



# MYTHIC MAGIC: CORE SPELLS

BY JASON NELSON & JONATHAN KEITH  
WITH THE LEGENDARY GAMES DESIGN TEAM

**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS

A dramatic illustration featuring a dwarf warrior with a long red beard and blue eyes, wearing ornate golden armor and holding a battle-axe. He stands protectively over a woman with long red hair and blue eyes, who is dressed in a blue and gold gown. They are positioned in a dark, cavernous space filled with large, rectangular stone blocks. Intense, swirling flames erupt from the left side of the frame, casting a warm glow. The overall style is painterly and heroic.

# MYTHIC MAGIC: CORE SPELLS

J. K. Koni



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## WELCOME TO MYTHIC PLUG-INS: MYTHIC MAGIC!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAM-  
emaster who would like to try out the new mythic rules but might feel a bit intimi-  
dated 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 monsters provide a broad selection of new mythic spells, but as  
the game has grown there are so many more spells yet to discover! Mythic spells are not  
just about bigger numbers, but about more interesting, exciting, and cinematic special  
effects 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 Magic* series from Legendary Games comes in.

The *Mythic Magic* series contains updated mythic spells for every class, presented in  
cogent and coherent modular units perfect for each class to have everything they need to  
make their mythic spell selections count. Spells that help them to set themselves apart from  
the ordinary humdrum casting they've been used to, and to experiment with the new pos-  
sibilities that mythic spells have to offer. Every issue brings you mythic versions of entire  
spell lists by class, with mythic versions of all the spells you already know and love that  
didn't make their way into *Pathfinder Roleplaying Game Mythic Adventures*. 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 spells 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. 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. So check us out, and Make Your Game Legendary!

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

# WHAT YOU WILL FIND INSIDE MYTHIC MAGIC: CORE SPELLS

THIS PRODUCT IS THE FIRST VOLUME OF your encyclopedia of mythic spells. The *Pathfinder Roleplaying Game Mythic Adventures* hardback introduces an entire new category of mythic magic, bringing a handful of new spells and many updates of cherished favorites from the *Pathfinder Roleplaying Game Core Rulebook* as well as some of the more recent hardback rulebooks. There are certainly plenty of spells to get your mythic campaign started, but it doesn't take long to realize that there are literally hundreds of spells left untouched in the *Pathfinder Roleplaying Game Core Rulebook* alone. That diversity of options that we love so much about the game was missing, and that is what Legendary Games is bringing back in *Mythic Magic: Core Spells*. The product before you completes the mythic rules for every spell in the *Pathfinder Roleplaying Game Core Rulebook*. All of them. If it's not already in *Pathfinder Roleplaying Game Mythic Adventures*, it's right here, from *aid* to *zone of truth* and all points in between, including class spell lists for bards, clerics, druids, paladins, rangers, sorcerers, and wizards, with cler-

ic domain spells for every core domain from Air to Weather and every core sorcerer bloodline from Aberrant to Undead.

If you're a divine caster, *Mythic Magic: Core Spells* contains mythic spells of every level, from orisons like *bleed* and *guidance* to mighty 9th-level invocations of divine power like *elemental swarm*, *implosion*, and *true resurrection*. You will find combat spells like *shillelagh*, *flaming sphere*, *holy sword*, and *destruction* right alongside defensive magic like *protection from energy* and *spell immunity*, divinations like *commune*, *commune with nature*, and (obviously) *divination*, and utility spells like *create food and water* and *spellstaff*. Even spells that you never would have thought could even be mythic, like *helping hand* and *water walk*. The same is true on the arcane side, with spells from cantrips like *arcane mark* and *ray of frost* to the highest level of spells like *crushing hand* and *wail of the banshee*; spells as familiar as *feeble-mind* and as obscure as *mage's lucubration*. 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 spells in *Pathfinder Roleplaying Game Mythic Adventures* in the first place.

The *Mythic Magic* 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!



- Jason Nelson

**Mythic Magic: Core Spells** contains a bounty of new mythic spells, but there are limited options within the mythic rules for acquiring new mythic spells. While some of the value of this product lies in sheer variety, we would be remiss if we did not suggest ways to increase a mythic spellcaster's ability to expand their repertoire beyond the methods described in the Mythic Heroes and Mythic Feats chapters of *Pathfinder Roleplaying Game Mythic Adventures*.

## MYTHIC FEATS

### MYTHIC MINOR MAGIC

You have learned how to infuse mythic power into small and subtle magics.

**Prerequisites:** Ability to cast cantrips or orisons

**Benefit:** You learn the mythic versions of any cantrips and/or orisons that you know. In addition, you may select one additional mythic spell to learn for each mythic tier after 1st; however, the level of this spell cannot exceed one-half your mythic tier. You must know and be able to cast the non-mythic version of a spell to learn its mythic version.

### MYTHIC SPELL SCALING

You know how to adapt mythic power to spells that have multiple versions that scale in power.

**Prerequisites:** Mythic Spell Lore or Mythic Spellcasting path ability

**Benefit:** You can learn a number of mythic spells equal to twice your mythic tier and can expend mythic power to enhance those spells. Each time you gain a new tier, you can learn two additional mythic spells. However, you may only learn spells with this feat if they are scaled-up or scaled-down versions of a mythic spell that you already know, including the following:

- Communal versions of a known spell
- Cure wounds spells of a different level
- Inflict wounds spells of a different level
- Lesser versions of a known spell

- Greater versions of a known spell
- Mass versions of a known spell
- Standard versions of a known greater or lesser version of that spell
- Any spells whose scaling versions are indicated with a Roman numeral, such as *beast shape*, *elemental body*, and *summon monster*

You may not learn spells with this feat that are merely similar to other spells, even if they are very similar, such as *silent image* and *minor image* or *fireball* and *delayed blast fireball*. You must already know the non-mythic versions of any mythic spells you learn with this feat.

## MYTHIC PATH ABILITIES

### 1ST-TIER UNIVERSAL PATH ABILITIES

**Mythic Minor Magic:** You gain Mythic Minor Magic as a bonus mythic feat.

**Mythic Spell Scaling:** You gain Mythic Spell Scaling as a bonus mythic feat.

## SPELL LISTS

FOR ALL OF THE SPELL LISTS THAT FOLLOW, spells in **boldface type** are those described in this product, while those in standard typeface are described in *Pathfinder Roleplaying Game Mythic Adventures*. Spells marked with a superscript <sup>^</sup> are spells that can be further augmented to produce greater effects by the expenditure of additional mythic power.

Spells lists are organized by level and class for spells from the core cleric, druid, paladin, and ranger spell lists, and by domain for clerical domain spells. New spells introduced in *Pathfinder Roleplaying Game Mythic Adventures* are underlined; all other spells originally appeared in the *Pathfinder Roleplaying Game Core Rulebook*. In

addition, spell descriptions can be found online in the [Pathfinder Reference Document](#) and at [d2opfs-rd.com](#). The mythic spell descriptions in this book appear alphabetically after the spell lists.

page 82 *sleep<sup>A</sup>*  
 page 88 *summon monster I<sup>A</sup>*  
 page 88 *undetectable alignment*  
 page 88 *unseen servant*  
 page 88 *ventriloquism<sup>A</sup>*

## MYTHIC BARD SPELL LISTS

### 0<sup>TH</sup> LEVEL BARD MYTHIC SPELLS (CANTRIPS)

page 38 *dancing lights*  
 page 39 *daze*  
 page 40 *detect magic*  
 page 49 *fabricate*  
 page 52 *ghost sound*  
 page 59 *know direction*  
 page 60 *light*  
 page 60 *lullaby*  
 page 60 *mage hand*  
 page 63 *mending*  
 page 63 *message*  
 page 65 *open/close*  
 page 69 *prestidigitation*  
 page 72 *read magic*  
 page 74 *resistance*  
 page 82 *summon instrument*

### 1<sup>ST</sup> LEVEL BARD MYTHIC SPELLS

page 28 *alarm*  
 page 29 *animate rope*  
 page 33 *cause fear*  
 page 33 *charm person<sup>A</sup>*  
 page 35 *comprehend languages*  
 page 35 *confusion, lesser*  
*cure light wounds*  
 page 41 *detect secret doors*  
 page 42 *disguise self*  
 page 48 *erasea*  
*expeditious retreat*  
*feather fall<sup>A</sup>*  
*grease<sup>A</sup>*  
*hideous laughter<sup>A</sup>*  
 page 56 *hypnotism*  
 page 56 *identify*  
 page 61 *magic aura*  
 page 62 *magic mouth*  
 page 65 *obscure object*  
 page 73 *remove fear*  
*silent image<sup>A</sup>*



**2<sup>ND</sup> LEVEL BARD MYTHIC SPELLS**

page 28	<i>alter self</i> <sup>A</sup>
page 29	<i>animal messenger</i> <sup>A</sup>
page 29	<i>animal trance</i> <sup>A</sup>
	<i>blindness/deafness</i>
page 32	<i>blur</i>
page 33	<i>calm emotions</i> <sup>A</sup>
page 33	<i>cat's grace</i> <sup>A</sup>
	<i>cure moderate wounds</i>
	<i>darkness</i>
page 39	<i>daze monster</i>
page 39	<i>delay poison</i>
page 47	<i>eagle's splendor</i> <sup>A</sup>
page 48	<i>enthrall</i> <sup>A</sup>
page 50	<i>fox's cunning</i> <sup>A</sup>
page 52	<i>glitterdust</i>
	<i>heroism</i> <sup>A</sup>
page 55	<i>hold person</i> <sup>A</sup>
page 55	<i>hypnotic pattern</i>
	<i>invisibility</i> <sup>A</sup>
page 60	<i>locate object</i>
page 63	<i>minor image</i> <sup>A</sup>
	<i>mirror image</i>
page 65	<i>misdirection</i>
page 71	<i>pyrotechnics</i>
page 71	<i>rage</i> <sup>A</sup>
page 75	<i>scare</i>
	<i>share glory</i>
	<i>shatter</i>
	<i>silence</i>
page 80	<i>sound burst</i>
	<i>suggestion</i>
page 82	<i>summon monster II</i> <sup>A</sup>
	<i>summon swarm</i>
page 85	<i>tongues</i>
page 89	<i>whispering wind</i>


**3<sup>RD</sup> LEVEL BARD MYTHIC SPELLS**

	<i>blink</i> <sup>A</sup>
page 33	<i>charm monster</i>
page 34	<i>clairaudience/clairvoyance</i>
	<i>confusion</i> <sup>A</sup>
page 37	<i>crushing despair</i> <sup>A</sup>
	<i>cure serious wounds</i>
	<i>daylight</i>
	<i>deep slumber</i> <sup>A</sup>
	<i>dispel magic</i>

page 43	<i>displacement</i>
page 49	<i>fear</i>
	<i>gaseous form</i> <sup>A</sup>
page 51	<i>geas/quest</i>
page 53	<i>good hope</i> <sup>A</sup>
	<i>haste</i> <sup>A</sup>
page 56	<i>illusory script</i>
page 59	<i>invisibility sphere</i>
page 62	<i>major image</i> <sup>A</sup>
	<i>phantom steed</i> <sup>A</sup>
page 73	<i>remove curse</i>
	<i>restore mythic power</i>
page 76	<i>screaming</i> <sup>A</sup>
page 75	<i>sculpt sound</i> <sup>A</sup>
page 76	<i>secret page</i>
page 77	<i>sepia snake sigil</i>
	<i>slow</i>
page 80	<i>speak with animals</i> <sup>A</sup>
page 82	<i>summon monster III</i> <sup>A</sup>
page 85	<i>tiny hut</i> <sup>A</sup>

**4<sup>TH</sup> LEVEL BARD MYTHIC SPELLS**

	<i>break enchantment</i> <sup>A</sup>
	<i>cure critical wounds</i>
	<i>detect screaming</i> <sup>A</sup>
	<i>dimension door</i>
	<i>dominate person</i>
page 49	<i>fear</i>
page 51	<i>freedom of movement</i>
page 54	<i>hallucinatory terrain</i> <sup>A</sup>
page 55	<i>hold monster</i>
page 58	<i>invisibility, greater</i> <sup>A</sup>
page 59	<i>legend lore</i>
	<i>lend path</i>
page 60	<i>locate creature</i>
	<i>modify memory</i> <sup>A</sup>
page 65	<i>neutralize poison</i>
page 71	<i>rainbow pattern</i>
page 73	<i>repel vermin</i>
page 76	<i>secure shelter</i> <sup>A</sup>
page 77	<i>shadow conjuration</i> <sup>A</sup>
	<i>shout</i>
page 80	<i>speak with plants</i> <sup>A</sup>
page 82	<i>summon monster IV</i> <sup>A</sup>
page 90	<i>zone of silence</i>



## 5<sup>TH</sup> LEVEL BARD MYTHIC SPELLS

page 38	<i>cure light wounds, mass</i>
page 43	<i>dispel magic, greater<sup>A</sup></i>
	<i>dream</i>
page 49	<i>false vision</i>
page 54	<i>heroism, greater</i>
page 63	<i>mind fog<sup>A</sup></i>
page 63	<i>mirage arcana<sup>A</sup></i>
	<i>mislead<sup>A</sup></i>
	<i>nightmare<sup>A</sup></i>
page 67	<i>persistent image</i>
page 77	<i>seeming</i>
page 77	<i>shadow evocation<sup>A</sup></i>
page 77	<i>shadow walk<sup>A</sup></i>
page 80	<i>song of discord</i>
page 82	<i>suggestion, mass</i>
page 82	<i>summon monster V<sup>A</sup></i>

## 6<sup>TH</sup> LEVEL BARD MYTHIC SPELLS

page 29	<i>analyze dweomer</i>
	<i>animate objects</i>
page 33	<i>cat's grace, mass<sup>A</sup></i>
page 33	<i>charm monster, mass</i>
page 38	<i>cure moderate wounds, mass</i>
page 47	<i>eagle's splendor, mass<sup>A</sup></i>
page 49	<i>eyebite</i>
page 49	<i>find the path</i>
page 51	<i>fox's cunning, mass<sup>A</sup></i>
page 51	<i>geas/quest</i>
page 54	<i>heroes' feast</i>
	<i>irresistible dance</i>
page 66	<i>permanent image<sup>A</sup></i>
page 70	<i>programmed image</i>
page 70	<i>project image<sup>A</sup></i>
page 76	<i>scrying, greater</i>
page 79	<i>shout, greater<sup>A</sup></i>
page 82	<i>summon monster VI<sup>A</sup></i>
page 84	<i>sympathetic vibration</i>
page 88	<i>veil</i>

## MYTHIC CLERIC SPELL LISTS

### 0<sup>TH</sup> LEVEL CLERIC MYTHIC SPELLS (ORISONS)

page 32	<i>bleed<sup>A</sup></i>
page 37	<i>create water</i>
page 40	<i>detect magic<sup>A</sup></i>
page 41	<i>detect poison</i>
page 53	<i>guidance</i>
page 60	<i>light<sup>A</sup></i>
page 63	<i>mending</i>
page 71	<i>purify food and drink</i>
page 72	<i>read magic</i>
page 74	<i>resistance<sup>A</sup></i>
page 81	<i>stabilize</i>
page 88	<i>virtue</i>

### 1<sup>ST</sup> LEVEL CLERIC MYTHIC SPELLS

	<i>bane</i>
page 32	<i>bleed</i>
page 32	<i>bless water</i>
page 33	<i>cause fear</i>
	<i>command</i>
page 35	<i>comprehend languages</i>
	<i>cure light wounds</i>
page 38	<i>curse water</i>
page 39	<i>deathwatch</i>
page 40	<i>detect chaos<sup>A</sup></i>
page 40	<i>detect evil<sup>A</sup></i>
page 40	<i>detect good<sup>A</sup></i>
page 40	<i>detect law<sup>A</sup></i>
page 42	<i>detect undead</i>
	<i>divine favor</i>
page 47	<i>doom</i>
	<i>endure elements</i>
	<i>entropic shield</i>
page 55	<i>hide from undead</i>
	<i>inflict light wounds</i>
page 62	<i>magic stone</i>
page 62	<i>magic weapon</i>
	<i>obscuring mist<sup>A</sup></i>
	<i>protection from chaos</i>
	<i>protection from evil</i>
	<i>protection from good</i>
	<i>protection from law</i>
page 73	<i>remove fear</i>
	<i>sanctuary<sup>A</sup></i>
	<i>shield of faith</i>
page 82	<i>summon monster I<sup>A</sup></i>

**2<sup>ND</sup> LEVEL CLERIC MYTHIC SPELLS**

page 28	<i>aid</i>
page 28	<i>Align Weapon<sup>A</sup></i>
page 31	<i>augury</i>
page 31	<i>bear's endurance<sup>A</sup></i>
page 32	<i>bull's strength<sup>A</sup></i>
page 33	<i>calm emotions<sup>A</sup></i>
	<i>consecrate</i>
	<i>cure moderate wounds</i>
	<i>darkness</i>
	<i>death knell<sup>A</sup></i>
page 39	<i>delay poison</i>
page 47	<i>eagle's splendor<sup>A</sup></i>
page 48	<i>enthrall<sup>A</sup></i>
page 49	<i>find traps</i>
page 52	<i>gentle repose<sup>A</sup></i>
page 55	<i>hold person<sup>A</sup></i>
	<i>inflict moderate wounds</i>
	<i>make whole</i>
page 66	<i>owl's wisdom<sup>A</sup></i>
page 73	<i>remove paralysis</i>
	<i>resist energy</i>
page 74	<i>restoration<sup>A</sup></i>
	<i>shatter</i>
	<i>shield other</i>
	<i>silence</i>
page 80	<i>sound burst</i>
	<i>spiritual weapon</i>
page 81	<i>status</i>
page 82	<i>summon monster (ALL)II<sup>A</sup></i>
page 88	<i>undetectable alignment</i>
page 90	<i>zone of truth</i>

**3<sup>RD</sup> LEVEL CLERIC MYTHIC SPELLS**

	<i>animate dead<sup>A</sup></i>
page 31	<i>bestow curse</i>
	<i>blindness/deafness</i>
	<i>contagion<sup>A</sup></i>
page 35	<i>continual flame</i>
page 36	<i>create food and water</i>
	<i>cure serious wounds</i>
	<i>daylight</i>
page 39	<i>deeper darkness</i>
	<i>dispel magic</i>
	<i>glyph of warding</i>
page 54	<i>helping hand</i>
	<i>inflict serious wounds</i>

page 59 *invisibility purge*  
 page 60 *locate object*  
 page 61 *magic circle against chaos<sup>A</sup>*  
 page 61 *magic circle against Evil<sup>A</sup>*  
 page 62 *magic circle against Good<sup>A</sup>*  
 page 62 *magic circle against Law<sup>A</sup>*  
           *magic vestment<sup>A</sup>*  
 page 62 *meld into stone<sup>A</sup>*  
 page 65 *obscure object*  
           *prayer*  
 page 70 *protection from energy*  
 page 73 *remove blindness/deafness*  
 page 73 *REMOVE CURSE*  
 page 73 *remove disease<sup>A</sup>*  
           *restore mythic power*  
           *searing light*  
           *share glory*  
 page 80 *speak with dead<sup>A</sup>*  
           *stone shape*  
 page 82 *summon monster III<sup>A</sup>*  
 page 89 *water breathing<sup>A</sup>*  
 page 89 *water walk*  
 page 90 *wind wall<sup>A</sup>*

#### 4<sup>TH</sup> LEVEL CLERIC MYTHIC SPELLS

page 28 *air walk*  
           *chaos hammer*  
 page 36 *control water<sup>A</sup>*  
           *cure critical wounds*  
 page 39 *death ward<sup>A</sup>*  
           *deathless<sup>A</sup>*  
 page 42 *dimensional anchor*  
 page 42 *discern lies*  
 page 43 *dismissal*  
 page 46 *divination*  
 page 46 *divine power<sup>A</sup>*  
 page 51 *freedom of movement*  
           *giant vermin<sup>A</sup>*  
           *holy smite*  
 page 56 *imbue with spell ability*  
           *inflict critical wounds*  
           *magic weapon, greater<sup>A</sup>*  
           *mythic severance*  
 page 65 *neutralize poison*  
           *order's wrath*  
 page 67 *planar ally, lesser*  
 page 68 *poison*

page 73 *repel vermin*  
 page 74 *restoration<sup>A</sup>*  
           *sending<sup>A</sup>*  
 page 80 *spell immunity*  
 page 82 *summon monster IV<sup>A</sup>*  
 page 85 *tongues*  
           *unholy blight*

#### 5<sup>TH</sup> LEVEL CLERIC MYTHIC SPELLS

page 30 *atonement*  
           *break enchantment<sup>A</sup>*  
           *breath of life<sup>A</sup>*  
 page 34 *command, greater*  
 page 35 *commune<sup>A</sup>*  
 page 38 *cure light wounds, mass*  
 page 43 *dispel chaos*  
 page 40 *detect evil*  
 page 40 *detect good*  
 page 40 *detect law*  
 page 46 *disrupting weapon<sup>A</sup>*  
           *flame strike*  
 page 53 *hallow<sup>A</sup>*  
 page 57 *inflict light wounds, mass*  
 page 57 *insect plague*  
           *lend path*  
 page 62 *mark of justice*  
           *plane shift<sup>A</sup>*  
 page 71 *raise dead<sup>A</sup>*  
 page 75 *righteous might<sup>A</sup>*  
 page 76 *scrying<sup>A</sup>*  
 page 79 *slay living*  
 page 81 *spell resistance*  
           *steal power*  
 page 82 *summon monster V<sup>A</sup>*  
 page 83 *symbol of pain*  
 page 83 *symbol of sleep*  
 page 87 *true seeing<sup>A</sup>*  
 page 88 *unhallow<sup>A</sup>*  
           *wall of stone<sup>A</sup>*

#### 6<sup>TH</sup> LEVEL CLERIC MYTHIC SPELLS

*animate objects*  
 page 29 *antilife shell*  
 page 31 *banishment*  
 page 31 *bear's endurance<sup>A</sup>*  
           *blade barrier<sup>A</sup>*  
 page 32 *bull's strength, mass<sup>A</sup>*

page 36	create undead <sup>A</sup>
page 38	cure moderate wounds, mass
page 43	dispel magic, greater <sup>A</sup>
page 47	eagle's splendor, mass <sup>A</sup>
page 49	find the path
page 50	forbiddance
page 51	geas/quest
page 53	glyph of warding, greater harm <sup>A</sup>
	heal <sup>A</sup>
page 54	heroes' feast
page 57	inflict moderate wounds, mass
page 66	owl's wisdom, mass <sup>A</sup>
page 67	planar ally
page 82	summon monster VI <sup>A</sup>
page 83	symbol of fear
page 83	symbol of persuasion
page 87	undeath to death <sup>A</sup>
page 89	wind walk <sup>A</sup>
page 90	word of recall

### 7<sup>TH</sup> LEVEL CLERIC MYTHIC SPELLS

	blasphemy
	control weather <sup>A</sup>
page 38	cure serious wounds, mass
page 40	destruction
	dictum
page 48	ethereal jaunt
	holy word
page 57	inflict serious wounds, mass
page 72	refuge
	regenerate
page 73	repulsion <sup>A</sup>
page 74	restoration, greater <sup>A</sup>
page 74	resurrection <sup>A</sup>
page 76	scrying, greater
page 82	summon monster VII <sup>A</sup>
page 83	symbol of stunning
page 84	symbol of weakness
	terraform
	word of chaos

### 8<sup>TH</sup> LEVEL CLERIC MYTHIC SPELLS

	antimagic field
page 34	cloak of chaos
page 37	create greater undead <sup>A</sup>
page 38	cure critical wounds, mass

	dimensional lock
page 42	discern location <sup>A</sup>
	earthquake <sup>A</sup>
	fire storm <sup>A</sup>
page 55	holy aura
page 57	inflict critical wounds, mass
page 67	planar ally, greater
page 78	shield of law
page 81	spell immunity, greater
page 82	summon monster VII <sup>A</sup>
page 83	symbol of death
page 83	symbol of insanity
page 88	unholy aura

### 9<sup>TH</sup> LEVEL CLERIC MYTHIC SPELLS

	<u>ascension</u>
page 30	astral projection
page 48	energy drain
page 48	etherealness
page 51	gate <sup>A</sup>
page 54	heal, mass <sup>A</sup>
page 57	implosion
page 64	miracle <sup>A</sup>
page 80	soul bind
	storm of vengeance
page 82	summon monster IX <sup>A</sup>
page 87	true resurrection <sup>A</sup>

### CLERIC DOMAINS

#### AIR DOMAIN

LVL		SPELL
1 <sup>st</sup>		obscuring mist <sup>A</sup>
2 <sup>nd</sup>	page 90	wind wall <sup>A</sup>
3 <sup>rd</sup>		gaseous form <sup>A</sup>
4 <sup>th</sup>	page 28	air walk
5 <sup>th</sup>	page 36	control winds <sup>A</sup>
6 <sup>th</sup>		chain lightning
7 <sup>th</sup>	page 47	elemental body IV <sup>A*</sup>
8 <sup>th</sup>		whirlwind <sup>A</sup>
9 <sup>th</sup>	page 48	elemental swarm <sup>A*</sup>

\* air elementals only

#### ANIMAL DOMAIN

LVL		SPELL
1 <sup>st</sup>	page 33	calm animals
2 <sup>nd</sup>	page 55	hold animal <sup>A</sup>



3 <sup>rd</sup>	page 46	dominate animal <sup>A</sup>
4 <sup>th</sup>	page 82	summon nature's ally IV <sup>A*</sup>
5 <sup>th</sup>	page 31	beast shape (all) III <sup>A*</sup>
6 <sup>th</sup>	page 29	antilife shell
7 <sup>th</sup>	page 29	animal shapes
8 <sup>th</sup>	page 82	summon nature's ally VIII <sup>A*</sup>
9 <sup>th</sup>	page 78	shapechange <sup>A</sup>

\* animals only

#### ARTIFICE DOMAIN

LVL		SPELL
1 <sup>st</sup>	page 29	animate rope
2 <sup>nd</sup>	page 90	wood shape
3 <sup>rd</sup>		stone shape <sup>A</sup>
4 <sup>th</sup>	page 63	minor creation <sup>A</sup>
5 <sup>th</sup>	page 49	fabricate <sup>A</sup>
6 <sup>th</sup>	page 62	major creation <sup>A</sup>
7 <sup>th</sup>		wall of iron <sup>A</sup>
8 <sup>th</sup>	page 58	instant summons <sup>A</sup>
9 <sup>th</sup>		prismatic sphere

#### CHAOS DOMAIN

LVL		SPELL
1 <sup>st</sup>		protection from law
2 <sup>nd</sup>	page 28	Align Weapon <sup>A*</sup>
3 <sup>rd</sup>	page 62	magic circle against Law <sup>A</sup>
4 <sup>th</sup>		chaos hammer
5 <sup>th</sup>	page 43	dispel Law
6 <sup>th</sup>		animate objects
7 <sup>th</sup>		word of chaos
8 <sup>th</sup>	page 34	cloak of chaos
9 <sup>th</sup>	page 82	summon monster IX <sup>A*</sup>

\* cast as a chaotic spell only

#### CHARM DOMAIN

LVL		SPELL
1 <sup>st</sup>	page 33	charm person <sup>A</sup>
2 <sup>nd</sup>	page 33	calm emotions
3 <sup>rd</sup>		suggestion
4 <sup>th</sup>		heroism <sup>A</sup>
5 <sup>th</sup>	page 33	charm monster
6 <sup>th</sup>	page 51	geas/quest
7 <sup>th</sup>	page 57	insanity
8 <sup>th</sup>	page 40	demand <sup>A</sup>
9 <sup>th</sup>	page 46	dominate monster

#### COMMUNITY DOMAIN

LVL		SPELL
1 <sup>st</sup>		bless
2 <sup>nd</sup>		shield other
3 <sup>rd</sup>		prayer
4 <sup>th</sup>	page 56	imbue with spell ability
5 <sup>th</sup>	page 84	telepathic bond
6 <sup>th</sup>	page 54	heroes' feast
7 <sup>th</sup>	page 72	refuge
8 <sup>th</sup>	page 38	cure critical wounds, mass
9 <sup>th</sup>	page 64	miracle <sup>A</sup>

#### DARKNESS DOMAIN

LVL		SPELL
1 <sup>st</sup>		obscuring mist <sup>A</sup>
2 <sup>nd</sup>		blindness/deafness
3 <sup>rd</sup>	page 39	deeper darkness
4 <sup>th</sup>	page 77	shadow conjuration <sup>A</sup>
5 <sup>th</sup>	page 82	summon monster V <sup>A*</sup>
6 <sup>th</sup>	page 77	shadow walk <sup>A</sup>
7 <sup>th</sup>		power word blind <sup>A</sup>
8 <sup>th</sup>	page 77	shadow conjuration, greater <sup>A</sup>
9 <sup>th</sup>	page 77	shades <sup>A</sup>

