

MYTHIC FEATS: WILDERNESS FEATS

BY ALEX RIGGS, MARGHERITA TRAMONTANO,
JONATHAN H. KEITH, AND JEFF LEE



MYTHIC PLUG-INS

A hand-drawn map of a wilderness area, possibly a fantasy setting. The map is drawn on a parchment-like surface and features a winding river or path. Several locations are marked with small icons and labels: 'MORZCHEN' (a small house), 'Stagokala' (a red building), 'Mina's Ruin' (marked with an 'X'), 'YANNIK' (a small house), 'Yea-Noy' (a small house), and 'GOLDRIYVEN' (a small house). The map is surrounded by a thick rope border. In the foreground, a quill pen is placed in a small, textured inkwell. The title 'MYTHIC FEATS: WILDERNESS FEATS' is written in a stylized, yellow, blocky font across the center of the map.

MYTHIC FEATS: WILDERNESS FEATS

CREDITS

AUTHORS: Alex Riggs, Margherita Tramontano, Jonathan H. Keith, and Jeff Lee

ARTIST: Shen Fei, William Hendershot, Michael Jaecks, Matthias Kinnigkeit, Christine Leonardi, Mike Lowe, Tanyaporn Sangsnit, Bob Storrar, Nils Wennergren, Daniel Cotter

DESIGN AND LAYOUT: Craig Williams

EDITING AND DEVELOPMENT: Jason Nelson

LEGENDARY GAMES TEAM MEMBERS: Anthony Adam, Alex Augunas, Kate Baker, Jesse Benner, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Carl Cramer, Paris Crenshaw, Matt Daley, Joel Flank, Jeff Gomez, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortess, Jeff Lee, Lyz Liddell, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Onyx Tanuki, Russ Taylor, Margherita Tramontano, Greg A. Vaughan, Mike Welham, George "Loki" Williams, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

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Jeff Lee.

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Legendary Games
3734 SW 99th St.
Seattle, WA 98126-4026
makeyourgamelegendary.com



WELCOME TO MYTHIC PLUG-INS: MYTHIC FEATS!

This supplement is just one part of a larger resource for every gamemaster who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published rules provide a broad selection of new mythic feats, but as the game has grown there are so many more feats yet to discover! Mythic feats are not just about bigger numbers, but about more interesting, exciting, and cinematic character builds that go along with them that really give your characters (or your villains) a sense of power to shake the foundations of the world! Or at least the walls of the local dungeon. That is where the Mythic Feats series from Legendary Games comes in.

The *Mythic Feats* series contains updated mythic feats suitable for every class, presented in cogent and coherent modular units perfect for each class to have everything they need to make their mythic feat selections count. Feats that help them to set themselves apart from the ordinary humdrum tricks and tactics they've been used to, and to experiment with the new possibilities that mythic feats have to offer. Every issue brings you an entire book's worth of mythic enhancement feats, all brought to you by expert designers who know the mythic spell rules like no one else because they are the same authors that created most of the mythic feats in *Pathfinder Roleplaying Game Mythic Adventures*.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at www.makeyourgamelegendary.com.



WHAT YOU WILL FIND INSIDE MYTHIC FEATS: WILDERNESS FEATS

This product is the latest feast of feats for your mythic game, **with over 120 all-new mythic feats** from *Pathfinder Roleplaying Game Ultimate Wilderness*! While the original mythic rules for Pathfinder included many cherished favorites from the *Pathfinder Roleplaying Game Core Rulebook* as well as the other core rules hardback rulebooks and the *Mythic Hero's Handbook* compiled a vast array of mythic spells for your game, new rules for Pathfinder continue to come out and characters have a continual supply of new tricks to try from more recent rulebooks like *Pathfinder Roleplaying Game Ultimate Wilderness*. That diversity of options that we love so much about the game is what Legendary Games brings to you in the *Mythic Feats* series and our long-running *Mythic Minis*. The product before you completes the mythic rules for every feat in *Pathfinder Roleplaying Game Ultimate Wilderness*. **All of them**, from Ambush Awareness to Woodland Wraith and all feats in between.

Whether your character is martial or magical, a wide-ranging dilettante or a single-focus fanatic, *Mythic Feats: Wilderness Feats* contains mythic feats of every kind from entry-level basics to high-level specializations. You will find combat feats like Jaguar Pounce, Wolf Rider, and Crashing Wave Fist, alongside magical aids like Night Sky Hex, Verdant Spell, and Waterway Caster. Of course, there is a wide range of environmental feats to succeed in any kind of terrain, from Ice Climber and Jungle Survivalist to Deep Diver and Plains Nomad, alongside feats like Mutated Shape, Tenacious Hunter, and Ferocious Feint to enhance your shapeshifting, mounts, and animal companions. They are all here, every one, developed with flair and function in mind as only Legendary Games can bring it, by the same designers that wrote most of the mythic feats in *Pathfinder Roleplaying Game Mythic Adventures* in the first place.

The *Mythic Feats* series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!





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UW = *Ultimate Wilderness*



WILDERNESS FEATS

Many feats can be of great use outdoors in a variety of environments, from mounted combat feats to feats that aid in tracking and dealing with favored enemies. From metamagic feats to combat and teamwork tricks, every class can benefit from sharpening their focus on wilderness adventure, not just rangers, druids, and other classes traditionally associated with campaigns set in the wild. Whatever their class, characters gain mythic feats as they advance through their mythic tiers. In some cases mythic feats are entirely new feats, accessible only by mythic characters. Most mythic feats, however, are **mythic enhancement feats**, which take a feat the character already knows and make it better. Mythic feats generally have “always-on” static effects, and many have additional benefits that can be tapped only by the expenditure of mythic power. The details of using mythic feats are described in Chapter 2 of *Pathfinder Roleplaying Game Mythic Adventures*.

This product provides mythic versions of the feats from the *Pathfinder Roleplaying Game Ultimate Wilderness* rulebook, but you will still need to refer to the standard versions of those feats to resolve their effects, as adjusted by the mythic rules presented in this product. As such, it is assumed you have access to that rulebook and the feat lists contained in **Chapter 3: Feats** of that book, in addition to the new category of animal companion feats described in **Chapter 5: Companions and Familiars**; those base rules are not repeated here. For ease of electronic reference, you may also link to the individual feats in online the [Pathfinder Reference Document](#) and at [d2opfsrd.com](#); each feat description below is hyperlinked in electronic versions of this product to these online resources.

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FEATS BY TYPE

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Out of the Sun
Scion of the Land
Tribal Hunter

FEAT DESCRIPTIONS

Ambush Awareness (Combat, Mythic)

When caught off-guard your finely-honed instincts allow you to act.

Prerequisite: Ambush Awareness^{UW}.

Benefit: When you benefit from the Ambush Awareness feat, you may spend one use of mythic power to take any single action instead of a total defense action.

Animal Call (Mythic)

Your animal calls can fool even veteran woodsmen--even the animals themselves are drawn in.

Prerequisite: Animal Call^{UW}.

Benefit: When using Animal Call, add your mythic tier to your bluff check. If you succeed you may spend one use of mythic power: Your animal call attracts every animal in a 100 ft. radius that is the same species as the call you made and the animals are friendly towards you. Only you benefit from the friendly attitude—the animals act normally towards your allies.

Animal Disguise (Mythic)

Your skill at animal disguise has verged into the uncanny.

Prerequisite: Animal Disguise^{UW}.

Benefit: A number of times per day equal to 3 + your mythic tier you may assume the form of the animal as which you are disguised, as *polymorph*. This is a supernatural ability. Each use lasts 1 minute per character level.

Animal Ferocity (Combat, Mythic)

When others would go down, you fight even harder, surprising would-be victors at the last.

Prerequisite: Animal Ferocity^{UW}.

Benefit: When you benefit from the Animal Ferocity feat, you may spend uses of mythic power. For every use you spend you gain a +5 circumstance bonus to your attack roll.

Aquatic Combatant (Combat, Mythic)

When in combat, you move like you were born to water.

Prerequisite: Aquatic Combatant^{UW}.

Benefit: In any round in which you make a melee attack, you are considered to have a swim speed equal to your base speed. You may make the melee attack before or after a move. This feat may be used in conjunction with feats that affect your ability to move in combat, such as Spring Attack.



Aquatic Spell (Metamagic, Mythic)

You cast spells underwater or into water with great ease.

Prerequisite: Aquatic Spell^{UW}.

Benefit: You can expend one use of mythic power to cast a spell as an aquatic spell without preparing it as extended in advance, taking extra casting time, or increasing the level of the spell slot it uses.

Normal: A spellcaster must prepare a spell with a metamagic feat in advance using a higher spell slot as indicated by the feat or increase the casting time of the spell when applying a metamagic feat.

Arctic Adaptation (Mythic)

You are one with the ice and snow.

Prerequisite: Arctic Adaptation^{UW}.

Benefit: Add half your mythic tier to all bonuses granted by the Arctic Adaptation feat. You treat cold environments as though they were two steps less severe than normal. If you would die from non-magical cold, you may spend uses of mythic power. You then fall into a deep slumber instead of dying. You survive despite cold, lack of food, water and air for a number of decades equal to the uses of mythic power you spent. If at any point during that time the temperature rises above cold, you wake up in the same condition you were just before you would have died. If you remain cold until your time is up, you die.

Beast Hunter (Combat, Mythic)

When in your element, you are the top of the food chain.

Prerequisite: Beast Hunter^{UW}.

