prerequisite. You must meet any prerequisites of the new secret.



Mythic Incanter Class

Features

Mythic Bonus Feats

Once each day, as a full-round action, you may change one bonus feat you have selected. In essence, you lose the bonus feat, and gain a new bonus feat to replace it, as if you had re-trained the feat. You may not swap out any feat 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 bonus feats you have. Each time it is selected, it allows you to swap out a bonus feat one additional time per day. You may swap out the same feat multiple times, or swap out different feats.

Mythic Incanter Specializations (Choice)

You gain one incanter specialization—this does not count against the normal point limit and does not affect your incanter bonus feats. Any effects of this specialization that are capped at level 20 (which usually have text like “to a maximum of X at 20th level”, but not abilities you simply gain at 20th level) have that cap removed. You may instead choose to make an incanter specialization you already have into a mythic incanter specialization as described in the previous sentences. You gain the spent specialization points back, which you may choose to invest into non-mythic incanter specializations as normal or trade back into bonus feats. This does not grant the effects of mythic incanter specialization (power) to either choice.

You may take this mythic class feature more than once. Each time you do, you gain a different incanter specialization.

Mythic Incanter Specializations (Power)

You gain one of the following improvements to an incanter specialization you have. You may take this mythic class feature more than once. Each time you do, you may improve a different incanter specialization. Some of these options add your tier to your level for determining the effects of abilities. These never grant you higher-level abilities early. Instead, they only improve abilities you already have.

Mythic Sphere Specialization: Alteration

When you use battleshaping, you may grow an additional natural weapon on a qualifying limb (including your head), and add your tier to the number of times you can use battleshaping each day. The enhancement bonus on natural weapons you create on yourself with battleshaping gain an additional enhancement bonus at 2nd tier and every even tier thereafter (maximum +6 enhancement bonus). You may exchange these enhancement bonuses for special abilities of the same cost.

Mythic Sphere Specialization: Bear

Wild bears begin with an attitude of friendly towards you. Your bear companion gains a portion of your mythic power and acquires the hard to kill base mythic ability. If you are mythic tier

3, your bear companion also gains the amazing initiative base mythic ability. If you are mythic tier 5, your bear companion also gains the recuperation base mythic ability. If you are mythic tier 7, your bear companion also gains the mythic saves base mythic ability. If you are mythic tier 9, your bear companion also gains the immortal base mythic ability.

Mythic Sphere Specialization: Blood

Select one (blast type) talent that does not cost a spell point. When you deal bleed damage to a creature with a sphere effect, you may also apply any secondary effects of that blast type. A secondary effect is anything except changing the damage type or dice size. (At the GM's discretion, some other effects may not work.)

Mythic Sphere Specialization: Conjunction

By channeling disruptive planar energies, you may expend one use of mythic power when using your unstable bonds ability to affect creatures native to your current plane. Add your mythic tier to the number of times you can use unstable bonds each day.

Mythic Sphere Specialization: Creation

You no longer have to make a Craft skill check to create complex items with create gear. The items you create cannot have automatically moving parts, but they can have simple connections like hinges. Double the weight of the items you can create with your create gear ability and add your mythic tier to the number of times you can use create gear each day.

Mythic Sphere Specialization: Dark

The range of your blindsense from home in the dark doubles. Your binding darkness no longer has a reduced duration while in bright light and can be made opaque, blocking line of sight to any creature it entangles. Add your mythic tier to the number of times you may use binding darkness each day.

Mythic Sphere Specialization: Death

You receive Command Undead or Turn Undead as a bonus feat (whichever you did not choose before). If you already have both of these feats, you get a bonus feat you may use for any feat you qualify for. Add your mythic tier to your incanter level when determining the effects and duration of bolster, and to the number of times you can use bolster each day.

Mythic Incanter Specialization: Destruction

Add your tier to your incanter level when determining the effects of intense magic. When you use movement burst, you may expend one mythic power and one spell point to target one creature within 5 feet of your starting square or your ending square with your *destructive blast* (make this as a melee touch attack unless you are unable to make melee *destructive blasts*, in which case make it as a ranged attack instead). You may apply (blast type) talents to this *destructive blast*, but not (blast shape) talents. This attack does not provoke attacks of opportunity.

Mythic Sphere Specialization: Divination

Add half your tier (rounded down, minimum 1) to the insight bonus of your diviner's fortune and the number of times you

can use it each day. At 8th level, you can expend one mythic power as a free action to activate foretell for two rounds per tier. When you do this, double the luck bonus for allies and the penalty for enemies. These rounds must be consecutive and do not count against your normal number of rounds of foretelling per day.

Mythic Sphere Specialization: Enhancement

Add your tier to your level when determining the duration of augment, and to the number of times you can use augment each day. By expending one mythic power and one additional use of augment for each ally beyond the first, you can simultaneously augment additional allies in close range (rather than touch).

Mythic Sphere Specialization: Fallen Fey

While under the effects of your fey-link, you gain energy resistance equal to the damage reduction granted by your fey skin against two of the following damage types: acid, cold, electricity, fire, or sonic. You must choose which elements to resist when you first gain this mythic class ability. This resistance stacks with any other energy resistance you have. If the energy resistance would be 30 or higher, it instead becomes immunity to that energy type. In addition, you gain a bonus to damage with natural weapons granted by the Fallen Fey sphere equal to your fey weaponry bonus.