\*1d3 shadows

#### DEATH DOMAIN

LVL		SPELL
1 <sup>st</sup>	page 33	cause fear
2 <sup>nd</sup>		death knell <sup>A</sup>
3 <sup>rd</sup>		animate dead <sup>A</sup>
4 <sup>th</sup>	page 39	death ward <sup>A</sup>
5 <sup>th</sup>	page 79	slay living
6 <sup>th</sup>	page 36	create undead <sup>A</sup>
7 <sup>th</sup>	page 40	destruction
8 <sup>th</sup>	page 37	create greater undead <sup>A</sup>
9 <sup>th</sup>	page 88	wail of the banshee <sup>A</sup>

#### DESTRUCTION DOMAIN

LVL		SPELL
1 <sup>st</sup>		true strike <sup>A</sup>
2 <sup>nd</sup>		shatter
3 <sup>rd</sup>	page 71	rage <sup>A</sup>
4 <sup>th</sup>		inflict critical wounds
5 <sup>th</sup>		shout
6 <sup>th</sup>		harm <sup>A</sup>



7th	<i>disintegrate<sup>A</sup></i>
8th	<i>earthquake<sup>A</sup></i>
9th	<i>implosion</i>

**EARTH DOMAIN**

LVL	SPELL
1 <sup>st</sup>	<i>page 62</i> <i>magic stone</i>
2 <sup>nd</sup>	<i>page 79</i> <i>soften earth and stone</i>
3 <sup>rd</sup>	<i>stone shape</i>
4 <sup>th</sup>	<i>spike stones</i>
5 <sup>th</sup>	<i>wall of stone<sup>A</sup></i>
6 <sup>th</sup>	<i>stoneskin</i>
7 <sup>th</sup>	<i>page 47</i> <i>elemental body<sup>A*</sup></i>
8 <sup>th</sup>	<i>earthquake<sup>A</sup></i>
9 <sup>th</sup>	<i>page 48</i> <i>elemental swarm<sup>A*</sup></i>

\* earth elementals only

**EVIL DOMAIN**

LVL	SPELL
1 <sup>st</sup>	<i>protection from good</i>
2 <sup>nd</sup>	<i>page 28</i> <i>Align Weapon<sup>A*</sup></i>
3 <sup>rd</sup>	<i>page 62</i> <i>magic circle against Good<sup>A</sup></i>
4 <sup>th</sup>	<i>unholy blight</i>
5 <sup>th</sup>	<i>page 43</i> <i>dispel Good</i>
6 <sup>th</sup>	<i>page 36</i> <i>create undead<sup>A</sup></i>
7 <sup>th</sup>	<i>unholy word</i>
8 <sup>th</sup>	<i>page 88</i> <i>unholy aura</i>
9 <sup>th</sup>	<i>page 82</i> <i>summon monster IX<sup>A*</sup></i>

\* cast as an evil spell only

**FIRE DOMAIN**

LVL	SPELL
1 <sup>st</sup>	<i>burning hands</i>
2 <sup>nd</sup>	<i>page 70</i> <i>produce flame<sup>A</sup></i>
3 <sup>rd</sup>	<i>fireball<sup>A</sup></i>
4 <sup>th</sup>	<i>wall of fire<sup>A</sup></i>
5 <sup>th</sup>	<i>fire shield</i>
6 <sup>th</sup>	<i>fire seeds</i>
7 <sup>th</sup>	<i>page 47</i> <i>elemental body IV<sup>A*</sup></i>
8 <sup>th</sup>	<i>page 57</i> <i>incendiary cloud<sup>A</sup></i>
9 <sup>th</sup>	<i>page 48</i> <i>elemental swarm<sup>A*</sup></i>

\* fire elementals only

**GLORY DOMAIN**

LVL	SPELL
1 <sup>st</sup>	<i>shield of faith</i>
2 <sup>nd</sup>	<i>page 32</i> <i>bless weapon<sup>A</sup></i>
3 <sup>rd</sup>	<i>searing light</i>
4 <sup>th</sup>	<i>holy smite</i>
5 <sup>th</sup>	<i>page 75</i> <i>righteous might</i>
6 <sup>th</sup>	<i>page 87</i> <i>undeath to death<sup>A</sup></i>
7 <sup>th</sup>	<i>page 55</i> <i>holy sword</i>
8 <sup>th</sup>	<i>page 55</i> <i>holy aura</i>
9 <sup>th</sup>	<i>page 51</i> <i>gate<sup>A</sup></i>

**GOOD DOMAIN**

LVL	SPELL
1 <sup>st</sup>	<i>protection from evil</i>
2 <sup>nd</sup>	<i>page 28</i> <i>align weapon<sup>A*</sup></i>
3 <sup>rd</sup>	<i>page 61</i> <i>magic circle against evil<sup>A</sup></i>
4 <sup>th</sup>	<i>holy smite</i>
5 <sup>th</sup>	<i>page 43</i> <i>dispel evil</i>
6 <sup>th</sup>	<i>blade barrier<sup>A</sup></i>
7 <sup>th</sup>	<i>holy word</i>
8 <sup>th</sup>	<i>page 55</i> <i>holy aura</i>
9 <sup>th</sup>	<i>page 82</i> <i>summon monster IX<sup>A*</sup></i>

\* cast as a good spell only

**HEALING DOMAIN**

LVL	SPELL
1 <sup>st</sup>	<i>cure light wounds</i>
2 <sup>nd</sup>	<i>cure moderate wounds</i>
3 <sup>rd</sup>	<i>cure serious wounds</i>
4 <sup>th</sup>	<i>cure critical wounds</i>
5 <sup>th</sup>	<i>breath of life<sup>A</sup></i>
6 <sup>th</sup>	<i>heal<sup>A</sup></i>
7 <sup>th</sup>	<i>regenerate</i>
8 <sup>th</sup>	<i>page 38</i> <i>cure critical wounds, mass</i>
9 <sup>th</sup>	<i>page 54</i> <i>heal, mass<sup>A</sup></i>

**KNOWLEDGE DOMAIN**

LVL	SPELL
1 <sup>st</sup>	<i>page 35</i> <i>comprehend languages</i>
2 <sup>nd</sup>	<i>page 41</i> <i>detect thoughts</i>
3 <sup>rd</sup>	<i>page 80</i> <i>speak with dead<sup>A</sup></i>
4 <sup>th</sup>	<i>page 46</i> <i>divination</i>

5 <sup>th</sup>	page 87	<i>true seeing</i>
6 <sup>th</sup>	page 49	<i>find the path</i>
7 <sup>th</sup>	page 59	<i>legend lore</i>
8 <sup>th</sup>	page 42	<i>discern location</i>
9 <sup>th</sup>		<i>foresight</i>

### LAW DOMAIN

LVL		SPELL
1 <sup>st</sup>		<i>protection from chaos</i>
2 <sup>nd</sup>	page 28	<i>align weapon<sup>A*</sup></i>
3 <sup>rd</sup>	page 61	<i>magic circle against chaos<sup>A</sup></i>
4 <sup>th</sup>		<i>order's wrath</i>
5 <sup>th</sup>		<i>dispel law</i>
6 <sup>th</sup>	page 55	<i>hold monster</i>
7 <sup>th</sup>		<i>dictum</i>
8 <sup>th</sup>	page 78	<i>shield of law</i>
9 <sup>th</sup>	page 82	<i>summon monster IX<sup>A*</sup></i>

\* cast as a lawful spell only

### LIBERATION DOMAIN

LVL		SPELL
1 <sup>st</sup>	page 73	<i>remove fear</i>
2 <sup>nd</sup>	page 73	<i>remove paralysis</i>
3 <sup>rd</sup>	page 73	<i>remove curse</i>
4 <sup>th</sup>	page 51	<i>freedom of movement</i>
5 <sup>th</sup>		<i>break enchantment<sup>A</sup></i>
6 <sup>th</sup>	page 43	<i>dispel magic, greater<sup>A</sup></i>
7 <sup>th</sup>	page 72	<i>refuge</i>
8 <sup>th</sup>	page 63	<i>mind blank</i>
9 <sup>th</sup>	page 51	<i>freedom<sup>A</sup></i>

### LUCK DOMAIN

LVL		SPELL
1 <sup>st</sup>		<i>true strike<sup>A</sup></i>
2 <sup>nd</sup>	page 28	<i>aid</i>
3 <sup>rd</sup>	page 70	<i>protection from energy</i>
4 <sup>th</sup>	page 51	<i>freedom of movement</i>
5 <sup>th</sup>		<i>break enchantment<sup>A</sup></i>
6 <sup>th</sup>		<i>mislead<sup>A</sup></i>
7 <sup>th</sup>	page 81	<i>spell turning</i>
8 <sup>th</sup>	page 65	<i>moment of prescience</i>
9 <sup>th</sup>	page 64	<i>miracle<sup>A</sup></i>

### MADNESS DOMAIN

LVL		SPELL
1 <sup>st</sup>	page 35	<i>confusion, lesser</i>
2 <sup>nd</sup>	page 86	<i>touch of idiocy</i>
3 <sup>rd</sup>	page 71	<i>rage<sup>A</sup></i>
4 <sup>th</sup>		<i>confusion</i>
5 <sup>th</sup>		<i>nightmare<sup>A</sup></i>
6 <sup>th</sup>		<i>phantasmal killer<sup>A</sup></i>
7 <sup>th</sup>	page 57	<i>insanity</i>
8 <sup>th</sup>	page 75	<i>scintillating pattern<sup>A</sup></i>
9 <sup>th</sup>	page 89	<i>weird</i>

### MAGIC DOMAIN

LVL		SPELL
1 <sup>st</sup>	<i>identify<sup>A</sup></i>	
2 <sup>nd</sup>	page 62	<i>magic mouth<sup>A</sup></i>
3 <sup>rd</sup>		<i>dispel magic</i>
4 <sup>th</sup>	page 56	<i>imbue with spell ability</i>
5 <sup>th</sup>	page 81	<i>spell resistance</i>
6 <sup>th</sup>		<i>antimagic field</i>
7 <sup>th</sup>	page 81	<i>spell turning</i>
8 <sup>th</sup>	page 70	<i>protection from spells<sup>A</sup></i>
9 <sup>th</sup>		<i>mage's disjunction</i>

### NOBILITY DOMAIN

LVL		SPELL
1 <sup>st</sup>		<i>divine favor</i>
2 <sup>nd</sup>	page 48	<i>enthral<sup>A</sup></i>
3 <sup>rd</sup>		<i>magic vestment<sup>A</sup></i>
4 <sup>th</sup>	page 42	<i>discern lies</i>
5 <sup>th</sup>	page 34	<i>command, greater</i>
6 <sup>th</sup>	page 51	<i>geas/quest</i>
7 <sup>th</sup>	page 73	<i>repulsion<sup>A</sup></i>
8 <sup>th</sup>	page 40	<i>demand<sup>A</sup></i>
9 <sup>th</sup>		<i>storm of vengeance<sup>A</sup></i>

### PLANT DOMAIN

LVL		SPELL
1 <sup>st</sup>		<i>entangle</i>
2 <sup>nd</sup>		<i>barkskin<sup>A</sup></i>
3 <sup>rd</sup>	page 68	<i>plant growth<sup>A</sup></i>
4 <sup>th</sup>	page 34	<i>command plants</i>
5 <sup>th</sup>		<i>wall of thorns<sup>A</sup></i>
6 <sup>th</sup>		<i>repel wood<sup>A</sup></i>
7 <sup>th</sup>		<i>animate plants</i>

8<sup>th</sup> *page 36* *control plants*  
 9<sup>th</sup> *page 77* *shambler<sup>A</sup>*

**PROTECTION DOMAIN**

LVL	SPELL
1 <sup>st</sup>	<i>sanctuary<sup>A</sup></i>
2 <sup>nd</sup>	<i>shield other</i>
3 <sup>rd</sup> <i>page 70</i>	<i>protection from energy</i>
4 <sup>th</sup> <i>page 80</i>	<i>spell immunity</i>
5 <sup>th</sup> <i>page 81</i>	<i>spell resistance</i>
6 <sup>th</sup>	<i>antimagic field</i>
7 <sup>th</sup> <i>page 73</i>	<i>repulsion<sup>A</sup></i>
8 <sup>th</sup> <i>page 63</i>	<i>mind blank</i>
9 <sup>th</sup>	<i>prismatic sphere</i>

**REPOSE DOMAIN**

LVL	SPELL
1 <sup>st</sup> <i>page 39</i>	<i>deathwatch</i>
2 <sup>nd</sup> <i>page 52</i>	<i>gentle repose<sup>A</sup></i>
3 <sup>rd</sup> <i>page 80</i>	<i>speak with dead<sup>A</sup></i>
4 <sup>th</sup> <i>page 39</i>	<i>death ward<sup>A</sup></i>
5 <sup>th</sup> <i>page 79</i>	<i>slay living</i>
6 <sup>th</sup> <i>page 87</i>	<i>undeath to death<sup>A</sup></i>
7 <sup>th</sup> <i>page 40</i>	<i>destruction</i>
8 <sup>th</sup> <i>page 89</i>	<i>waves of exhaustion</i>
9 <sup>th</sup> <i>page 88</i>	<i>wail of the banshee<sup>A</sup></i>

**RUNE DOMAIN**

LVL	SPELL
1 <sup>st</sup> <i>page 48</i>	<i>erase<sup>A</sup></i>
2 <sup>nd</sup> <i>page 76</i>	<i>secret page</i>
3 <sup>rd</sup>	<i>glyph of warding</i>
4 <sup>th</sup> <i>page 48</i>	<i>explosive runes</i>
5 <sup>th</sup> <i>page 68</i>	<i>planar binding, lesser</i>
6 <sup>th</sup> <i>page 53</i>	<i>glyph of warding, greater</i>
7 <sup>th</sup> <i>page 58</i>	<i>instant summons</i>
8 <sup>th</sup> <i>page 83</i>	<i>symbol of death</i>
9 <sup>th</sup> <i>page 85</i>	<i>teleportation circle</i>

**STRENGTH DOMAIN**

LVL	SPELL
1 <sup>st</sup>	<i>enlarge person</i>
2 <sup>nd</sup> <i>page 32</i>	<i>bull's strength<sup>A</sup></i>
3 <sup>rd</sup>	<i>magic vestment<sup>A</sup></i>
4 <sup>th</sup> <i>page 80</i>	<i>spell immunity</i>

5<sup>th</sup> *page 75* *righteous might*  
 6<sup>th</sup> *stoneskin*  
 7<sup>th</sup> *page 53* *grasping hand<sup>A</sup>*  
 8<sup>th</sup> *page 34* *clenched fist<sup>A</sup>*  
 9<sup>th</sup> *page 37* *crushing hand<sup>A</sup>*

**SUN DOMAIN**

LVL	SPELL
1 <sup>st</sup>	<i>endure elements</i>
2 <sup>nd</sup>	<i>heat metal</i>
3 <sup>rd</sup>	<i>searing light</i>
4 <sup>th</sup>	<i>fire shield</i>
5 <sup>th</sup>	<i>flame strike</i>
6 <sup>th</sup>	<i>fire seeds</i>
7 <sup>th</sup>	<i>sunbeam<sup>A</sup></i>
8 <sup>th</sup> <i>page 82</i>	<i>sunburst</i>
9 <sup>th</sup>	<i>prismatic sphere</i>

**TRAVEL DOMAIN**

LVL	SPELL
1 <sup>st</sup> <i>page 60</i>	<i>longstrider<sup>A</sup></i>
2 <sup>nd</sup> <i>page 60</i>	<i>locate object</i>
3 <sup>rd</sup>	<i>fly</i>
4 <sup>th</sup>	<i>dimension door</i>
5 <sup>th</sup> <i>page 84</i>	<i>teleport<sup>A</sup></i>
6 <sup>th</sup> <i>page 49</i>	<i>find the path</i>
7 <sup>th</sup> <i>page 84</i>	<i>teleport, greater<sup>A</sup></i>
8 <sup>th</sup> <i>page 67</i>	<i>phase door</i>
9 <sup>th</sup> <i>page 30</i>	<i>astral projection<sup>A</sup></i>

**TRICKERY DOMAIN**

LVL	SPELL
1 <sup>st</sup> <i>page 42</i>	<i>disguise self</i>
2 <sup>nd</sup>	<i>invisibility<sup>A</sup></i>
3 <sup>rd</sup> <i>page 65</i>	<i>nondetection<sup>A</sup></i>
4 <sup>th</sup>	<i>confusion<sup>A</sup></i>
5 <sup>th</sup> <i>page 49</i>	<i>false vision</i>
6 <sup>th</sup>	<i>mislead</i>
7 <sup>th</sup> <i>page 75</i>	<i>screen</i>
8 <sup>th</sup> <i>page 58</i>	<i>invisibility, mass<sup>A</sup></i>
9 <sup>th</sup>	<i>time stop<sup>A</sup></i>

**WAR DOMAIN**

LVL	SPELL
1 <sup>st</sup> <i>page 62</i>	<i>magic weapon<sup>A</sup></i>



2 <sup>nd</sup>	spiritual weapon
3 <sup>rd</sup>	magic vestment <sup>A</sup>
4 <sup>th</sup>	<i>page 46</i> divine power
5 <sup>th</sup>	flame strike
6 <sup>th</sup>	blade barrier <sup>A</sup>
7 <sup>th</sup>	power word blind <sup>A</sup>
8 <sup>th</sup>	power word stun <sup>A</sup>
9 <sup>th</sup>	power word kill <sup>A</sup>

## WATER DOMAIN

LVL	SPELL
1 <sup>st</sup>	obscuring mist <sup>A</sup>
2 <sup>nd</sup>	fog cloud <sup>A</sup>
3 <sup>rd</sup>	<i>page 89</i> water breathing <sup>A</sup>
4 <sup>th</sup>	<i>page 36</i> control water <sup>A</sup>
5 <sup>th</sup>	ice storm <sup>A</sup>
6 <sup>th</sup>	cone of cold <sup>A</sup>
7 <sup>th</sup>	<i>page 47</i> elemental body IV <sup>A*</sup>
8 <sup>th</sup>	<i>page 55</i> horrid wilting
9 <sup>th</sup>	<i>page 48</i> elemental swarm <sup>A*</sup>

\* water elementals only

## WEATHER DOMAIN

LVL	SPELL
1 <sup>st</sup>	obscuring mist <sup>A</sup>
2 <sup>nd</sup>	fog cloud <sup>A</sup>
3 <sup>rd</sup>	call lightning
4 <sup>th</sup>	<i>page 79</i> sleet storm
5 <sup>th</sup>	ice storm <sup>A</sup>
6 <sup>th</sup>	<i>page 36</i> control winds
7 <sup>th</sup>	control weather <sup>A</sup>
8 <sup>th</sup>	whirlwind <sup>A</sup>
9 <sup>th</sup>	storm of vengeance <sup>A</sup>

# MYTHIC DRUID SPELL LIST

## 0<sup>TH</sup> LEVEL DRUID MYTHIC SPELLS (ORISONS)

<i>page 37</i>	create water
<i>page 40</i>	detect magic <sup>A</sup>
<i>page 39</i>	delay poison
<i>page 50</i>	flare
<i>page 53</i>	guidance
<i>page 59</i>	know direction
<i>page 60</i>	light <sup>A</sup>
<i>page 63</i>	mending
<i>page 71</i>	purify food and drink
<i>page 72</i>	read magic
<i>page 74</i>	resistance <sup>A</sup>
<i>page 81</i>	stabilize
<i>page 88</i>	virtue

## 1<sup>ST</sup> LEVEL DRUID MYTHIC SPELLS

<i>page 33</i>	calm animals
<i>page 33</i>	charm animal <sup>A</sup>
	cure light wounds
<i>page 40</i>	detect animals or plants
<i>page 41</i>	detect snares and pits
	endure elements
	entangle
	faerie fire <sup>A</sup>
	goodberry <sup>A</sup>
<i>page 54</i>	hide from animals
<i>page 59</i>	jump
<i>page 60</i>	longstrider
	magic fang
	magic stone
	obscuring mist <sup>A</sup>
<i>page 66</i>	pass without trace <sup>A</sup>
<i>page 70</i>	produce flame
<i>page 78</i>	shillelagh <sup>A</sup>
<i>page 80</i>	speak with animals <sup>A</sup>
<i>page 82</i>	summon nature's ally I <sup>A</sup>

## 2<sup>ND</sup> LEVEL DRUID MYTHIC SPELLS

<i>page 29</i>	animal messenger <sup>A</sup>
<i>page 29</i>	animal trance <sup>A</sup>
	barkskin <sup>A</sup>
<i>page 31</i>	bear's endurance <sup>A</sup>
<i>page 32</i>	bull's strength <sup>A</sup>
<i>page 33</i>	cat's grace <sup>A</sup>
	chill metal







page 39	<i>delay poison</i>
page 50	<i>fire trap</i>
	<i>flame blade<sup>A</sup></i>
page 50	<i>flaming sphere<sup>A</sup></i>
	<i>fog cloud<sup>A</sup></i>
	<i>gust of wind<sup>A</sup></i>
	<i>heat metal</i>
page 55	<i>hold animal</i>
page 66	<i>owl's wisdom<sup>A</sup></i>
page 72	<i>reduce animal<sup>v</sup></i>
	<i>resist energy</i>
page 74	<i>restoration, lesser</i>
page 79	<i>soften earth and stone</i>
	<i>spider climb</i>
page 82	<i>summon nature's ally II<sup>A</sup></i>
	<i>summon swarm</i>
page 86	<i>tree shape</i>
page 89	<i>warp wood<sup>A</sup></i>
page 90	<i>wood shape</i>

### 3<sup>RD</sup> LEVEL DRUID MYTHIC SPELLS

	<i>call lightning</i>
	<i>contagion<sup>A</sup></i>
	<i>cure moderate wounds</i>
	<i>daylight</i>
page 42	<i>diminish plants<sup>A</sup></i>
page 46	<i>dominate animal</i>
	<i>magic fang, greater</i>
page 62	<i>meld into stone</i>
page 65	<i>neutralize poison</i>
page 68	<i>plant growth</i>
page 68	<i>poison</i>
page 70	<i>protection from energy</i>
page 71	<i>quench</i>
page 73	<i>remove disease<sup>A</sup></i>
	<i>share glory</i>
page 79	<i>sleet storm</i>
page 79	<i>snare</i>
page 80	<i>speak with plants<sup>A</sup></i>
page 81	<i>spike growth<sup>A</sup></i>
	<i>stone shape</i>
page 82	<i>summon nature's ally III<sup>A</sup></i>
page 89	<i>water breathing</i>
page 90	<i>wind wall</i>

### 4<sup>TH</sup> LEVEL DRUID MYTHIC SPELLS

page 28	<i>air walk</i>
page 30	<i>antiplant shell</i>
page 32	<i>blight</i>
page 34	<i>command plants</i>
page 36	<i>control water<sup>A</sup></i>
	<i>cure serious wounds</i>
	<i>dispel magic</i>
	<i>flame strike</i>
page 51	<i>freedom of movement</i>
	<i>giant vermin<sup>A</sup></i>
	<i>ice storm<sup>A</sup></i>
page 72	<i>reincarnate<sup>A</sup></i>
page 73	<i>repel vermin</i>
page 75	<i>rusting grasp</i>
page 76	<i>scrying</i>
	<i>spike stones</i>
page 82	<i>summon nature's ally IV<sup>A</sup></i>

### 5<sup>TH</sup> LEVEL DRUID MYTHIC SPELLS

page 29	<i>animal growth</i>
page 30	<i>atonement</i>
page 31	<i>awaken<sup>A</sup></i>
	<i>baleful polymorph<sup>A</sup></i>
page 32	<i>call lightning storm</i>
page 35	<i>commune with nature<sup>A</sup></i>
page 36	<i>control winds<sup>A</sup></i>
	<i>cure critical wounds</i>
page 39	<i>death ward</i>
page 53	<i>hallow<sup>A</sup></i>
page 57	<i>insect plague</i>
	<i>lend path</i>
	<i>stoneskin</i>
page 82	<i>summon nature's ally v<sup>A</sup></i>
page 86	<i>transmute metal to wood<sup>A</sup></i>
page 86	<i>transmute rock to mud<sup>A</sup></i>
page 87	<i>tree stride</i>
page 88	<i>unhallow</i>
	<i>wall of fire<sup>A</sup></i>
	<i>wall of thorns<sup>A</sup></i>

### 6<sup>TH</sup> LEVEL DRUID MYTHIC SPELLS

page 29	<i>antilife shell</i>
page 31	<i>bear's endurance, mass<sup>A</sup></i>
page 32	<i>bull's strength, mass<sup>A</sup></i>
page 33	<i>CAT'S GRACE, mass<sup>A</sup></i>

page 38	<i>cure light wounds, mass</i>
page 43	<i>dispel magic, greater</i>
page 49	<i>find the path</i>
	<i>fire seeds</i>
page 59	<i>ironwood</i>
page 60	<i>liveoak</i>
	<i>move earth</i>
page 66	<i>owl's wisdom, mass<sup>A</sup></i>
	<i>repel wood</i>
page 81	<i>spellstaff</i>
page 81	<i>stone tell</i>
page 82	<i>summon nature's ally VI<sup>A</sup></i>
	<i>terraform</i>
page 86	<i>transport via plants<sup>A</sup></i>
	<i>wall of stone<sup>A</sup></i>

### 7<sup>TH</sup> LEVEL DRUID MYTHIC SPELLS

	<i>animate plants</i>
	<i>changestaff<sup>A</sup></i>
	<i>control weather<sup>A</sup></i>
page 37	<i>creeping doom<sup>A</sup></i>
page 38	<i>cure moderate wounds, mass</i>
	<i>fire storm<sup>A</sup></i>
	<i>heal<sup>A</sup></i>
page 76	<i>scrying, greater</i>
page 82	<i>summon nature's ally VII<sup>A</sup></i>
	<i>sunbeam<sup>A</sup></i>
page 86	<i>transmute metal to wood</i>
page 87	<i>true seeing</i>
page 89	<i>wind walk</i>

### 8<sup>TH</sup> LEVEL DRUID MYTHIC SPELLS

page 29	<i>animal shapes</i>
page 36	<i>control plants</i>
page 38	<i>cure serious wounds, mass</i>
	<i>earthquake<sup>A</sup></i>
	<i>finger of death</i>
page 73	<i>repel metal or stone<sup>A</sup></i>
	<i>reverse gravity<sup>A</sup></i>
page 82	<i>summon nature's ally VIII<sup>A</sup></i>
page 82	<i>sunburst</i>
	<i>whirlwind<sup>A</sup></i>
page 90	<i>word of recall</i>

### 9<sup>TH</sup> LEVEL DRUID MYTHIC SPELLS

page 29	<i>antipathy</i>
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	<i>ascension</i>
page 38	<i>cure critical wounds, mass</i>
page 48	<i>elemental swarm</i>
	<i>foresight</i>
	<i>regenerate</i>
page 77	<i>shambler</i>
page 78	<i>shapechange</i>
	<i>storm of vengeance<sup>A</sup></i>
page 82	<i>summon nature's ally IX<sup>A</sup></i>
page 84	<i>sympathy</i>

## MYTHIC PALADIN SPELL LIST

### 1<sup>ST</sup> LEVEL PALADIN MYTHIC SPELLS

	<i>bless</i>
page 32	<i>bless water</i>
page 32	<i>bless weapon</i>
page 37	<i>create water</i>
	<i>cure light wounds</i>
page 41	<i>detect poison</i>
page 42	<i>detect undead</i>
	<i>divine favor</i>
	<i>endure elements</i>
page 62	<i>magic weapon</i>
	<i>protection from chaos</i>
	<i>protection from evil</i>
page 72	<i>read magic</i>
page 74	<i>resistance<sup>A</sup></i>
page 74	<i>restoration</i>
page 88	<i>virtue</i>

### 2<sup>ND</sup> LEVEL PALADIN MYTHIC SPELLS

page 32	<i>bull's strength<sup>A</sup></i>
page 39	<i>delay poison</i>
page 47	<i>eagle's splendor<sup>A</sup></i>
page 66	<i>owl's wisdom<sup>A</sup></i>
page 73	<i>remove paralysis</i>
	<i>resist energy</i>
	<i>shield other</i>
page 88	<i>undetectable alignment</i>
page 90	<i>zone of truth</i>

### 3<sup>RD</sup> LEVEL PALADIN MYTHIC SPELLS

	<i>cure moderate wounds</i>
	<i>daylight</i>
page 42	<i>discern lies</i>
	<i>dispel magic</i>

page 54	heal mount
page 61	magic circle against chaos <sup>A</sup>
page 61	magic circle against evil <sup>A</sup>
	magic weapon, greater <sup>A</sup>
	prayer
page 73	remove blindness/deafness
page 73	remove curse <sup>A</sup>

#### 4<sup>TH</sup> LEVEL PALADIN MYTHIC SPELLS

	break enchantment <sup>A</sup>
	cure serious wounds
page 39	death ward <sup>A</sup>
page 43	dispel chaos
page 43	dispel Evil
page 55	holy sword
page 62	mark of justice
page 65	neutralize poison
page 74	restoration <sup>A</sup>



## MYTHIC RANGER SPELL LIST

### 1<sup>ST</sup> LEVEL RANGER MYTHIC SPELLS

page 28	alarm
page 29	animal messenger
page 33	calm animals
page 33	charm animal
page 39	delay poison
page 40	detect animals or plants
page 41	detect poison
page 41	detect snares and pits
	endure elements
	entangle
page 54	hide from animals
page 59	jump
page 60	longstrider
	magic fang
page 66	pass without trace
page 72	read magic
	resist energy
page 80	speak with animals
page 82	summon nature's ally I