Benefit: Add half your mythic tier to all bonuses granted by the Beast Hunter feat. You may spend one use of mythic power to add your mythic tier again to the insight bonus

granted by the feat for a single round of attacks.

Special: You can take this feat multiple times. Each time you select this feat, you can choose an additional favored terrain to gain the listed benefits in.

Beastmaster Ire (Combat, Mythic)

You respond to threats to your animal companion immediately and viciously.

Prerequisite: Beastmaster Ire^{UW}.

Benefit: Whenever you benefit from the Beastmaster Style feat you may make a single melee attack on the attacking creature as soon as its attack is resolved. You may spend one use of mythic power to add your mythic tier to the morale bonuses granted by the Beastmaster Ire feat.

Beastmaster Salvation (Combat, Mythic)

You have honed your bond with your animal companion into a powerful shield for the beast.

Prerequisite: Beastmaster Salvation^{UW}.

Benefit: Add your mythic tier to the Handle Animal check allowed by the Beastmaster Salvation feat.

Beastmaster Style (Combat, Mythic, Style)

Your bond can protect your animal companion even once it leaves your side.

Prerequisite: Beastmaster Style^{UW}.

Benefit: When benefiting from the Beastmaster Style feat, add half your mythic tier as a circumstance bonus to your handle animal check. You may spend mythic power before rolling. For each use of mythic power you spend, you may use that Handle Animal roll to negate 1 attack in the next 5 rounds, even if your animal companion is not adjacent to you at the time of the attack and you are not adjacent to the attacker.

Boon Companion (Mythic)

Your animal companion or familiar is as strong as you are.

Prerequisite: Boon Companion^{UW}.

Benefit: You use your character level as your effective druid level when calculating the abilities of your animal companion or familiar. If you applied the Boon Companion feat to more than one animal companion or familiar, choose one to receive this benefit. If you dismiss or lose an animal companion or familiar that has received this benefit, you can apply this feat to the replacement creature.

Special: You can select this feat once for each time that you selected the Boon Companion feat. Each time you take the

feat, it applies to a different animal companion or familiar that already benefited from Boon Companion.

Branch Pounce (Combat, Mythic)

Your leaping attacks knock opponents off their feet.

Prerequisite: Branch Pounce^{UW}.

Benefit: When you charge a target by jumping down from above, you not only deal your falling damage to your opponent but can immediately make a trip attack against that opponent, gaining a bonus of +1 to your combat maneuver roll for every 10 feet of your fall. Further, you treat your fall as 10 feet shorter, plus an additional 10 feet for every mythic rank you possess. Finally, if your attack misses, you can expend one use of mythic power to avoid falling prone and reduce the falling damage by 1d6 for every mythic rank you possess.

Bristling Bull Rush (Combat, Mythic)

You know just how to use the terrain to rough up your targets and can be even nastier if you're willing to take the pain as well.

Prerequisite: Bristling Bull Rush^{UW}.

Benefit: When you benefit from the Bristling Bull Rush feat, add your mythic tier to the damage dealt by the feat. You may spend one use of mythic power to do an additional 1d4 points of damage per 5 feet. If you do so, you take the damage as well.

Bristling Drag (Combat, Mythic)

You are adept at taking opponents low and slow through the worst the ground has to offer.

Prerequisite: Bristling Drag^{UW}.

Benefit: When you benefit from the Bristling Drag feat, add your mythic tier to the damage dealt by the feat. If you choose to drag a creature fewer feet than you are entitled to you do an additional 1d8 points of damage for each 5 feet you forgo. You must drag the creature at least 5 feet to gain the benefit of this feat.

Camouflaged Trap (Mythic)

You can hide your traps so well that even the most expert scouts cannot spot them.

Prerequisite: Camouflaged Trap^{UW}.

Benefit: Add your mythic tier to the Perception check bonus offered by the Camouflaged Trap feat. You may spend 3 uses of mythic power. If you do, a single trap you set cannot be detected by non-mythic creatures.

Clinging Climber (Combat, Mythic)

Your ability to cling to vertical surfaces borders on the uncanny.

Prerequisite: Clinging Climber^{UW}.

Benefit: You only require a swift action to make the Climb check allowed by the Clinging Climber feat. You may spend one use of mythic power to make the check with a free action instead. While clinging you add your mythic tier as a circumstance bonus to any Climb checks you make to avoid falling.

Command Animals (Mythic)

You can command more and more powerful animals, and greatly exert your will upon them.

Prerequisite: Command Animals^{UW}.

Benefit: When calculating the total number of Hit Dice of animals you can control, and the effective caster level, use your character level rather than your class level, plus one additional Hit Die for every mythic rank you possess. If an affected animal is controlled by or a companion of another creature, you add your mythic ranks as a bonus to any opposed Charisma checks when your orders conflict. You can expend one use of mythic power to increase your control of any animals under your power, treating them as if under the effects of a dominate monster spell with a caster level equal to your class level for a full day.

Command Plants (Mythic)

Your control over plants is enduring and difficult to escape.

Prerequisite: Command Plants^{UW}.

Benefit: When calculating the total number of Hit Dice of plants you can control, and the effective caster level, use your character level rather than your class level, plus one additional Hit Die for every mythic rank you possess. If an affected plant is controlled by or a companion of another creature, you add your mythic ranks as a bonus to any opposed Charisma checks when your orders conflict. You can expend one use of mythic power to increase the duration of your control of any plants under your power. Instead of receiving a new saving throw the following day, the plants remain under your control for an additional number of days equal to your mythic rank before receiving a new save to escape your control.

Cover Tracks (Mythic)

You can cover the tracks of you and nearby creatures with ease.

Prerequisite: Cover Tracks^{UW}.

Benefit: Add half your mythic tier to the DC of all Survival checks to track you or all allies within 30 feet. You may spend one use of mythic power to cover tracks left by other creatures as well, adding your mythic tier to the Survival check DC needed to notice the tracks. You may spend one use of mythic power to leave no tracks at all while moving half speed. This effect lasts for a number of minutes equal to your mythic tier.

Crashing Wave Buffet (Combat, Mythic)

As you crash down on your foes, they are disoriented severely.

Prerequisite: Crashing Wave Buffet^{UW}.

Benefit: On a failed save, your opponent is disoriented for a number of rounds equal to your mythic tier, instead of the normal duration. Additionally, if the target fails his saving throw, you can expend one use of mythic power to cause him to be staggered for 1 round, in addition to the normal effects.



Crashing Wave Fist (Combat, Mythic)

You know how to strike while your opponent is disoriented from being moved, dealing extra damage.

Prerequisite: Crashing Wave Fist^{UW}.

Benefit: You gain a +2 competence bonus on damage rolls made with unarmed strikes that are part of Crashing Wave Fist. Additionally, whenever you successfully drag or reposition an opponent, you can expend one use of mythic power. If you do, you gain a bonus on all attack rolls made as part of that drag or reposition combat maneuver, equal to 1/5 the number of feet that you drag or reposition the opponent beyond the first 5 feet (to a maximum bonus of +5).

Crashing Wave Style (Combat, Mythic, Style)

You can drag and reposition opponents much farther.

Prerequisite: Crashing Wave Style^{UW}.

Benefit: Movement you make as part of a drag or reposition combat maneuver does not count against the amount of movement that you can make in a round. Additionally, whenever you successfully perform a drag or reposition combat maneuver, you can expend 1 use of mythic power to increase the number of 5-foot squares you can move the target by an amount equal to 1/2 your mythic tier.

Cultivate Magic Plants (Mythic)

You grow magic plants more quickly, and can get greater yield from them.

Prerequisite: Cultivate Magic Plants^{UW}.

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic plant you are cultivating. You can only do this once per day per plant you are cultivating, though you may also spend eight hours of work cultivating another magic plant that day, if desired. Unlike normal magic plant cultivation, work accomplished by expending a use of mythic power can be done even if you are not in the location where the plant is being cultivated.

Additionally, at the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power and perform a 10-minute ritual that requires physical contact with a single magical plant. If you do, the plant's yield for that day is doubled. You can use this ability only once per day.

Deadly Trap (Mythic)

Your traps are so deadly that they can bypass many ordinary defenses.

Prerequisite: Deadly Trap^{UW}.

Benefit: If you craft a trap that requires an attack roll to



hit, on a confirmed critical hit the trap kills the non-mythic creature that takes the most damage from the attack.

Deep Diver (Mythic)

The deepest depths of the oceans are yours to explore.

Prerequisite: Deep Diver^{UW}.

Benefit: You take the minimum possible falling damage when diving into water. Additionally, while underwater, the maximum distance you can see is doubled. Similarly, the distance that you can swim with a single move action is doubled as long as that movement is all downwards in direction (at least 45 degrees down from the horizontal). Finally, by expending one use of mythic power as a swift action, you can adapt yourself to extremely deep diving for one hour, gaining immunity to pressure damage and automatically succeeding on all Constitution checks made to hold your breath during this time.

Desert Dweller (Mythic)

The parched inferno of the desert is no match for your well-adapted constitution.

Prerequisite: Desert Dweller^{UW}.

Benefit: You treat hot environments as one step less

severe than they would be with the Desert Dweller feat. Add half your mythic tier to the bonuses given by the Desert Dweller feat. After failing a Constitution check to resist the effects of thirst, you may spend one use of mythic power to automatically succeed on the check.

Devotion against the Unnatural (Companion, Mythic)

The animal is a relentless defender of the natural world against creatures from the outside.