Mythic Sphere Specialization: Fate

Add your tier to your incanter level for determining the power of fated protection. When you use prescience, you may roll 2d20 and choose one of the results to use instead of rolling 1d20.

Mythic Sphere Specialization: Illusion

Add your tier to your Intimidate roll when you use illusionary marvels. In addition, Intimidate is a class skill for you and you may substitute your bonus in Spellcraft when making Intimidate checks for illusionary marvels.

Mythic Sphere Specialization: Life

Add your tier to your incanter level when determining the power of life essence. You may use steal essence against creatures that are immune to nonlethal damage, and by expending one mythic power, you may deal an additional 1d4 damage with steal essence for each incanter level beyond 1st.

Mythic Sphere Specialization: Light

Add your tier to your Hit Dice when determining whether or not creatures are blinded or dazzled by your blinding ray and to the number of times you may use blinding ray each day. By expending one mythic power and one use of blinding ray for each target beyond the first, you may target additional enemies with blinding ray when you use that ability. Make separate ranged touch attacks for each of them; these do not provoke attacks of opportunity.

Mythic Sphere Specialization: Mind

Bluff, Diplomacy, and Intimidate are class skills for you. Add your tier to the number of times you can use terror each day. By expending one mythic power and one use of terror for each

target beyond the first, you may target additional enemies in close range with terror when you use that ability. Make separate melee or ranged touch attacks for each of them (depending on whether they are adjacent to you or not). These do not provoke attacks of opportunity.

Mythic Sphere Specialization: Nature

Your animal companion gains a portion of your mythic power and acquires the hard to kill base mythic ability. If you are mythic tier 3, your animal companion also gains the amazing initiative base mythic ability. If you are mythic tier 5, your animal companion also gains the recuperation base mythic ability. If you are mythic tier 7, your animal companion also gains the mythic saves base mythic ability. If you are mythic tier 9, your animal companion also gains the immortal base mythic ability.

Mythic Sphere Specialization: Protection

Add your tier to your incanter level for determining the power of your protective ward, and to the number of times you can use protective ward each day. You also gain resistance to a second type of energy with your resistance ability.

Mythic Sphere Specialization: Telekinesis

Add your tier to your incanter level for determining the effects of your telekinetic stability and to the number of times you can use telekinetic impediment each day. As a free action you can take even when it is not your turn, you can expend one use of mythic power to use telekinetic impediment against any attacks made against a creature within 30 feet of you until the start of your next turn. These uses do not count against your normal daily uses of telekinetic impediment.

Mythic Sphere Specialization: Time

Add your tier to your incanter level for determining the boost to your speed you gain from fast, the number of rounds a foe is staggered by your slowing touch, and the number of times you can use slowing touch each day. At 8th level, once a day you may spend one mythic power to use retry; this use does not count towards its normal daily limit.

Mythic Sphere Specialization: War

You gain one combat feat—this feat only applies to the weapon you selected for war mage and must directly affect that weapon or the use of that weapon. At 3rd tier and 6th tier, you gain an additional combat feat that applies only to that weapon. Add your tier to the number of times you can use seize the initiative each day. As a full-round action, you may expend one mythic power to force all creatures in combat to reroll initiative—you then immediately finish your turn, and a new round begins.

Mythic Sphere Specialization: Warp

Add your tier to your incanter level when determining the increase to warp range granted by your warp mastery and to the number of times you can use shift each day. By expending one use of mythic power per creature (besides familiars), you may bring other creatures with you when you use shift.

Mythic Sphere Specialization: Weather

You are no longer affected by weather effects unless you want to be. By expending one use of mythic power, you can share this immunity with one ally per tier for 24 hours. In addition, double the weight of objects you can move with your wind servant and add your tier to the number of times you can use wind servant each day.

Mythic Mageknight Class Features

Mythic Resist Magic

When making a saving throw that resist magic applies to, you may spend one mythic power to roll twice and take the better result. You may only use this ability once for each saving throw, but do not need to be conscious or even aware of the threat to activate this ability.

Mythic Mystic Combat

Once each day, as a full-round action, you may change one mystic combat you have selected. In essence, you lose the mystic combat, and gain a new mystic combat to replace it, as if you had retrained the feature. You may not swap out any mystic combat 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 mystic combats you have. Each time it is selected, it allows you to swap out a mystic combat one additional time per day. You may swap out the same mystic combat multiple times, or swap out different mystic combats.

Mythic Stalwart

Your stalwart ability applies even when you are helpless. If you fail a Fortitude or Will saving throw against any effect that still affects you on a successful save, you may spend one mythic power to automatically succeed on that save instead.

Mythic Marked

When you mark a target, you may expend one mythic power to increase the duration by one minute per tier and double both the penalty on the target and the bonus you receive. While you have an active mark you spent mythic power on, you can move that mark from its current target to a new target as a free action when you deal damage with a weapon or natural attack to the new target. Your marks are considered active for their full duration, even if the current target is dead or disintegrated.

Mythic Mystic Defense

Add your tier to your mageknight level when determining the power of your mystic defense. Once per round as an immediate action, you may spend one mythic power to double the power of your mystic defense against abilities from one foe. This improved defense lasts until the start of your next turn.