### 2<sup>ND</sup> LEVEL RANGER MYTHIC SPELLS

	barkskin <sup>A</sup>
page 31	bear's endurance <sup>A</sup>
page 33	cat's grace
	cure light wounds
page 55	hold animal
page 66	owl's wisdom <sup>A</sup>
page 70	protection from energy
page 79	snare
page 80	speak with plants
page 81	spike growth
page 82	summon nature's ally II
page 90	wind wall <sup>A</sup>

### 3<sup>RD</sup> LEVEL RANGER MYTHIC SPELLS

page 34	command plants
	cure moderate wounds
page 38	darkvision <sup>A</sup>
page 42	diminish plants
	magic fang, greater <sup>A</sup>
page 65	neutralize poison
page 68	plant growth
page 72	reduce animal
page 73	remove disease <sup>A</sup>

page 73 *repel vermin*  
 page 82 *summon nature's ally III*  
 page 86 *tree shape*  
 page 89 *water walk*

#### 4<sup>TH</sup> LEVEL RANGER MYTHIC SPELLS

page 29 *animal growth*  
 page 35 *commune with nature*  
     *cure serious wounds*  
 page 51 *freedom of movement*  
 page 65 *nondetection*  
 page 82 *summon nature's*  
*ally IV*  
 page 87 *tree stride*

### MYTHIC SORCERER/ WIZARD SPELL LISTS

#### 0<sup>TH</sup> LEVEL SORCERER/WIZARD MYTHIC SPELLS (CANTRIPS)

page 28 *acid splash<sup>A</sup>*  
 page 30 *arcane mark*  
 page 32 *bleed*  
 page 38 *dancing lights*  
 page 39 *daze*  
 page 40 *detect magic<sup>A</sup>*  
 page 41 *detect poison*  
 page 46 *disrupt undead<sup>A</sup>*  
 page 50 *flare*  
 page 52 *ghost sound*  
 page 59 *know direction*  
 page 60 *light*  
 page 60 *lullaby<sup>A</sup>*  
 page 60 *mage hand*  
 page 63 *mending*  
 page 63 *message*  
 page 65 *open/close*  
 page 69 *prestidigitation*  
 page 72 *ray of frost*  
 page 72 *read magic*  
 page 74 *resistance*  
 page 85 *touch of fatigue*

#### 1<sup>ST</sup> LEVEL SORCERER/WIZARD MYTHIC SPELLS

page 28 *alarm*  
 page 29 *animate rope*  
     *burning hands*

page 33 *cause fear*  
 page 33 *charm person<sup>A</sup>*  
 page 33 *chill touch*  
     *color spray*  
 page 35 *comprehend languages*  
 page 41 *detect secret doors*  
 page 42 *detect undead*  
 page 42 *disguise self*





	endure elements
	enlarge person
	<b>erase</b>
	expeditious retreat
	feather fall <sup>A</sup>
	floating disk
	grease <sup>A</sup>
	hold portal
page 56	<b>hypnotism<sup>A</sup></b>
page 56	<b>identify</b>
page 59	<b>jump</b>
	mage armor
page 61	<b>magic aura</b>
	magic missile <sup>A</sup>
page 62	<b>magic weapon</b>
page 65	<b>mount<sup>A</sup></b>
	obscuring mist <sup>A</sup>
	protection from chaos/evil/good/law
	ray of enfeeblement
	reduce person
	shocking grasp <sup>A</sup>
	silent image <sup>A</sup>
page 78	<b>shield</b>
	sleep <sup>A</sup>
page 82	<b>summon monster i<sup>A</sup></b>
	true strike <sup>A</sup>
page 88	<b>unseen servant</b>
page 88	<b>ventriloquism<sup>A</sup></b>

## 2<sup>ND</sup> LEVEL SORCERER/WIZARD MYTHIC SPELLS

	acid arrow
page 28	<b>alter self<sup>A</sup></b>
page 30	<b>arcane Lock</b>
page 31	<b>bear's endurance<sup>A</sup></b>
	blindness/deafness
page 32	<b>blur</b>
page 32	<b>bull's strength<sup>A</sup></b>
page 33	<b>cat's grace<sup>A</sup></b>
page 35	<b>command undead</b>
page 35	<b>continual flame</b>
	darkness
page 38	<b>darkvision</b>
page 39	<b>daze monster<sup>A</sup></b>
page 41	<b>detect thoughts</b>
page 47	<b>eagle's splendor<sup>A</sup></b>
	false life
page 50	<b>flaming sphere<sup>A</sup></b>

	fog cloud <sup>A</sup>
page 50	<b>fox's cunning<sup>A</sup></b>
page 52	<b>ghoul touch</b>
page 52	<b>glitterdust</b>
	gust of wind <sup>A</sup>
	hideous laughter <sup>A</sup>
page 55	<b>hypnotic pattern<sup>A</sup></b>
	invisibility <sup>A</sup>
	knock <sup>A</sup>
	levitate <sup>A</sup>
page 60	<b>locate object</b>
page 62	<b>magic mouth</b>
	make whole
page 63	<b>minor image<sup>A</sup></b>
	mirror image
page 65	<b>misdirection</b>
page 65	<b>obscure object</b>
page 66	<b>owl's wisdom<sup>A</sup></b>
page 67	<b>phantom trap</b>
	protection from arrows
page 71	<b>pyrotechnics<sup>A</sup></b>
	resist energy
page 75	<b>rope trick</b>
page 75	<b>scare</b>
	scorching ray
page 76	<b>see invisibility</b>
	shatter
page 80	<b>spectral hand<sup>A</sup></b>
	spider climb
page 82	<b>summon monster ii<sup>A</sup></b>
	summon swarm
page 86	<b>touch of idiocy</b>
	web <sup>A</sup>
page 89	<b>whispering wind</b>

## 3<sup>RD</sup> LEVEL SORCERER/WIZARD MYTHIC SPELLS

page 30	<b>arcane sight</b>
page 31	<b>beast shape i<sup>A</sup></b>
	<u>bleed glory</u>
	blink <sup>A</sup>
page 34	<b>clairaudience/clairvoyance</b>
	daylight
	deep slumber <sup>A</sup>
	dispel magic
page 43	<b>displacement</b>
page 48	<b>explosive runes</b>
	fireball <sup>A</sup>





page 50	<i>flame arrow</i> <i>fly</i> <sup>A</sup> <i>gaseous form</i> <sup>A</sup>
page 52	<i>gentle repose</i> <sup>A</sup>
page 54	<i>halt undead</i> <i>haste</i> <sup>A</sup> <i>heroism</i> <sup>A</sup>
page 55	<i>hold person</i> <sup>A</sup>
page 56	<i>illusory script</i>
page 59	<i>invisibility sphere</i> <i>keen edge</i> <i>lightning bolt</i> <sup>A</sup>
page 61	<i>magic circle against chaos</i> <sup>A</sup>
page 61	<i>magic circle against evil</i> <sup>A</sup>
page 62	<i>magic circle against good</i> <sup>A</sup>
page 62	<i>magic circle against law</i> <sup>A</sup> <i>magic weapon, greater</i> <sup>A</sup>
page 62	<i>major image</i> <sup>A</sup>
page 65	<i>nondetection</i> <i>phantom steed</i> <sup>A</sup>
page 70	<i>protection from energy</i>
page 71	<i>rage</i> <sup>A</sup>
page 72	<i>ray of exhaustion</i> <i>restore mythic power</i>
page 76	<i>secret page</i>
page 77	<i>sepia snake sigil</i> <i>share glory</i>
page 79	<i>shrink item</i>
page 79	<i>sleet storm</i> <i>slow</i> <i>stinking cloud</i> <i>suggestion</i>
page 82	<i>summon monster iii</i> <sup>A</sup>
page 85	<i>tiny hut</i> <sup>A</sup>
page 85	<i>tongues</i> <i>vampiric touch</i>
page 89	<i>water breathing</i>
page 90	<i>wind wall</i> <sup>A</sup>

#### 4<sup>TH</sup> LEVEL SORCERER/WIZARD MYTHIC SPELLS

	<i>animate dead</i> <sup>A</sup>
page 30	<i>arcane eye</i> <sup>A</sup>
page 31	<i>beast shape ii</i> <sup>A</sup>
page 31	<i>bestow curse</i> <i>black tentacles</i> <sup>A</sup>
page 33	<i>charm monster</i> <i>confusion</i> <sup>A</sup>

	<i>contagion</i> <sup>A</sup>
page 37	<i>crushing despair</i> <sup>A</sup> <i>deathless</i> <sup>A</sup> <i>detect scrying</i> <sup>A</sup> <i>dimension door</i>
page 42	<i>dimensional anchor</i> <sup>A</sup>
page 47	<i>elemental body i</i> <sup>A</sup> <i>enervation</i> <sup>A</sup>
page 48	<i>enlarge person, mass</i>
page 49	<i>fear</i> <i>fire shield</i>
page 50	<i>fire trap</i>
page 51	<i>geas, lesser</i>
page 53	<i>globe of invulnerability, lesser</i>
page 54	<i>hallucinatory terrain</i> <sup>A</sup> <i>ice storm</i> <sup>A</sup>
page 56	<i>illusory wall</i>
page 58	<i>invisibility, greater</i> <sup>A</sup>
page 60	<i>locate creature</i>
page 63	<i>minor creation</i> <sup>A</sup>
page 65	<i>mnemonic enhancer</i> <i>mythic severance</i> <i>phantasmal killer</i> <sup>A</sup>
page 71	<i>rainbow pattern</i>
page 72	<i>reduce person, mass</i>
page 73	<i>remove curse</i>
page 74	<i>resilient sphere</i>
page 76	<i>scrying</i> <sup>A</sup>
page 76	<i>secure shelter</i> <sup>A</sup>
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page 82	<i>summon monster iv</i> <sup>A</sup> <i>wall of fire</i> <sup>A</sup> <i>wall of ice</i> <sup>A</sup>

#### 5<sup>TH</sup> LEVEL SORCERER/WIZARD MYTHIC SPELLS

page 29	<i>animal growth</i> <i>baleful polymorph</i> <sup>A</sup>
page 32	<i>blight</i>
page 31	<i>beast shape III</i> <sup>A</sup> <i>break enchantment</i> <sup>A</sup> <i>cloudkill</i> <sup>A</sup> <i>cone of cold</i> <sup>A</sup>
page 35	<i>contact other plane</i>





page 43 *dismissal*  
           *dominate person*  
           *dream*  
 page 47 *elemental body II<sup>A</sup>*  
 page 49 *fabricate<sup>A</sup>*  
 page 49 *false vision*  
 page 49 *feeblemind*  
 page 55 *hold monster*  
 page 58 *interposing hand<sup>A</sup>*  
           *lend path*  
 page 61 *mage's faithful hound*  
 page 61 *mage's private sanctum<sup>A</sup>*  
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 page 62 *major creation<sup>A</sup>*  
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 page 63 *mirage arcana<sup>A</sup>*  
           *nightmare<sup>A</sup>*  
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 page 66 *permanency<sup>A</sup>*  
 page 67 *persistent image*  
 page 68 *planar binding, lesser*  
 page 68 *plant shape I<sup>A</sup>*  
 page 68 *polymorph<sup>A</sup>*  
 page 70 *prying eyes<sup>A</sup>*  
 page 76 *secret chest*  
 page 77 *seeming*  
           *sending<sup>A</sup>*  
 page 77 *shadow evocation<sup>A</sup>*  
           *steal power*  
 page 82 *summon monster V<sup>A</sup>*  
 page 83 *symbol of pain*  
 page 83 *symbol of sleep*  
           *telekinesis*  
 page 84 *telepathic bond*  
 page 84 *teleport<sup>A</sup>*  
 page 86 *transmute mud to rock*  
 page 86 *transmute rock to mud*  
           *wall of force*  
           *wall of stone<sup>A</sup>*  
 page 89 *waves of fatigue*

#### 6<sup>TH</sup> LEVEL SORCERER/WIZARD MYTHIC SPELLS

page 28 *acid fog<sup>A</sup>*  
 page 29 *analyze dweomer*  
           *antimagic field*  
 page 31 *bear's endurance, mass<sup>A</sup>*  
 page 31 *beast shape IV<sup>A</sup>*

page 32 *bull's strength, mass<sup>A</sup>*  
 page 33 *cat's grace, mass<sup>A</sup>*  
           *chain lightning*  
           *circle of death<sup>A</sup>*  
           *contingency<sup>A</sup>*  
 page 36 *control water<sup>A</sup>*  
 page 36 *create undead<sup>A</sup>*  
           *disintegrate<sup>A</sup>*  
 page 43 *dispel magic, greater<sup>A</sup>*  
 page 47 *eagle's splendor, mass<sup>A</sup>*  
 page 47 *elemental body III<sup>A</sup>*  
 page 49 *eyebite*  
           *flesh to stone<sup>A</sup>*  
 page 50 *forceful hand<sup>A</sup>*  
           *form of the dragon I<sup>A</sup>*  
 page 51 *fox's cunning, mass<sup>A</sup>*  
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 page 51 *geas/quest*  
           *globe of invulnerability*  
           *guards and wards<sup>A</sup>*  
 page 54 *heroism, greater<sup>A</sup>*  
 page 59 *legend lore*  
 page 61 *mage's lucubration*  
           *mislead<sup>A</sup>*  
           *move earth*  
 page 66 *owl's wisdom, mass<sup>A</sup>*  
 page 66 *permanent image<sup>A</sup>*  
 page 70 *programmed image*  
 page 67 *planar binding*  
 page 68 *plant shape II<sup>A</sup>*  
 page 70 *project image<sup>A</sup>*  
 page 73 *repulsion<sup>A</sup>*  
 page 77 *shadow walk<sup>A</sup>*  
 page 82 *stone to flesh*  
 page 82 *suggestion, mass*  
 page 82 *summon monster VI<sup>A</sup>*  
 page 83 *symbol of fear*  
 page 83 *symbol of persuasion*  
           *transformation*  
 page 87 *true seeing<sup>A</sup>*  
 page 87 *undeath to death<sup>A</sup>*  
 page 88 *veil*  
           *wall of iron<sup>A</sup>*

#### 7<sup>TH</sup> LEVEL SORCERER/WIZARD MYTHIC SPELLS

page 30 *arcane sight*  
 page 31 *banishment*

page 36	<i>control undead</i>
	<i>control weather<sup>A</sup></i>
page 39	<i>delayed blast fireball<sup>A</sup></i>
page 47	<i>elemental body IV<sup>A</sup></i>
page 48	<i>ethereal jaunt</i>
	<i>finger of death</i>
page 50	<i>forcecage<sup>A</sup></i>
	<i>form of the dragon ii<sup>A</sup></i>
page 52	<i>giant form I<sup>A</sup></i>
page 53	<i>grasping hand<sup>A</sup></i>
page 55	<i>hold person, mass</i>
page 57	<i>insanity</i>
page 58	<i>instant summons<sup>A</sup></i>
page 58	<i>invisibility, mass</i>
	<i>limited wish<sup>A</sup></i>
page 61	<i>mage's magnificent mansion<sup>A</sup></i>
page 61	<i>mage's sword</i>
page 67	<i>phase door</i>
	<i>plane shift<sup>A</sup></i>
page 68	<i>plant shape III<sup>A</sup></i>
page 69	<i>polymorph, greater<sup>A</sup></i>
	<i>power word blind<sup>A</sup></i>
	<i>prismatic spray<sup>A</sup></i>
page 70	<i>project image<sup>A</sup></i>
	<i>reverse gravity<sup>A</sup></i>
page 76	<i>scrying, greater</i>
page 77	<i>sequester</i>
page 77	<i>shadow conjuration, greater<sup>A</sup></i>
page 79	<i>simulacrum</i>
page 81	<i>spell turning</i>
page 81	<i>statue<sup>A</sup></i>
page 82	<i>summon monster VII<sup>A</sup></i>
page 83	<i>symbol of stunning</i>
page 84	<i>symbol of weakness</i>
page 84	<i>teleport, greater<sup>A</sup></i>
page 85	<i>teleport object<sup>A</sup></i>
	<i>terraform</i>
page 88	<i>vision</i>
page 89	<i>waves of exhaustion</i>

### 8<sup>TH</sup> LEVEL SORCERER/WIZARD MYTHIC SPELLS

page 29	<i>antipathy</i>
page 32	<i>binding</i>
page 33	<i>charm monster, mass</i>
page 34	<i>clenched fist<sup>A</sup></i>
page 34	<i>clone<sup>A</sup></i>
page 37	<i>create greater undead<sup>A</sup></i>

page 40	<i>demand<sup>A</sup></i>
	<i>dimensional lock<sup>A</sup></i>
page 42	<i>discern location<sup>A</sup></i>
	<i>form of the dragon III<sup>A</sup></i>
page 52	<i>giant form II<sup>A</sup></i>
page 55	<i>horrid wilting</i>
page 57	<i>incendiary cloud</i>
page 59	<i>iron body<sup>A</sup></i>
	<i>irresistible dance</i>
	<i>maze</i>
page 63	<i>mind blank</i>
page 65	<i>moment of prescience</i>
page 67	<i>planar binding, greater</i>
	<i>polar ray</i>
page 69	<i>polymorph any object</i>
	<i>power word stun<sup>A</sup></i>
page 69	<i>prismatic wall<sup>A</sup></i>
page 70	<i>protection from spells</i>
page 71	<i>prying eyes, greater<sup>A</sup></i>
page 75	<i>scintillating pattern<sup>A</sup></i>
page 75	<i>screen</i>
page 77	<i>shadow evocation, greater<sup>A</sup></i>
page 79	<i>shout, greater<sup>A</sup></i>
page 82	<i>summon monster VIII<sup>A</sup></i>
page 82	<i>sunburst</i>
page 83	<i>symbol of death</i>
page 83	<i>symbol of insanity</i>
page 84	<i>sympathy</i>
page 84	<i>telekinetic sphere</i>
page 85	<i>temporal stasis<sup>A</sup></i>
page 86	<i>trap the soul</i>

### 9<sup>TH</sup> LEVEL SORCERER/WIZARD MYTHIC SPELLS

	<i>ascension</i>
page 30	<i>astral projection</i>
page 37	<i>crushing hand<sup>A</sup></i>
page 46	<i>dominate monster</i>
page 48	<i>energy drain</i>
page 48	<i>etherealness</i>
	<i>foresight</i>
page 51	<i>freedom<sup>A</sup></i>
page 51	<i>gate<sup>A</sup></i>
page 55	<i>hold monster, mass</i>
	<i>mage's disjunction</i>
	<i>meteor swarm<sup>A</sup></i>
	<i>power word kill<sup>A</sup></i>
	<i>prismatic sphere</i>

page 72 *refuge*  
 page 77 *shades<sup>A</sup>*  
 page <?> *shapechange<sup>A</sup>*  
 page 80 *soul bind*  
 page 82 *summon monster ix<sup>A</sup>*  
 page 85 *teleportation circle*  
           *time stop<sup>A</sup>*  
 page 88 *wail of the banshee<sup>A</sup>*  
 page 89 *weird*  
           *wish<sup>A</sup>*



## SORCERER BLOODLINES

### ABERRANT BLOODLINE

LVL		SPELL
1 <sup>st</sup>		<i>enlarge person</i>
2 <sup>nd</sup>	<i>page 76</i>	<i>see invisibility</i>
3 <sup>rd</sup>	<i>tongues</i>	
4 <sup>th</sup>		<i>black tentacles</i>
5 <sup>th</sup>	<i>page 49</i>	<i>feeblemind</i>
6 <sup>th</sup>	<i>page 88</i>	<i>veil</i>
7 <sup>th</sup>		<i>plane shift</i>
8 <sup>th</sup>	<i>page 63</i>	<i>mind blank</i>
9 <sup>th</sup>	<i>page 78</i>	<i>shapechange<sup>A</sup></i>

### ABYSSAL BLOODLINE

LVL		SPELL
1 <sup>st</sup>	<i>page 33</i>	<i>cause fear</i>
2 <sup>nd</sup>	<i>page 32</i>	<i>bull's strength<sup>A</sup></i>
3 <sup>rd</sup>	<i>page 71</i>	<i>rage<sup>A</sup></i>
4 <sup>th</sup>		<i>stoneskin</i>
5 <sup>th</sup>	<i>page 43</i>	<i>dismissal</i>
6 <sup>th</sup>		<i>transformation</i>
7 <sup>th</sup>	<i>page 84</i>	<i>teleport, greater<sup>A</sup></i>
8 <sup>th</sup>	<i>page 88</i>	<i>unholy aura</i>
9 <sup>th</sup>	<i>page 82</i>	<i>summon monster IX<sup>A</sup></i>

### ARCANE BLOODLINE

LVL		SPELL
1 <sup>st</sup>	<i>page 56</i>	<i>identify</i>
2 <sup>nd</sup>		<i>invisibility</i>
3 <sup>rd</sup>		<i>dispel magic</i>
4 <sup>th</sup>		<i>dimension door</i>
5 <sup>th</sup>	<i>page 66</i>	<i>overland flight</i>
6 <sup>th</sup>	<i>page 87</i>	<i>true seeing<sup>A</sup></i>
7 <sup>th</sup>	<i>page 84</i>	<i>teleport, greater<sup>A</sup></i>
8 <sup>th</sup>		<i>power word, stun</i>
9 <sup>th</sup>		<i>wish<sup>A</sup></i>

**CELESTIAL BLOODLINE**

LVL	SPELL
1 <sup>st</sup>	bless
2 <sup>nd</sup>	resist energy
3 <sup>rd</sup> page 61	<i>magic circle against evil</i> <sup>A</sup>
4 <sup>th</sup> page 73	<i>remove curse</i>
5 <sup>th</sup>	flame strike
6 <sup>th</sup> page 43	<i>dispel magic, greater</i> <sup>A</sup>
7 <sup>th</sup> page 31	<i>banishment</i>
8 <sup>th</sup> page 82	<i>sunburst</i>
9 <sup>th</sup> page 51	<i>gate</i> <sup>A</sup>

**DESTINED BLOODLINE**

LVL	SPELL
1 <sup>st</sup> page 28	<i>alarm</i>
2 <sup>nd</sup> page 32	<i>blur</i>
3 <sup>rd</sup> page 70	<i>protection from energy</i>
4 <sup>th</sup> page 51	<i>freedom of movement</i>
5 <sup>th</sup>	break enchantment <sup>A</sup>
6 <sup>th</sup>	mislead
7 <sup>th</sup> page 81	<i>spell turning</i>
8 <sup>th</sup> page 65	<i>moment of prescience</i>
9 <sup>th</sup>	foresight

**DRACONIC BLOODLINE**

LVL	SPELL
1 <sup>st</sup>	mage armor
2 <sup>nd</sup>	resist energy
3 <sup>rd</sup>	fly <sup>A</sup>
4 <sup>th</sup> page 49	<i>fear</i>
5 <sup>th</sup> page 81	<i>spell resistance</i>
6 <sup>th</sup>	form of the dragon I <sup>A</sup>
7 <sup>th</sup>	form of the dragon II <sup>A</sup>
8 <sup>th</sup>	form of the dragon III <sup>A</sup>
9 <sup>th</sup>	wish <sup>A</sup>

**ELEMENTAL BLOODLINE**

LVL	SPELL
1 <sup>st</sup>	burning hands
2 <sup>nd</sup>	scorching ray
3 <sup>rd</sup> page 70	<i>protection from energy</i>
4 <sup>th</sup> page 47	<i>elemental body I</i> <sup>A</sup>
5 <sup>th</sup> page 47	<i>elemental body II</i> <sup>A</sup>
6 <sup>th</sup> page 47	<i>elemental body III</i> <sup>A</sup>
7 <sup>th</sup> page 47	<i>elemental body IV</i> <sup>A</sup>

8<sup>th</sup> page 47  
9<sup>th</sup> page 48

*elemental body VIII*<sup>A</sup>  
*elemental swarm*<sup>A</sup>

**Fey BLOODLINE**

LVL	SPELL
1 <sup>st</sup>	entangle
2 <sup>nd</sup>	hideous laughter <sup>A</sup>
3 <sup>rd</sup>	deep slumber <sup>A</sup>
4 <sup>th</sup> page 68	<i>poison</i>
5 <sup>th</sup> page 87	<i>tree stride</i>
6 <sup>th</sup>	mislead
7 <sup>th</sup> page 67	<i>phase door</i>
8 <sup>th</sup>	irresistible dance
9 <sup>th</sup> page 78	<i>shapechange</i> <sup>A</sup>

**INFERNAL BLOODLINE**

LVL	SPELL
1 <sup>st</sup>	protection from good
2 <sup>nd</sup>	scorching ray
3 <sup>rd</sup>	suggestion
4 <sup>th</sup> page 33	<i>charm monster</i>
5 <sup>th</sup>	dominate person
6 <sup>th</sup> page 67	<i>planar binding</i>
7 <sup>th</sup> page 84	<i>teleport, greater</i> <sup>A</sup>
8 <sup>th</sup>	power word, stun
9 <sup>th</sup>	meteor swarm <sup>A</sup>

**UNDEAD BLOODLINE**

LVL	SPELL
1 <sup>st</sup> page 33	<i>chill touch</i>
2 <sup>nd</sup>	false life
3 <sup>rd</sup>	vampiric touch
4 <sup>th</sup>	animate dead <sup>A</sup>
5 <sup>th</sup> page 89	<i>waves of exhaustion</i>
6 <sup>th</sup> page 87	<i>undeath to death</i> <sup>A</sup>
7 <sup>th</sup>	finger of death
8 <sup>th</sup> page 55	<i>horrid wilting</i>
9 <sup>th</sup> page 48	<i>energy drain</i>



# MYTHIC SPELLS (A-Z)

## ACID ARROW

The damage dealt increases to 2d8 points of acid damage with 1d8 splash damage to creatures in adjacent squares. Creatures damaged by the spell take the same damage each round thereafter for 1 round per 3 caster levels. There is no splash damage if the ranged touch attack misses.

## ACID FOG

The damage dealt increases to 4d6 points of acid damage. This spell otherwise functions like *mythic solid fog*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented (3rd):** If you expend two uses of mythic power, each round as a move action you may cause the *mythic acid fog* to dissipate and reform up to 40 feet away. You may choose for the *mythic acid fog* to deal damage before or after you move it, but not both.

## ACID SPLASH

Add one-half your mythic tier to the damage dealt by this spell. All creatures adjacent to the target take 1 point of splash damage from the acid.

**Augmented:** If you expend two uses of mythic power, creatures taking damage from *mythic acid splash* take the same amount of acid damage on your turn one round later.

## AID

The +1 morale bonus provided by the spell applies to attack rolls, weapon damage, and all saving throws, and the temporary hit points provided by the spell are increased to 2d6 plus 2 per caster level (maximum +20). In addition, if the subject of the spell fails a saving throw against a fear effect, he can discharge the remaining duration of the spell to negate that fear effect.

## AIR WALK

The target walks straight upward at half speed, or straight downward at its normal speed, and its movement while walking on air is not impeded by non-mythic winds of less than windstorm strength. When determining how far the target is blown by winds of windstorm strength or greater, the target is blown 5 feet per 10 miles per hour by which the wind's speed exceeds 50 miles per hour.

## ALARM

The duration is increased to 1 day per level, and you can hear the mental alarm anywhere on the same plane. You increase the range at which an audible alarm can be heard by 30 feet per mythic tier.

## ALIGN WEAPON

The target weapon gains a +1 sacred (if good) or profane (if evil) bonus to attack and damage rolls against creatures of the opposite alignment. Lawful or chaotic weapons may gain either a sacred or profane bonus, chosen when the spell is cast. In addition, if a creature struck by the weapon has multiple types of damage reduction that include the alignment type of the weapon (e.g., DR 10/cold iron and good), reduce the value of that damage reduction by an amount equal to your mythic tier even if your weapon would not normally overcome damage reduction of that type.

**Augmented (6th):** If you expend two uses of mythic power, you grant the target weapon the anarchic, axiomatic, holy, or unholy magical weapon property for the duration of the effect.

## ALTER SELF

After casting the spell, you can change your shape an additional number of times equal to your mythic tier. Alternatively, you can cast this on a willing target with a range of touch (Fortitude negates (harmless), Spell Resistance yes). The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the target of

this spell is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different humanoid form.

**Augmented (3rd):** If you expend two uses of mythic power, increase the spell's duration to 1 hour per level.

#### ANALYZE DWEOMER

Non-mythic magical items automatically fail their save to resist a *mythic analyze dweomer*. In addition, each round you can examine a number of creatures or objects equal to one-half your mythic tier.

#### ANIMAL GROWTH

You grant the target animal a +10 size bonus to Strength, a +6 size bonus to Constitution, and no penalty to Dexterity. Add half your mythic tier to the normal +2 bonus the animal gains to its natural armor.