Prerequisite: Devotion against the Unnatural^{UW}.

Benefit: The animal companion's bonus on saving throws doubles. The animal companion is immune to the unnatural aura ability and similar abilities of aberrations, outsiders, and undead. In addition, the animal companion gains a +1 bonus on attacks and damage against these types of creatures for every 2 mythic tiers that it or its master possesses.

Disruptive Companion (Companion, Combat, Mythic)

The animal companion ensures nearby foes can focus on nothing but defending themselves.

Prerequisite: Disruptive Companion^{UW}.

Benefit: The amount by which the animal companion increases the DC of concentration checks is increased by 1/2 its master's mythic tier. Further, it adds its master's mythic tier to its Hit Dice for the purposes of determining the benefits it gains from Disruptive Companion. Finally, as a swift action, the animal companion's master can expend 1 use of mythic power in order to increase the animal companion's reach by 5 feet for 1 minute.

Eagle-Eyed (Mythic)

Your eyes are keen beyond measure.

Prerequisite: Eagle-Eyed^{UW}.

Benefit: You may spend one use of mythic power to decrease the distance modifier to the DC of vision-based Perception checks to +1 per 100 feet in bright or normal light, or +1 per 40 feet in dim light. This effect lasts for a number of minutes equal to your mythic tier. Add your mythic tier to the circumstance bonus granted by the Eagle-Eyed feat.

Earth Magic (Mythic)

You have a deeper connection to the land that grants even greater power to your spells.

Prerequisite: Earth Magic^{UW}.

Benefit: While you're in your favored terrain, the saving throw DC of spells that you cast increases by 1. Additionally, you gain three extra uses of mythic power per day, which can only be spent to pay the costs of mythic spells or augmenting mythic spells that you cast while in your favored terrain.

Eidolon Mount (Combat, Mythic)

Your eidolon makes a truly fearsome war mount.

Prerequisite: Eidolon Mount^{UW}.

Benefit: If your eidolon needs to change its base form to accommodate you as a mount, and is more than one size category larger than you, it does not reduce in size when changing shape. If your eidolon increases in size category when it assumes its mount shape, it gains any appropriate increases to ability scores, weapon damage, and reach. You can expend one use of mythic power when your eidolon changes shape, either into or out of its mount form, to make the change a swift action for your eidolon. If you have this feat and your eidolon already has a quadruped or serpentine base form, then it receives a bonus to attack and damage rolls, when used as a mount, equal to your mythic rank. If it also possesses the mount evolution, then you also receive these bonuses when making attacks while mounted on your eidolon.

Energized Wild Shape (Mythic)

Your wild shape form exudes your chosen energy.

Prerequisite: Energized Wild Shape^{UW}.

Benefit: The energy resistance granted by Energized Wild Shape increases to 20 (or if the form already has energy resistance to the chosen energy type, it is increased by 10 instead). Additionally, whenever a creature hits you with a natural attack or an unarmed strike while you have assumed a wild shape form, they suffer 1 point of damage of the chosen energy type.

Special: You can take this feat more than once. Each time you take this feat, it applies to a different energy type that you selected with the non-mythic version of Energized Wild Shape.

Enhanced Gnome Magic (Mythic)

You can draw on your connection to the Fey Wild for more varied and frequent magic.

Prerequisite: Enhanced Gnome Magic^{UW}.

Benefit: You gain access to all of the spell-like abilities described in the Enhanced Gnome Magic feat. You can use these spell-like abilities a total of three times per day in any combination that you choose. Additionally, each day when you regain your uses of mythic power, you can expend one use of mythic power in order to be able to use the spell-like abilities granted by your gnome magic racial trait (*dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals*) at will that day, rather than only being able to use each of them once.

Exotic Heritage (Mythic)

Your unusual ancestor left you with exceptional gifts.

Prerequisite: Exotic Heritage^{UW}.

Benefit: You can always take 10 or 20 on checks with your choice of skill for Exotic Heritage, even when you are rushed or threatened. Additionally, if you use Exotic Heritage to meet the prerequisite of the Eldritch Heritage feat, you also gain the 3rd-level bloodline power for the selected bloodline (as with the power granted by Eldritch Heritage, you treat your sorcerer level as equal to your character level - 2, even if you have levels in sorcerer).

Expert Cartographer (Mythic)

Your maps are works of art and as useful as they are beautiful.

Prerequisite: Expert Cartographer^{UW}.

Benefit: Add your mythic tier to the bonus granted by the Expert Cartographer feat. You may spend one use of mythic energy to gain half your mythic tier in additional Discovery Points. If you succeed at the check by 5 or more, the list price of the map increases an additional 20%.

Expert Explorer (Mythic)

Seek and ye shall find, more than most explorers can even imagine.

Prerequisite: Expert Explorer^{UW}.

Benefit: Add your mythic tier to the bonus granted by the Expert Explorer feat. If you succeed at the skill checks described in the Expert Explorer feat you gain an additional 1d6 Discovery Points instead of 1d4.

Expert Salvager (Mythic)

You breathe amazing new life into the most meager detritus and find what you need extraordinarily quickly when the need arises.

Prerequisite: Expert Salvager^{UW}.

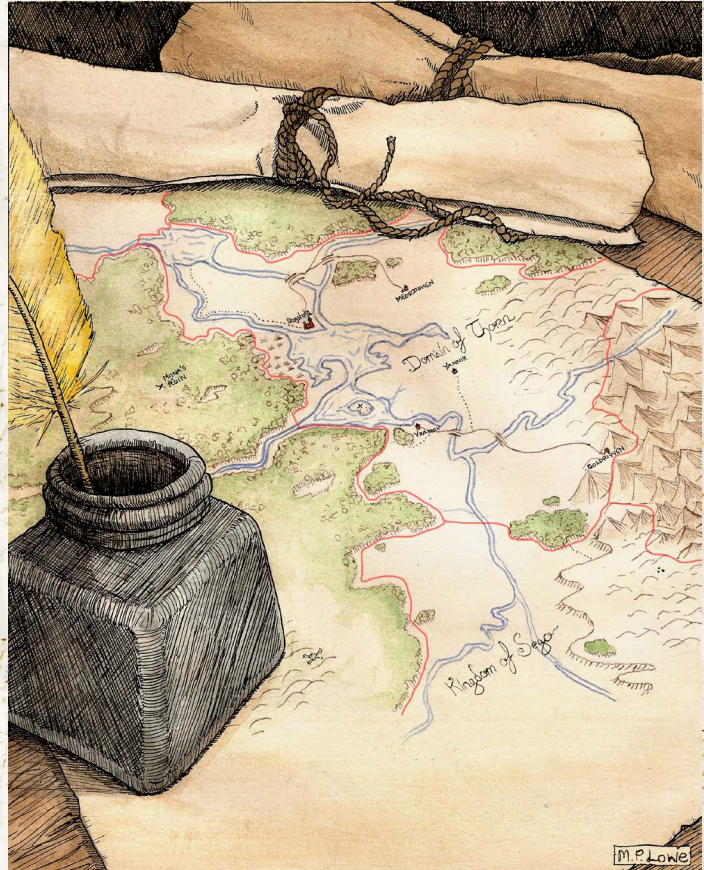
Benefit: Add half your mythic tier to the bonuses granted by the Expert Salvager feat. You may spend mythic power to reduce forage and salvage times. Each use of mythic power you spend reduces the time by one hour (down to a one hour minimum).

Extended Animal Focus (Mythic)

You can use your animal focus more often and can focus on an additional animal at a time.

Prerequisite: Extended Animal Focus^{UW}.

Benefit: Add your mythic tier to the number of minutes per day that you can use your animal focus ability. Additionally, whenever you activate your animal focus ability, you can expend one use of mythic power. If you do, you may choose



one additional animal aspect, and gain the benefits of that animal focus in addition to any other animal focuses you choose. This effect lasts for one minute.

Extended Aspects (Mythic)

You can use your shifter's aspect more often and manifest an additional aspect at a time.

Prerequisite: Extended Aspects^{UW}.

Benefit: Add your mythic tier to the number of minutes per day that you can use your shifter aspect ability to assume a minor form. Additionally, whenever you activate your shifter aspect ability, you can expend one use of mythic power. If you do, you may choose one additional aspect. You assume the minor form of this aspect in addition to any other aspects you choose as part of activating the ability. This effect lasts for one minute.

False Trail (Mythic)

Your false trails are quick, effective, and so subtle that even once they discover the trail is false your pursuers may not be able to find your true trail.

Prerequisite: False Trail^{UW}.

Benefit: Add half your mythic tier to the DC of Perception and Survival checks allowed by the False Trail feat. You create

false trails in half the time. Once a creature has travelled down your false trail and succeeded on their check to realize it is false, they do not automatically discover the divergence point of your true trail—to do so they must succeed at another Perception or Survival check (add half your mythic tier to this DC as well). Otherwise they have lost your trail for good.

Feral Grace (Combat, Companion, Mythic)

The animal companion's natural attacks are exceptionally lethal.

Prerequisite: Feral Grace^{UW}.

Benefit: The animal companion adds its master's mythic tier to the bonus damage granted by Feral Grace. Additionally, as a swift action, the animal companion's master can expend one use of mythic power to increase the critical threat range of the animal companion's chosen natural attack by 1. This benefit lasts for one minute.

Ferocious Beast (Combat, Companion, Mythic)

The animal companion strikes horror in the enemies' heart.