Mythic Draw Power

The temporary spell point you gain from draw power lasts for one additional round per tier. Temporary spell points gained from draw power stack with each other, to a maximum of 1 for every three mythic tiers you have.

Mythic Spell Critical

When you threaten a critical hit, you may spend one mythic power to use a sphere ability as an free action, as if you had confirmed a critical hit with spell critical. This sphere ability is otherwise subject to the same limitations imposed by spell critical.

Mythic Spellsword

You may select an additional mystic combat ability for spellsword—it no longer costs a spell point to use. At 6th tier, you may select another mystic combat for this effect. Once per day, as a full-round action, you may chance one mystic combat that spellsword applies to.

Mythic Shifter Class Features

Mythic Shapeshifter

You always know if a creature you're targeting is immune to polymorph effects. As a free action when using a polymorph effect—which includes all Alteration sphere abilities—you can expend one use of mythic power to allow that ability to bypass immunity to polymorph effects. Creatures are still allowed to make saving throws if one would normally be allowed.

Mythic Wild Empathy

You may use your wild empathy on animals, elementals, fey, humanoids, magical beasts, monstrous humanoids, and plants. If the creature affected does not have an Intelligence of 2 or more, you take a -10 penalty to your wild empathy check. Creatures affected by your wild empathy with an Intelligence of 1 or no Intelligence score do not attack you if friendly, and actively defend you if helpful, but cannot be given any directions.

Mythic Quick Transformation

You may spend one mythic power to apply a *shapeshift* to yourself and only yourself as a free action.

Mythic Bestial Trait

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

This mythic class feature may be selected more than once, but no more times than the total number of bestial traits you have.

Each time it is selected, it allows you to swap out a bestial trait one additional time per day. You may swap out the same trait multiple times, or swap out different traits.

Mythic Endurance

You gain the Mythic Endurance feat. In addition, you may go one night per tier without sleeping. As long as you do not engage in strenuous activity for more than a short time (as judged by the GM) for eight hours, or whatever length of time you normally need to rest, you receive all the normal benefits of rest at the end of that period.

Mythic Lingering Transformation

Add your mythic tier to your shifter level when determining how long your *shapeshifts* last without concentrating. You may always choose to end your *shapeshift* earlier.

Mythic Enhanced Attacks

As a free action, you may expend one mythic power to add the effects of any weapon special ability to one of your natural attacks for one minute. This weapon special ability must work with the selected natural attack. The enhancement bonus cost of the special ability must be equal to or less than 1/2 your mythic tier (rounded down, minimum 1) and cannot be a special ability that only requires gp to add to a weapon when making it. This weapon special ability cannot be the same as any special ability that already applies to that natural attack, but otherwise stacks with other weapon special abilities to a maximum total bonus on that natural attack of +13.

Mythic Steal Language

When you use steal language, you may acquire one additional language from the target for every odd tier you have. You steal all of these languages at the same time; acquiring languages from a different creature or from the same creature again dismisses all of the languages you have currently acquired through steal language.

Mythic Enhanced Physicality

Once per round as a free action you may take even when it is not your turn, you may spend one mythic power to gain three temporary hit points per tier. These hit points last for one minute. Multiple uses of this ability do not stack, but these temporary hit points do stack with other temporary hit points.

Mythic Immunity To Poison

As a swift or immediate action, you can absorb a poison used against you. This requires making a successful saving throw of the type and DC normally required by the poison (though you are still immune if you fail this save). You may then add this poison to the next bite or claw attack you make (normally from being *shapeshifted* or through a bestial trait) within 1 minute per level. You may use this ability a number of times per day equal to your mythic tier.

Mythic Extended Transformation

Instead of spending a spell point to allow a *shapeshift* to continue without concentration, you may spend a spell point and a mythic power to allow yourself to rapidly shift forms for one minute per level. During this time, you may use quick transformation to shift to a new form, but this form lingers as if you spent a spell point to allow it to last for one minute per level. You must pay any required spell point costs if a form you are switching to requires them, but you only need to pay the cost once per talent while this ability is active.

At the end of this time, you may spend another spell point and a mythic power to renew this effect, spend a spell point to let your current form last for ten minutes per level, or cease the effect. For one round after *shapeshifting* while this ability is active, you have a 50% chance to negate any critical hit made against you.

Mythic Boundless Communication

You may understand and be understood by any creature, even those that do not have a language. For creatures that do not have languages, you instead communicate as if using a form of telepathy, gaining a suitable understanding of the creature's intents and desires. They understand the same from you. If you have endless communication, you may exchange this ability for mythic endless communication.

Mythic Immunity To Disease

As a swift or immediate action, you can absorb a disease used against you. This otherwise functions as mythic immunity to poison, including the ability to apply the disease to your next bite or claw attack.

Mythic Endless Communication (Su)

You may grant any creature you touch the ability to speak and understand all languages you know for 24 hours, even if that creature cannot normally speak or understand languages. If that creature normally has an Intelligence of 2 or lower, they cannot speak well but can still communicate any concept they understand.

Mythic Greater Transformation (requires Mythic Extended Transformation)

When you spend a mythic power and a spell point for mythic extended transformation, the time you have to freely shift forms without paying an additional cost increases to 10 minutes per level.