#### ANIMAL MESSENGER

You can implant a verbal message in the target animal, along with a triggering condition for that message to activate, as the *magic mouth* spell. The *mythic animal messenger* travels to the place you designate and waits there until the spell expires or the message is delivered, whichever occurs first. A *mythic animal messenger* does not need to eat, drink, or sleep while waiting for the message, and it gains DR/epic and a bonus on Stealth checks equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, your *mythic animal messenger* gains the *agile* simple mythic template, as described in the Mythic Monster Advancement section of Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### ANIMAL SHAPES

You may affect a number of targets equal to your caster level plus your mythic tier. Creatures gain the benefits of *mythic beast shape III* when polymorphed by this spell. In addition, creatures can

transition from animal form to their normal form (or the reverse) as a move action and may do so any number of times during the spell's duration.

#### ANIMAL TRANCE

Add your mythic tier to the number of Hit Dice of animals you can fascinate. In addition, affected animals remain fascinated after you cease concentration for a number of rounds equal to your mythic tier.

**Augmented:** If you expend two uses of mythic power, *mythic animal trance* also affects magical beasts and vermin (including mindless vermin).

#### ANIMATE ROPE


Your rope can extend and attack a target anywhere within the spell's range. Add your mythic tier to the Armor Class, hardness, and break DC of the rope, as well as the concentration DC of a creature entangled by the rope that attempts to cast a spell. The rope gains hit points equal to your caster level plus your mythic tier.

#### ANTILIFE SHELL

You may add your mythic tier to caster level checks to overcome the spell resistance of non-mythic creatures seeking to enter a *mythic antilife shell*. Even if you fail to overcome their spell resistance, any living creature other than you (and your familiar or animal companion) beginning its turn within a *mythic antilife shell* takes damage equal to your mythic tier (no save). Non-mythic creatures take double damage.

#### ANTIPATHY

You can choose an additional number of alignments or specific kinds of creatures equal to half your mythic tier to affect with this spell. Alternatively, you can select a single creature type (and subtype, if a humanoid or outsider); *mythic antipathy* affects all creatures of that type (or subtype). A creature failing its saving throw but forced to remain in the area or adjacent to the object becomes sickened and shaken for as long as it remains there, even if normally immune to those



conditions. *Mythic antipathy* cannot be dispelled by a non-mythic effect unless the caster level of the dispelling caster equals or exceeds yours.

#### ANTIPLANT SHELL

Spells or effects that create, summon, enlarge, animate, or otherwise manipulate plants or plant creatures have no effect within a *mythic antipplant shell*. Add your mythic tier to caster level checks to overcome the spell resistance of non-mythic plant creatures seeking to enter the *mythic antipplant shell*. Even if you fail to overcome their spell resistance, any plant creatures beginning their turn within a *mythic antipplant shell* takes damage equal to your mythic tier (non-mythic plant creatures take double damage) and takes a penalty equal to half your mythic tier on saving throws.

#### ARCANE EYE

The duration increases to 10 minutes per level. You can assign a *mythic arcane eye* to follow a creature or move in a specific direction without concentrating on it. You must begin concentrating again to see what the *mythic arcane eye* sees, but in the meantime it continues following your prior directions.

**Augmented (3rd):** If you expend two uses of mythic power, the *mythic arcane eye* sees with *true seeing*.

#### ARCANE LOCK

Add your mythic tier to the DC of any lock present on the object; if the object has no lock, it can be opened with a DC 30 Strength check or DC 30 Disable Device check. If a creature tries and fails to open a door warded with this spell, that creature takes 2d6 points of magical force damage (Reflex negates). This damage is subject to spell resistance.

#### ARCANE MARK

Whenever the mark is read by a creature, you receive a fleeting mental impression of the creature's face. Just glancing at the mark is not enough to trigger this effect. Rather, the creature must make some sort of attempt to take in the meaning

of the mark. Thus animals and other unintelligent creatures are not affected. This is a scrying effect and it can be used a number of times equal to your mythic tier before discharging the spell.

#### ARCANE SIGHT

You know the location, power and school of all magical auras within your sight, and you may expend one use of mythic power to identify the most powerful spell or spell-like ability the creature currently has available for use. If a creature has multiple spells or spell-like abilities of the same level, you identify one at random. *Mythic arcane sight* requires *mythic permanency* to be made permanent.

#### ARCANE SIGHT, GREATER

If you concentrate on a specific creature within 120 feet of you as a standard action, you may expend two uses of mythic power to identify every spell and spell-like ability a creature currently has available for use.

#### ASTRAL PROJECTION

You can take an additional number of companions equal to your mythic tier, and the caster level check to dispel your *mythic astral projection* is increased by an amount equal to your mythic tier. If a mythic creature using *mythic astral projection* has its astral body killed, it may expend one use of its mythic power to gain only one permanent negative level rather than two.

**Augmented (6th):** If you expend one additional use of mythic power per creature, you can surround each of the physical bodies of creatures left behind within an individual *wall of force* that lasts as long as the *mythic astral projection* does unless it is destroyed.

#### ATONEMENT

You can provide advice and absolution for offenses large and small, inspiring the target toward greater piety. The target is treated as if wearing a *phylactery of faithfulness* for one day per caster level, and during this time gains a bonus

equal to half your mythic tier against charm and compulsion spells and effects used by creatures whose alignment is opposed to the target's on either the good-evil or lawful-chaotic axis.

#### AUGURY

Add twice your mythic tier to the percentage chance of performing a successful *augury*. In addition, if an *augury* indicates that an action will likely lead to an outcome that is both harmful and beneficial, you gain a sense for the relative degree of danger or benefit likely to occur.

#### AWAKEN

An awakened tree or animal gains a +2 inherent bonus to one ability score of your choice and is considered a mythic creature for the purpose of spells and effects but gains no mythic abilities.

**Augmented (6th):** The awakened tree or animal gains the *divine* or *invincible* simple mythic template, as described in *Advancing Mythic Monsters* in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### BANISHMENT

You add your mythic tier to the number of Hit Dice of creatures you can affect. Non-mythic extraplanar creatures targeted with this spell receive no saving throw. Mythic creatures gain a saving throw to resist the spell, but you may add your mythic tier to caster level checks to overcome their spell resistance.

#### BEAR'S ENDURANCE

Your target gains a bonus to Constitution checks equal to half your mythic tier, and once during the spell's duration as a free action your target can ignore an effect that would cause it to become fatigued.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Constitution score rather than +4.

#### BEAR'S ENDURANCE, MASS

As *mythic bear's endurance*, but affecting one creature per level within range; the targets need not be within 30 feet of each other.

#### BEAST SHAPE (ALL)

Each *mythic beast shape* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *beast shape* spells to learn their higher-level versions.

*Mythic beast shape* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

The subject gains the ability to *speak with animals* with other animals of whatever form it has assumed (including dire or giant animals of that kind). The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

#### BESTOW CURSE

The penalty to the target's attack rolls, saves, ability checks, and skill checks or the decrease to its ability score is increased by an amount equal to half your mythic tier. The percentage chance that the cursed target can take no actions is increased by 5% times your mythic tier, to a maximum of 100%. In addition, the DC of the

caster level check to remove your curse with *break enchantment* or *remove curse* is increased by an amount equal to your mythic tier.

#### BINDING

Add your mythic tier to your effective caster level for the purpose of determining whether a non-mythic target is allowed a Will save and how long the *mythic binding* lasts. You may also have a number of assistants equal to 6 plus one-half your mythic tier when casting the spell cooperatively. A *mythic binding* can be affected by a non-mythic *antimagic field* or *mage's disjunction* only if the caster's level exceeds your caster level.

#### BLEED

You can cast this spell as an immediate action.

**Augmented:** If you expend two uses of mythic power, you can target a creature with 0 or more hit points that is currently taking hit point bleed damage. You increase that bleed damage by an amount equal to one-half your mythic tier. This does not affect bleed effects that deal ability damage or cause effects other than hit point damage.

#### BLESS WATER

Holy water you create with this spell deals 4d4 points of damage to undead and evil outsiders and 2d4 points of damage to antipaladins and clerics of evil deities. Your mythic holy water loses its potency after a number of days equal to your mythic tier, becoming ordinary holy water after that period.

#### BLESS WEAPON

The weapon gains a +1 sacred bonus on attack and damage rolls against evil creatures. In addition, if the weapon strikes an evil creature that has a form of damage reduction other than DR/magic or DR/good, it bypasses a number of points of that damage reduction equal to your mythic tier. This does not include DR/epic or DR/-

**Augmented:** If you expend two uses of your mythic power, the weapon's ability to bypass damage reduction includes DR/epic and DR/-. In addition,

**Augmented (6th):** If you expend two uses of your mythic power, the weapon gains the holy special weapon property.

#### BLIGHT

The target plant creature takes 1d10 points of damage per caster level (maximum 15d10). A non-mythic plant creature failing its saving throw is destroyed regardless of its hit points.

**Augmented:** If you expend two uses of your mythic power, the area of effect changes to a 5-foot-radius spread or a 10-foot cone-shaped spread and affects all plants or plant creatures in the area. The radius (or length of the cone) increases by 5 feet at 5th mythic tier and again at 10th mythic tier.

#### BLUR

Increase the miss chance provided by *mythic blur* by 5%, plus an additional 5% per 3 mythic tiers.

#### BULL'S STRENGTH

Your target gains a bonus to Strength checks equal to half its mythic tier and its carrying capacity is doubled.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Strength score rather than +4.

#### BULL'S STRENGTH, MASS

As *mythic bull's strength*, but affecting one creature per level within range; the targets need not be within 30 feet of each other.

#### CALL LIGHTNING STORM

Each lightning bolt's damage increases to 5d10 points of damage (10d8 points outdoors in stormy weather). Half of this damage is electricity and half is sonic damage. Those that fail their saves are stunned and blinded for 1 round and dazzled and deafened for 1 minute

thereafter. Those that succeed at their saving throws are dazzled and deafened for a number of rounds equal to half your mythic tier.

#### CALM ANIMALS

The number of Hit Dice of animals you can calm with this spell is increased by an amount equal to your mythic tier, and the animals you target need only be within range; they need not be within 30 feet of each other. If you have the wild empathy class feature, you can use that ability as part of the same standard action you use to cast this spell, with a bonus to the check equal to your mythic tier.

#### CALM EMOTIONS

This spell lasts a number of rounds equal to half your mythic tier after you stop concentrating. The effect ends immediately if you attack.

**Augmented (3rd):** If you expend two uses of mythic power, this spell acts as an area dispel (as *dispel magic*) against all effects that cause confusion, fear, effects with the emotion descriptor, or grant morale bonuses. You can end the effect of a supernatural effect of these types with a caster level check (adding one-half your mythic tier) against a DC equal to 15 plus the creator's Hit Dice.

#### CAT'S GRACE

Your target gains a bonus to Dexterity checks equal to half its mythic tier, and once during the spell's duration as a free action your target can ignore an effect that would cause it to fall prone.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Dexterity score rather than +4.

#### CAT'S GRACE, MASS

As *mythic cat's grace*, but affecting one creature per level; the targets need not be within 30 feet of each other.

#### CAUSE FEAR

Add your mythic tier to the Hit Die limit that this spell can affect; hence, if you are a 3rd-tier mythic character, you can affect creatures with 8 or fewer HD. For creatures of 5 or fewer Hit Dice, add a number of rounds to the spell's duration equal to half your mythic tier.

#### CHARM ANIMAL

As *mythic charm person*, except that it affects creatures of the animal type.

**Augmented:** If you expend two uses of mythic power, the duration is increased to 1 day/level.

#### CHARM MONSTER

As *mythic charm person*, except that the effect is not restricted by creature type or size.

#### CHARM MONSTER, MASS

As *mythic charm monster*, except that you add twice your mythic tier to the number Hit Dice of creatures you may charm.

#### CHARM PERSONA

You add your mythic tier to Charisma checks to convince the target to act as you command, and the target can understand your commands or suggestions as if you shared a language, though you are not otherwise able to communicate. Add your mythic tier to the Sense Motive DC to discern that a creature is charmed.

**Augmented:** If you expend two uses of mythic power, the duration is increased to 1 day/level.

#### CHILL TOUCH

The damage dealt increases to 2d4 points of damage and 1d2 points of Strength damage on a failed save. Instead of making one attack per level, you can discharge the spell's effect as a single attack that deals 1d4 points of damage per level (max 10d4) and 1d4 points of Strength damage on a failed save. Undead creatures touched become panicked for 1 minute per caster level.

### CLAIRAUDIENCE/CLAIRVOYANCE

When you scry into a naturally darkened area, increase the distance you can see by 5 feet times your mythic tier. You may also see half this distance within magical darkness, as long as the darkness was created by a spell of 3rd level or lower. You can scry into an area that is warded against scrying by a non-mythic effect by succeeding on a caster level check with a bonus equal to your mythic tier against a DC of 11 plus the caster level of the ward against scrying.

### CLENCHED FIST

Add your mythic tier on attack and damage rolls with a *mythic clenched fist*, and each attack functions as an *Awesome Blow*. Add your mythic tier as a deflection bonus to the hand's Armor Class, to its combat maneuver bonus and combat maneuver defense, and to the DC for caster level checks to dispel it. A *mythic clenched fist* takes damage from a *disintegrate* spell but is not automatically destroyed by it.

**Augmented:** If you expend two uses of mythic power, the *mythic clenched fist* you create is Huge, increasing its Strength score to 37 and reducing its Dexterity score to 8. Its attack bonus is equal to your caster level plus your mythic tier plus your Wisdom bonus + 13 for its Strength bonus, -2 for its size, dealing 2d6+13 points of damage plus your mythic tier with each attack. Its AC is 18 (-1 Dex, +11 natural, -2 size), plus a deflection bonus equal to your mythic tier. Its CMB is equal to your caster level plus your mythic tier +15 (+13 Strength, +2 size) and its CMD is equal to your caster level plus your mythic tier +24 (-1 Dex, +2 size, +13 Strength).

**Augmented (3rd):** If you expend two uses of mythic power (three uses if the *mythic clenched fist* is also made Huge as described above), the *mythic clenched fist* gains the following bonus feats, based on your mythic tier: 3rd-Improved Critical; 5th-Critical Focus; 7th-Staggering Critical; 9th-Stunning Critical.

### CLOAK OF CHAOS

Warded creatures gain a +6 deflection bonus to Armor Class and a +6 resistance bonus on saving throws and spell resistance of 25 plus your mythic tier against lawful spells and spells cast by lawful creatures. A lawful creature attempting to possess or exercise mental control over a protected creature takes 1d6 points of damage per 2 caster levels (maximum 10d6) from mental feedback (Will negates). Finally, a lawful creature that succeeds on a melee attack against a warded creature is affected as *mythic confusion* for 1 round (Will negates), as described in *Pathfinder Roleplaying Game Mythic Adventures*.

### CLONE

If you utilize a cubic inch of flesh from a dead doppelganger, you can make a blank clone that can support any small or medium humanoid creature. You choose which free soul you invite to inhabit the clone, but the soul must choose to inhabit it. At that point the blank clone takes on the features of the soul's original body in every way except that the creature has the shapechanger subtype in addition to the creature's original subtypes.

**Augmented (2nd):** If you expend two uses of mythic power, reduce the growing time of the clone by a number of months equal to half your mythic tier. If this reduces the number of months to 0, the clone grows in 24 hours.

### COMMAND, GREATER

Creatures that succeed on their saving throw against this spell, whether when initially cast or in a subsequent round, become staggered and remain staggered until they successfully save a second time in a subsequent round.

### COMMAND PLANTS

You add your mythic tier to Charisma checks to convince the target to act as you command, and you increase the total Hit Dice of plant creatures you can control by an amount equal to twice your mythic tier.

**COMMAND UNDEAD**

The duration increases to one week per level. A non-mythic undead creature automatically obeys your orders as long as they are not suicidal or obviously harmful (though they may be dangerous, such as ordering the undead into combat). If your mythic rank is higher than an undead creature's mythic tier (or mythic rank), add the difference between your mythic rank and their mythic tier (or rank) to Charisma checks made to convince the undead to act as you command.

**Augmented (3rd):** If you expend two uses of mythic power, you can issue commands telepathically to the undead creature as long as you are within one mile. This communication is one-way; you cannot receive messages from the undead.

**COMMUNE**

You may ask an additional number of yes/no questions equal to your mythic tier. Alternatively, you can ask a single question and receive an answer with a total number of words equal to your caster level plus twice your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, you can cast this spell without a material component.

If you are at least 6th mythic tier and expend three uses of mythic power, you can cast this spell as a full-round action.

**COMMUNE WITH NATURE**

You gain a number of pieces of information equal to 3 plus your mythic tier, and the spell's detection operates at a range of 1 mile (or 100 feet underground) times your caster level plus your mythic tier. You may select one location or creature whose presence or location is revealed by this spell to observe more closely. This functions as *clairaudience/clairvoyance* (for a location) or *screying* (for a creature) and lasts as long as you continue concentrating after casting *mythic commune with nature*, up to a maximum number of rounds equal to your mythic tier.

**Augmented:** If you expend two uses of your mythic power, you can observe multiple creatures or locations revealed by *mythic commune with*

*nature*, switching between creatures or locations each round as a swift action. You can switch your observation back to a creature or location you have previously observed, though this does not allow you to observe a creature that has already succeeded at its saving throw against your scrying.

**COMPREHEND LANGUAGES**

You gain a bonus to Linguistics checks equal to one-half your mythic tier and can read non-magical writings at a rate of one page per round rather than per minute. In addition, you can expend a portion of the spell's remaining duration to speak or write a message in a language you do not know. Each word the message contains reduces the remaining duration of the spell by 1 minute.

**CONFUSION, LESSER**

You affect a single living creature as *mythic confusion*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented:** If you expend two uses of mythic power, the duration is increased by one round per two mythic tiers.

**CONTACT OTHER PLANE**

You may ask one extra question per mythic tier and subtract your mythic tier from your percentile roll to determine the truthfulness of the answer. If you choose to ask only one question, you do not have to make a save and "Lie" and "Random Answer" results count as "Don't Know". Add your mythic tier to your Intelligence check to avoid Int/Cha decrease.

**CONTINUAL FLAME**

The radius of normal light provided by this spell increases by 5 feet per two mythic tiers, while the radius of increased light increases by 5 feet per mythic tier. In addition, the *continual flame* gives off a comforting warmth to creatures within the radius of its normal light, granting a +2 circumstance bonus to Constitution checks, Fortitude saves, and Survival checks made to withstand the effects of a cold climate.

### CONTROL PLANTS

Add twice your mythic tier to the total Hit Dice of plant creatures you can control, and the creatures need only be within range to be affected; they need not be within 30 feet of each other. In addition, while following your commands the controlled plants gain a morale bonus equal to one-half your tier on attack rolls, damage rolls, saving throws, skill checks, and ability checks.

### CONTROL UNDEAD

Add twice your mythic tier to the Hit Dice of undead you may control. You may target any undead within range; they need not be within 30 feet of each other. Change the save to Will partial. Undead that successfully save become shaken for a number of rounds equal to your mythic tier, even if normally immune to fear. Undead failing their saves against *mythic control undead* are controlled, and upon the ending of the spell they become panicked for a number of rounds equal to your mythic tier. While panicked, they can attempt a new saving throw each round at the end of their turn to end the panicked effect.

### CONTROL WATER

The affected area increases to 20 ft./level by 20 ft./level, with a depth of 5 ft./level, and you can choose to make the waters within churning and rough (penalizing Swim checks by an amount equal to your mythic tier) or placid and smooth (granting a bonus to Swim checks equal to your mythic tier). If you cast this spell on water elementals and other creatures with the water subtype, you duplicate the effect of a *mythic slow* spell, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented (3rd):** If you expend two uses of mythic power, the affected area increases to 100 ft./level by 100 ft./level, with a depth of 10 ft./level; alternatively, you can affect a smaller area 10 ft./level by 10 ft./level, but with a depth of 100 ft./level.

If you are at least 6th mythic tier and expend three uses of mythic power, the affected area increases to 1 mile/level by 1 mile/level, with a depth

of 100 ft./level; alternatively, you can affect a smaller area 100 ft./level by 100 ft./level, but with a depth of 1000 ft./level

### CONTROL WINDS

The DC for Strength checks and Fly checks to avoid being checked or blown away is increased by your mythic tier. The attack roll penalties for ranged attacks are increased by an amount equal to half your tier.

**Augment (3rd):** If you expend two uses of mythic power, any non-mythic spell or spell-like ability with the air descriptor, except for calling or summoning spells, fails within the area of effect unless its caster succeeds at a caster level check with a DC equal to 11 plus your caster level. If the caster is not a mythic creature, add your mythic tier to the DC.

### CREATE FOOD AND WATER

The food created by this spell is highly nourishing and refreshing. Eating and drinking this food for 10 minutes removes the fatigued condition and reduces exhaustion to fatigue (though continuing to eat cannot further reduce this fatigue). In addition, rather than bland fare you can create a sumptuous feast of full-flavored food and well-crafted dishes. You can only create food that you yourself have consumed, and you cannot create foods that are dangerous or harmful. The GM may require Profession (cook) and Spellcraft checks to create rare or highly specific foods, from DC 10 for simple yet delicious fare to DC 20 for delicacies or DC 30 for extremely rare foodstuffs.

### CREATE UNDEAD

You can use this spell to create any corporeal, non-extraplanar undead creature whose CR does not exceed your caster level -10. If you expend two uses of mythic power, you can apply the advanced or giant simple template to the created undead. This doubles the material component cost of the spell.

**Augmented (3rd):** If you expend one use of mythic power times the undead creature's adjusted CR (including the adjustment for any templates), you can apply the *agile*, *invincible*, or *savage* mythic

simple creature template, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*, to the newly created undead creature. This triples the material component cost of the spell.

#### CREATE GREATER UNDEAD

You can use this spell to create any incorporeal or extraplanar undead creature whose CR does not exceed your caster level -9. If you expend two uses of mythic power, you can apply the advanced or giant simple template to the created undead. This doubles the material component cost of the spell.

**Augmented (3rd):** If you expend one use of mythic power times the undead creature's adjusted CR (including the adjustment for any templates), you can apply the **agile**, **invincible**, or **savage** mythic simple creature template, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*, to the newly created undead creature. This triples the material component cost of the spell.

#### CREATE WATER

You create one cubic foot (8 gallons) of water per level. If you create this water as a downpour on top of a creature with the fire subtype, it takes damage equal to your mythic tier (Reflex negates). You can use the water to try to extinguish a Medium or smaller nonmagical fire, with a 50% chance of success, increased by 5% times your caster level.

#### CREEPING DOOM

The centipede swarms you summon deal 4d10 points of damage with their swarm attack. Prone creatures take double damage from the swarm and take a penalty equal to half your mythic tier against the swarm's distraction and poison attacks. The swarms gain the **savage** mythic simple template, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*. You can command the swarms as a move action instead of a standard action. Any area containing a swarm is considered difficult terrain.

**Augmented:** If you expend two uses of your mythic power, creatures taking damage from a **mythic creeping doom** become entangled for as long as they remain within the swarm and for a number of rounds equal to half your mythic tier thereafter, taking 2d10 points of damage and 1 point of additional bleed damage from clinging centipedes each round they remain entangled. The clinging centipedes can be removed as a full-round action with a Reflex save against the spell's save DC.

#### CRUSHING DESPAIR

You can choose which creatures in the area are affected by the spell, and the saving throw of the spell changes to Will partial, and creatures that make their saves are affected by the spell for a number of rounds equal to half your mythic tier. In combat situations, affected creatures must make a Will save each round at the beginning of their turn or become staggered by the weight of their hopelessness. A creature failing its save in consecutive rounds becomes nauseated rather than staggered, and a creature failing three or more saves in a row becomes dazed. A successful save ends any of these conditions for the creature's turn. **Mythic crushing despair** cannot be countered or dispelled by non-mythic **good hope**.

**Augmented (8th):** If you expend three uses of mythic power, you affect every living creature within 1 mile and the effect lasts for a number of days equal to your mythic tier. You may exclude yourself and a number of other creatures equal to your mythic tier from the effect.

#### CRUSHING HAND

Add your mythic tier as a deflection bonus to the hand's Armor Class, to its combat maneuver bonus and combat maneuver defense, and to the DC for caster level checks to dispel it. You can command a **mythic crushing hand** to perform drag, reposition, or trip combat maneuvers, in addition to those normally allowed, and it deals damage when it succeeds on any combat maneuver, including grapple maneuvers made

to pin or move a grappled opponent. A *mythic crushing hand* takes damage from a *disintegrate* spell but is not automatically destroyed by it.

If a *mythic crushing hand* attacks a target using *freedom of movement*, you may expend one use of mythic power as a swift action as part of its attack to make a caster level check to dispel that effect, as if you had cast *dispel magic*.

**Augmented:** If you expend two uses of mythic power, a *mythic crushing hand* gains the smother special attack, as described in the New Universal Monster Rules section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

#### CURE CRITICAL WOUNDS, MASS

The damage cured increases to 8d8 points of damage plus 2 points per caster level (maximum +80), and additionally each living creature you target is cured of 4 points of ability damage. The type of ability damage cured is chosen separately by each target. If the target is undead, it is dazzled for a number of rounds equal to your caster level if it fails its saving throw.

#### CURE LIGHT WOUNDS, MASS

The damage cured increases to 2d8 points of damage plus 2 points per caster level (maximum +50), and additionally each living creature you target is cured of 1 point of ability damage. The type of ability damage cured is chosen separately by each target. If the target is undead, it is dazzled for a number of rounds equal to your caster level if it fails its saving throw.

#### CURE MODERATE WOUNDS, MASS

The damage cured increases to 4d8 points of damage plus 2 points per caster level (maximum +60), and additionally each living creature you target is cured of 2 points of ability damage. The type of ability damage cured is chosen separately by each target. If the target is undead, it is dazzled for a number of rounds equal to your caster level if it fails its saving throw.

#### CURE SERIOUS WOUNDS, MASS

The damage cured increases to 6d8 points of damage plus 2 points per caster level (maximum +70), and additionally each living creature you target is cured of 3 points of ability damage. The type of ability damage cured is chosen separately by each target. If the target is undead, it is dazzled for a number of rounds equal to your caster level if it fails its saving throw.

#### CURSE WATER

Unholy water you create with this spell deals 4d4 points of damage to good outsiders and 2d4 points of damage to paladins and clerics of good deities. Your mythic unholy water loses its potency after a number of days equal to your mythic tier, becoming ordinary unholy water after that period.

#### DANCING LIGHTS

You can create one additional light per mythic tier. Each additional light increases the radius of normal light shed by the *mythic dancing lights* by 5 feet. You can form the *dancing lights* into an equal number of letters or numbers, spelling messages, though this requires you to concentrate on the effect as a move action. In addition, as a swift action at any point during the spell's duration you can command one or more lights to flash brightly and then wink out. This flash causes a creature within the area of *mythic dancing lights* to become dazzled for a number of rounds equal to the number of lights you sacrifice. The target can halve the duration of the dazzled effect with a Reflex save.

#### DARKVISION

The range of the target's darkvision is increased to 120 feet, and this range stacks with any existing darkvision the target possesses. In addition, the target can see through up to 10 feet plus 5 feet per mythic tier of magical darkness.

**Augmented (3rd):** If you expend two uses of mythic power, the range of the target's *mythic darkvision* becomes equal to the target's line of sight.

**DAZE**

Increase the Hit Die limit of this spell by an amount equal to one-half your mythic tier. In addition, you may choose to affect one or more creatures within a 5-foot-radius spread rather than affecting a single creature. Creatures with the lowest Hit Dice are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

**DAZE MONSTER**

Increase the Hit Die limit of this spell by an amount equal to your mythic tier. In addition, you may choose to affect one or more creatures within a 10-foot-radius spread rather than affecting a single creature. Creatures with the lowest Hit Dice are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

**Augmented (2nd):** If you expend two uses of mythic power, increase the duration of the spell for a number of rounds equal to one-half your mythic tier.

**DEATH WARD**

The target gains immunity to all non-mythic death effects, and when targeted by a mythic death effect that allows a saving throw the target can roll twice and take the better roll.

**Augmented (3rd):** If you expend two uses of mythic power, any undead creature and any creature delivering a death effect, energy drain effect, or negative energy effect by touch to the target (including both normal melee attacks as well as melee touch attacks) takes feedback damage equal to your mythic tier (no save) with each touch.

**DEATHWATCH**

In addition to the categories normally revealed, you can discern whether creatures you see are:

**Normal health:** At least 90% of full normal hit points.

**Fair health:** Between 30% and 90% of its full hit points,

**Poor health:** Less than 30% of full normal hit points remaining.

*Mythic deathwatch* also reveals how many temporary and/or permanent negative levels or points of Constitution damage or drain creatures have.

**DEEPER DARKNESS**

The light level is lowered by three steps, plunging even bright light into darkness. This supernatural darkness cannot be penetrated with the darkvision of non-mythic creatures, and even mythic creatures find the range of their darkvision halved. Non-mythic light spells cannot be used to counter or dispel mythic *deeper darkness*.

**DELAY POISON**

The target develops a resistance to the poisons in its system while the spell delays their onset. Once the spell expires, the target gains a bonus equal to half your mythic tier to saving throws vs. any poisons in its system. Heal checks to treat poison and caster level checks when casting *neutralize poison* also gain this bonus.

**DELAYED BLAST FIREBALL**

Increase damage dealt to 1d10 points (maximum 20d10) and creatures that fail their saves catch on fire, taking 2d6 points of fire damage per round. The DC to extinguish this fire is equal to the spell's save DC.