Prerequisite: Ferocious Beast^{UW}.

Benefit: The animal companion adds its mythic rank to Intimidate checks to demoralize an opponent or to use the Antagonize feat. In addition, the animal companion can use Intimidate to demoralize an opponent as a swift action.

Ferocious Feint (Combat, Companion, Mythic)

The companion's feral agility is almost supernatural.

Prerequisite: Ferocious Feint^{UW}.

Benefit: The animal companion adds its mythic rank to Bluff checks to feint an opponent. In addition, the animal companion can use Bluff to feint an opponent as a swift action.

Fey Insight (Mythic)

You are well-versed in the ways of the fey and can better sway them.

Prerequisite: Fey Insight^{UW}.

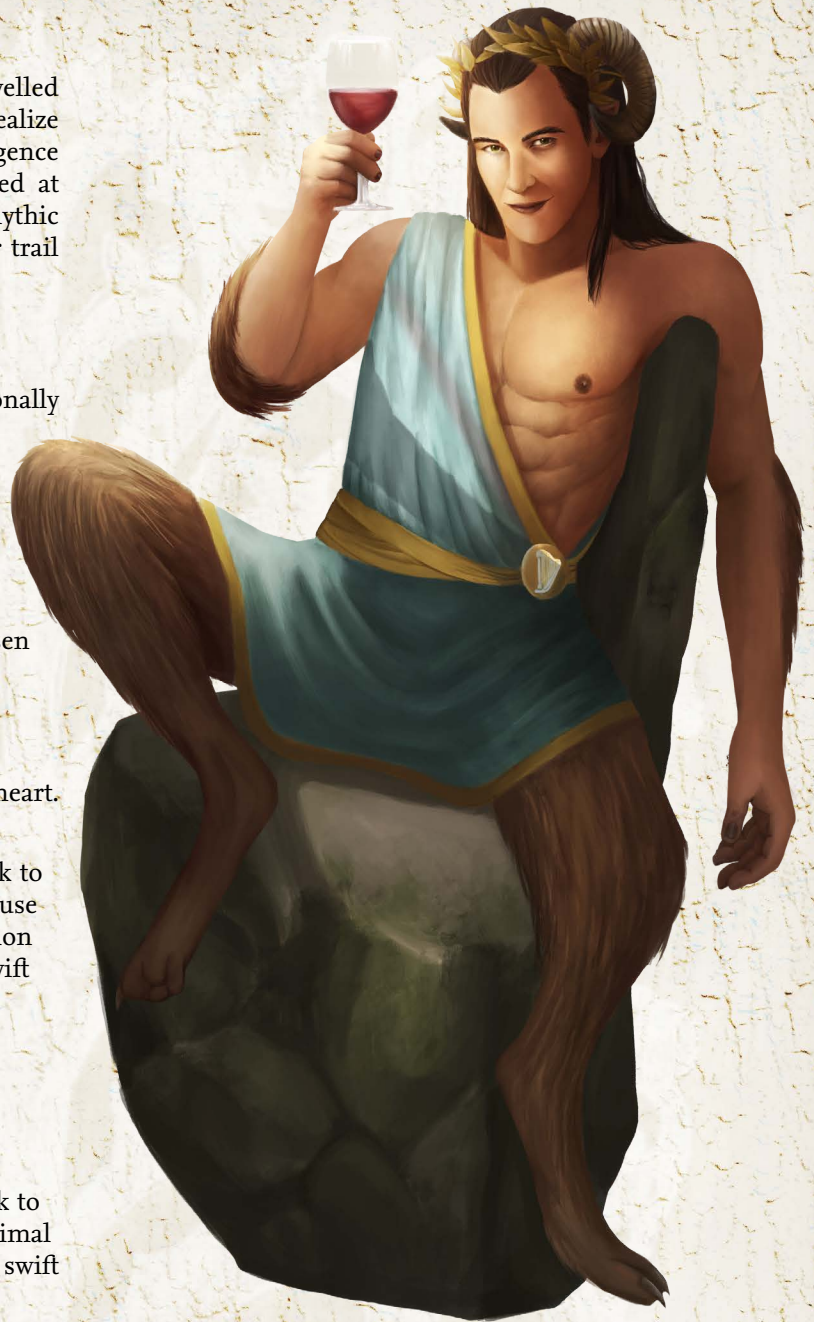
Benefit: The bonus you gain on Bluff, Diplomacy, and Sense Motive checks made to interact with fey creatures is increased by an amount equal to half your mythic tier (rounded down, minimum 1). Additionally, the saving throw DCs of spells you cast that affect only creatures of the fey type are increased by 1. Finally, by expending one use of mythic power, you can cast *charm fey*^{UW} as a spell-like ability. The saving throw DC is equal to 10 + your mythic tier + your Charisma modifier.

Fey Performance (Mythic)

Your unearthly performances are far more effective.

Prerequisite: Fey Performance^{UW}.

Benefit: When you enhance your bardic performance with Fey Performance, you increase the saving throw DC of the effect (if any) by 1, gain a +4 bonus on any Performance checks made as part of the performance, and increase any morale bonus granted by the performance by 1. Additionally, you can enhance your performance with the whistling of the wind and the rumbling of the earth, allowing you to use this feat even in areas devoid of animal and plant life.



Fey-Guarded (Mythic)

You know well how to resist the wiles of the fey.

Prerequisite: Fey-Guarded^{UW}.

Benefit: The bonus you gain on saving throws against enchantment and illusion spells and spell-like abilities cast by creatures of the fey type increases to +4. Additionally, whenever you make a saving throw to resist an effect used by a creature of the fey type, before the saving throw is made, you can expend one use of mythic power. If you do, you roll twice and take the better result.

Flinging Charge (Combat, Mythic)

You knock foes off-balance by throwing a weapon at them while you charge.

Prerequisite: Flinging Charge^{UW}.

Benefit: You can choose to suffer a –5 penalty on the ranged attack made as part of your charge, rather than the melee attack. This choice must be made before the attack roll for the ranged attack is made. Additionally, if you successfully hit the target of your charge with a ranged attack made with Flinging Charge, the target is denied his Dexterity bonus to AC for the melee attack that you make at the end of the charge. Finally, up to three times per day, when you confirm a critical hit with a ranged attack made as part of a charge, you regain one use of mythic power.

Foebane Magic (Mythic)

Your spells are specially tailored to thwart your most common foes.

Prerequisite: Foebane Magic^{UW}.

Benefit: The penalty your favored enemies suffer on saving throws against spells you cast increases to –2. Additionally, you add your favored enemy bonus on caster level checks made against your favored enemies (including checks to overcome spell resistance).

Forester (Mythic)

You can maximize the benefits you gain from forest terrain.

Prerequisite: Forester^{UW}.

Benefit: The cover bonus you gain from nearby trees is increased to +2 (or a +3 cover bonus to AC and a +2 bonus on Reflex saves if you are adjacent to two or more trees simultaneously). Additionally, you gain a bonus equal to 1/2 your mythic tier on Perception and Stealth checks made in forest environments (rounded down, minimum 1). Further, the miss chance

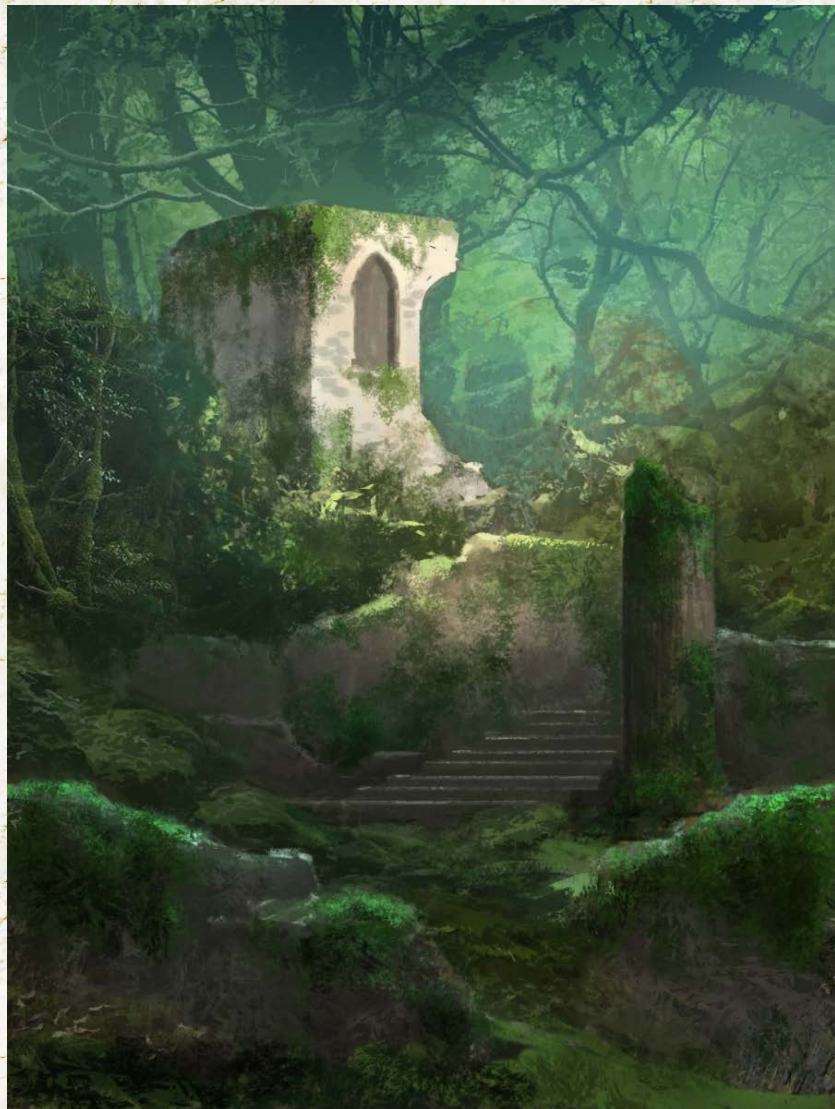
you gain from concealment granted by undergrowth or heavy undergrowth increases by 20% (40% miss chance for undergrowth, or 50% miss chance for heavy undergrowth).