Mythic Second Skin

Once per round as a free action, you may change your own form with the Alteration sphere. If you have mythic quick transformation, mythic extended transformation, or mythic greater transformation, you may use those mythic class features on others.

Mythic Soul Weaver

Class Features

Mythic Channel Energy

Add your tier to all damage dealt or healed with your channel energy ability. In addition, you gain the Channel Destruction and Channel Life feats. If you already have either of these feats, you may immediately replace them with any other feat(s) you meet the prerequisites for. If you have the Death sphere and choose to harm while channeling, you may expend one mythic power to apply any (ghost strike) talent you know to your channeling. This *ghost strike* affects all creatures your channeled energy harms.

Mythic Master of Life and Death

You always know if a creature you can see is immune to positive or negative energy effects. As a free action when using a positive or negative energy effect—which generally includes Death and Life sphere abilities, among others—you can expend one use of mythic power to allow one ability to bypass those immunities. Creatures are still allowed to make saving throws if one would normally be allowed.

Mythic Bound Nexus

Select one of your bound nexus abilities. That ability no longer costs a soul to use. Each time you gain access to new bound nexus abilities, you may change which bound nexus ability you may use for free. You may only have one free bound nexus ability active at a time—if you use it again, the effects of any previous use end immediately.

Mythic Blessing/Blight

You may use your blessings or blights without expending uses of channel energy once per day per tier.

Mythic Gravewalker

You are immune to all negative energy effects except those you want to be affected by. When you die, you may choose to rise 2d4 days later as any type of undead creature your creature type could become, as long as that undead's CR is equal to or less than your own. (A 20th level PC is normally CR 20. Mythic tiers can increase CR.)

Mythic Symbiat Class Features

Mythic Mental Powers

When a creature succeeds on a saving throw against your Mind or Telekinesis effects, you may expend one mythic power to force them to reroll and take the lower result. You may only

use mythic mental powers once each time a creature succeeds on its save.

Mythic Battlefield Sense

Add your tier to your symbiat level for the purpose of determining the bonus to AC and CMD granted by battlefield sense. Battlefield sense no longer caps at 20th level. You may maintain your bonus from battlefield sense while immobilized or helpless and while wearing light armor.

Mythic Psionics

You may use your psionics for an additional two rounds per day per tier.

Mythic ESP

Add your tier to your symbiat level when determining the bonus to skill checks granted by ESP. Once per day for every three tiers (minimum 1), you may roll twice on a Perception or Sense Motive check and take the higher result.

Mythic Evasion

When you take damage, you may expend a use of mythic power to halve the amount of damage you take. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect you failed to save against. Thus, you could use mythic evasion to halve the damage you take from a poison if you failed your save, but not any damage the poison deals after its initial effect.

Mythic Pushed Movement

You may expend one mythic power to double the speed of your pushed movement for one minute per tier.

Mythic Danger Sense

Your ability to sense traps even allows you to position and warn allies so they are less likely to be damaged by traps. All allies within 60 feet of you that you can see gain the benefits of your danger sense class feature. Additionally, add your tier to your AC against attacks made by traps, and to any saving throw you make against a trap's attack or effects.

Mythic Uncanny Dodge

Against attacks from non-mythic sources, you are never considered to be flat-footed or to have lost your Dexterity bonus to AC unless you are helpless.

Mythic Two Minds

You may always roll three times and take the best result when making a Will saving throw.

Mythic Improved Uncanny Dodge

Add half your tier (minimum +1) to the number of rogue levels a creature must have to be able to flank you.

Mythic Improved Evasion

On a failed Reflex save, you take only 10% of an effect's damage. Additionally, you only take half damage from any area attack that does not allow a Reflex save.

Mythic Greater Psionics

You only have to spend one round of psionic power each round to maintain two psionic effects.

Mythic Thaumaturge Class Features

Mythic Forbidden Lore

When using forbidden lore, you may spend one mythic power to increase your caster level bonus by 2 and reduce your chance of backlash to 0. Any penalties from backlash do not apply to your effective caster level when using mythic power for this ability.

Mythic Invocations

You may use invocations an additional number of times per day equal to half your tier (rounded down, minimum 1).

Mythic Occult Knowledge

Add your mythic tier to your thaumaturge level when determining your bonus from occult knowledge. In addition, occult knowledge is no longer capped at 18th level. You may use your meditation invocation on Spellcraft and Use Magic Device checks.

Mythic Bonus Feats

Once each day, as a full-round action, you may change one bonus feat you have selected. In essence, you lose the bonus feat, and gain a new bonus feat to replace it, as if you had retrained the feat. You may not swap out any feat 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 bonus feats you have. Each time it is selected, it allows you to swap out a bonus feat one additional time per day. You may swap out the same feat multiple times, or swap out different feats.

Mythic Master Invoker

You may select an additional two invocations other than rebuke death and use them at will.

Mythic Wraith Class Features

Mythic Haunt Paths

You gain a specific bonus that depends on your haunt path. You may select this mythic class feature more than once, but only one time for each haunt path you have.

Mythic Path of the Ancestor

When you redirect damage to yourself with your path possession, you only take half of the damage you would normally receive. You may also choose to redirect up to three-quarters of the damage the willing creature you are possessing would take.