You can choose to delay the burst for as long as 1 hour per mythic tier. You may expend one use of your mythic power to mentally move the bead up to 40 ft. or to detonate the bead early. Doing either is a standard action.

**Augmented (3rd):** If you expend two uses of mythic power, you can set the *mythic delayed blast fireball* to explode multiple times, up to once per two mythic tiers. These detonations deal only half normal damage and must be timed at least 1 minute apart.

**Augmented (6th):** If you expend two uses of mythic power, damage increases to 1d12 points of fire damage per level and the area increases to a 40-foot-radius spread. Fire damage from a *mythic delayed blast fireball* augmented in this way ignores fire resistance or immunity.

#### DEMAND

This functions as *mythic sending*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, but also conveys a *suggestion* to each creature you target. Each creature receives the same *sending* and the same *suggestion*.

**Augmented (6th):** If you expend two uses of mythic power, each *suggestion* takes effect as a *mythic suggestion*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### DESTRUCTION

The damage dealt by this spell is increased to 15 points of damage per caster level, plus 2 points of Strength, Dexterity, and Constitution damage. Creatures that save take 10d10 points of damage, plus 2 points of Strength, Dexterity, or Constitution damage (your choice).

#### DETECT ANIMALS OR PLANTS

You can cease concentrating on the spell without ending the spell. It provides no information when you are not concentrating on it, but you can resume and cease concentrating again to use its effects any number of times within the spell's duration. Each time you concentrate on the spell, you can specify a number of kinds of animals or plants equal to your mythic tier +1, gaining information on each kind simultaneously.

#### DETECT CHAOS

As *mythic detect evil*, but detecting chaotic auras.

#### DETECT EVIL

You can cease concentrating on the spell without ending the spell. It provides no information when you are not concentrating on it, but you can resume and cease concentrating again to use its effects any number of times within the spell's duration. On the third round of detection, you can determine whether the alignment aura is from an aligned magic item; aligned spell; aligned undead, outsider; cleric,

paladin, or antipaladin of an aligned deity, or other character class or type with an aura class feature; or other type of aligned creature.

You can detect evil auras protected by effects that block divination with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 caster level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your divination is not mythic, or if it already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on your caster level check or saving throw.

**Augmented:** If you expend two uses of mythic power, any overwhelming evil auras within the area become clearly visible to everyone at the beginning of your turn on the first round you scan an area. Strong areas become clearly visible at the end of your turn on the first round you concentrate on an area, moderate auras at the end of the second round, and faint auras at the end of the third round. Evil auras on creatures, objects, or areas that are invisible are also invisible, and you cannot see auras to which you have no line of sight even if you are able to detect their strength and location.

#### DETECT GOOD

As *mythic detect evil*, but detecting good auras.

#### DETECT LAW

As *mythic detect evil*, but detecting law auras.

#### DETECT MAGIC

You can cease concentrating on the spell without ending the spell. It provides no information when you are not concentrating on it, but you can resume and cease concentrating again to use its effects any number of times within the spell's duration. You gain a bonus equal to your mythic tier to Knowledge (arcana) skill checks to determine the school of magic that you detect. In addition, you can detect magical auras

protected by effects that block divination with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 caster level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your divination is not mythic, or if it already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on your caster level check or saving throw.

**Augmented:** If you expend two uses of mythic power, any overwhelming magical auras within the area become clearly visible to everyone at the beginning of your turn on the first round you scan an area. Strong areas become clearly visible at the end of your turn on the first round you concentrate on an area, moderate auras at the end of the second round, and faint auras at the end of the third round. Any creature able to see these auras can make Knowledge (arcana) checks to identify the school of magic. Magical auras on creatures, objects, or areas that are invisible are also invisible, and you cannot see auras to which you have no line of sight even if you are able to detect their strength and location.

#### DETECT POISON

You add your mythic tier to your Wisdom and/or Craft (alchemy) check to identify any poison you detect. If you identify it, you gain a +2 circumstance bonus to Heal checks to treat it or caster level checks to negate it with *neutralize poison*.

#### DETECT SECRET DOORS

When you are not concentrating, the spell continues to function in a 10-foot-radius emanation centered on you. In addition, you gain a bonus equal to one-half your mythic tier on Perception checks made to notice traps placed on secret doors that you detect. You can concentrate as a swift action to gain information on the second and subsequent rounds after detecting a secret door.

You can penetrate effects that block divination with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a DC 15 caster level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your divination is not mythic, or if it already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on your caster level check or saving throw.

#### DETECT SNARES AND PITS


This spell functions continuously, without requiring concentration, revealing the presence of hazards within the area. You can concentrate on the spell as a swift action to gain additional information as described for the second and additional rounds. While this spell is in effect, you gain a bonus equal to your mythic tier on Perception and Disable Device checks to find and disarm snare and pit traps. If you use the aid another action to assist someone else in finding or removing a pit or snare trap, add one-half your mythic tier to the bonus you provide that person.

#### DETECT THOUGHTS

You add one-half your mythic tier to Sense Motive checks against any creature. If you are reading a creature's surface thoughts at the same time you make this check, you add your mythic tier instead.

If a creature fails its saving throw, you can ask it one question per two caster levels. This functions like *speak with dead* but represents mental probing and searching rather than literal questions and answers. The target gains a new saving throw after each question; if it succeeds, it is able to shut you out of its mind and you can no longer read its thoughts.

You can detect minds and read thoughts even through effects that block divination with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. You can penetrate 3 feet of wood or dirt, 1 foot of



stone, or 1 inch of common metal with a DC 15 caster level check, plus 5 for each multiple of that thickness. If the substance or effect blocking your divination is not mythic, or if it already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on your caster level check or saving throw.

#### DETECT UNDEAD

You gain a bonus equal to your mythic tier to Knowledge (religion) checks to identify undead creatures. You can also detect incorporeal undead even if they are hiding inside a solid object thicker than would normally allow detection.

#### DIMENSIONAL ANCHOR

You may add your mythic tier to caster level checks to overcome the spell resistance of non-mythic creatures. In addition, if the target attempts to use any form of extradimensional travel, it becomes entangled for a number of rounds equal to your mythic tier (no save). If you target a non-mythic incorporeal creature with this spell, it loses the ability to pass through solid objects or creatures and takes full damage from magical effects and magical weapons, rather than half damage.

**Augmented (2nd):** If you expend two uses of your mythic power, you can target one additional creature per two mythic tiers.

#### DIMINISH PLANTS

When you use this spell to *stunt growth*, you reduce the potential productivity of plants in the area to one-twelfth normal over the next year within a radius of one mile per two mythic tiers. When you cast it to *prune growth*, you affect a circle with a radius of 100 feet times your mythic tier (150 feet per tier for a semicircle, 200 feet per tier for a quarter-circle), and you automatically dispel mythic and non-mythic spells that enhance plants, such as *entangle*, *plant growth*, and *wall of thorns*.

**Augmented:** If you expend two uses of your mythic power, all plant creatures within the area of your *prune growth* effect become fatigued (if mythic) or exhausted (if non-mythic). If those

plant-creatures are summoned, you can make a caster level check against a DC of 11 plus the caster level of the summoning effect to dismiss them back to their place of origin.

**Augmented (6th):** If you expend two uses of mythic power, you can increase the radius of *prune growth* to one mile times your mythic tier (1.5 miles per tier for a semicircle, 2 miles per tier for a quarter-circle).

#### DISCERN LIES

You gain a bonus equal to twice your mythic tier on all Sense Motive checks to oppose a Bluff check, Linguistics checks to detect forgeries, and Perception checks to oppose a creature's Disguise or Sleight of Hand check. In addition, you penetrate non-mythic protections from divination with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

#### DISCERN LOCATION

You can overcome the protection of a non-mythic *mind blank* or similar effect with a caster level check with a DC of 11 plus the caster level of the *mind blank*. In addition, you can find your way to the target creature or object as though you were finding a location with *mythic find the path* for a number of rounds equal to your caster level. If the creature or object moves, you sense its movement and continue to be able to follow it.

**Augmented (3rd):** If you expend two uses of mythic power, the *mythic find the path* secondary effect lasts a number of minutes equal to your caster level.

If you are at least 6th tier and expend three uses of mythic power, the *mythic find the path* secondary effect lasts a number of hours equal to your caster level.

#### DISGUISE SELF

Add your mythic tier to your bonus on Disguise skill checks. As a full-round action, you may change your appearance to create a new

disguise. Each time you change your appearance, your bonus on Disguise skill checks is reduced by 2, to a minimum of +2.

#### DISMISSAL

If the target is a non-mythic extraplanar creature, it receives no saving throw to avoid being sent back to its proper plane, and there is no chance it will be sent back to plane other than its own. A mythic creature gains a saving throw to resist the spell, but you may add your mythic tier to caster level checks to overcome its spell resistance.

#### DISPEL CHAOS

As *dispel evil*, but affecting chaotic creatures and spells and granting an insight bonus when used to dispel a chaotic spell or enchantment spell cast by a chaotic creature.

#### DISPEL EVIL

The deflection bonus to AC against evil creatures is increased to +6. In addition, if using this spell to drive an evil extraplanar creature back to its home plane, you gain a bonus equal to half your mythic tier to your melee touch attack and to your caster level check to overcome the creature's spell resistance (if any). If the target is a non-mythic evil extraplanar creature, it does not receive a saving throw against the spell. If you use this spell to dispel an evil spell or enchantment cast by an evil creature, if that spell affected a single creature, that creature gains a +2 sacred bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. If it affected an area or multiple creatures, all non-evil creatures in that area or that were formerly affected gain a +1 sacred bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round.

#### DISPEL GOOD

As *dispel evil*, but affecting good creatures and spells and granting a profane bonus when used to dispel a good spell or enchantment spell cast by a good creature.

#### DISPEL LAW

As *dispel evil*, but affecting lawful creatures and spells and granting a luck bonus when used to dispel a lawful spell or enchantment spell cast by a lawful creature.

#### DISPEL MAGIC, GREATER

When *mythic greater dispel magic* is used to dispel non-mythic spells (or remove a non-mythic curse), you can roll your caster level check twice for each spell, using the better result. In addition, if you fail a caster level check to dispel or counter a mythic spell, as a free action you can expend an additional use of mythic power to reroll your caster level check. You may do this only once for each spell you try to dispel or counter (with a targeted dispel) or per creature (area dispel).

When used to counterspell a non-mythic spell, your caster level check is automatically successful. If you successfully counterspell, you heal 1d4 points of damage times the level of the spell for a non-mythic spell, 1d6 times the spell's level if it was a mythic spell.

**Augmented (6th):** If you have *mythic greater dispel magic* prepared, you can expend two uses of your mythic power to cast it and use it to counterspell as an immediate action.

#### DISPLACEMENT

The subject of this spell appears to be about 5 feet away from its true location, and the image flickers and shifts its position relative to the subject's true position. Before the subject has acted in combat, attacks targeted at this displaced image attack a square that does not contain the subject; if the subject is Medium or smaller, these attacks automatically miss.

Once the target has taken an action in combat, or at any time if the target is larger than Medium, the subject can be targeted normally but the miss chance is increased by 5% per 2 mythic tiers.





### DISRUPT UNDEAD

The damage dealt increases to 2d6.

**Augmented (3rd):** If you expend two uses of mythic power, you can target one additional undead creature per 3 mythic tiers. Each attack requires a separate attack roll.

### DISRUPTING WEAPON

The target weapon's critical multiplier is increased by 1 when used against undead creatures, and if an undead creature struck by the *disrupting weapon* has damage reduction, the wielder of the weapon may ignore an amount of that damage reduction equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, the target weapon also gains the ghost touch or undead bane magical weapon property.

If you are at least 6th mythic tier and expend three uses of mythic power, the target weapon gains both the ghost touch and undead bane magical weapon properties.

### DIVINATION

You add twice your mythic tier to the percentage chance of a successful *divination*, and the maximum chance of success is equal to 90% plus your mythic tier. You do not require a costly offering to cast the spell, and you can gain useful advice regarding a goal, event, or activity that is to occur within a number of weeks times your mythic tier.

### DIVINE POWER

The luck bonus provided by this spell is increased by +1 to attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks, and the temporary hit points you gain are increased to twice your caster level.

**Augmented (4th):** If you expend two uses of mythic power, the luck bonus provided by this spell is increased by an additional +1 for every 3 mythic tiers beyond 1st, and you gain temporary hit points equal to twice your mythic tier plus twice your caster level.

### DOMINATE ANIMAL

You can communicate with the animal you dominate as if using *speak with animals*, and issuing the animal a new command is a swift action rather than a move action. If the animal is protected by a non-mythic *protection from evil* or similar effect that blocks direct mental control, you can override that protection with a caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus.

The Sense Motive DC to detect that the animal is dominated is increased by an amount equal to your mythic tier. As a full-round action, you can receive direct sensory input from the animal until the beginning of the next turn; you are considered fascinated while doing so. This is considered a scrying effect.

**Augmented:** If you expend two uses of mythic power, the duration is increased to 1 minute per level.

**Augmented (3rd):** If you expend two uses of mythic power, the duration is increased to 1 day per level rather than 1 hour per level, and you can receive direct sensory input from the animal as a move action, becoming dazzled rather than fascinated while doing so.

If you are at least 6th mythic tier and expend two uses of mythic power, the duration is increased to 1 day per level rather than 1 hour per level and you can use the animal's senses as a swift action, with no ill effects when doing so.

### DOMINATE MONSTER

Issuing a new command to the creature you dominate is a swift action rather than a move action. As a full-round action, you can send and receive a telepathic message to the target and receive a reply, as a *sending* spell. If the creature is protected by a non-mythic *protection from evil* or similar effect that blocks direct mental control or telepathic contact, you can override that protection with a caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus.

The Sense Motive DC to detect that the creature is dominated is increased by an amount equal to your mythic tier.

**DOOM**

This spell becomes a curse effect and cannot be dispelled. As long as the *doom* continues, the target must attempt a saving throw against any effect that grants a morale bonus, even if that effect is harmless. This does not apply to effects that do not allow a save.

**EAGLE'S SPLENDOR**

Your target gains a bonus to Charisma checks equal to half your mythic tier, and once during the spell's duration the target can elect to take 20 on a Charisma check or Charisma-based skill check, treating that skill as trained even if he has no ranks in it.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Charisma score rather than +4.

**EAGLE'S SPLENDOR, MASS**

As *mythic eagle's splendor*, but affecting one creature per level within range; the targets need not be within 30 feet of each other.

**ELEMENTAL BODY (ALL)**

Each *mythic elemental body* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the standard version of the spell you select, though you need not know lower-level *elemental body* spells to learn their higher-level versions.

*Mythic elemental body* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

The subject gains the ability to speak and understand the elemental language of the elemental type it assumes. The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

#### ELEMENTAL SWARM

The elementals you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. Your summoned monsters gain no other mythic abilities.

**Augmented (6th):** If you expend two uses of mythic power, you can add the **agile**, **invincible**, or **savage** mythic simple template to the elementals you summon. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ENERGY DRAIN

The number of negative levels you inflict is increased to 2d6, and the target becomes sickened for a number of days equal to your mythic tier. An undead creature struck by the ray gains 2d6 x 5 temporary hit points and a +2 profane bonus on attack rolls, damage rolls, and saving throws for 1 hour.

#### ENLARGE PERSON, MASS

This functions as *mythic enlarge person*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, but you can target any creatures within range; they do not need to be within 30 feet of each other.

#### ENTHRALL

You can cast a companion mind-affecting spell you have prepared as part of your speech or performance that you use to **enthrall** creatures. This spell's level cannot exceed one-half your mythic tier. The companion spell affects its normal target(s) or area, but it can only affect creatures that failed their saving throw against **enthrall**. This companion spell takes effect when the **enthrall** spell ends, either at the end of its duration or if it is dispelled, disrupted, or simply abandoned by the caster.

**Augmented (6th):** If you expend two uses of mythic power per level of the companion spell, it affects every creature that fails its saving throw against **enthrall**, even if it normally affects only a single creature.

#### ERASE

You can erase non-mythic *illusory script* or a *symbol* by touch, though you cannot erase the mythic versions of those spells. You can erase a mythic or non-mythic *arcane mark*, *explosive runes*, *glyph of warding*, or *sepia snake sigil* anywhere within range, adding your mythic tier to your caster level check to erase such writing.

**Augmented:** If you expend two uses of mythic power, you can use *mythic erase* as an immediate action when a creature within range attempts to read a spell from a scroll.

#### ETHEREAL JAUNT

While using this spell, you can shift into the Material Plane as if using *mythic blink*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. If you are 3rd tier or higher, you can spend two points of mythic power to use the augmented effect of *mythic blink*. If you remain completely ethereal, you gain energy resistance equal to twice your mythic tier against force effects.

#### ETHEREALNESS

Creatures using this spell can shift into the Material Plane as if using *mythic blink*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. If they are 3rd or higher-tier (or rank) mythic creatures, they can spend two uses of their mythic power to use the augmented version of *mythic blink*. If the targets of this spell remain completely ethereal, they gain energy resistance equal to twice your mythic tier against force effects.

#### EXPLOSIVE RUNES

Increase the damage to 6d10 points of force damage, and a creature failing its saving throw (or not allowed a save) is pushed 5 feet directly away per mythic tier by the force of the explosion, landing prone at the end of this movement. If a creature is blasted into another object or creature, both that creature and the object or creature it impacts take 5d6 points of bludgeoning damage, reduced by 1d6 per 10 feet of movement. And add

your mythic tier to the Perception and Disable Device DC to find or disarm the trap, as well as to the DC to dispel the *mythic explosive runes*.

#### EYEBITE

This spell functions as a *gaze attack*, affecting all creatures within a radius equal to 5 feet plus 5 feet per 2 mythic tiers. You may exclude a number of creatures equal to your mythic tier from the effects of your gaze.

#### FABRICATE

Increase the volume of material you can convert to 100 cubic feet/level (10 cubic feet per level of mineral matter), and casting requires 1 round per 100 cubic feet of material. Add your mythic tier to Craft checks to determine the quality of items you create.

You can target a damaged object or construct creature with this spell, repairing 10 points of damage per caster level (maximum 150). The casting time for using the spell in this way is 1 round, regardless of the size of the object or construct creature.

**Augmented:** If you expend two uses of mythic power, you can instantaneously increase the hardness of an existing item by an amount equal to one-half your mythic tier and its hit points by an amount equal to your mythic tier, up to a maximum of double the hardness and hit points of a normal, unaltered, non-magical object of that size and material.



#### FALSE VISION

The duration increases to 1 day per level. In addition, any creature scrying on the area sees a *programmed image* that plays on its own for a number of rounds equal to your caster level plus your mythic tier, rather than a *major image*.

#### FEAR

You can select which creatures within the area are affected. In addition, you can affect non-mythic creatures that are normally immune to fear, though they gain a +2 circumstance bonus to their saving throw. The terror induced by the spell lingers so strongly that the next time creatures affected go to sleep, they must save again against the spell's DC or suffer a *nightmare*, as the spell.

#### FEEBLEMIND

The save changes to Will partial. Creatures that save are confused and shaken for 1 round and shaken thereafter for a number of rounds equal to one-half your mythic tier.

#### FIND THE PATH

While following the path to the specified destination, the target of this spell gains immunity to *maze* spells or other effects that would cause her to lose her sense of direction, as well as a bonus equal to half your tier to saving throws against illusion effects that hide or obscure the route toward the destination. If the destination is warded by non-mythic protections from divination, you can overcome those protections with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

#### FIND TRAPS

Your target gains an additional bonus to its Perception checks to find traps equal to half your mythic tier. If your target has the trap sense ability, their bonus from that ability is increased by 1, and the saving throw bonus applies to all saving throws, not just Reflex saves.

#### FIRE TRAP

The damage dealt increases to 2d4 points of fire damage +2 points per caster level (maximum +40), and increase the Perception and Disable Device DC to locate and disarm the trap, as well as the caster-level check DC to dispel the trap, by an amount equal to your mythic tier. In addition, the *mythic fire trap* may be triggered a number of times equal to your mythic tier before its magic is expended. If the triggering condition of a *mythic fire trap* is still met one round after it was initially triggered, the *mythic fire trap* is triggered again and continues triggering once per round until the triggering condition is no longer present.

#### FLAME ARROW

Creatures struck by a *mythic flame arrow* catch on fire (Reflex negates). On a critical hit, *mythic flame arrows* deal 3d6 points of fire damage instead of 1d6 and the fire damage bypasses fire resistance or immunity.

#### FLAMING SPHERE

The damage dealt increases to 3d10 points of fire damage, and change the saving throw from Reflex negates to Reflex half.

**Augmented (3rd):** If you expend two uses of mythic power, the *mythic flaming sphere* does not stop when it enters a creature's square but affects all creatures in the line of its movement. The save DC decreases by 2 for each creature in its path after the first, and a creature can be affected by it only once per round even if the *mythic flaming sphere* moves through its space multiple times.

#### FLARE

The target is blinded for 1 round and dazzled for one minute per mythic tier if it fails its saving throw, and is dazzled for 1 round even on a successful save.

#### FORBIDDANCE

The damage dealt is increased to 12d10 or 6d10 points of damage, and any extraplanar creature attempting to enter the area by planar

travel, teleportation, summoning, calling, or any other effect takes damage and is banished back to its home plane if it fails its Will save.

#### FORCECAGE

A *mythic forcecage* has hardness of 40 and has 30 hit points per caster level. A non-mythic *disintegrate* spell or *rod of cancellation* suppresses a *mythic forcecage* for 1 round, after which it repairs itself. The barred cage version of this spell provides improved cover (+8 cover bonus to Armor Class, +4 bonus on Reflex save, and improved evasion against effects from the other side of the cage wall).

**Augmented:** If you expend two uses of mythic power, an unwilling creature trapped within a *mythic forcecage* is entangled by shackles of force as long as it remains within.

#### FORCEFUL HAND

Add your mythic tier as a deflection bonus to the hand's Armor Class, to its combat maneuver bonus and combat maneuver defense, and to the DC for caster level checks to dispel it. You can command a *mythic forceful hand* to perform both bull rush and drag combat maneuvers. A *mythic forceful hand* takes damage from a *disintegrate* spell but is not automatically destroyed by it.

**Augmented:** If you expend two uses of mythic power, a *mythic forceful hand* can attempt a combat maneuver against two adjacent Medium or smaller creatures as part of a single combat maneuver. If it overcomes the CMD of one target but not the other, only one creature is affected by the chosen maneuver. If it overcomes the CMD of both creatures, both creatures are affected, using the higher CMD of the two targets to determine how far the targets are bull rushed or dragged.

#### FOX'S CUNNING

Your target gains a bonus to Intelligence checks equal to half your mythic tier, and once during the spell's duration the subject can roll twice when making an Intelligence

check or an Intelligence-based skill check (treating that skill as trained even if he has no ranks in it) and select the better result.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Intelligence score rather than +4.

#### FOX'S CUNNING, MASS

As *mythic fox's cunning*, but affecting one creature per level within range; the targets need not be within 30 feet of each other.

#### FREEDOM

You can affect a number of creatures equal to your mythic tier if you cast the spell as a standard action. Alternatively, you can cast the spell as an immediate action, affecting a single creature.

**Augmented:** If you expend two uses of mythic power, the duration becomes both instantaneous (removing any of the listed conditions or effects) and 1 round per level, granting immunity to the listed effects.

#### FREEDOM OF MOVEMENT

The target ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

#### FREEZING SPHERE

The damage dealt increases to 1d10 points of cold damage per level (maximum 15d10). Creatures with the water subtype take 1d12 points of cold damage per level (maximum 15d12) and are staggered for 1d8 rounds. You can delay shooting a *mythic freezing sphere* for a number of minutes equal to your mythic tier. If you cast this spell over water, it freezes water to a depth of 1 foot per 2 mythic tiers.

#### GATE

If used for planar travel, you can increase the size of the gate by 5 feet per mythic tier, and the duration you can keep it open is increased by a number of rounds equal to your mythic tier. If you cease

concentrating on the *mythic gate*, it stays open for a number of rounds equal to your mythic tier, though you can dismiss it as a standard action.

If used to call creatures, add your mythic tier to the total Hit Dice of non-mythic creatures you can call through the *mythic gate*. Alternatively, you can call one or more mythic creatures through the *mythic gate*, up to a total of 2 Hit Dice times your caster level. Mythic creatures that you call and attempt to control can make a Will save every round at the beginning of their turn to break free from your control.

**Augmented (3rd):** If you expend two uses of mythic power, you can keep open a *mythic gate* for planar travel for a number of minutes equal to your caster level plus your mythic tier.

If you are at least 6th mythic tier and expend three uses of mythic power, you can keep open a *mythic gate* for planar travel for a number of hours equal to your caster level plus your mythic tier.

#### GEAS, LESSER

Increase the Hit Die limit of the spell by your mythic tier, and you may choose to affect one or more creatures within a 10-foot-radius spread whose total Hit Dice do not exceed your Hit Die limit. Creatures with the fewest Hit Dice are affected first, and those closest to the center of the area if Hit Dice are equal. Hit Dice insufficient to affect a creature are wasted. The maximum ability score penalty for failing to obey the *mythic lesser geas* is increased by an amount equal to one-half your mythic tier. Add your mythic tier to the DC to remove your *mythic lesser geas* with non-mythic *break enchantment* or *remove curse*.

#### GEAS/QUEST

The maximum ability score penalty for failing to follow the terms of the *mythic geas/quest* is increased by an amount equal to your mythic tier. A *mythic geas/quest* can be removed by a non-mythic *limited wish*, *miracle*, or *wish* only if the caster's level is equal to or higher than your caster level. Non-mythic *remove curse* has no effect.

### GENTLE REPOSE

You can target one additional corpse per mythic tier, and corpses protected by this spell gain hardness equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, you may cast this spell on a mindless corporeal undead creature to permanently preserve its flesh so it does not decay. When you cast this spell on an undead creature it is treated as entangled by the effect of this spell upon its flesh and bone (Will negates). An undead creature entangled can attempt a new Will save at the end of its turn to negate this effect.

### GHOST SOUND

You can create eerie, unnerving, and distracting sounds with this spell that affect all living creatures within a 10-foot-radius burst at any point within range. Creatures in this area that fail their saves take a -2 penalty on Perception checks, concentration checks, and Will saves against fear effects.

### GHOUL TOUCH

Add your mythic tier to the number of rounds the target remains paralyzed, and its stench causes creatures to become nauseated and sickened (Fortitude negates). If a creature fails its initial save against this stench, it can attempt a new saving throw each round at the end of its turn. One successful save removes the nauseated condition, while a second successful save removes the sickened condition. These effects otherwise last as long as the *mythic ghoul touch* spell does.

**Augmented (2nd):** If you expend two uses of mythic power, you can make one attack per round with *mythic ghoul touch*, up to a maximum number of attacks after the first equal to one-half your mythic tier.

### GIANT FORM (ALL)

Each *mythic giant form* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know

the standard version of the spell you select, though you need not know lower-level *giant form* spells to learn their higher-level versions.

*Mythic giant form* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself.

The subject gains the ability to speak and understand Giant. The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

### GLIBNESS

Add your mythic tier to Bluff checks made to convince others of your truthfulness. Non-mythic effects that would detect your lies or force you to speak the truth have no effect on you, and mythic effects affect you only if the user of the effect succeeds on a caster level check (DC 15 + your caster level).

### GLITTERDUST

This spell can reveal a target hidden by *mythic invisibility*. In addition, change the saving throw to Will partial (blinding only). Creatures that succeed at their saving throw are dazzled and their vision blurred so that they have a 20% miss chance against any target they attack. A second successful saving throw negates this miss chance and a third successful saving throw eliminates the dazzled condition.

**Augmented (6th):** If you expend two uses of mythic power, your spell acts as *dust of appearance* within the area.

#### GLOBE OF INVULNERABILITY, LESSER

Add one-third your mythic tier to the level of non-mythic spells the globe excludes. The globe excludes mythic spells of 3rd level or lower.

#### GLYPH OF WARDING, GREATER

Add your mythic tier to the Perception and Disable Device DC to find and disable the glyph. The damage from a blast glyph increases to 1d8 per caster level (maximum 20d8). For a spell glyph, add half your mythic tier to the maximum level of spell that you can store.

#### GOOD HOPE

You can affect a number of additional targets equal to your mythic tier, and you may select targets anywhere within range; they do not need to be within 30 feet of each other. If the target of *mythic good hope* fails a save against a non-mythic fear or emotion effect, they can reroll the save as an immediate action. They must accept the result of the second save, even if it is worse than the first. *Mythic good hope* cannot be countered or dispelled by non-mythic *crushing despair*.

**Augmented (3rd):** If you expend two uses of mythic power, increase the morale bonus granted by this spell by an amount equal to one-third your mythic tier.

#### GRASPING HAND

Add your mythic tier as a deflection bonus to the hand's Armor Class, to its combat maneuver bonus and combat maneuver defense, and to the DC for caster level checks to dispel it. You can command a *mythic grasping hand* to perform drag, reposition, or trip combat maneuvers, in addition to those normally allowed. A *mythic grasping hand* takes damage from a *disintegrate* spell but is not automatically destroyed by it.