Frightful Shape (Mythic)

All cower before the might of your wild fury.

Prerequisite: Frightful Shape^{UW}.

Benefit: Opponents within 60 feet of you when you attack are affected by your Frightful Shape, rather than just those within 30 feet. Additionally, non-mythic creatures that fail their saving throw are shaken even if they have more Hit Dice than you, and they become frightened if they have 4 or more Hit Dice but fewer Hit Dice than you. Finally, if you expend one use of mythic power as a swift action, you can force each creature within 60 feet to succeed on a Will save or be affected by your Frightful Shape, even if they have already succeeded on a saving throw to resist it within the last 24 hours.



Greater Beast Hunter (Mythic)

You draw strength from slaying mighty beasts.

Prerequisite: Greater Beast Hunter^{UW}.

Benefit: You gain a bonus equal to your mythic tier on Initiative checks made in combats that involve at least one opponent that is an animal native to the terrain you have chosen for Beast Hunter. Further, in such combats, if there is a surprise round, you can take a full round's worth of actions during the surprise round. Finally, up to three times per day, when you kill an animal native to the terrain you have chosen for Beast Hunter which is at least one size category larger than you, or render such an animal unconscious, you regain a single use of mythic power.

Greater Hunter's Bond (Combat, Mythic)

You ensure your allies are constantly able to capitalize on the weaknesses of your favored foes.

Prerequisite: Greater Hunter's Bond^{UW}.

Benefit: You constantly grant all allies within 30 feet of you your favored enemy bonuses against all opponents to which they apply. If you have the mythic Improved Hunter's Bond feat, then you grant these bonuses to all allies within 120 feet, instead. Additionally, once per day, when an ally within 30 feet of you kills a creature to which your favored enemy bonus applies, you regain a single use of mythic power.

Greater Spring Attack (Combat, Mythic)

You can deliver multiple attacks to the same target while spring attacking, and your strikes are more lethal the further you move.

Prerequisite: Greater Spring Attack^{UW}.

Benefit: You may target the same creature with more than one attack, but for each additional attack you make against the same opponent in this way, the total distance you can move as part of the spring attack is reduced by 15 feet. Additionally, if you move at least 20 feet before any given attack made as part of the spring attack (measured from the location at which you made the previous attack, or from where you began your movement, for the first attack made as part of the spring attack), you gain a +2 circumstance bonus on the attack roll, as well as on the damage roll, if the attack hits.

Greater Tenacious Hunter (Companion, Mythic)

The animal companion has uncanny skills at hiding and hunting.

Prerequisite: Greater Tenacious Hunter^{UW}.

Benefit: The animal companion can attempt a Perception check as an immediate action to intentionally search for a stimulus. Its bonuses on Perception granted by Tenacious

Hunter triple. In addition, whenever the animal companion successfully uses Perception to oppose a Stealth check or to pinpoint an invisible creature's location, that foe is considered flat-footed for the first two rounds in which the animal companion attacks.

Greater Wilding Strike (Combat, Mythic)

You strike with the force of an avalanche and the fury of a pouncing beast.

Prerequisite: Greater Wilding Strike^{UW}, Improved Wilding Strike (Mythic).

Benefit: The critical multiplier of your unarmed strikes increases by 1. Additionally, whenever you confirm a critical hit with one of your unarmed strikes, you can expend one use of mythic power to inflict an additional 1d6 points of bleed damage to the target.

Group Shared Spells (Mythic, Teamwork)

You can cast personal spells on your allies, and they can cast them on you.

Prerequisite: Group Shared Spells^{UW}.

Benefit: You can cast spells with a target of "you" on any character that has this feat as though it were a spell with a range of touch. If you expend one use of mythic power when casting a spell in this way, you can treat it as though it had a range of close, instead.

Harder They Fall (Combat, Mythic, Teamwork)

You ensure that when your ally brings down a large foe, the fall from grace is painful.

Prerequisite: Harder They Fall^{UW}.

Benefit: Whenever an ally with this feat successfully uses a bull rush or trip combat maneuver against an opponent that is two or more size categories larger than the one performing the combat maneuver, in addition to the normal effects of the combat maneuver, the target suffers 1d6 points of damage for each size category larger than Medium it is as it crashes down to the ground. Additionally, by expending one use of mythic power, you can grant an ally with this feat a bonus equal to your mythic tier on combat maneuver checks made against creatures two or more size categories larger than she is. This bonus lasts for one minute.

Hide Worker (Mythic)

You ensure that when your ally brings down a large foe, the fall from grace is painful.

Prerequisite: Hide Worker^{UW}.

Benefit: The armor or shield bonus granted by armor and shields you create from the hides of living creatures is increased by +1. Additionally, at the beginning of each day,

when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one armor or shield you are crafting that is made from the hide of a living creature. You can only do this once per day per item you are crafting, though you may also add an actual eight-hour work day toward the crafting of such an item. Unlike normal item creation, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making items this way remains the same). You are treated as having the Craft Magic Arms and Armor feat, but only for the purposes of objects made from the hides of living creatures.

Ice Climber (Mythic)

You move on ice as if you were born to it.

Prerequisite: Ice Climber^{UW}.

Benefit: When moving across a slippery surface (including but not limited to icy surfaces), you gain an additional bonus equal to your mythic rank on Climb checks and on Acrobatics checks to retain your balance. If you fail a Climb check, you fall only if you fail the check by 10 plus your mythic rank or more. Your bonus on Perception checks to notice an avalanche increases to +10, and you gain a +4 circumstance bonus on Reflex saves to avoid an avalanche. You can expend one use of mythic power to gain a climb speed equal to your base speed for a number of minutes equal to your mythic rank.

Improved Beast Hunter (Mythic)

You can outmaneuver animals and beasts alike.

Prerequisite: Improved Beast Hunter^{UW}.

Benefit: The bonuses from Improved Beast Hunter apply to creatures of the magical beast and vermin type as well as animals, provided that the creature is native to the terrain you have chosen with Beast Hunter and at least one size category larger than you are. Additionally, the bonus granted by Improved Beast Hunter is equal to your mythic tier or the normal amount, whichever is higher, and the bonus on Reflex saves is equal to 1/2 your mythic tier or the normal amount, whichever is higher.

Improved Hunter's Bond (Combat, Mythic)

With your aid, your allies can hunt your foes as well as you can.

Prerequisite: Improved Hunter's Bond^{UW}.

Benefit: Add your mythic tier to the number of rounds that the bonus from your hunter's bond lasts, and you can use hunter's bond to affect allies up to 120 feet away. Additionally, you can activate your hunter's bond as a swift action, rather than a move action, a number of times per day equal to your Wisdom modifier. Finally, whenever you expend at least one use of mythic power on an ability that grants an ally an action (such as the advance or decisive strike abilities of the marshal mythic path), each affected ally gains the benefits of your hunter's bond for 1 round.



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Improved Intercept Blow (Companion, Combat, Mythic)

The animal companion can completely block attacks against its master.

Prerequisite: Improved Intercept Blow^{UW}.

Benefit: Whenever the animal companion's master expends a use of mythic power to negate the damage to himself or the animal companion, the damage is negated to both, instead.

Improved Natural Poison Harvester (Mythic)

You can harvest poison without fail and can harvest much more poison from the same source.

Prerequisite: Improved Natural Poison Harvester^{UW}.

Benefit: Add your mythic tier to the number of doses of poison you can harvest from a given poison or dead creature. Additionally, whenever you make a check to harvest poison from a hazard or dead creature, you can expend one use of mythic power to treat the attempt as though you had rolled a natural 20 on the check. You must declare you are using this ability before the roll is made.

Improved Spring Attack (Combat, Mythic)

You fly across the battlefield with incredible speed, attacking with the swiftness of the wind.

Prerequisite: Improved Spring Attack^{UW}.

Benefit: When you use Improved Spring Attack, you can move up to twice your speed, rather than moving up to your speed. Additionally, as a swift action that you can make at any time during a spring attack, you can expend one use of mythic power to make an additional attack at your full base attack bonus. You can use this ability only once per spring attack. Unlike other attacks made with Improved Spring Attack, this extra attack can be made against the target of one of your other attacks.

Improved Wilding Strike (Combat, Mythic)

Your unarmed strikes have a primal fury, your fists and feet like claws.

Prerequisite: Improved Wilding Strike^{UW}.

Benefit: The critical threat range of your unarmed strikes increases to 19–20. This stacks with similar effects, such as the Improved Critical feat or *keen weapon* special ability, as though your unarmed strike were a weapon that naturally had a critical threat range of 19–20 (ie., if you have both this feat and Improved Critical, your unarmed strike has a critical threat range of 17–20). Additionally, whenever you make an unarmed strike, you can choose whether it deals bludgeoning, piercing, or slashing damage.