Mythic Path of the Anima

Your elementals and animated plants remain for one round per tier after you stop possessing them. During this time, they follow all of your instructions and use the same stats as when you were possessing them.



Mythic Path of the Corruptor

Select five combat talents. Any dead body you possess and re-animate with your path possession gains those combat talents while you are possessing it.

Mythic Path of the Cryptid

Creatures of the animal and magical beast types take an additional -2 penalty on their saves against your possession attempts.

Mythic Path of the Despoiler

As a swift or immediate action, you can absorb a poison used against you. This requires making a successful saving throw of the type and DC normally required by the poison. You may then add this poison to the next natural attack a vermin-type creature you are possessing makes within 1 minute per level. You may use this ability a number of times per day equal to your mythic tier.

Mythic Path of the Moroi

You and creatures you are possessing are immune to bleed damage and effects from the Blood sphere unless you want to be affected by them.

Mythic Path of the Poltergeist

Increase the size of objects you can possess with your path possession by 1. Items you are possessing gain an additional point of hardness per tier.

Mythic Path of the Phantasm

When a creature attempts a saving throw to recognize your illusions for what they are, you may spend one mythic power to force them to roll twice and take the worse result.

Mythic Path of the Shadow

When a creature you are possessing enters your area of darkness, you may either allow them to see through your darkness as if it wasn't there or turn the darkness opaque for them so they cannot see through it by any ability.

Mythic Path of the Spook

You always know when a creature you are possessing is immune to mind-affecting abilities. When attempting to target such a creature with a mind-affecting ability, you may expend one use of mythic power to bypass that immunity. They are still allowed to make a saving throw if they would normally be allowed to.

Mythic Wraith Form

Add your tier to the number of rounds you may remain in wraith form each day. In addition, while in wraith form, you gain the following effects:

- You take one-quarter damage from non-magic weapons
- Non-force effects that do not deal damage and originate from corporeal sources have a 40% chance to fail against you
- You may activate your wraith form as a free action during your turn.

Mythic Possession

You may expend one mythic power to possess a non-mythic creature without giving them a saving throw to resist your possession.

Mythic Wraith Haunts

Once each day, as a full-round action, you may change one wraith haunt you have selected. In essence, you lose the wraith haunt, and gain a new wraith haunt to replace it, as if you had retrained the feature. You may not swap out any wraith haunt 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 wraith haunts you have. Each time it is selected, it allows you to swap out a wraith haunt one additional time per day. You may swap out the same haunt multiple times, or swap out different haunts.

Mythic Greater Possession

Add half your tier (rounded down, minimum 1) to the number of creatures you may possess at one time. As a move action, you may spend one mythic power to instantly teleport into any creature you are actively possessing as long as they are on the same plane as you.

Mythic Wraith Form Mastery

When in wraith form, you are immune to all nonmagical damage.

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 Bokor Class Features

Mythic Spherespell

When you use spherespell to recall a spent spell, you may pay one mythic power when you next cast the recalled spell to cast the mythic version of it, even if you do not know the mythic version of the spell. The list of spells you can cast the mythic versions of is reset each time you rest or regain spell points. You may cast mythic spells this day once for every odd tier you have.

Mythic Dissolve Spell

You may spend one mythic power to add half your tier to the enhancement bonus provided by dissolve spell.

Mythic Spell Synthesis

When you use spell synthesis, you may spend one mythic power to add the effects of any metamagic feat you know (except

metamagic that changes casting times) without changing the casting time or spell point cost of your combined magical effect. The total spell point cost and/or level adjustment of the metamagic cannot exceed half your tier (rounded down, minimum 1).

Mythic Feats

Advanced Magic Training (Mythic)

Treat your levels in non-casting classes as mid-casting classes when determining your total caster level.

Basic Magic Training (Mythic)

You gain a second base sphere and gain a bonus mythic sphere mastery for any base sphere you have. If you exchange Basic Magic Training for Extra Magic Talent, exchange this mythic feat for an additional mythic sphere mastery.

Contingency (Mythic)

You may have 1 + half your tier (rounded down, minimum 1) contingencies cast on creatures at any given time. Each creature may only have one contingency from any given caster at a time. In addition, you may spend a point of mythic power to prepare a contingency in 1 round rather than in 10 minutes.

Sphere Focus (Mythic)

Choose a sphere you have Sphere Focus in. You gain an additional +1 to saving throw DCs for all abilities from that sphere; this stacks with all other increases to saving throw DCs. You may take this mythic feat more than once; each time you do, apply its effects to a different sphere you have Sphere Focus in. The first time you take this mythic feat, you gain the mythic sphere mastery for the base sphere this mythic feat applies to.

Transformation (Mythic)

You gain a second transformation, as if gaining the Transformation feat a second time. When you first gain this mythic feat, you may also change which form-granting talent you use for your regular Transformation. If you have Improved Transformation, you may select one trait that costs spell points for every three tiers you have (minimum 1).