**Augmented:** If you expend two uses of mythic power, a *mythic grasping hand* can attempt a combat maneuver against two adjacent Medium or smaller creatures as part of a single combat maneuver. If it overcomes the CMD of one target but not the other, only one creature is affected by the chosen maneuver. If it overcomes the CMD of both creatures, both creatures are affected, using the higher CMD of the two targets to determine how far the targets are bull rushed, dragged, or repositioned.

#### GUIDANCE

The target's competence bonus is increased by an amount equal to one-half your mythic tier, and the duration of the spell is increased to a number of minutes equal to your mythic tier. The bonus may still be used only once.

#### GUST OF WIND

Increase the spell's duration to concentration (up to 1 round plus 1 round per mythic tier). Each round you may spend a standard action to direct a new *gust of wind*, which may affect the same area or a different area.

Instead of increasing the spell's duration in this way, you may instead change the spell's area from a 60-foot line to a 60-foot cone-shaped burst lasting 1 round.

**Augmented (3rd):** If you expend two uses of mythic power, increase the power of the *mythic gust of wind* to windstorm strength, as described in Table 13-10: Wind Effects in the *Pathfinder Roleplaying Game Core Rulebook*.

If you are at least 6th mythic tier and expend three uses of mythic power, you increase the wind to hurricane strength.

If you are at least 9th mythic tier and expend four uses of mythic power, you increase the wind to tornado strength.

#### HALLOW

The area is increased to a 60-foot radius and the target site is warded by a *mythic magic circle against evil* effect, and the DC to resist positive channeled energy is increased by an additional amount equal to half your

mythic tier, while the DC to resist negative channeled energy is decreased by an additional amount equal to half your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power per level of the companion spell you attach to *mythic hallow*, that companion spell is made permanent instead of lasting only one year.

#### HALLUCINATORY TERRAIN

The duration increases to one day per level, and add one-half your mythic tier to the save DC for non-mythic creatures to disbelieve the effect.

**Augmented (6th):** Increase the area to a radius of one mile per mythic tier.

#### HALT UNDEAD

When an undead creature is immobilized by this spell and the effect is broken by taking damage, the undead is staggered until the end of its next turn. You can immobilize one additional undead creature per 3 mythic tiers, and you can target undead anywhere within range; they need not be within 30 feet of each other.

#### HEAL, MASS

Each creature you target is affected as *mythic heal*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### HEAL MOUNT

This functions as *mythic heal*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, but it affects only a paladin's divine bonded creature (including similar alternate creatures obtained through archetypes and replacement class features).

#### HELPING HAND

The *helping hand* can travel a number of miles equal to 5 plus your mythic tier in searching for the creature you designate. If the creature follows the hand to your location, the *helping hand* points out obstacles and potential dangers as well as the best route to travel, granting the target creature a +2 circumstance bonus on

Acrobatics, Climb, Fly, Ride, and Swim checks made to follow the hand, as well as a +2 circumstance bonus on Perception or Survival checks to notice hostile creatures, traps, or natural or supernatural hazards. A creature following the *helping hand* to you also gains a +2 insight bonus to Armor Class during surprise rounds.

#### HEROES' FEAST

Creatures eating a *mythic heroes' feast* gain the benefits of *mythic remove disease* and *mythic neutralize poison* and gain 2d8 temporary hit points +1 point per caster level (maximum +20). They also gain a +1 morale bonus on attack rolls, weapon damage rolls, and saving throws, and they gain immunity to non-mythic fear effects and poison for 12 hours.

#### HEROISM, GREATER

The target gains a +6 morale bonus on attack rolls, saves, and skill checks, immunity to all fear, emotion, and compulsion effects, and temporary hit points equal to your caster level plus twice your mythic tier. Allies adjacent to the target gain immunity to fear and a +2 morale bonus on attack rolls, saves, and skill checks.

**Augmented:** If you expend two uses of mythic power, the target gains the ability to roll twice and select the better result on a number of attack rolls, saving throws, skill checks, or mythic surges equal to your mythic tier. Using these extra rolls is a free action but must be declared before the dice are rolled. Any unused rolls at the end of the spell are wasted.

#### HIDE FROM ANIMALS

The duration increases to 1 hour per level, and creatures do not become visible to animals if they touch them. If a creature hidden by this spell attacks an animal, that creature is no longer hidden by the spell, but other creatures remain hidden by the spell unless they also attack.

**HIDE FROM UNDEAD**

Intelligent undead whose Hit Dice are equal to or less than your mythic tier are not entitled to a saving throw to see through this spell.

**HOLD ANIMAL**

When an animal paralyzed by this spell succeeds at a subsequent saving throw to end the paralysis, it becomes slowed (as the *slow* spell). A second successful save ends the *slow* effect.

**Augmented (3rd):** If you expend two uses of mythic power, you can paralyze one additional animal for every 3 mythic tiers.

**HOLD MONSTER**

When a creature paralyzed by this spell succeeds at a subsequent saving throw to end the paralysis, it becomes slowed (as the *slow* spell). A second successful save ends the *slow* effect.

**Augmented (3rd):** If you expend two uses of mythic power, you can paralyze one additional target for every 3 mythic tiers.

**HOLD MONSTER, MASS**

As *mythic hold monster*, but you can target a number of creatures anywhere within range; they need not be within 30 feet of each other.

**HOLD PERSON**

When a creature paralyzed by this spell succeeds at a subsequent saving throw to end the paralysis, it becomes slowed (as the *slow* spell). A second successful save ends the *slow* effect.

**Augmented (3rd):** If you expend two uses of mythic power, you can paralyze one additional target for every 3 mythic tiers.

**HOLD PERSON, MASS**

As *mythic hold person*, but you can target a number of humanoids anywhere within range; they need not be within 30 feet of each other.

**HOLY AURA**

Warded creatures gain a +6 deflection bonus to Armor Class and a +6 resistance bonus on saving throws and spell resistance of 25 plus your mythic tier against evil spells and spells cast by evil creatures. An evil creature attempting to possess or exercise mental control over a protected creature takes 1d6 points of damage per 2 caster levels (maximum 10d6) from mental feedback (Will negates). Finally, an evil creature that succeeds on a melee attack against a warded creature is both blinded and deafened as *mythic blindness/deafness* (Fortitude negates), as described in *Pathfinder Roleplaying Game Mythic Adventures*, with a separate Fortitude save allowed against each effect.

**HOLY SWORD**

You can cast this spell on a melee weapon or ranged weapon, and that weapon radiates a *mythic magic circle against evil*, and creatures within this radius gain spell resistance of 20 plus your mythic tier against evil spells and spells cast by evil creatures.


If you have the divine bond class feature you can enhance the same weapon with this spell and your divine bond; the effects stack. If you have a divine bond (mount), you can cast this spell on one of your mount's natural weapons.

**HORRID WILTING**

The damage dealt increases to 1d10 points of damage per level (maximum 20d10), and targets that fail their saves become fatigued with dehydration. Water elementals and plant creatures take 1d12 points of damage per level (maximum 20d12) and become exhausted on a failed save; on a successful save, they take half damage and become fatigued.

**HYPNOTIC PATTERN**

Increase duration by a number of rounds equal to your mythic tier, and you may affect a number of Hit Dice of creatures equal to 2d6 plus your caster level plus your mythic tier. Creatures within a *mythic hypnotic pattern* are dazzled as long as they remain within the area regardless of their saving throw.



**Augmented (3rd):** If you expend two uses of mythic power, the mind-bending whorls of the pattern deal 1d4 points of Intelligence, Wisdom, or Charisma damage (your choice) to creatures within the area when their fascinate effect is ended. A successful Will save against the spell's DC reduces this damage by half.

#### HYPNOTISM

Increase duration by a number of rounds equal to your mythic tier, and the number of Hit Dice of creatures you may affect by an amount equal to your mythic tier. Creatures failing their save take a penalty equal to one-half your mythic tier (minimum -1) against other mind-affecting effects you use against them. Using an offensive mind-affecting ability breaks the fascinate effect of a hypnotized creature, but not until after you have activated that effect.

**Augmented:** If you expend two uses of mythic power, you can cast a second compulsion on a hypnotized creature. It does not perceive this as an attack. If it fails its save, you can delay the onset of that effect for a number of hours equal to your caster level, activating after a set amount of time that you designate or when a triggering condition that you state occurs, as *magic mouth*. The spell level of the companion compulsion must be lower than your mythic tier. You can spend one additional use of mythic power to make this second compulsion undetectable to non-mythic effects.

If you are at least 3rd mythic tier, you can delay this effect up to one day per caster level. If you are at least 6th mythic tier, you can delay the effect up to one year per caster level. If you are at least 9th mythic tier, you can delay the effect indefinitely.

**Augmented (6th):** If you expend three uses of mythic power, you can implant a companion compulsion as described above, but it triggers whenever the triggering condition occurs, up to a number of times equal to your mythic tier, rather than triggering only once.

#### IDENTIFY

You add twice your mythic tier on Spellcraft checks made to identify the properties and command words of magic items in your possession. In addition, you can identify the properties of any magical item not in your possession that is within the area of effect by concentrating on it as a standard action, adding your mythic tier to the Spellcraft check.

**Augmented (6th):** If you expend two uses of mythic power, you can identify one power of an artifact by succeeding at a caster level check against a DC equal to 10 plus twice the artifact's caster level. Learning one property of an artifact expends the spell.

#### ILLUSORY SCRIPT

The duration increases to permanent, and it cannot be dispelled unless the caster level of the dispeller exceeds yours. If more than one creature is present when the *mythic illusory script* is read by an unauthorized person, all creatures within 10 feet are affected by the *suggestion*.

#### ILLUSORY WALL

A *mythic illusory wall* cannot be detected as magical or an illusion by non-mythic divinations unless the caster succeeds at a caster level check with a DC of 11 plus your caster level plus your mythic tier. Add your mythic tier to the caster level check DC to dispel the *mythic illusory wall*.

**Augmented:** If you expend two uses of mythic power, you can create an additional 1-ft. by 10-ft. by 10-ft. section of *mythic illusory wall*, plus one additional section per 3 mythic tiers after 1st.

#### IMBUE WITH SPELL ABILITY

You can imbue a total number of spell levels equal to your mythic tier, in addition to the spells normally allowed. You can imbue spells up to 4th level, though the maximum level of spell you imbue cannot exceed one-half the target's Hit Dice, and the total number of spell levels cannot exceed its Hit Dice. You can imbue the target with mythic spells that you know, including augmented versions of mythic spells for which you qualify.

If the target is mythic, it may use its own mythic power to cast or augment these mythic spells. If it chooses not to spend its mythic power to do so, the spell takes effect as an ordinary spell. If the target is not mythic (or if it is mythic but does not wish to expend its own mythic power), you can imbue one or more points of your mythic power into the target, who may use this mythic power only to cast or augment the imbued mythic spells. Your pool of mythic power is reduced by one point until the recipient uses all of the imbued mythic spells or until you dismiss the spell.

#### IMPLOSION

The damage inflicted is increased to 15 points per caster level, and you may target objects rather than creatures.

#### IMPRISONMENT

You can affect more than one creature within a 10-foot burst, as long as the total number of Hit Dice of creatures you affect does not exceed your caster level plus your mythic tier. You can select which creatures in the area you wish to affect. A non-mythic *freedom* spell cast at the spot releases one of the trapped creatures at random unless one of them is named specifically. A mythic *freedom* spell frees all trapped creatures.

#### INCENDIARY CLOUD

The damage dealt increases to 6d10 points of damage per round, and the acrid, choking smoke sickens living creatures that fail their saving throw for as long as they remain within the cloud and for 1d6 minutes thereafter.

**Augmented (3rd):** If you expend two uses of mythic power, you increase the radius and height of the cloud to 10 feet times your mythic tier, and the *mythic incendiary cloud* bypasses fire resistance and fire immunity.

#### INFLICT CRITICAL WOUNDS, MASS

The damage dealt increases to 8d8 points of damage plus 2 points per caster level (maximum +80). Additionally, each living creature you target is sick-

ened for a number of rounds equal to your caster level if it fails its saving throw. Undead you target gain a +4 profane bonus on attack rolls, weapon damage rolls, and saving throws for 1 round.

#### INFLICT LIGHT WOUNDS, MASS

The damage dealt increases to 2d8 points of damage plus 2 points per caster level (maximum +50). Additionally, each living creature you target is sickened for a number of rounds equal to your caster level if it fails its saving throw. Undead you target gain a +1 profane bonus on attack rolls, weapon damage rolls, and saving throws for 1 round.

#### INFLICT MODERATE WOUNDS, MASS

The damage dealt increases to 4d8 points of damage plus 2 points per caster level (maximum +60). Additionally, each living creature you target is sickened for a number of rounds equal to your caster level if it fails its saving throw. Undead you target gain a +2 profane bonus on attack rolls, weapon damage rolls, and saving throws for 1 round.

#### INFLICT SERIOUS WOUNDS, MASS

The damage dealt increases to 6d8 points of damage plus 2 points per caster level (maximum +70). Additionally, each living creature you target is sickened for a number of rounds equal to your caster level if it fails its saving throw. Undead you target gain a +3 profane bonus on attack rolls, weapon damage rolls, and saving throws for 1 round.

#### INSANITY

An affected creature behaves as if under the effects of a *mythic confusion* spell, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### INSECT PLAGUE

The wasp swarms you summon gain the agile mythic simple template, as described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*. In addition, as a move action you can direct one

wasp swarm to move and as a full-round action you may direct all wasp swarms to move. They do not move other than as you direct them.

A **mythic insect swarm** obscures the vision of creatures inside it as **fog cloud**, providing concealment (20% miss chance) against targets within 5 feet and total concealment (50% miss chance) beyond 5 feet. Creatures outside a **mythic insect swarm** can attack creatures within it with no miss chance.

#### INSTANT SUMMONS

You can cast this spell on an item without first casting **arcane mark**, and you can summon an item weighing up to 10 pounds times your mythic tier, with a longest dimension equal to 5 feet plus your mythic tier. The spell cannot be dispelled by any non-mythic means unless the dispelling creature's caster level equals or exceeds yours.

You cannot summon an item that is worn or carried by a mythic creature, but you can summon an item worn or carried by a non-mythic creature if that creature fails a Will save.

In addition, you may use this spell to teleport even while you or the item is subject to a non-mythic effect that blocks teleportation or summoning, such as **antimagic field**, **dimensional anchor**, **dimensional lock**, or **forbiddance**, with a successful caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus to the check.

**Augmented:** If you expend two uses of mythic power, you can cast this spell even if the material component is not in your possession (though it still shatters when you cast the spell).

**Augmented (6th):** If you expend two uses of mythic power, you can reduce the cost of the material component to 100 gp. In addition, a non-mythic creature gains no saving throw to block your summons of the item. A mythic creature in possession of your item can block the summons with a Will save, as described above.

#### INTERPOSING HAND

Add your mythic tier as a deflection bonus to the hand's Armor Class and to the DC for caster level checks to dispel it. A **mythic interposing hand** grants a +2 bonus on Reflex saves against any effect created by your chosen opponent. In addition, a **mythic interposing hand** offers partial cover against enemies adjacent to your chosen opponent, providing a +2 cover bonus to Armor Class and a +1 bonus on Reflex saves against attacks by them. A **mythic interposing hand** takes damage from a **disintegrate** spell but is not automatically destroyed by it.

**Augmented:** If you expend two uses of mythic power, a **mythic interposing hand** provides improved cover against the chosen opponent, granting a +8 cover bonus to Armor Class and a +4 bonus on Reflex saves, as well as improved evasion against effects created by that opponent. Used in this way, a **mythic interposing hand** does not provide cover against attackers adjacent to your chosen opponent.

#### INVISIBILITY, GREATER

This spell includes the benefits of **mythic invisibility**, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, but it cannot be dispelled, penetrated, or revealed by non-mythic spells of 3rd level or less, including **dispel magic** and **invisibility purge**.

#### INVISIBILITY, MASS

All creatures are affected as **mythic invisibility**, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*. All creatures affected by **mythic mass invisibility** can see one another.

**Augmented:** If you expend two uses of mythic power, a number of creatures equal to your mythic tier can attack without disrupting the invisibility of the remaining creatures (though they become visible themselves). Once the number of creatures that have attacked exceeds your mythic tier, the spell ends.

**Augmented (3rd):** If you expend one additional use of mythic power, all creatures made invisible by this spell become undetectable by blindsense, blindsight, scent, or tremorsense.

#### INVISIBILITY PURGE

This spell functions as an area dispel (as *dispel magic*) on all forms of invisibility, with a bonus to the caster level check to dispel equal to your mythic tier against non-mythic forms of invisibility. Supernatural invisibility effects are not dispelled but are suppressed within the area.

#### INVISIBILITY SPHERE

This spell includes the benefits of *mythic invisibility*, as described in Chapter 3 of *Pathfinder Role-playing Game Mythic Adventures*. In addition, affected creatures that become visible on exiting the *mythic invisibility sphere* become invisible again if they later return to it. If the subject of the spell is a mythic creature, it may expend one use of mythic power to make a creature entering the area invisible, as if it had been within the spell's area of effect at the time it was cast.

#### IRON BODY

Your enhancement bonus to Strength is increased to +8 and your Dexterity penalty is reduced to -4, and your damage reduction becomes DR 15/adamantine and epic. Your unarmed attack deals damage equal to a greatclub sized for you and this counts as adamantine, cold iron, and magic for the purpose of overcoming damage reduction.

**Augmented:** If you expend two uses of mythic power, you can cast this spell with a range of touch (Fortitude negates (harmless), SR yes).

#### IRONWOOD

You gain a bonus equal to your mythic tier to Craft checks related to creating items out of *ironwood*, and increase the hardness and hit points of any items you create by an amount equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power while making only half as much *ironwood* as the spell would normally allow, increase the enhancement bonus you grant to any weapon, shield, or suit of armor so created by one-third your mythic tier.

#### JUMP

Increase the bonus on Acrobatics checks made to jump by 5 times your mythic rank. The target of this spell is always considered to have a running start. If the target intentionally jumps down from a height on his turn as a move action, he may make an Acrobatics check to jump, reducing the effective falling distance by a number of feet equal to the result of his Acrobatics check to determine falling damage. If his jump check equals or exceeds the distance fallen, he takes no damage and lands on his feet.

#### KEEN EDGE


Increase the target weapon's critical multiplier by 1. This does not stack with the mythic version of the Improved Critical feat.

#### KNOW DIRECTION

You may choose for the spell to reveal the direction to a commonly known location within a number of miles equal to your caster level plus your mythic tier times 10. This location must be commonly known, such as a city or other settlement or a natural feature such as a mountain or river, with a Knowledge (geography), Knowledge (local), or Knowledge (nature) DC no greater than 10 plus your mythic tier unless you have previously visited that location.

#### LEGEND LORE

The casting time is always the minimum possible based on the information you are trying to acquire. You gain a bonus equal to your mythic tier on all Knowledge checks related to the subject of study, and you gain a bonus equal to one-half your mythic tier on caster level checks and the save DC of any divination spell you



cast to learn more about the same creature after casting *mythic legend lore*. The effect of any divination about the subject of this spell is doubled as if using the Extend Spell feat.

#### LIGHT

Your *mythic light* sheds normal light in a 30-foot radius and increases the light level by one step for an additional 30 feet, and the duration is increased to one hour per level.

**Augmented:** You can cast *mythic light* as an immediate action to counter or dispel any darkness spell by spending a number of additional uses of mythic power equal to the level of the darkness spell.

#### LIVEOAK

You can have a number of *mythic liveoak* spells in effect equal to your mythic tier, and the caster level check DC to dispel this effect with any non-mythic effect is increased by an amount equal to your mythic tier. While in its inanimate tree form, your *mythic liveoak* adds your mythic tier to its hardness and gains spell resistance of 12 plus your caster level to resist spells that specifically affect plants; this spell resistance is increased by your mythic tier against non-mythic effects.

**Augmented:** If you expend two uses of mythic power, when your *mythic liveoak* animates into treant form it is considered a mythic creature and gains DR 10/epic and slashing instead of DR 10/slashing.

#### LOCATE CREATURE

Increase the range to 1 mile per level, and running water does not block the effect. You gain a bonus equal to your mythic tier on Perception checks made to oppose Disguise or Stealth checks by the creature you are attempting to locate. You can also locate creatures protected by non-mythic effects such as *nondetection*, *private sanctum*, *mind blank*, and polymorph effects with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness.

If an effect already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on this check or saving throw.

#### LOCATE OBJECT

Increase the range to 1 mile per level, and running water does not block the effect. You gain a bonus equal to your mythic tier to Perception checks to find or notice the item you seek by ordinary observation, including recognizing a disguised or camouflaged object for what it really is. You can also detect items hidden or disguised by non-mythic effects such as *nondetection*, *polymorph any object*, or *sequester* with a caster level check with a DC of 11 plus the caster level of the effect, or through lead sheeting with a DC 20 caster level check, plus 5 per inch of thickness. If an effect already allows a caster level check or saving throw to penetrate its protection, add your mythic tier on this check or saving throw.

#### LONGSTRIDER

The speed bonus from this spell increases to 15 feet (and to 20 feet at 5th tier).

**Augmented:** If you expend two uses of mythic power, you can cast this spell on a number of creatures equal to your mythic tier.

#### LULLABY

Increase the radius of the spell's area of effect by 5 feet times your mythic tier. You may exclude yourself plus a number of creatures equal to your mythic tier from the effect.

**Augmented (6th):** If you expend three uses of mythic power, you affect all creatures within 1 mile.

#### MAGE HAND

Increase the weight of the object you can lift by a number of pounds equal to your mythic tier, and you can pick up magical items with a *mythic mage hand*. As a move action, you can move an object up to 30 feet.

**MAGE'S FAITHFUL HOUND**

A *mythic mage's faithful hound* sees with *true seeing* while on guard. When it attacks, it adds your mythic tier to its attack roll and deals  $2d10+3$  points of damage. When it hits, it can attempt a drag combat maneuver as a free action that does not provoke attacks of opportunity. It uses your caster level plus your mythic tier plus your ability modifier in your primary casting ability score to determine its CMB for this maneuver. If the maneuver succeeds, it drags its target in a random direction away from the location it was set to guard and then immediately returns to its guard position.

**MAGE'S LUCUBRATION**

You instantly prepare any one spell of 6th level or lower that you have used during the past 24 hours. Alternatively, you can instantly prepare any spell you know whose level does not exceed one-half your mythic tier, even if you have not used that spell. A spell you prepare with *mythic mage's lucubration* is treated as if prepared with the Eschew Materials feat.

**MAGE'S MAGNIFICENT MANSION**

Extend the duration to one day per level, and the mansion creates sufficient food and drink to supply 20 creatures per caster level for as long as they remain within the *mythic mage's magnificent mansion*.

**Augmented:** If you expend two uses of mythic power, the *mythic mage's magnificent mansion* contains one-way window looking back at the location where the spell is cast, allowing anyone inside the mansion to observe that location as if using *clauraudience/clairvoyance*.

**MAGE'S PRIVATE SANCTUM**

You may choose to make the boundary of the spell invisible, allowing vision into the *mythic mage's private sanctum* but masking the presence of the spell to ordinary observation and rendering its magical aura undetectable

by non-mythic effects. You may affect the normal area while extending the duration by a number of days equal to your mythic tier.

**Augmented:** If you expend two uses of mythic power, you increase the area to one 100-foot cube per caster level.

**MAGE'S SWORD**

The damage dealt increases to  $4d10$  plus the weapon's enhancement bonus. In addition, for every 3 mythic tiers you possess you can increase the enhancement bonus of your *mythic mage's sword* by +1, or you may choose one or more of the following special weapon properties to add to your *mythic mage's sword*: corrosive, corrosive burst, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, thundering, or wounding.

**MAGIC AURA**

The duration increases to one year per caster level. In addition, add your mythic tier to the Will save DC to determine that the *mythic magic aura* is false.

**MAGIC CIRCLE AGAINST CHAOS**

As *mythic magic circle against evil*, except against chaotic creatures.

**MAGIC CIRCLE AGAINST EVIL**

The deflection bonus to AC and resistance bonus on saves increases to +4, and you add your mythic tier to caster level checks to overcome the spell resistance of called or summoned evil creatures. Each round an evil summoned creature begins its turn within the *magic circle against evil*, it takes damage  $1d6$  points of damage per 2 caster levels (Will negates). This spell overlaps and does not stack with *mythic protection from evil*.

**Augmented (3rd):** If you expend two uses of mythic power, any evil creature beginning its turn within the *magic circle against evil* takes damage equal to your mythic tier (Will negates). This damage stacks with the damage taken by evil summoned creatures.

#### MAGIC CIRCLE AGAINST GOOD

As *mythic magic circle against evil*, except against good creatures.

#### MAGIC CIRCLE AGAINST LAW

As *mythic magic circle against evil*, except against lawful creatures.

#### MAGIC JAR

You can possess a non-mythic creature even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *antimagic field*. If the target of your possession is a mythic creature protected by a non-mythic effect, or a non-mythic creature protected by a mythic effect, you can overcome that protection with a caster level check against a DC of 15 plus that effect's caster level. You cannot possess a mythic creature protected by a mythic effect that blocks possession.

#### MAGIC MOUTH

The spell's duration is changed to permanent, and you can add 5 additional words to the message spoken by the *mythic magic mouth* for every two mythic tiers. A *mythic magic mouth* bypasses non-mythic magical darkness or illusions (including invisibility) when determining whether it is triggered.

**Augmented:** If you expend two uses of mythic power, you can implant a sonic or language-dependent spell whose level does not exceed half your mythic tier into the *mythic magic mouth*. This spell is triggered as part of the triggering of the *mythic magic mouth*. Used in this way, a *mythic magic mouth* is permanent until discharged and is considered a magical trap with a Perception and Disable Device DC of 27 plus your mythic tier.

#### MAGIC STONE

Each stone deals  $1d10+1$  points of damage on a hit ( $2d10+2$  against undead). In addition, a *magic stone* flashes brightly when striking an undead creature, causing the target to become dazzled for 1 round (Will negates).

#### MAGIC WEAPON

You may affect one additional weapon for every two mythic tiers. Casting the spell and touching multiple weapons is a full-round action.

#### MAJOR CREATION

You may choose to increase the duration of the vegetable matter, stone, crystal, or base metal items you create to 1 day/level, precious metals or gems to 1 hour/level, or rare metals to 1 minute/level; or you may increase the volume of material created to 10 cubic feet per level. Add your mythic tier to Craft checks to make complex items.

**Augmented:** If you expend two uses of mythic power, you can increase the duration and the volume of material as described above.

#### MAJOR IMAGE

The duration increases to concentration plus 10 minutes per level and the area to 12 10-foot cubes plus one 10-foot cube per caster level.

**Augmented (6th):** If you expend two uses of mythic power, the duration increases to concentration plus 1 hour per level and the area to a 150-foot-radius emanation. An augmented *mythic major image* cannot move.

#### MARK OF JUSTICE

When the *mythic mark of justice* is activated, it has the effect of *mythic bestow curse*. It can be removed by non-mythic *break enchantment*, *limited wish*, *miracle*, or *wish* only if its caster level is equal to or higher than your caster level. Non-mythic *remove curse* cannot remove a *mythic mark of justice*.

#### MELD INTO STONE

You gain tremorsense with a range of 10 feet plus 5 feet per mythic tier while melded into the stone, and you can see objects and creatures adjacent to the stone where you are hiding.

**Augmented (3rd):** If you expend two uses of mythic power, you can exit through a different surface of the stone than the one you entered. You may exit up to 10 feet away from the place you

entered, plus 10 feet per 3 tiers beyond 3rd. The place where you exit, and all intervening stone through which you pass, must be large enough to accommodate your body.

#### MENDING

You restore 1d8 hit points to the target item, and you can repair magical items with this spell as long as your caster level plus your mythic tier equals or exceeds the item's caster level.

#### MESSAGE

Nearby creatures cannot hear your whispered messages. In addition, you can send messages through magical *silence* with a caster level check against a DC of 15 plus the caster level of the *silence* effect. You can send *mythic message* through lead sheeting with a caster level check (DC 20 plus 5 per inch of thickness). You can penetrate 3 feet of wood or dirt, 1 foot of stone, or 1 inch of common metal with a caster level check (DC 15 plus 5 for each multiple of that thickness).

#### MIND BLANK

You gain immunity to non-mythic mind-affecting effects. A non-mythic creature trying to use a mind-affecting effect on the target is dazed for a number of rounds equal to your mythic tier (Will negates).

#### MIND FOG

Increase the radius and height of the effect by 10 feet, plus 10 feet per 3 mythic tiers, and increase the duration of the effect for a number of rounds equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, increase the penalty to Wisdom checks and Will saves by an amount equal to one-half your mythic tier. This penalty also applies on Wisdom-based skill checks. In addition, the *mythic mind fog* cannot be blown away by wind effects unless they affect the entire cloud. Even if they do, the *mythic mind fog* reforms 1 minute after it disperses.

#### MINOR CREATION

You may choose to increase the duration of the items you create to 1 day/level or increase the volume of material created to 10 cubic feet per level. Add your mythic tier to Craft checks to make complex items.

**Augmented:** If you expend two uses of mythic power, you can increase the duration and the volume of material as described above.