Indomitable Mountain Avalanche (Combat, Mythic)

Enemies are flung painfully from your formidable defenses.

Prerequisite: Indomitable Mountain Avalanche^{UW}.

Benefit: Whenever you make an attack of opportunity with Indomitable Mountain Avalanche, you can both deal damage and push the opponent, rather than doing one or the other. Additionally, any time you push an opponent at least 10 feet in this way, they fall prone at the end of their movement.

Indomitable Mountain Peak (Combat, Mythic)

Even when your opponents think they have outmaneuvered you, you stubbornly refuse to yield.

Prerequisite: Indomitable Mountain Peak^{UW}.

Benefit: Whenever an opponent succeeds at a combat maneuver against you or at an Acrobatics check to avoid provoking an attack of opportunity when moving through a square you threaten, you can expend one use of mythic power to force them to reroll the check and take the worse result. If this causes them to no longer succeed on their check, you do not gain the normal benefits of Indomitable Mountain Peak. You can use this ability only once per check.

Indomitable Mountain Style (Mythic, Style)

You place yourself solidly in the path of your foes, your attacks stronger for your resolute stance.

Prerequisite: Indomitable Mountain Style^{UW}.

Benefit: Add your mythic tier to the bonus granted by Indomitable Mountain Style to your CMD and the DC of Bluff checks made against you. Additionally, as long as you do not take a move action, you also gain a +4 morale bonus on attack rolls made as part of an attack of opportunity. Finally, whenever you successfully damage a creature with an attack of opportunity, if you did not move during your last turn, you can expend one use of mythic power. If you do, the damaged creature is unable to move from its current space until the beginning of its next turn.

Intercept Blow (Companion, Combat, Mythic)

The animal companion can better protect its master from harm.

Prerequisite: Intercept Blow^{UW}.

Benefit: The animal companion gains a bonus equal to 1/2 its master's mythic tier on attacks made to intercept blows. Additionally, whenever the animal companion successfully intercepts a blow, its master can expend 1 use of mythic power in order to have either the animal companion or the master suffer no damage from the attack, while the other suffers half damage (as normal for Intercept Blow).

Intimidate Animals (Combat, Mythic)

You can quickly bring any type of animal to heel.

Prerequisite: Intimidate Animals^{UW}.

Benefit: Whenever you successfully use Intimidate to demoralize an animal with at least 5 fewer Hit Dice than your character level, that animal is frightened instead of shaken, even if it has more than 4 Hit Dice. Additionally, you can use Intimidate in place of Handle Animal in order to handle or push an animal. If you do, the animal obeys your commands as though you had used Handle Animal to successfully handle or push it, but after 1d6 x 10 minutes have passed, the animal's attitude towards you drops by 1d3 steps. This may cause the animal to flee from you, or even attack you. Finally, you can attempt to demoralize any number of animals within 30 feet with a single standard action. For each animal you attempt to demoralize in this way beyond the first, you suffer a -2 penalty on the Intimidate check. Finally, the first time each day that you successfully use Intimidate to demoralize an animal whose Hit Dice are equal to or greater than your character level, you regain one use of mythic power.

Jaguar Pounce (Combat, Mythic)

You leap at your foes with the deadly precision of a stalking jungle cat.

Prerequisite: Jaguar Pounce^{UW}.

Benefit: The benefits of Jaguar Pounce stack with the Improved Critical feat, if you have it. Additionally, if you confirm a critical hit against an opponent who is flat-footed or helpless, made as part of a charge or using Spring Attack, you deal an additional 1d6 points of damage, plus an additional 1d6 points of damage for every three mythic tiers you possess beyond 1st.

Jungle Survivalist (Mythic)

You are perfectly at home in hot and humid jungle conditions and know how to make nature provide for your needs.

Prerequisite: Jungle Survivalist^{UW}.

Benefit: The bonuses granted by Jungle Survivalist increase by an amount equal to 1/2 your mythic tier. Additionally, while in a jungle environment, you gain the benefits of

an *endure elements* spell. Finally, if you spend 1 hour foraging in a jungle environment, you can make a DC 15 Survival check in order to find local flora and fauna capable of reproducing the effects of any of the following items: acid flask, antitoxin, caltrops, healer's kit, hemp rope, ink, oil, tanglefoot bag, or torch.

Live Off the Land (Mythic)

Your party must not worry to lack sustenance in the wilderness when you are with them.

Prerequisite: Live Off the Land^{UW}.

Benefit: You add your mythic tier to the number of allies you can forage for using the Survival skill. You add *create water*, *goodberry*, *harvest season*, *create food and water*, and



bountiful banquet to your spell list if you cannot already cast them. By expending one use of mythic power, you can make one serving of food you gathered or created act as a *potion of cure light wounds*.

Moontouched (Mythic)

The moon brings out a deep anger inside you that makes you more fearsome, but also more reckless.

Prerequisite: Moontouched^{UW}.

Benefit: The bonuses and penalties from Moontouched increase to +4 and -3, respectively. Additionally, you gain a +2 morale bonus on attack and damage rolls at night when at least part of the moon is showing, but suffer a -2 penalty to AC. Finally, as a move action, while under the effects of this feat, you can expend one use of mythic power to calm your mind, negating the penalties to Will saves and AC imposed by Moontouched for 1d4 rounds.

Mountaineer (Mythic)

High peaks and sheer cliffs are your home.

Prerequisite: Mountaineer.

Benefit: Your base speed increases by 10 ft. in mountain terrains. You always treat a dangerous altitude as if it were one category lower, and if you spend 24 hours there, you may treat it as if it were two categories lower.

Mutated Shape (Mythic)

Your mutant appendages are more powerful, and you can expend mythic power to grow more of them.

Prerequisite: Mutated Shape^{UW}.

Benefit: The natural attack granted by Mutated Shape is swollen and oversized, and deals damage as though you were one size category larger than you actually are. Additionally, whenever you use wild shape, you can expend one use of mythic power. If you do, you grow two additional appendages, which deliver secondary tentacle or pincer natural attacks (your choice). These deal damage appropriate for the size of the creature you have wild shaped into, and last for as long as you stay in the same form with that use of wild shape.

Natural Poison Antitoxin (Mythic)

When you make antitoxin from natural poisons, it is much more effective at healing the poison's effects.

Prerequisite: Natural Poison Antitoxin^{UW}.

Benefit: When you use Craft (alchemy) to create an antitoxin using a dose of a natural poison you harvested, the bonus that antitoxin grants on Fortitude saves to resist the poison increases to +10. Additionally, if you expend one use of mythic power when crafting an antitoxin in this

way, you can infuse it with some of your mythic essence. If the antitoxin is used within 24 hours, it will also cure the creature of an amount of ability score damage inflicted by the poison equal to your mythic tier. If the poison inflicted ability score damage to multiple ability scores, the recipient chooses which ability damage is healed, and can divide the healing as he sees fit amongst those ability scores.

Natural Poison Harvester (Mythic)

You harvest poisons quickly and effectively.

Prerequisite: Natural Poison Harvester^{UW}.

Benefit: The bonus on Craft (alchemy) checks granted by Natural Poison Harvester increases to +4. Additionally, you can create poisons harvested from poisonous creatures in half the normal amount of time. Finally, whenever you create a poison harvested from a poisonous creature, you can expend one use of mythic power to increase the poison's potency and virulence. If you do, the poison's DC is equal to 10 + your mythic tier + your Intelligence modifier, rather than the normal DC.

Nature's Freedom (Mythic)

You can grant protection from even magical briars and undergrowth.

Prerequisite: Nature's Freedom^{UW}.

Benefit: Affected creatures also gain the benefits of the druid's trackless step class feature. Additionally, if you expend one use of mythic power when using this ability, you grant affected creatures a +4 bonus on saving throws made to resist the effects of thorns, briars, and overgrown areas that have been magically manipulated to impede motion and allow them to ignore such effects entirely if the spell level of the effect is less than your mythic tier.

Nature's Weapons (Combat, Mythic)

You can forage for superior improvised weapons.

Prerequisite: Nature's Weapons^{UW}.

Benefit: When you create an improvised melee weapon from a wilderness object, you may choose to give the weapon one of the following weapon qualities: brace, disarm, double, nonlethal, sunder, or trip. You can also choose to create a two-handed improvised weapon, instead of a one-handed one. If you do, it deals 1d8 points of damage if you are Medium (1d6 points of damage if you are Small). When you create a two-handed improvised weapon in this way, you can give it any of the qualities listed above but can also choose to give it the reach quality. Finally, the first time each day that you successfully confirm a critical hit with an improvised weapon you created in this fashion, you regain one use of mythic power.



Night Sky Hex (Mythic)

The blessing of the night sky can empower all your hexes.

Prerequisite: Night Sky Hex^{UW}.

Benefit: As a swift action, you can expend one use of mythic power in order to change which of your hexes gains the benefits of the Night Sky Hex feat. You must still choose a hex that can affect no more than one opponent. Additionally, while you are in view of the night sky, a natural 20 on a saving throw to resist the chosen hex does not automatically result in a success (although it is still a success if the result of the saving throw equals or exceeds the DC).

One Eye Open (Mythic)

Your light sleep makes you instantly alert and awake when you notice danger while sleeping.

Prerequisite: One Eye Open^{UW}.