Chapter 6

Mythic Spheres of Power Solutions

The Challenges of Mythic Play

The mythic rules offer a rich toolbox of options for enhancing your Pathfinder campaign. That said, they are not without their challenges and pitfalls, some of which have become progressively more apparent in play during the time since the mythic rules were released. This section examines those problems and suggests remedies for them, either by amending the existing official mythic rules or by proposing new alternative rules to compensate for them. You may choose to implement some or all of these rule changes, and in some cases a number of alternatives are suggested for dealing with particular challenges. Remember, these rules are optional and should be tailored to the kind of mythic spheres game you want to run, though all alternative rules marked [HR] are highly recommended and should be treated as the base rules for a mythic spheres game. Some of these solutions were previously published in the *Mythic Hero's Handbook* and *Mythic Character Codex* by Legendary Games and have been modified for mythic spheres games.

Action Economy

This issue is always in play in a Pathfinder game, and it becomes more pronounced in higher-level games. Unless the villain so far outclasses the heroes that almost nothing they do can even touch her, the simple fact that the PCs get to act 4-5 times as often as the villain means that there is no way the lone villain can keep up, especially as the consequences for failure continue to ratchet up. Those issues are, if anything, exaggerated in mythic play.

Problematic Rule: The amazing initiative basic mythic ability

This ability adds insult to injury by allowing PCs to go more often than the bad guys, and also to usually go first. This ability

actually makes more sense as a villain-only ability, allowing them a lever to balance the imbalance in actions. In the hands of PCs, it makes the imbalance worse. The dual initiative universal monster rule fills a similar niche. The two abilities overlap and can be combined, but neither should remain an option for mythic PCs.

Alternative Rule #1: At 2nd tier, you gain a bonus on initiative checks equal to one-half your mythic tier. In addition, as a free action when rolling initiative you can expend one use of mythic power to add your surge die to your initiative roll.

[HR] Alternative Rule #2: Eliminate this ability entirely from mythic PCs and replace it with an additional mythic feat slot. This ability can be reserved for villains and creatures expected to fight alone against a group of PCs, helping them to get a first shot at PCs and to be able to take extra actions when they will be most impactful. Some monsters might also have the dual initiative ability; these abilities stack.

The Nova Problem

Mythic power is a limited resource, so clever players will often bank their uses of it in order to get close to a perceived objective before unleashing a storm of it all at once. Being able to “go nova” is sometimes a matter of extra actions, as described above, but it also represents the ability to stack mythic power onto single actions to make those individual actions ultra-effective. There is some room for this in a mythic game, as on a certain level you want a mythic character to be able to knock out a giant with a single punch, for example, but what you do not want is the ability to blitz any major villain into oblivion by going all-in with what should be a day's worth of mythic power in one shot.

Problematic Rule: Unlimited expenditure of mythic power

In the standard mythic rules, the only limits on spending mythic power are your daily uses and your actions. This does serve as something of a brake on these abilities when actions you could take use the same type of action (typically swift or immediate actions), but there are ways to circumvent this by stacking different types of abilities, legendary items, and more.

Alternative Rule #1: Player characters (and their allies) can use only one ability that requires the expenditure of mythic power per round. Characters can still use abilities that require spending more than one use of mythic power. Legendary power should be considered separately, but otherwise follows the same rule. That is, that no more than one ability using legendary power can be used per round.

[HR] Alternative Rule #2: As #1, but PCs and their allies can also use one mythic surge per round. Mythic surges, while useful, are a fairly straightforward effect that do not significantly contribute to the nova problem.

Problematic Rule: Retroactive and scaling mythic surges

Mythic surges are not inherently a problem; action points, hero points, fate points, luck points, and the like have been around the game for years, though typically they must be invoked before a die is rolled, resulting in some wasted uses on rolls too high or too low to reasonably be expected to have any chance of success. A mythic surge, on the other hand, can be used after the fact, when the chance of changing failure into success from adding a surge it is often fairly clear. Shifting surges into a realm of more uncertainty creates the opportunity to bleed more mythic power, but it also has the potential to simply discourage the use of surges in favor of other mythic abilities that are more reliable. This is not a major issue, but it is a small change that is easily made if you wish.

[HR] Alternative Rule: Mythic surges may be spent after a d20 has been rolled but before the success or failure of the die roll has been revealed.

Stacking Multipliers

In most cases, the Pathfinder Roleplaying Game uses a mathematical limiter when it comes to multiplication, adding multiples rather than multiplying them. Those who have played extensively with the mythic rules have discovered that it is entirely possible to stack multipliers in a way to deal over 1000 points of damage in a single blow that virtually automatically hits and ignores virtually all resistances.

Problematic Rule: Foe-biting legendary item ability

This ability doubles everything, the total amount after all modifiers and multipliers, including things that would not normally be doubled. This is the ur-example of stacking multipliers.

[HR] Alternative Rule: Banned.

Problematic Rule: Mythic Power Attack feat

Power Attack is already a very strong feat, one of the best in the core rules, and the improvements offered by the basic effects of this mythic feat are an escalation of those effects.

[HR] Alternative Rule: Delete the following text from the Mythic Power Attack feat: In addition, the bonus damage from this feat is doubled on a critical hit, before it is multiplied by the weapon's critical multiplier.

Problematic Rule: Mythic Vital Strike feat

This feat is problematic because of its ambiguity. In some interpretations, it implies the possibility of multiplying effects literally dozens of times, to say nothing of its interactions with *Spheres of Might*.

[HR] Alternative Rule: Banned.