#### MINOR IMAGE

The duration increases to concentration plus 1 minute per level and the area to 10 10-foot cubes plus one 10-foot cube per caster level.

**Augmented (6th):** If you expend two uses of mythic power, The duration increases to concentration plus 10 minutes per level and the area to a 100-foot-radius emanation. An augmented *mythic minor image* cannot move.

#### MIRAGE ARCANA

The duration increases to concentration plus 1 day per level and increase the area by a number of 20-foot cubes equal to your mythic tier.

**Augmented (6th):** If you expend two uses of mythic power, add the shadow descriptor to the spell, and any solid terrain or structures you create are quasi-real. These structures can be climbed just as normal terrain or structures can. Regardless of their appearance, illusory objects, materials, and terrain features you create have hardness 0, and each 5-foot cube has hit points equal to your caster level. If destroyed, these illusory materials dissolve into nothingness, dealing no damage from cave-ins, avalanches, etc. You cannot create open space where none exists, but you can cover existing open space or liquid surfaces with your *mythic mirage arcane*, making it appear solid and even allowing creatures to walk across.

## MIRACLE

You can use *mythic miracle* to duplicate any mythic spell you have prepared, and by expending one additional use of mythic power you can cast the mythic version of any cleric spell of 8th level or lower or any other spell of 7th level or lower that you don't know or you know but do have not prepared.

You can use *mythic miracle* to negate the effects of a harmful permanent or instantaneous spell effect for one creature. By expending a second use of mythic power, you instead can cast *mythic miracle* as an immediate action to undo an effect harmful to you or your allies such as the following: negate all effects of a non-mythic spell; negate all effects of a mythic spell whose level does not exceed your mythic tier minus 1; negate one attack (including physical attacks and extraordinary or supernatural abilities); or rescue a character from a dangerous or lethal event or occurrence that does not fit the above categories, such as falling from a great height, being buried in lava, etc. You can also make more powerful requests of your deity as described in the *miracle* spell description in the *Pathfinder Roleplaying Game Core Rulebook*. These effects are always subject to GM discretion and the nature and alignment of your deity, but can be used to achieve even greater feats of power than a normal *miracle*.

**Augment:** If you expend two uses of mythic power as a swift action immediately prior to casting a *mythic miracle*, you can determine the will of your deity and the likely outcome of the *mythic miracle* as if you had cast a *mythic augury*.

If you are at least 3rd mythic tier and expend three uses of mythic power, you instead gain the benefit of a *mythic divination* related to your intended *mythic miracle*.

If you are at least 6th mythic tier and expend four uses of mythic power, you instead may ask questions about your intended *mythic miracle* as if you had cast *mythic commune*.

**Augment (7th):** If you expend two uses of mythic power, you can cast a silent, stilled *mythic miracle*, even if you would otherwise be unable to take actions (though not if you dead).



**MISDIRECTION**

Rather than redirecting detection to an object or creature within range, you can choose the results that will register on divination spells that reveal auras. Creatures using non-mythic are not allowed a saving throw to reveal the deception.

**MNEMONIC ENHANCER**

You can regain any spell of 4th level or lower that you have cast within a number of previous rounds equal to your mythic tier, restoring it instantly to your mind. If you expended uses of your mythic power to cast or augment that spell, you regain one use of your mythic power, which may only be used to cast or augment the same spell.

Alternatively, you can prepare up to four additional levels of spells, or to prepare a single spell of up to 3rd level for which you know the mythic version. When you cast that spell, the cost in mythic power to cast or augment that spell is reduced by one, to a minimum of zero.

**MOMENT OF PRESCIENCE**

You can activate your insight bonus a number of times equal to one-half your mythic tier. Each time you activate the *mythic moment of prescience*, the bonus is reduced by 50% from the previous bonus.

**MOUNT**

The horse or pony you summon is considered a mythic creature for the purpose of spells and effects. It gains bonus hit points equal to your mythic tier and also gains the benefits of the mythic version of the Endurance feat (as described in Chapter 2 of *Pathfinder Roleplaying Game Mythic Adventures*), though it gains no other mythic abilities.

**Augmented (3rd):** If you expend two uses of mythic power, you can grant your pony or horse the **agile** or **invincible** mythic simple template. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

If you are using *Mythic Monsters: Mounts* from *Legendary Games*, you can instead expend two uses of mythic power to summon an advanced mythic pony or advanced mythic light horse.

**NEUTRALIZE POISON**

You automatically neutralize non-mythic poisons, including poisons created by non-mythic spells, poison on non-mythic traps, or the poison of non-mythic creatures. If you cast this spell on a non-mythic creature, it receives no saving throw to resist having its poison neutralized.

**NONDETECTION**

A non-mythic divination spell whose level is lower than your mythic tier minus 1 automatically fails if its caster level is lower than your caster level. If its caster level is equal to or higher than your caster level, add your mythic tier to the DC to overcome your *mythic nondetection*.

**Augmented:** If you expend two uses of your mythic power, you can target a number of creatures and objects equal to your mythic tier.

**OBSCURE OBJECT**

The duration of this spell is increased to 24 hours, and you make the target object difficult to find by normal observation, with a penalty equal to your mythic tier on Perception checks to notice the object (including checks made to recognize a disguised or camouflaged object for what it truly is).

**OPEN/CLOSE**

Increase the weight of the object you can affect to 50 pounds per mythic tier. In addition, you can use this spell to assist a creature trying to open a closure, granting a +2 circumstance bonus to their Strength check or Disable Device check, or that is trying to close (or hold closed) an opening held open by another creature, granting a +2 bonus to their opposed Strength check to push or hold the door closed. This bonus increases by 1 for every 3 mythic tiers you have.

### OVERLAND FLIGHT

The fly speed increases to 60 feet (or 40 feet if wearing medium or heavy armor, or if carrying a medium or heavy load), with an additional bonus on Fly checks equal to your mythic tier. If you cast this spell on a mount, its rider gains a bonus equal to your mythic tier on Ride checks to avoid being dismounted. The subject can cover 96 miles in an 8-hour period of flight (or 64 miles at a speed of 40 feet). The subject is treated as one size larger than its actual size for the purpose of being checked or blown away by strong winds.

### OWL'S WISDOM

Your target gains a bonus to Wisdom checks equal to half your mythic tier, and once during the spell's duration the target can elect to reroll a Wisdom-based skill check or Will save. This reroll must be used immediately after the result of the first roll is determined, and the reroll must be used even if it is worse than the original roll.

**Augmented (6th):** If you expend two uses of mythic power, the target gains a +6 enhancement bonus to its Wisdom score rather than +4.

### OWL'S WISDOM, MASS

As *mythic owl's wisdom*, but affecting one creature per level, no two of which can be more than 30 ft. apart.

### PASS WITHOUT TRACE

When in natural surroundings (not urban or constructed dungeon areas), the subjects of this spell take no penalty to Stealth while moving faster than half speed, though they cannot use Stealth while attacking, running, or charging.

**Augmented:** If you expend two uses of your mythic power, all targets of the spell gain a bonus equal to one-half your mythic tier to saving throws against divination spells while in natural surroundings.

### PASSWALL

You can create a *mythic passwall* through walls made of metal, treating each inch of thickness as 5 feet of stone. Add 5 feet times one-half your mythic tier to the depth of the passage you create. Rather than increasing the passage's depth, you can add a number of feet equal to your mythic tier to its height and width.

### PERMANENCY<sup>A</sup>

A mythic permanency (and any spell it makes permanent) cannot be dispelled by non-mythic means, up to and including non-mythic mage's disjunction, and you add your mythic tier to DC of caster level checks made to dispel your mythic permanency even with mythic effects. If you use mythic permanency on yourself, it can be dispelled only by a mythic creature, and only if their caster level plus their mythic tier exceeds your caster level plus your mythic tier.

**Augmented:** You can reduce the gp cost of casting mythic permanency by 500 gp per use of mythic power you expend while casting the spell.

**Augmented (3rd):** If you expend two uses of mythic power, you can target a magical item with mythic permanency while spending 1,000 gp times the item's caster level. That item gains immunity to having its powers negated or suppressed by any non-mythic effect, including a non-mythic antimagic field, dispel magic, mage's disjunction, rod of cancellation, or rod of negation.

### PERMANENT IMAGE

Increase the area to one 20-foot cube per caster level. A *mythic permanent image* is not disrupted by being attacked or interacted with, and it does not detect as magical or illusory to any form of non-mythic divination unless the caster succeeds at a caster level check with a DC of 11 plus your caster level plus your mythic tier. Add your mythic tier to the DC of caster level checks made to dispel a *mythic permanent image*, and if dispelled by a non-mythic effect the *mythic permanent image* returns 24 hours later.

**Augmented (6th):** If you expend two uses of mythic power, increase the area to a 200-foot-radius emanation, and it cannot be detected or revealed as an illusion by non-mythic effects, including senses like blindsight and tremorsense.

#### PERSISTENT IMAGE

This functions as *mythic major image*, but it follows a script determined by you, including intelligible speech. In addition, the illusion adapts to changing conditions. Illusory creatures and objects show damage if attacked and appear to react naturally, apparently “dying” and falling to the ground if dealt damage. You may include a number of specific triggered variations equal to your mythic tier wherein the scripted illusion changes if the trigger action you stipulate occurs. Each triggered variation in your programmed script lasts one minute, and can be set to trigger as a *magic mouth* spell.

#### PHANTOM TRAP

A *mythic phantom trap* cannot be detected as illusory by non-mythic divinations unless the caster succeeds at a caster level check with a DC equal to 15 plus your caster level plus your mythic tier. In addition, any creature who “finds” the *phantom trap* becomes obsessed with figuring out how to disarm it, becoming fascinated for a number of minutes equal to your mythic tier (Will negates). This is an illusion (pattern) effect.

**Augmented:** If you expend two uses of mythic power, when a *mythic phantom trap* is discovered the creature that finds it and any of their allies become shaken as long as they remain within 10 feet of the object upon which the spell was cast (Will negates).

#### PHASE DOOR

You extend the length of the *mythic phase door* by 5 feet per mythic tier, and you add your mythic tier to the number of times the *mythic phase door* can be used. You can take creatures larger than Medium through a *mythic phase door*, spending one additional use per size category above Medium.

#### PLANAR ALLY

As *mythic lesser planar ally*, but you can call one or more non-mythic outsiders or extraplanar creatures whose Hit Dice total no more than 12 plus half your mythic tier, or one or more mythic outsiders or extraplanar creatures whose Hit Dice total 12 or less.

#### PLANAR ALLY, GREATER

As *mythic lesser planar ally*, but you can call one or more non-mythic outsiders or extraplanar creatures whose Hit Dice total no more than 18 plus half your mythic tier, or one or more mythic outsiders or extraplanar creatures whose Hit Dice total 18 or less.

#### PLANAR ALLY, LESSER

You can call a non-mythic outsider or extraplanar creature whose Hit Dice are up to 6 plus half your mythic tier, and the payment required for such a creature is reduced by half. Alternatively, you can call a mythic outsider or extraplanar creature of 6 Hit Dice or less. You cannot call creatures with class levels or templates except for the celestial, entropic, fiendish, or resolute simple templates. Creatures to which you apply one of these templates are treated as having 1 Hit Die more than normal for the purpose of your Hit Die limit.

#### PLANAR BINDING

As *mythic lesser planar binding*, but you can call one or more non-mythic outsiders or extraplanar creatures whose Hit Dice total no more than 12 plus half your mythic tier, or one or more mythic outsiders whose Hit Dice total 12 or less.

#### PLANAR BINDING, GREATER

As *mythic lesser planar binding*, but you can call one or more non-mythic outsiders or extraplanar creatures whose Hit Dice total no more than 18 plus your mythic tier, or one or more mythic outsiders whose Hit Dice total 18 or less.

### PLANAR BINDING, LESSER

You can call a non-mythic outsider or extraplanar creature whose Hit Dice are up to 6 plus half your mythic tier. Alternatively, you can call a mythic outsider of 6 Hit Dice or less. You cannot call creatures with class levels or templates except for the celestial, *entropic*, fiendish, or *resolute* simple templates. Creatures to which you apply one of these templates are treated as having 1 Hit Die more than normal for the purpose of your Hit Die limit.

Add your mythic tier to the DC of Charisma checks a trapped creature uses to try to break free and on your opposed Charisma checks to negotiate for the creature's service, as well as on caster level checks made to overcome a trapped creature's spell resistance if it attempts to break free from your binding.

### PLANT GROWTH

When you use this spell to cause *enrichment*, plants' potential productivity over the next year is doubled within a radius of one mile per two mythic tiers. When you cast it to cause *overgrowth*, you affect a circle with a radius of 100 feet times your mythic tier (150 feet per tier for a semicircle, 200 feet per tier for a quarter-circle), and the increase to save DC for plant-enhancing spells lasts 1 year. Non-mythic *diminish plants* and *blight* do not affect plants within the area unless the caster makes a caster level check with a DC of 11 plus your caster level plus your mythic tier.

**Augmented:** If you expend two uses of your mythic power, you can cast this spell on a Gargantuan or smaller creature of the plant type, granting that creature the same benefits an animal gains from *animal growth*.

**Augmented (6th):** If you expend two uses of mythic power, you can increase the radius of *overgrowth* to one mile times your mythic tier (1.5 miles per tier for a semicircle, 2 miles per tier for a quarter-circle).

### PLANT SHAPE (ALL)

Each *mythic plant shape* spell is a separate spell, meaning you must select each separately as a mythic spell and you must first know the

standard version of the spell you select, though you need not know lower-level *plant shape* spells to learn their higher-level versions.

*Mythic plant shape* increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target one creature you touch rather than yourself. The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form allowed by the spell.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

### POISON

The poison you create deals 1d4 points of Constitution damage per round for a number of rounds equal to 6 plus one-half your mythic tier, and ending the poison's effect requires two consecutive successful saving throws. In addition, you can choose for your poison to deal Strength or Dexterity damage rather than Constitution damage. Non-mythic *delay poison*, *heal*, *neutralize poison*, and similar effects have no effect on *mythic poison* unless the caster makes a successful caster level check with a DC equal to the poison's save DC plus one-half your mythic tier.

### POLYMORPH

In addition to the usual forms, you can polymorph the target into a monstrous humanoid (as *monstrous physique I*, undead (as *undead anatomy I*), or vermin (as *vermin shape I*), and at the GM's option into other forms allowed

by similar spells of the polymorph subschool of 4th level or lower that allow polymorphing into a single specific creature type.

**Mythic polymorph** increases any ability score bonuses and reduces any ability score penalties granted by the standard version by 2 and increases the natural armor bonus the spell provides by 1 (granting a +1 bonus if the spell normally grants no bonus).

The subject of this spell can resume its normal form and then shift back into the same assumed form without ending the spell; however, the spell's duration continues to elapse while the target is in its own form. If the subject is a mythic creature, it can spend one use of its own mythic power as a full-round action to shift into a different form of the same creature type.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

#### POLYMORPH, GREATER

As **mythic polymorph**, but in addition to the listed forms the subject can also be polymorphed into a monstrous humanoid (as **monstrous physique IV**), undead (as **undead anatomy III**), or vermin (as **vermin shape II**), and at the GM's option into other forms allowed by similar spells of the polymorph subschool of 6th level or lower that allow polymorphing into a single specific creature type.

#### POLYMORPH ANY OBJECT

Add one-half your mythic tier to the duration factor of objects or creatures you target with this spell. You can polymorph a suit of magical armor into a different type of armor, a magical shield into a different type of shield, or a magical weapon into a different type of weapon. A magical rod that functions as a magical weapon can be affected in this way, though this affects only its properties as a weapon, not its other magical abilities. Any magical abilities that are invalid for the new item type are lost permanently. If the new form has a higher price than

the item's original form, crushed gemstones equal in value to the difference in price must be added to the material component of the spell.

At the GM's option, **mythic polymorph any object** also may be used to transmute wearable wondrous items into items with the same ability but that can be worn in a different body slot. This spell has no effect on artifacts.

By expending two uses of mythic power, you may use **mythic polymorph any object** to duplicate the mythic versions of **baleful polymorph**, **greater polymorph**, **flesh to stone**, **stone to flesh**, **transmute mud to rock**, **transmute metal to wood**, or **transmute rock to mud**.

#### PRESTIDIGITATION

You can affect an area up to 1 cubic foot per mythic tier or move an object up to 1 pound per mythic tier. Using **mythic prestidigitation** to rapidly shift the color and appearance of small objects on or around your person grants you a competence bonus equal to one-half your mythic tier on Disguise, Perform, and Sleight of Hand checks. In addition, you can discharge this spell as part of making a Craft or Profession check to provide you a +2 competence bonus on that check. This ends the spell.

#### PRISMATIC WALL

The size of the wall increases to 10 ft./level wide, 3 ft./level high and the duration increases to 1 hour/level. Creatures with fewer Hit Dice than 8 plus your mythic tier who look at a **mythic prismatic wall** from within 20 feet are blinded permanently. When you cast the spell, you can designate one creature per mythic tier to share your immunity to the wall's effects.

**Augmented (4th):** If you expend two uses of mythic power, creatures beginning their turn within 5 feet of a **mythic prismatic wall** are affected as **prismatic spray**. The save DC of this **prismatic spray** is the same as the DC of the **mythic prismatic wall**.

At 8th mythic tier, you may instead expend three uses of mythic power to increase the range of this effect to 10 feet.

### PRODUCE FLAME

The damage dealt increases to 1d10 points of fire damage +1 point per caster level (maximum +10). In addition, the target's square is filled with flames until the beginning of your next turn. Any creature within or entering that square catches on fire (DC 15 Reflex negates).

**Augmented:** If you expend two uses of mythic power, the spell creates a 5-foot-radius burst of flames (at least one square must be occupied by the target of your ranged touch or melee touch attack). Creatures within this burst take splash damage equal to one-half your caster level and all squares in this burst are filled with flames as above.

### PROGRAMMED IMAGE

Increase area to one 20-foot cube per caster level, and your *mythic programmed image* can be triggered a number of times equal to your mythic tier. If a *mythic programmed image* is dispelled while the illusion is active, only that activation is dispelled. It can still be triggered again the next time its triggering condition is met. The spell can be permanently dispelled while the illusion is not active, but only if the dispeller's caster level exceeds yours.

### PROJECT IMAGE

Your image can persist for a number of rounds equal to one-half your tier when you do not have line of effect to it. You cannot direct its actions during any round during which you lose line of effect, but if you re-establish line of effect before the above number of rounds elapses you can again make use of it. These rounds do not need to be consecutive.

**Augmented (2nd):** If you expend two uses of mythic power, you can cause your image to become semisolid for a number of rounds equal to one-half your mythic tier. In this form, your image can manipulate objects as if it had a Strength score equal to your mythic tier. During a round in which your image is semisolid, as a move action you can try to hand a magical object or item to another creature; this has a 50% chance of delivering the real item, causing it to disappear from your per-

son. If this roll fails, the item remains on your person and you hand over an illusory duplicate that dissolves at the end of your turn. You can make physical attacks in this form, though your attacks are only quasi-real, dealing 20% normal damage.

### PROTECTION FROM ENERGY

The spell absorbs 20 points per level of energy damage of the selected type before being discharged. In addition, if the target of the spell is a mythic creature and takes damage of a different energy type than the type chosen when the spell was cast, it may spend one use of its mythic power as an immediate action to switch the energy type of the *protection from energy* spell to the type of energy used in that attack. This reduces the remaining damage-absorbing capacity of the *protection from energy* spell by 50%; this reduction is applied before applying the damage from the attack.

### PROTECTION FROM SPELLS

The targets of this spell can attempt saving throws against spells that normally allow no save, though resistance bonuses to saving throws (including from this spell) do not apply to such saving throws. A successful saving throw halves any hit point damage, ability damage, ability drain, or negative levels; any other effects of the spell are negated.

**Augmented:** If you expend two uses of mythic power, choose one type of saving throw: Fortitude, Reflex, or Will. If a protected creature would normally suffer a reduced effect when it successfully saves against a spell requiring a save of that type, the spell has no effect instead.

### PRYING EYES

The duration increases to 2 hours/level and add your mythic tier to the Armor Class of your *mythic prying eyes*. The *mythic prying eyes* gain darkvision with a range of 20 feet plus 10 feet per mythic tier.

**Augmented:** If you expend two uses of mythic power, you can send a number of eyes equal to your mythic tier back out after that eye has returned to you and reported.

#### PRYING EYES, GREATER

This spell gains the benefits of *mythic prying eyes*, but you also add your mythic tier to the hit points of each eye.

**Augmented:** If you expend two uses of mythic powers, whenever one of your *mythic greater prying eyes* makes a Perception check, roll twice and take the higher result.

#### PURIFY FOOD AND DRINK

The food and drink affected by this spell are so nourishing and refreshing that creatures need to eat and drink only half the normal amount to be fully sustained. In addition, creatures eating and drinking this food gain a +1 bonus to saving throws against becoming exhausted, fatigued, nauseated, or sickened for a number of hours equal to your mythic tier.

#### PYROTECHNICS

You can cast this spell without a fire source. If you have a fire source, increase the radius of blinding from your fireworks or of the smoke cloud you create by 5 feet times your mythic tier. You can extinguish magical fires with this spell if the level of the fire spell is lower than your mythic tier. A fire creature used as the fire source for this spell takes 1d6 points of damage per 2 caster levels.

**Augmented:** If you expend two uses of mythic power, change the saving throw to Will partial and Fortitude partial. Creatures succeeding on their saving throw against blindness from your fireworks are dazzled instead for 1d4+1 rounds. Creatures succeeding on their saving throw against your smoke take a -2 penalty to Strength and Dexterity for 1d4+1 rounds. If creatures fail their saving throws, add one-half your mythic tier to the number of rounds they are blinded or take a penalty to Strength and Dexterity.

#### QUENCH

Increase the damage dealt to a target with the fire subtype to 1d10 points of damage per level (maximum 10d10). If using the spell to dispel a fire effect, add your mythic tier to the caster level check. If using the spell to suppress the abilities of a magic item that creates or controls flame, you can target a number of items equal to your mythic tier; if you target only a single item, add your mythic tier to the number of hours its abilities are suppressed if it fails its Will save.

#### RAGE

You can affect one additional creature per mythic tier. In addition, if affected creatures take damage while *mythic rage* is in effect, the bonuses provided by this spell are doubled.

**Augmented:** If you expend two uses of mythic power, all affected creatures gain the ferocity special quality and can fight on at 0 or fewer hit points, to a maximum hit point total equal to their Constitution plus your mythic tier.

#### RAINBOW PATTERN

Add your mythic tier to the number of Hit Dice you affect, and you may choose the order in which they are affected. In addition, if fascinated creatures witness an action that would normally break the fascinated effect, it instead simply grants a new Will save to break the fascinated effect. If a fascinated creature is attacked, their fascination is ended after the attack is resolved, but this does not affect the fascination of other creatures.

#### RAISE DEAD

You can raise a creature that has been dead a number of days equal to your caster level plus your mythic tier. If the target was a spellcaster, reduce the chance of losing any prepared spells or spell slots by 5% times your mythic tier. In addition, you can cast this spell with a less costly material component by spending one use of your mythic power for every 1,000 gp by which you reduce the value of the diamond material component.

(to a minimum of 1,000 gp). If you use a 5,000 gp diamond, the target returns to life with only one permanent negative level rather than two.

**Augmented (3rd):** If you expend five uses of your mythic power, you can cast this spell with no costly material component. If you use a 5,000 gp diamond, the target returns to life with no permanent negative levels.

#### RAY OF EXHAUSTION

Non-mythic creatures are not allowed a saving throw against a *mythic ray of exhaustion*. If the target is already exhausted, it takes 1d4 points of nonlethal damage per caster level (maximum 10d4).

#### RAY OF FROST

The damage dealt increases to 1d6 points of cold damage. Alternatively, you can target a 5-foot square of floor or wall, making it an icy surface for a number of rounds equal to your mythic tier. Creatures entering that square can move through it at half speed (as though it was difficult terrain) by making an Acrobatics check with a DC of 10 plus your mythic tier. Creatures failing this check stop their movement in that square; creatures failing by 5 or more fall prone in that square. Creatures gain a +4 bonus to this check for each size category larger than Medium.

#### READ MAGIC

You can read magical writings at a rate of one page (250 words) per round. In addition, you gain a bonus equal to one-half your mythic tier on caster level checks, Spellcraft checks, and Use Magic Device checks made to use magical scrolls or other written magical items and on Perception and Spellcraft checks made to find and identify magical glyphs, symbols, and similar written magical traps.

#### REDUCE ANIMAL

The target animal can be of any size and is reduced in size by two categories, to a minimum of Fine. It takes a -4 size penalty to Strength and a -4 penalty to natural armor (to a minimum

of 0), and it gains a +4 size bonus to Dexterity, and its size modifiers to attack rolls, Armor Class, CMB, CMD, and Stealth are changed commensurate with its new size. Its weight is reduced to 1/16 normal and its natural attack damage is reduced by two die sizes.

**Augmented:** If you expend two uses of mythic power, you can target an unwilling animal.

**Augmented (4th):** If you expend one additional use of mythic power, you affect a number of animals equal to one-half your mythic tier.

#### REDUCE PERSON, MASS

This spell functions like *mythic reduce person*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*, but you can target one creature per level anywhere within range; they do not need to be within 30 feet of each other.

#### REFUGE

A *mythic refuge* can be triggered even if the user is unable to speak or in an area of magical silence, and *dispel magic* cannot dispel the spell unless its caster level is equal to or greater than your caster level. When the item is broken, the teleportation effect (whether it brings the user to you or you to the user) bypasses any warding against teleportation that you have created. In addition, a *mythic refuge* allows teleportation into or out of non-mythic effects that block teleportation, such as *antimagic field*, *dimensional anchor*, *dimensional lock*, or *forbiddance*, with a successful caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus to the check.

#### REINCARNATE

You can target a creature that has been dead a number of weeks equal to your mythic tier. If the target was a spellcaster, reduce the chance of losing any prepared spells or spell slots by 5% times your mythic tier.

**Augmented:** If you expend two uses of mythic power, the caster may roll twice to determine the race of your new body and choose which result to accept.

**Augmented (4th):** If you expend four uses of mythic power, you can cast the spell with no expensive material component. If you do provide 1,000 gp worth of oils, the target is returned to life with no negative levels.

#### REMOVE BLINDNESS/DEAFNESS

You remove any of the following conditions currently affecting the target: blinded, dazzled, deafened. In addition, for one hour after receiving the spell the target gains a bonus equal to half your mythic tier on saving throws against effects that cause any of those conditions.

#### REMOVE CURSE

You can remove any non-mythic curse, enchantment, or transmutation effect without requiring a caster level check. Add your mythic tier to your caster level check when trying to remove a mythic curse. If you cast this spell upon a cursed item, the item is destroyed if it fails a Will save.

**Augmented (5th):** If you expend two uses of mythic power, if you successfully remove a curse you can target the original caster with the curse. The original caster must be on the same plane and can save against the effect at its original save DC.

#### REMOVE DISEASE

You automatically remove non-mythic diseases, including diseases created by non-mythic spells; non-mythic molds, slimes, and similar hazards; or the disease special attacks of non-mythic creatures. If you cast this spell on a non-mythic creature that has an extraordinary or supernatural ability that causes disease or the nauseated or sickened condition, that ability is suppressed for a number of hours equal to your caster level plus your mythic tier.

**Augmented:** If you expend two uses of your mythic power, you can remove supernatural diseases that are also curses, such as lycanthropy and mummy rot, with a successful caster level check against a DC equal to 15 plus the Hit Dice of the creature that caused the disease. A successful check eliminates both the disease and the curse.

#### REMOVE FEAR

The duration of this spell is increased by a number of minutes equal to your mythic tier. In addition, any non-mythic fear effects that affect the target(s) of this spell are reduced in severity by one step (panicked becomes frightened, frightened becomes shaken, shaken becomes no effect).

#### REMOVE PARALYSIS

You may remove the stunned condition from creatures in addition to the paralyzed and staggered conditions.

#### REPEL METAL OR STONE

The weight of loose metal objects you can move increases to 1000 pounds plus 500 pounds times your mythic tier, and the size of fixed metal objects you can move increases to 4 inches in diameter plus 2 inches times your mythic tier.

**Augmented:** At any time during the spell's duration, if you are within or adjacent to the spell's area you can expend one use of your mythic power as a swift action to reposition the spell to affect a different area.

#### REPEL VERMIN

You repel not only creatures of the vermin type but also oozes, creatures with the swarm subtype, and Diminutive or Fine creature regardless of their type, and you add your mythic tier to the Hit Die limit of creatures that are completely repelled. Creatures whose Hit Dice exceed this limit can penetrate the barrier with a successful Will save but take 2d6 points of damage and are sickened during any round they begin their turn inside the barrier.

#### REPULSION

Creatures that fail their save are targeted each round on your turn with a bull rush combat maneuver, with a combat maneuver bonus equal to your caster level plus your ability modifier in your primary casting ability score. For non-mythic creatures, add your mythic tier to this bonus.

**Augmented (3rd):** If you expend two uses of mythic power, non-mythic creatures that succeed on their saving throws are subject to the above bull rush effect unless they spend a move action each round to steady themselves.