Benefit: When you are awakened from sleep by a successful Perception check to notice something dangerous, you receive a burst of adrenaline, allowing you to act quickly and decisively. You gain a +4 bonus on the next Initiative check

made within 1 minute of waking, and gain a +2 morale bonus on attack rolls, ability checks, damage rolls, saving throws, and skill checks for 1 minute after waking. Additionally, the first time each day that you are awakened from sleep by a successful Perception check to notice something dangerous, you regain two uses of mythic power.

One with the Land (Mythic)

You can sustain yourself and your allies in your favored terrain as if you were part of the land itself.

Prerequisite: One with the Land^{UW}.

Benefit: In your favored terrain, you and a number of creatures equal to your tier require only the normal amount of food, water and sleep, and heal naturally at double your normal rate. You take only half damage when you fail a saving throw or Constitution check to stave off the effects of cold exposure, heat exposure, starvation, and thirst in your favored terrain. By expending one use of mythic power, you can allow to an ally to take half damage from a failed saving throw or Constitution check too.

Out of the Sun (Mythic, Teamwork)

You blind your foes with the sun's light.

Prerequisite: Out of the Sun^{UW}.

Benefit: When using the Out of the Sun feat, if you succeed on the Bluff check to feint, both you and your ally gain the benefits of the feint. Additionally, the target gains the dazzled condition for 1 minute. If you expend one use of mythic power after successfully feinting in this way, the target must also succeed on a Fortitude save (DC 10 + your mythic tier + your Charisma modifier) or be blinded for 1 minute by the sun, as well.

Special: Both you and your ally must have the non-mythic version of Out of the Sun in order to gain the benefits of this feat. If you have the mythic version and your ally does not, you can still gain the benefits of this feat, but only when you are the one attacking and making the Bluff check to feint.

Plains Nomad (Mythic)

You are hardy and adapted to life on the plains.

Prerequisite: Plains Nomad^{UW}.

Benefit: The bonus on Constitution checks and Survival

checks is increased by an amount equal to your mythic tier. Additionally, the bonus also applies to Constitution checks made to continue running, as well as on Constitution checks made to resist the effects of starvation and thirst. Further, your mount does not automatically fail Constitution checks made as part of a forced march, and the damage it takes is nonlethal, rather than lethal damage. Finally, while in plains terrain, as a swift action, you can expend one use of mythic power to increase your movement speed (or that of a mount you are riding) by 30 feet for a number of rounds equal to your mythic tier.

Reflexive Interception (Companion, Combat, Mythic)

Whether the animal companion dodges the threat or not, it can ensure its master is safe.

Prerequisite: Reflexive Interception^{UW}.

Benefit: Whenever the animal companion makes a Reflex save to intervene for its master, he gains the benefits of the animal companion's evasion (and improved evasion if it has it), whether the animal companion succeeds on its Reflex save or not.



River Raider (Combat, Mythic)

No watercraft is safe from your ruthless surprise assaults.

Prerequisite: River Raider^{UW}.

Benefit: The bonus on Stealth and Swim checks granted by River Raider increases by an amount equal to your mythic tier, and applies regardless of the type of water you are in. Additionally, if you are able to act in a surprise round and you start the surprise round in water, you can act normally during the surprise round (including taking full-round actions, if desired), gain a +4 bonus on Initiative for that combat, and gain a +2 competence bonus on attack and damage rolls during the surprise round. Finally, when climbing the side of a watercraft, you gain a bonus on Climb checks equal to 2 + your mythic tier, and you move at half your speed on a successful Climb check, rather than one quarter your speed.

Rubble Skirmisher (Combat, Mythic)

You make the most of difficult terrain, using it to create openings to attack your foe.

Prerequisite: Rubble Skirmisher^{UW}.

Benefit: The bonus to combat maneuver checks and CMD granted by Rubble Skirmisher increases by an amount equal to 1/2 your mythic tier (rounded down, minimum 1). Additionally, whenever an attack or combat maneuver check made against you fails by 5 or more, if you are in a square with naturally occurring difficult terrain, you can expend one use of mythic power to use that terrain against your attacker, capitalizing on their misstep. You can make a Dirty Trick combat maneuver against the attacker as a free action. Combat maneuvers made in this way never provoke attacks of opportunity.

Scion of the Land (Mythic, Teamwork)

You and your allies move as wind and water in the wilderness.

Prerequisite: Scion of the Land^{UW}.

Benefit: You and any allies who benefit of the Scion of the Land feat increase your base speed by 10 ft. for every 3 mythic levels you possess when traveling in a terrain where you leave no trail and are impossible to track. Only the highest bonus applies. In addition, your bonus on Knowledge (nature), Perception, and Survival granted by the Scion of the Land feat are doubled.

Share Feature (Companion, Mythic)

Your animal companion shares your most preternatural abilities.

Prerequisite: Share Feature^{UW}, master must have the chosen class feature.

Benefit: Choose one of the following class features: alchemist discoveries, bloodline powers, domain powers,

magus arcana, oracle revelations, warpriest blessings, or witch hexes. The animal can benefit of the selected class feature if it affects the master only, in the same way as share spells. Unlike the non-mythic Share Feature feat, the animal can only share a feature that its master actually possesses.

Shifter's Edge (Mythic)

Your claws are extremely sharp, and exceptionally deadly.

Prerequisite: Shifter's Edge^{UW}.

Benefit: Add your mythic tier to your shifter level when determining the bonus damage granted by Shifter's Edge. Additionally, as a swift action, you can expend one use of mythic power to increase the critical threat range of your claws (or a natural attack augmented by your claws) by 1. This benefit lasts for one minute.

Shifter's Rush (Mythic)

The speed of your rushed transformation catches your prey off-guard.

Prerequisite: Shifter's Rush^{UW}.

Benefit: Whenever you use wild shape as part of a charge, you can expend one use of mythic power. If you do, you gain a competence bonus equal to your mythic tier on the first attack and damage rolls made as part of that charge. Additionally, whenever you use wild shape as a swift action, if you make an attack before the end of your turn (whether that attack is part of a charge or not), if the target of that attack is non-mythic, he is considered flat-footed against the first such attack that you make.

Storm Survivor (Mythic)

You suffer almost no ill effects from stormy weather and are protected against lightning.

Prerequisite: Storm Survivor^{UW}.

Benefit: Add your mythic tier to the circumstance bonuses granted by Storm Survivor. Additionally, any penalties you suffer as a result of the storm (including those imposed by rain, snow, and wind speeds) are halved (rounded down). Finally, in areas where lightning strikes randomly, you are never struck by lightning, and if you would otherwise be struck by lightning, you may choose a different target for the lightning to strike. The new target must be one that could otherwise have been struck by the lightning initially, and you can still be struck by lightning directed at you on purposed (such as with a *call lightning* spell).

Swamper (Mythic)

You are a master of moving through, and fighting in, bogs and marshes.

Prerequisite: Swamper^{UW}.



Benefit: Add your mythic tier to the bonus granted by Swamper on Climb, Swim, and Acrobatics checks. Additionally, you treat cover granted to your opponents by bog as though it were one degree less (improved cover becomes cover, and cover becomes partial cover).

Tenacious Hunter (Companion, Mythic)

The animal companion has superior senses enabling it to locate prey infallibly.

Prerequisite: Tenacious Hunter^{UW}.

Benefit: The animal companion's bonuses on Perception checks double. In addition, whenever the animal companion successfully uses Perception to notice a creature using Stealth or to pinpoint an invisible creature's location, that foe is flat-footed for the first round in which the animal companion attacks.

Thrill of the Hunt (Combat, Mythic)

You are eager to take on numerous hunts, and each fresh victory fills you with more mythic might.

Prerequisite: Thrill of the Hunt^{UW}.

Benefit: The number of times per day that you can designate a creature as your prize is increased by an amount equal to 1/2 your mythic tier (rounded down, minimum 1). Additionally, the first time each day that you successfully render your prize dead or helpless, you regain 1 use of mythic power. You do not regain mythic power in this way if the creature's CR is 5 or more less than the sum of your Hit Dice + your mythic tier.

Special: If an animal companion takes this feat, its master regains 1 use of mythic power when the animal companion downs its prize, instead.

Torrid Tolerance (Mythic)

You are all but immune to ambient heat and can draw mythic power from high temperatures.

Prerequisite: Torrid Tolerance^{UW}.

Benefit: You gain a bonus equal to your mythic tier on Constitution checks and Fortitude saves made to resist the effects of extreme heat and dehydration. Additionally, you gain an amount of fire resistance equal to twice your mythic tier, which applies only to fire damage dealt by natural environmental sources (such as that dealt by extreme heat, or being immersed in lava, but not damage dealt by a *wall of fire* or the natural attack of a fire elemental). Finally, each day when you rest and regain uses of mythic power, if you have been in an environment where the temperature is very hot (90 degrees Fahrenheit) or hotter continuously since the last time you rested and regained your uses of mythic power, you gain 1 extra use of mythic power that day. Extra uses of mythic power gained in this way are lost if they are not used by the next time you rest and regain uses of mythic power.

Totemic Disciple (Mythic)

You develop a preternatural agility thanks to the protection of your totem.

Prerequisite: Totemic Disciple^{UW}.

Benefit: You gain the uncanny dodge barbarian ability. If you already possess this ability from another source, you gain improved uncanny dodge instead. In addition, for the purpose of determining the effects of the totemic rage powers gained through Totemic Disciple, Totemic Initiate, and Totemic Master, your barbarian level is equal to your character level.