Single Ability Focus

Many classes in the Pathfinder Roleplaying Game are dependent on multiple ability scores, but others focus most of their abilities around a single ability score. There are advantages to being a well-rounded character, but the game also greatly rewards specialization, and this remains true in the mythic rules. Some of the corollary problems of exceptionally high attack rolls, save DCs, and the like are rooted in the ability to hyper-specialize ability scores.

Problematic Rule: Mythic ability score bonuses

Characters can presently stack up a +10 untyped ability increase to their primary attribute as a free bonus for advancing along their mythic tiers, which stacks with all other types of bonuses.

[HR] Alternative Rule: Instead of granting PCs a +2 mythic bonus to an ability score every 2 mythic tiers, grant a +1 inherent bonus to an ability score every tier. These bonuses are cumulative if an inherent bonus is applied to the same score more than once, with the restriction that a mythic character cannot apply this bonus to the same ability score at consecutive tiers.

Problematic Rules: Display of Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma universal path abilities and the adroit legendary item ability

Whether or not these abilities are truly overpowered is up for debate, but they certainly play into the issue of single issue hyper-focus. A +20 advantage is huge at low tiers, but as skills and ability checks in general become less relevant at high levels these abilities gradually shift from too much to too little.

[HR] Alternative Rule #1: Instead of granting a flat +20 bonus on the relevant ability check or related skill check, these path abilities grant a bonus equal to three times your mythic tier.

Alternative Rule #2: As #1, but with a minimum of a +10 bonus. This front-loads the ability and makes it more powerful at low tiers, but still permits growing in usefulness at higher tiers. This works better for games that want to be a bit more high-power from the start of mythic play.

Rapid Recovery

In some ways, this is the heart of the problem with the mythic rules: player characters have mythic abilities and they want to use them, and they have a lot of mythic power to use, which then makes them spend it profligately. There's no sense of cost involved since their mythic power is just replenished the next day.

Problematic Rules: Daily uses of mythic power

Characters currently gain daily uses of mythic power equal to 3 plus twice their mythic tier. This allows them to use mythic power freely in many situations, which is not all bad, as you do not want players to only use their mythic power in big boss fights. However, you do want to make mythic power feel special and its use non-trivial, so that players feel that they are dipping into a well of finite power to bend the universe their way.

Note: If you use this alternative rule to reduce the uses of mythic power available to characters, you should consider carefully before applying other alternative rules that increase the mythic power cost of various abilities, either not using those alternative rules or reducing the increase.

[HR] Alternative Rule: Mythic PCs gain one use of mythic power per tier (before Mythic Traditions), and regain this power each day as normal unless limited by their mythic tradition. Mythic monsters with mythic ranks gain a number of uses of mythic power equal to 3 plus their mythic rank. Mythic opponents with mythic tiers gain a number of daily uses of mythic power equal to 3 plus twice their tier. This gives mythic opponents more of a chance to use their abilities during the few rounds of life they may have remaining to them when they encounter mythic PCs, allowing them to spend more freely while PCs are more cautious with their mythic power.

Problematic Rules: Recuperation base mythic ability

This ability is not actually a problem; in fact, its existence helps combat the dreaded "15-minute adventuring day" by allowing PCs to take a breather, refresh their non-mythic abilities, and continue playing instead of quitting for the day and coming back later. However, the benefits gained far outstrip the cost as characters continue advancing in level.

[HR] Alternative Rule: Using this ability costs one-half of each character's remaining daily uses of mythic power (minimum 1). If you prefer a flatter scaling curve, increase the cost to one use of mythic power, plus one additional use per 4 character levels.

Bypassing Immunity And Resistance

Energy resistance and immunity, damage reduction, spell resistance, and similar abilities are key defensive abilities for creatures, but many of them are bypassed partially or completely by mythic talents, effects, and abilities. This has the twofold effect of making creatures generally more vulnerable but also of

rewarding hyperspecialization. If a pyromaniac fire mage can blast through fire resistance or immunity, there is no need for the character to diversify his magical portfolio. A single tool can now serve for all purposes.

Problematic Rules: Any effect that bypasses immunity and resistance

These abilities invalidate the basic game's assumptions about what monsters can and cannot do. This is not wholly bad, some of the point of the mythic rules are that players get to break the rules. However, these abilities are perhaps a step too far.

Alternative Rule: Any ability that allows you to ignore immunity or resistance allows you to ignore up to 5 points of resistance or immunity, plus 5 points per 2 mythic ranks or tiers you possess.

Problematic Rules: Attacks that ignore damage reduction

Damage reduction already has issues keeping up with the attacks available to PCs, as many forms of damage reduction are easily bypassed, and the sheer volume of damage dealt with each attack makes the relatively low cap on damage reduction, which almost never exceeds 15, little more than a speed bump. The following alternative rules specifically apply to mythic creatures with damage reduction, but you could also apply them for non-mythic creatures with damage reduction.

[HR] Alternative Rule #1: Against a mythic creature with damage reduction, any ability that allows you to ignore or bypass damage reduction instead allows you to ignore 5 points of damage reduction, plus 1 point of damage reduction per mythic rank or tier you possess. This applies to mythic abilities like the fleet charge champion path feature as well as non-mythic effects like a paladin's smite evil.

Alternative Rule #2: Unlike normal damage reduction, the damage reduction of a mythic creature applies against objects or weapons created by spells, spell-like abilities, supernatural abilities, and similar effects. It does not apply against acid, cold, electricity, fire, sonic, positive or negative energy, or other forms of energy damage. It applies against force effects that create objects or constructs made of force, but not against instantaneous force effects.

[HR] Alternative Rule #3: To make damage reduction more effective against critical hits use the following rule. You may incorporate this as a mythic monster ability that you may select when building a mythic monster, or you may choose to apply this universally to all mythic creatures with damage reduction.

Mythic Damage Reduction (Ex/Su): When a critical hit is confirmed against a mythic creature that has damage reduction and the attack does not ignore damage reduction, the creature has a percentage chance equal to twice its damage reduction to negate the critical hit and treat the hit as a normal hit. If the creature also has the fortification universal monster ability or a similar ability to negate critical hits, add these two percentage chances together and make a single roll.

Problematic Rules: Effects that inflict harmful conditions on a successful save

There are a modest number of such effects in the standard Pathfinder rules, so there is precedent for such effects, though usually such conditions are relatively minor (like shaken or dazed) and last for only 1 round or a few rounds at most. There are many more such effects for mythic powers. Tactics that always work erode the sense of fun and challenge at the table, especially if they always work against foes stronger than the heroes.

[HR] Alternative Rule: Harmful conditions that occur even on a successful save are halved in duration (minimum 0 rounds) if the mythic rank or tier of an affected creature equals or exceeds that of the creature that created the effect. They are also halved (minimum 0 rounds) for a non-mythic creature whose CR equals or exceeds the caster level (or Hit Dice, for supernatural effects) of the creature that created the effect. This does not apply to effects with an instantaneous or permanent duration.

Rocket Tag, Or There Is No Kill Like Overkill

There are some elements in a mythic game where the numbers just stop mattering, and offense so far outstrips defense that there is almost no point in even rolling the dice. Many of these issues can be solved by applying the alternative rules in this section, but there is also a point at which ludicrous numbers can still happen. An encounter with a mythic foe should be special and awesome, and nothing says anticlimax like a one-punch knockout.

[HR] Defensive Surge (Su): A mythic creature can expend a mythic surge as a swift action to add a sacred (if good), profane (if evil), or luck (if neutral) bonus to its AC equal to the result of its surge die. If the creature has damage reduction or hardness, it also adds the result of its surge die to its damage reduction or hardness (as well as the hardness of any items it carries). If the creature has energy resistance, it adds twice the result of its surge die to each type of energy resistance it possesses. This bonus lasts until the beginning of the character's next turn; if you expend two uses of mythic power, it lasts for a number of rounds equal to one-half your mythic rank or tier (minimum 1 round).

[HR] I Will Survive (Ex): When the actions taken by a creature during its turn would reduce you below 0 hit points, you can expend one or more uses of mythic power to survive with 10% of your current hit points (before that creature began its turn) for each use of mythic power you spend. All damage dealt as part of a full attack action is considered a single effect for this.

Too Few Mythic Feat Slots?

In the standard mythic rules, characters and creatures alike gain mythic feats only at every odd-numbered mythic rank or tier. With such a small number of feat slots, you might tend to

see frequent repetition of common and effective mythic feats. Seeing only the obvious feats repeated somewhat defeats the purpose of the great variety the game offers. The simple solution is allowing more mythic feat slots. This also helps balance out the loss of power from giving characters fewer points of mythic power to use, as recommended above.

[HR] Alternative Rule #1: Increase the number of mythic feats characters gain to one at every tier.

Alternative Rule #2: As above, but those concerned about power creep for mythic spellcasters could choose to limit this benefit to non-spellcasting characters and creatures.

Alternative Rule #3: You might also allow characters to swap one mythic feat they have learned for another mythic feat for which they already have the non-mythic version, perhaps by spending an hour training and expending one use of mythic power. This allows characters to explore different options of how to use their mythic feats without feeling forced to simply choose a handful of familiar feats that they are sure will be effective.

Excessively High Caster Level

Many options in the mythic rules can increase a character's caster level, but smart players might be able to stack permanent bonuses to unbalancing extremes. Fortunately, this is easy to address.

[HR] Alternative Rule: Mythic characters cannot gain more than a +6 bonus to caster level from mythic sources (whether temporary or permanent increases). This is high enough to be noticeably stronger, but not overwhelmingly so for well-made enemies, and discourages focusing exclusively on caster level increases instead of flavorful and thematic options.

Perfectly Hidden Characters

The Undetectable ability for Legendary Items prevents invisible players from being detected "by any method", and at-will invisibility is fairly easy to get. The wording of this ability is highly abusable.

[HR] Alternative Rule #1: Banned. Trust us and do not open this particular can of worms.

Alternative Rule #2: Replace the effects of Undetectable with the following: Creatures using unusual forms of sensory perception such as blindsight, greensight, or tremorsense cannot automatically foil your use of Stealth; such creatures must make a Perception check as normal to detect you when you make use of the Stealth skill. Against divination spells and Divination sphere *sense* abilities, including those from spell, sphere, spell-like, or supernatural abilities specifically used to uncover information about you rather than enhancing the user's perception (such as when scrying or using the Divination sphere's *divine* abilities), creatures must succeed on a caster level check against a DC of 6 + your levels in casting classes + your tier.

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