Totemic Initiate (Mythic)

Your barbaric education manifests itself as primal rage.

Prerequisite: Totemic Initiate^{UW}.

Benefit: You can rage as a barbarian while using your chosen totemic rage power. If you already possess the rage ability from another source, the rounds of rage granted by this feat are in addition to your normal number of rage rounds per day. If you choose to use your totemic rage power without raging for one or more rounds, you are considered to have expended the same number of rounds of rage granted by this feat.

Totemic Master (Mythic)

You develop a preternatural agility thanks to the protection of your totem.

Prerequisite: Totemic Disciple^{UW}.

Benefit: You gain the mythic uncanny dodge ability, of mythic improved uncanny dodge if you already possessed it. In addition, you can use your totemic powers gained through Totemic Disciple, Totemic Initiate, and Totemic Master (entering or not entering a rage) for a number of rounds per day equal to your character level plus your Constitution modifier. Lastly, if you have the rage powers class feature, you can select any number of other totemic rage powers beyond the ones gained through these feats.

Tree Leaper (Mythic)

You can make amazing arboreal jumps.

Prerequisite: Tree Leaper^{UW}.

Benefit: You add your mythic rank to any Acrobatics checks made while jumping when in a tree. You can expend one use of mythic power to treat an Acrobatics check while jumping in a tree as if you had rolled a natural 20. You must decide to use this ability before making the roll.

Tribal Hunter (Mythic)

You can quickly bring others into your hunting fold and use your allies to find advantageous ways to strike.

Prerequisite: Tribal Hunter^{UW}.

Benefit: As a swift action, you can expend one use of mythic power to grant the Tribal Hunter feat to each ally that is currently adjacent to a single opponent you are also adjacent to. Additionally, whenever you attack an opponent that you are flanking with this feat, you gain a competence bonus on the damage roll equal to the number of allies with this feat that are also flanking that creature.

Verdant Spell (Metamagic, Mythic)

You can influence sentient creatures as well as plants with your magic.

Prerequisite: Verdant Spell^{UW}.

Benefit: Your verdant spell can affect plants as well as sentient creatures simultaneously. If you choose for it to affect only plants, creatures of that type affected by your verdant spell take a 1 penalty on Will saves for a number of rounds equal to the original level of the spell. This penalty stacks if plant creatures are affected by multiple verdant spells. Alternatively, you may expend one use of mythic power to cast a spell as a verdant spell (gaining only the normal benefits of a verdant spell, rather than the increased benefits outlined above) without preparing it as verdant in advance, taking extra casting time, or increasing the level of spell slot it uses.

Vigilant Charger (Combat, Mythic)

You are able to spring into action wherever you are needed on the battlefield, and your sudden attack leaves enemies surprised.

Prerequisite: Vigilant Charge^{UW}.

Benefit: When you ready an action to charge, you can select up to one square per two mythic tiers you possess. The readied action is triggered when an enemy enters any of the chosen squares. Additionally, if you expend one use of mythic power when you charge in this way, the target of your charge is considered flat-footed for the purposes of that attack.

Voice of Beasts (Mythic)

Animals see you as their master when you are in wild shape.

Prerequisite: Voice of Beasts^{UW}.

Benefit: While using wild shape, you gain the benefits of *mythic speak with animals*, though the effect is supernatural in nature and can't be dispelled.

Waterway Caster (Mythic)

You draw power from being afloat upon or submerged in water.

Prerequisite: Waterway Caster^{UW}.

Benefit: You are considered one caster level higher when casting a spell while swimming or on a ship, or two levels higher if you have 6 or more mythic ranks. When underwater, you can expend one use of mythic power to automatically succeed at a concentration check when casting a spell underwater.

Wild Growth Channel (Mythic)

The vines you create with your channel are heartier and more numerous.

Prerequisite: Wild Growth Channel^{UW}.

Benefit: The number of vine growths you create when you



use Wild Growth Channel is increased by an amount equal to 1/2 your mythic tier (rounded down, minimum 1), and the saving throw DC to resist being rooted by your vine growths is increased by your mythic tier. Additionally, the AC of each vine growth is increased to 15 + your mythic tier, and each vine growth's hit points is equal to 5 times your mythic tier. Finally, if you expend one use of mythic power when using Wild Growth Channel, you can use it even in areas where there is no soil suitable for plant life.

Wild Growth Hex (Mythic)

Your hex entraps your enemies in inextricable vegetation.

Prerequisite: Wild Growth Hex^{UW}.

Benefit: A creature that fails its Reflex save or Acrobatics check is entangled for a number of rounds equal to your mythic tier and suffers damage at every round. The plants created with this ability can reach creatures that are up to 10 feet in the air.

Wild Vigor (Mythic)

Your wild form is stronger and healthier than most.

Prerequisite: Wild Vigor^{UW}.

Benefit: You add 1/2 your mythic tier to the number of times per day you can use Wild Vigor, and your mythic tier to

the number of temporary hit points you gain.

Wilding (Mythic)

Your communion with nature allows you to blend with all wild creatures. Some think you are more animal than other.

Prerequisite: Wilding^{UW}.

Benefit: You gain the mythic wild empathy class feature as a mythic druid of your character level. You may choose to be treated as an animal for the purpose of transmutation spells that target only animals (such as animal growth).

Wilding Mind (Mythic)

The animal inside you can't suffer being controlled or dominated.

Prerequisite: Wilding Mind^{UW}.

Benefit: As an immediate action, you can end any mind-controlling effect that is affecting you and become instead confused for a number of rounds equal to the effect's level. Once per round, you can expend one use of mythic power to roll a Will save. If you succeed, you are no more confused.

Wilding Senses (Mythic)

You possess supernaturally honed animal senses.

Prerequisite: Wilding Senses^{UW}.

Benefit: The bonus on Perception and Sense Motive skill checks from Wilding Senses increases by 2. In addition, you can expend one use of mythic power to cast *alarm* as a wizard of your character level.

Wilding Stride (Mythic)

Your speed in the wilderness is unparalleled.

Prerequisite: Wilding Stride^{UW}.

Benefit: Your speed increases by an additional 20 feet. Both this speed increase and the one provided by Wilding Stride now stack with the fast movement class feature and all similar effects.

Wilding Strike (Combat, Mythic)

Your body is an expression of nature, and a weapon against the unnatural.

Prerequisite: Wilding Strike^{UW}.

Benefit: Your unarmed strikes are particularly effective against unnatural creatures. You gain a +2 competence bonus on attack and damage rolls made with unarmed strikes made against creatures of the aberration, construct, and undead types. Additionally, by expending one use of mythic power as a swift action, you can cause your unarmed strikes to deal a further 1d6 extra damage on all attacks made against aberrations, constructs, and undead for 1 minute.

Witchbreaker (Combat, Mythic)

You are a consummate witch hunter, able to break their mightiest enchants.

Prerequisite: Witchbreaker^{UW}.

Benefit: Your bonus on saving throws granted by Witchbreaker doubles. In addition, whenever you confirm a critical hit against a hag or a witch, all mind-affecting effects ongoing from that creature automatically end.

Wolf Rider (Mythic)

Your wolf mount is stronger and tougher than other of its kind, and your bond is more intense.

Prerequisite: Wolf Rider^{UW}.

Benefit: You gain a dire wolf as your bonded mount. If you possess the Undersized Mount feat, you can immediately replace it with Improved Share Spells. In addition, you have an empathic link with your wolf, similar to a wizard with his familiar.

Wolf Savage (Style, Mythic)

You ferociously brutalize foes that you bring to the ground.

Prerequisite: Wolf Savage^{UW}.

Benefit: Add your mythic tier to the DC of Fortitude saves made to resist your Wolf Savage feat. Additionally, whenever a creature fails this saving throw, you can expend 1 use of mythic power. If you do, the target suffers all three of the normal penalties (1d4 Charisma damage, 1d4 Constitution damage, and the creature becomes fatigued).

Wolf Style (Style, Mythic)

Your prey remains hampered for longer after you strike, leading to an almost certain takedown.

Prerequisite: Wolf Style^{UW}.

Benefit: Whenever you reduce a creature's base speed with Wolf Style, the effect lasts for a number of rounds equal to your mythic tier. This effect stacks with itself. Additionally, whenever you make a trip attempt as a free action as a result of reducing a creature's speed to 0 feet, you gain a bonus on the combat maneuver check equal to your mythic tier.

Wolf Trip (Style, Mythic)

When you bring a target to the ground, you ensure that they won't be getting up soon.

Prerequisite: Wolf Trip^{UW}.

Benefit: Add your mythic tier to the

bonus on granted by Wolf Trip on trip combat maneuvers made as part of an attack of opportunity. Additionally, you gain a bonus equal to your mythic tier on damage rolls made as part of attacks of opportunity against creatures attempting to stand up from prone.

Wood Crafter (Mythic)

Your wooden creations are almost magic in nature.

Prerequisite: Wood Crafter^{UW}.

Benefit: Any armor and shields you create from wood or special materials containing wood are automatically considered masterwork and provide 1 point of armor/shield bonus on AC more than normal. In addition, all mundane wood items you create have their hardness increased by 50%.

Woodland Wraith (Combat, Mythic)

You are nearly invisible in the wilderness.

Prerequisite: Woodland Wraith^{UW}.

Benefit: If you move more than 5 feet in difficult terrain or with cover, you gain 50% concealment for 1 round. If you expend one use of mythic power, you gain this concealment for one minute rather than 1 round.



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