If you are at least 6th mythic tier and expend three uses of mythic power, the bull rush effect also applies to mythic creatures that succeed on their saving throws.

#### RESILIENT SPHERE

Add your mythic tier to your caster level for determining the diameter of the sphere and The duration increases to 10 minutes per level. You can move a *mythic resilient sphere* along the ground at a speed of 30 feet per round as a move action. The sphere cannot move through spaces occupied by other objects or creatures, nor can it squeeze through spaces narrower than its diameter or cross gaps larger than half its diameter. It can roll up inclines of 45 degrees or less at half speed. On downhill slopes, you can move it up to 60 feet per round as a move action or you can allow it to roll freely. A rolling *mythic resilient sphere* moves downhill at 60 feet per round, not fast enough to damage its contents or any creature or object it impacts.

#### RESISTANCE

The duration increases to a number of minutes equal to your caster level plus your mythic tier.

**Augmented:** If you expend two uses of mythic power, the duration is increased to a number of hours equal to your caster level plus your mythic tier.

**Augmented (3rd):** If you expend one additional use of mythic power, you increase the resistance bonus on saving throws by an amount equal to one-third your mythic tier.

#### RESTORATION

You can cast this spell without a costly material component. Alternatively, if you use 100 gp worth of diamond dust as the material component you remove all temporary ability penalties, ability damage, and ability drain from the target, as well as removing exhaustion and fatigue and dispelling all temporary negative levels. If you

use 1000 gp worth of diamond dust, you remove a number of permanent negative levels equal to one-half your mythic tier. This spell cannot be used to remove negative levels from a target more than once within a one-week period.

**Augmented:** If you spend two uses of mythic power, you can cast this spell with a casting time of 1 round.

**Augmented (3rd):** If you expend two uses of mythic power, you can use this spell to remove permanent negative levels even if this spell has been used to remove one or more negative levels previously in the same one-week period.

#### RESTORATION, GREATER

You can cast this spell with a less costly material component by spending one use of your mythic power for every 1,000 gp by which you reduce the value of the diamond material component (to a minimum of 1,000 gp). This spell negates all harmful mind-affecting effects affecting the target, in addition to the normal effects of the spell.

**Augmented:** If you expend two uses of your mythic power, you can cast this spell with a casting time of 1 round.

**Augmented (6th):** If you expend three uses of your mythic power, you can cast this spell on yourself as an immediate action when you are affected by any effect that this spell can cure.

#### RESTORATION, LESSER

You may remove 2d4 points of ability damage from one ability score or 1d4 points of ability damage from two ability scores. In addition, you can remove the fatigued or exhausted condition from the target.

**Augmented:** If you expend two uses of your mythic power, you can cast this spell as a standard action.

#### RESURRECTION

You can cast this spell with a less costly material component by spending one use of your mythic power for every 2,000 gp by which you reduce the value of the diamond material com-

ponent (to a minimum of 2,000 gp). If you use a 10,000 gp diamond, the target returns to life with only no permanent negative level.

**Augmented (3rd):** If you expend five uses of your mythic power, you can cast this spell with no costly material component, returning the target to life with no permanent negative level.

#### RIGHTEOUS MIGHT

Your size increases by two categories, to a maximum of Huge. You gain a +6 size bonus to Strength and Constitution and a take a -4 penalty to your Dexterity and a penalty to attack rolls and Armor Class appropriate to your new size. A Medium humanoid whose size increases to Huge has a space of 15 feet by 15 feet and a natural reach of 10 feet. Your enhancement bonus to natural armor increases to +4.

**Augmented (3rd):** If you expend two uses of your mythic power, you gain a natural reach of 15 feet and your size bonus to Strength increases to +8.

If you are at least 6th mythic tier and expend three uses of your mythic power, your size bonus to Constitution increases to +8 and your damage reduction becomes DR 5 or 10/evil and epic (if you normally channel positive energy) or DR 5 or 10/good and epic (if you normally channel negative energy).

#### ROPE TRICK

A *mythic rope trick* can hold a number of creatures equal to 8 plus twice your mythic tier. The duration increases to 2 hours per caster level. In addition, if you are within a *mythic rope trick* spell that is about to end, either by the expiration of its duration or being dispelled, you can expend one use of mythic power as an immediate action to extend the spell's effect by two hours.

#### RUSTING GRASP

The area you effect is increased to a 5-foot radius, increased by a number of feet equal to your mythic tier. If you attack a suit of armor, add one-half your mythic tier to the number of points of AC

destroyed with a successful melee touch. If you attack a metallic creature, you deal 3d10 points of damage, +2 per caster level (maximum +30).

**Augmented (3rd):** If you expend two uses of mythic power, you can affect non-mythic magical items made of metal.

#### SCARE

You can affect one additional creature, plus one per 3 mythic tiers, and you increase the maximum Hit Dice of creatures you can affect by your mythic tier. Creatures failing their save are panicked instead of frightened.

#### SCINTILLATING PATTERN

The total Hit Dice of creatures affected is equal to your caster level plus your mythic tier, and you add one-half your mythic tier to the Hit Die limits to determine how creatures are affected by the *mythic scintillating pattern*.

**Augment:** If you expend two uses of mythic power, you use the normal Hit Die limits to determine how creatures are affected but affect a total number of Hit Dice of creatures equal to your mythic tier plus twice your caster level.

#### SCREEN

Increase the area to one 100-foot cube per level. The illusion created by a *mythic screen* cannot be detected or dispelled by non-mythic spells or non-mythic creatures.

#### SCULPT SOUND

Each target of this spell can be given a different sound, and as a standard action you may change the sounds that any or all of the targets within range make. You may grant a bonus or inflict a penalty equal to your mythic tier on Stealth checks made by the targets. You may use this spell to alter a creature's voice to sound like someone or something else, granting a bonus equal to one-half your mythic tier on Bluff and Disguise checks related to impersonating that individual or that type of creature.



**Augmented:** If you expend two uses of mythic power, you can deaden targets' ability to receive sound, deafening them. Creatures that successfully save are not deafened but take a penalty equal to your mythic tier on hearing-based Perception checks. This effect can be removed by any effect that removes deafness.

#### SCRYING

You can see and hear the target and its surroundings within 15 feet plus 5 feet for every three mythic tiers. Your chance to successfully cast *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message* through the scrying sensor is increased by 5% times your mythic tier. In addition, you can penetrate non-mythic protections from divination with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of your mythic power, you can attempt to cast other divination spells through the scrying sensor. The companion divination spell's level cannot exceed half your mythic tier, and its chance of successfully being cast through the sensor is determined as for the spells noted above, but is reduced by 10% per level of the divination.

#### SCRYING, GREATER

As *mythic scrying*.

#### SECRET CHEST

The chest can hold 2 cu. ft. of goods/caster level and the duration is increased to 1 year.

After 1 year, there is a cumulative chance of 5% per week that the chest is irretrievably lost. Once you have recalled the chest you can send it away again as a standard action. You can recall the chest a number of times equal to your mythic tier.

#### SECRET PAGE

You can inscribe one page per mythic tier onto a single *mythic secret page*, which cannot be detected by non-mythic divinations or dispelled by non-mythic means. Mythic divinations detect a *mythic secret page* only if the caster succeeds at a caster level check with a DC of 11 plus your caster level plus your mythic tier. The same DC applies for dispelling attempts by mythic creatures or effects.

**Augmented (3rd):** If you expend two uses of mythic power, you can place a curse upon the *mythic secret page*, affecting any creature that does not speak the command word as *bestow curse*. If you expend three uses of mythic power, it affects them as *mythic bestow curse*.

#### SECURE SHELTER

Add your mythic tier to the hardness, break DC, and Disable Device DC, caster level check DC to dispel, and saving throws of the *mythic secure shelter*, including its door, floor, roof, walls, and windows. In addition, you may increase the length, width, or height of the *secure shelter* by 5 feet per mythic tier, with additional bunks equal to twice your mythic tier.

**Augmented:** If you expend two uses of mythic power, you can implant a harmful spell into the *mythic secure shelter* to harm intruders, as if using a *glyph of warding* to create a spell glyph. The level of this companion spell cannot exceed one-half your mythic tier.

#### SEE INVISIBILITY

You can cast this spell on another creature as if it had a range of touch (Will save negates [harmless], SR yes). If you cast it on yourself, you can perceive creatures using *mythic invisibility*. In addition, if creatures are using a magical effect to obtain a miss chance due to concealment, such as *blur*, *displacement*, *obscuring mist*, or magical darkness, you reduce that miss chance by 5% times your mythic tier. If this reduces the miss chance to zero or less, creatures protected by that effect are not considered to have concealment from you. You



do not reduce a miss chance from non-magical effects, environments, or conditions, nor from effects other than concealment, such as a *blink* spell.

### SEEMING

This spell functions as *mythic disguise self* for a number of creatures equal to your caster level, lasting for 24 hours. You may choose the appearance of each creature you affect, and can change the appearance of any affected creature within range as a standard action. In addition, you may choose to allow an affected creature to change its own disguise, as if it had cast *mythic disguise self*.

### SEPIA SNAKE SIGIL

Add your mythic tier to the Perception and Disable Device DC to find or remove a *mythic sepia snake sigil* as a magical trap and to the caster level check DC to dispel it. It cannot be removed with a non-mythic *erase* spell. A *mythic sepia snake sigil* can be triggered a number of times equal to your mythic tier before being discharged.

### SEQUESTER

The size of the object you can affect increases to one 5-foot cube per level and the duration increases to 1 week per level. You can cast this spell multiple times to *sequester* an object or structure too large to be covered by a single spell. Non-mythic objects are not allowed a saving throw to resist the *mythic sequester*.

### SHADES

As *mythic shadow conjuration*.

### SHADOW CONJURATION

Your quasi-real spells are 10% more real than normal (to a maximum of 100%), and non-mythic creatures take a penalty equal to one-half your mythic tier to their Will save to disbelieve the illusory part of the effect.

**Augmented:** If you expend two uses of mythic power, your quasi-real spells are 20% more real than normal (to a maximum of 100%).

### SHADOW CONJURATION, GREATER

As *mythic shadow conjuration*.

### SHADOW EVOCATION

As *mythic shadow conjuration*.

### SHADOW EVOCATION, GREATER

As *mythic shadow conjuration*.

### SHADOW WALK

At the end of your journey through the Plane of Shadow, you and the creatures accompanying you can manifest as living shadows while remaining on the Material Plane for a total of one minute for each full hour remaining of the spell's duration.

In shadow form, the targets become incorporeal and gain a fly speed of 30 feet (perfect maneuverability) and darkvision 60 feet, but they gain the light blindness special quality. They take a -4 penalty to saving throws against effects with the light descriptor, and they take full damage from such effects as if they were force effects. Incorporeal creatures have no Strength score and forfeit all armor, shield, and natural armor bonuses (including their enhancement bonuses) to Armor Class. Creatures can transform from their material form to shadow form and vice versa, taking 5 rounds. Mythic creatures using this spell can expend one use of their own mythic power to switch to or from shadow form as a full-round action.

**Augmented (5th):** If you expend two uses of your mythic power, the targets of this spell gain total concealment (50% miss chance) while on the Plane of Shadow or in any conditions of dim light or darkness. In addition, they do not gain the light blindness special quality while in shadow form.

### SHAMBLER

You may add either the **invincible** or **savage** mythic simple template to the shambling mounds you create with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented:** If you expend two uses of mythic power, you also add the giant simple template to the shambling mounds you create.

**Augmented (6th):** If you expend two uses of mythic power, you add both the **invincible** and the **savage** mythic simple templates.

### SHAPECHANGE

You can duplicate the effect of *monstrous physique III*, *undead anatomy IV*, *vermin shape II*, or the highest-level version of any analogous series of spells that allow a caster to polymorph into a different creature type. Ability score bonuses granted by any polymorph spell you duplicate are increased by 2, ability score penalties are reduced by 2, and increases to natural armor bonus to AC are increased by 1 (granting a +1 bonus if the spell normally grants no bonus). In addition, you may change the range of this spell to touch and target

If the target is a mythic creature, it can spend one use of its own mythic power to shift into a different form allowed by the spell as an immediate action.

**Augmented (4th):** If you expend two uses of mythic power, you increase the ability score bonuses granted by the spell by 4 rather than by 2. In addition, you can cast this spell on a number of creatures you touch equal to your mythic tier.

### SHIELD

A *mythic shield* provides a +6 shield bonus to Armor Class and reflects *magic missile* attacks directed at you back at their caster.

### SHIELD OF LAW

Warded creatures gain a +6 deflection bonus to Armor Class and a +6 resistance bonus on saving throws and spell resistance of 25 plus your mythic tier against spells with the chaotic descriptor or that are cast by chaotic creatures. A chaotic creature attempting to possess or exercise mental control over a protected creature takes 1d6 points of damage per 2 caster levels (maximum 10d6) from mental feedback (Will negates). Finally, a chaotic creature that succeeds on a melee attack against a warded creature is affected as the *mythic slow* spell (Will negates, using the *mythic shield of law's* DC), as described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SHILLELAGH

Your *mythic shillelagh* gains a +2 enhancement bonus to attack and damage rolls, increasing to +3 at 4th mythic tier and +4 at 8th mythic tier. In addition, it becomes entwined with sharp thorns and vines that attach it to you. It deals bludgeoning and piercing damage, and if the *mythic shillelagh* is dropped or disarmed you can retrieve it as if using a weapon cord.

**Augmented (3rd):** If you expend two uses of mythic power, you can imbue one of the following weapon special properties into your *mythic shillelagh*: bane (animals, fey, plants, and vermin only), flaming, frost, shock, thundering.

one creature you touch rather than yourself.



**Augmented (6th):** If you expend two uses of mythic power, you can imbue one of the following weapon properties instead of those gained at 3rd mythic tier: bane (any), flaming burst, icy burst, shocking burst, spell storing.

#### SHOUT, GREATER

The damage dealt increases to 10d10 points of sonic damage (or 1d10 points of sonic damage per caster level, maximum 20d10, against exposed brittle or crystalline objects or crystalline creatures). Creatures failing their save are stunned for 1d3 rounds and permanently deafened, while those that successfully save take half damage and are deafened for 4d6 rounds. Crystalline creatures take an additional 1d10 points of sonic damage per round for a number of rounds equal to your mythic tier due to destructive harmonic vibrations.

**Augmented:** If you expend two uses of mythic power, you can make a caster level check to dispel any magical *silence* effects and any spells that provide resistance or immunity to sonic damage within the area. Add your mythic tier to this caster level check against non-mythic effects. If an effect of this type is dispelled, it provides no protection against the *mythic greater shout*.

#### SHRINK ITEM

You can shrink a number of non-magical items equal to your mythic tier or a single magical item. If you target a single non-magical item, the duration changes to permanent.

#### SIMULACRUM

The *mythic simulacrum* has DR 10/epic. If you make a simulacrum of yourself, you have a telepathic link with the simulacrum as long as it is within 100 miles of you on the same plane.

#### SLAY LIVING

The damage dealt increases to 12d10 points of damage +2 points per caster level plus 1d6 points of Constitution damage. On a suc-

cessful save, the target takes 3d10 points of damage +1 point per caster level plus 1d3 points of Constitution damage.

#### SLEET STORM

Add your mythic tier to the DC of Acrobatics checks to move within the area. A *mythic sleet storm* is treated as an area of extreme cold, as described in the *Pathfinder Roleplaying Game Core Rulebook*. Creatures remaining prone for more than 1 round within a *mythic sleet storm* are coated in clinging ice and become entangled as if struck by a tanglefoot bag.


#### SNARE

Increase the Perception and Disable Device DCs to find and disarm a *mythic snare* by your mythic tier, as well as to the Escape Artist or Strength check DCs to escape from it. Add your mythic tier to the *mythic snare's* Armor Class, hardness, and hit points. A *mythic snare* deals 1d6 points of damage per round even if not attached to a tree, and 1d10 points of damage per round if attached to a tree; you may designate this damage to be lethal or nonlethal when you cast the spell. A creature trapped by a *mythic snare* cannot speak or cast spells with verbal components.

**Augmented (2nd):** If you expend two uses of mythic power, a *mythic snare* strangles its target, reducing the number of rounds it can hold its breath by 1d6 rounds for every round it remains entangled. If this reduces the number of rounds the creature can hold its breath to zero, the target must begin making suffocation checks every round, with a penalty equal to one-half your mythic tier.

#### SOFTEN EARTH AND STONE

You reduce the hardness and hit points of any earthen or stone object or structure by an amount equal to your mythic tier. You can also target a non-mythic creature with the earth subtype or that is a construct composed of earth or stone. If the target fails a Fortitude save, its



natural armor bonus, hardness, and DR/adamantine (if it has it) is reduced by an amount equal to one-half your mythic tier for 1 minute.

#### SONG OF DISCORD

The chance that affected creatures will attack the nearest creature increases by 5% times your mythic tier. In addition, creatures attacking their allies gain a morale bonus on attack and damage rolls equal to one-half your mythic tier. Creatures casting spells or using spell-like abilities to attack their allies gain the same bonus on concentration checks and on caster level checks to overcome spell resistance, but only when casting harmful spells.

#### SOUL BIND

You can trap a soul that has been dead up to 1 hour per level. In addition, when you cast this spell on a non-mythic creature, you reduce the cost of the black sapphire component by 1,000 gp times your mythic tier (minimum 1,000 gp). Add your mythic tier to the hardness and hit points of the gem used in this spell, as well as to the caster level check DC to dispel this spell.

#### SOUND BURST

The damage dealt increases to 2d6 plus your mythic tier, and creatures in the area are deafened for a number of rounds equal to half your mythic tier (reduced to 1 round with a successful Fortitude save).

#### SPEAK WITH ANIMALS

You gain a bonus equal to your mythic tier on Bluff, Diplomacy, Handle Animal, Intimidate, Sense Motive, and wild empathy checks with animals, and when using a language-dependent effect on an animal you increase the caster level and save DC of the effect by 1.

**Augmented (3rd):** If you expend two uses of mythic power, you can make one *suggestion* (as the spell) to an animal at any point during the spell's duration.

#### SPEAK WITH DEAD

You gain a bonus equal to your mythic tier on Sense Motive checks to oppose the Bluff check of a dead spirit that attempts to deceive you. In addition, you can cast this spell to ask questions of an undead creature, though the undead creature must be restrained, controlled, or friendly to you and remain within 10 feet of you during the spell's entire casting time.

**Augmented (3rd):** If you expend two uses of mythic power, you can cast this spell without any physical remains of the deceased creature, though if you are not at its grave site or the place of its death it gains a +4 bonus to its Will save.

#### SPEAK WITH PLANTS

You gain a bonus equal to your mythic tier on Bluff, Diplomacy, Intimidate, and Sense Motive checks with plants, and when using a language-dependent effect on a plant creature you increase the caster level and save DC of the effect by 1.

**Augmented (3rd):** If you expend two uses of mythic power, you can make one *suggestion* (as the spell) to a plant creature at any point during the spell's duration.

#### SPECTRAL HAND

Add your mythic tier to the natural armor bonus of your *mythic spectral hand*. The hand also gains a number of temporary hit points equal to twice your mythic tier.

**Augmented (2nd):** If you expend two uses of mythic power, the level of spells you can deliver through a *mythic spectral hand* is increased by one for every 2 mythic tiers.

#### SPELL IMMUNITY

You may choose a number of additional spells to which the target is immune equal to one-half your mythic tier. In addition, if the target is about to be affected by a spell of 4th level or lower to which it is not immune, as an immediate action the target may choose to become immune to that spell by forfeiting a number of spells previously chosen when casting this spell equal to the level of the new spell to which it is becoming immune.

**SPELL IMMUNITY, GREATER**

As *mythic spell immunity*, but you may gain immunity to spells up to 8th level.

**SPELL RESISTANCE**

You add your mythic tier to the target's spell resistance against non-mythic spells.

**SPELL TURNING**

Add your mythic tier to the number of spell levels that can be reflected.

**SPELLSTAFF**

You can store a number of spells in your *spellstaff* up to one-half your mythic tier, as long as the total number of spell levels stored within it does not exceed your caster level plus your mythic tier.

**SPIKE GROWTH**

The damage increases to 2d4 points of damage plus 1 point of bleed damage. Add your mythic tier to the Perception DC to notice the *mythic spike growth*.

**Augmented:** If you expend two uses of mythic power, a creature failing a Reflex save against *mythic spike growth* becomes entangled and unable to move. An entangled creature can break free as a move action with a Strength check or Escape Artist check against a DC equal to the spell's save DC plus your mythic tier.

**STABILIZE**

You can cast this spell as an immediate action. You immediately end any bleed effect from a non-mythic source affecting the target, as long as the target is below 0 hit points.

**STATUE**

Add your mythic tier to the hardness of the subject's *statue* form, and the subject can take 20 on Stealth checks to hide in plain sight as an ordinary statue, adding your mythic tier on any Stealth checks it makes in rocky environments or areas where other statues are present.

In addition, the subject can change into its *mythic statue* form as an immediate action. In addition, the target may choose to shrink or enlarge itself by one size category when it assumes *mythic statue* form. When it returns to its normal form, it resumes its normal size. The subject cannot enlarge itself into a space occupied by another creature or object.

**Augmented:** If you expend two uses of mythic power, the subject's skin becomes stone-like even in its normal form, granting it DR/adamantine equal to your mythic tier.

**STATUS**

You are aware of the hit point level of your comrades as the *deathwatch* spell as well as their conditions and status effects. In addition, when a comrade linked by this spell fails a saving throw that causes them to gain one of the listed conditions, as an immediate action you can spend one use of your mythic power to add your surge die to their saving throw. If your comrade has already used a mythic surge to add to their saving throw, they can use your roll or theirs, whichever is higher, but the surges do not stack.

**STONE TELL**

You gain the ability to converse with any creature with the earth subtype as though you shared a common language, and you increase the caster level and save DC of any language-dependent effect you use against a creature with the earth subtype by 1. In addition, your intuitive communion with the stone grants you the stonecunning racial ability as if you were a dwarf. If you already have stonecunning or improved stonecunning, the bonuses for that ability are doubled. You also gain tremorsense with a range of 10 feet, plus 5 feet times your mythic tier, and as a move action you can converse with the stone to gain a description of any creature you detect with your tremorsense. If you are underground or in a building made primarily of stone, nearby stones shout a warning to you if you trigger a trap, granting you a dodge bonus to AC and a bonus to Reflex saving throws equal to one-half your mythic tier.

### STONE TO FLESH

You can restore a number of petrified creatures equal to your mythic tier to their normal state, and such creatures add your mythic tier as a bonus to their Fortitude save to survive the process. If you target a stone object, increase the length and diameter of the cylinder you can affect by a number of feet equal to your mythic tier.

### SUGGESTION, MASS

This spell loses the language-dependent descriptor and can affect a number of targets equal to your caster level plus your mythic tier. All targets must be within range, but they need not be within 30 feet of each other.

**Augmented:** If you expend two uses of mythic power as a full-round action, you can cast this spell and implant a number of different *mythic suggestions* equal to your mythic tier. You decide which target receives which *suggestion*, but each creature can be targeted with only one of your *suggestions* with each casting of the spell.

### SUMMON INSTRUMENT

Your summoned instruments can be played by anyone, and their melodies are so sweet that they provide a bonus to Perform checks equal to one-half your mythic tier.

**Augmented:** If you expend two uses of mythic power, you can summon a quasi-real instrument too large for you to carry, such as a piano or organ. The instrument must appear on a solid surface strong enough to support it, and it disappears if you summon another larger-than-normal instrument. Creatures can push the instrument aside with a DC 10 Strength check. The instrument has hardness 0 and hit points equal to your mythic tier, and dissolves into nothingness if destroyed.

### SUMMON MONSTER (ALL)

The monsters you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. Your summoned monsters gain

no other mythic abilities. In addition, you can apply the *entropic* or *resolute* simple template in place of the celestial or fiendish template.

**Augmented (6th):** If you expend two uses of mythic power, you can add the *agile*, *invincible*, or *savage* mythic simple template to creatures you summon with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

### SUMMON NATURE'S ALLY (ALL)

The creatures you summon are considered mythic creatures and gain one use of mythic power and the surge ability, which they can use to add 1d6 to a single die roll. Your summoned monsters gain no other mythic abilities. In addition, you can summon creatures with the young or giant simple template, treating them as creatures on the *summon nature's ally* creature list one level lower (young template) or higher (giant template) than normal.

**Augmented (6th):** If you expend two uses of mythic power, you can add the *agile*, *invincible*, or *savage* mythic simple template to creatures you summon with this spell. These templates are described in the Mythic Monster Advancement section of Chapter 6 in *Pathfinder Roleplaying Game Mythic Adventures*.

### SUNBURST

The damage dealt increases to 6d8 points of damage, 12d8 against creatures to which sunlight is harmful or unnatural, and 1d8 points of damage per level (maximum 25d8) against undead, fungi, molds, oozes, and slimes. Creatures that succeed on their saving throws are blinded for at least 1 round; they may attempt a new save each round at the end of their turn to reduce the effect to dazzled. A new save is allowed each round to remove the dazzled condition. Creatures that fail their saving throws are fatigued by sunstroke, and their eyes are completely destroyed by the blast, requiring a *regenerate* spell to restore sight; *remove blindness* is ineffective.

**SYMBOL OF DEATH**

The hit point limit for this spell is increased by 10 hit points times your mythic tier. In addition, the saving throw for this spell becomes Fortitude partial, and creatures that successfully save against the symbol gain a temporary negative level that lasts a number of hours equal to your mythic tier. In addition, the bodies of non-mythic creatures that fail their saving throw are consumed in an eruption of divine energy, as the *destruction* spell. Add your mythic tier to the DC to find or disarm a *mythic symbol of death* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

**SYMBOL OF FEAR**

The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol become shaken for as long as they remain within 60 feet. In addition, non-mythic creatures that fail their saving throw take 1d4 points of Wisdom damage in addition to the symbol's normal effects. Add your mythic tier to the DC to find or disarm a *mythic symbol of fear* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

**SYMBOL OF INSANITY**

The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol become fascinated for at least 1 round. They can make a saving throw at the end of each turn to end the fascinated effect, and it also ends if their line of sight to the symbol is blocked or if they move or are moved more than 60 feet from the symbol. Creatures that fail their saving throw are affected as *mythic confusion*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, and non-mythic creatures that fail their saving throw are also take 1d4 points of Intelligence damage. Add your mythic tier to the DC to find or disarm a *mythic symbol of insanity* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

**SYMBOL OF PAIN**

The saving throw for this spell becomes Fortitude partial, and creatures that successfully save against the symbol take a -2 penalty to attack rolls, skill checks, and ability checks as long as they remain within 60 feet. In addition, creatures that fail their saving throw become sickened by pain in addition to the symbol's normal effects. Add your mythic tier to the DC to find or disarm a *mythic symbol of pain* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

**SYMBOL OF PERSUASION**


The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol take a -2 penalty to Wisdom checks, Wisdom-based skill checks, and Will saves for as long as they remain within 60 feet. In addition, non-mythic creatures that fail their saving throw take 1d4 points of Charisma damage in addition to the symbol's normal effects. Add your mythic tier to the DC to find or disarm a *mythic symbol of persuasion* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

**SYMBOL OF SLEEP**

The saving throw for this spell becomes Will partial, and creatures below the Hit Die limit that successfully save against the symbol become fatigued for as long as they remain within 60. The Hit Die limit to be affected by a *mythic symbol of sleep* is equal to 10 plus your mythic tier. Creatures above this limit cannot be put to sleep by the symbol but do become fatigued on a failed Will save. Add your mythic tier to the DC to find or disarm a *mythic symbol of sleep* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

**SYMBOL OF STUNNING**

The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol become staggered for at least 1 round. They can make a new saving throw each round at the end of their turn to remove this condition, and it is immediately removed if they move more



than 60 feet from the *mythic symbol of stunning*. Non-mythic creatures that fail their saving throw are staggered in the same fashion after the duration of their stun expires. Add your mythic tier to the DC to find or disarm a *mythic symbol of stunning* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF WEAKNESS

The saving throw for this spell becomes Fortitude partial. Creatures failing their save take 3d10 points of Strength damage, and non-mythic creatures also become fatigued. Creatures that successfully save take 1 point of Strength damage each round that they begin their turn within 60 feet. Add your mythic tier to the DC to find or disarm a *mythic symbol of weakness* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMPATHETIC VIBRATION

The casting time decreases to 1 round and the damage dealt increases to 2d12 points of damage per round.

#### SYMPATHY

You can choose an additional number of alignments or specific kinds of creatures equal to half your mythic tier to affect with this spell. Alternatively, *mythic sympathy* can be cast to affect all creatures of one creature type (and subtype, if a humanoid or outsider). Creatures that fail their saves and are forced to leave the area or object (or that succeed at their initial save but fail a subsequent save) are affected as *crushing despair* until they return to it. *Mythic sympathy* cannot be dispelled by a non-mythic effect unless the caster level of the dispelling caster equals or exceeds yours.

#### TELEKINETIC SPHERE

Add your mythic tier to your caster level for determining the diameter of the sphere. You can move up to 5,000 pounds plus 1,000 pounds per

mythic tier of creatures and objects by concentration. The distance you can move the sphere each round increases by 5 feet per mythic tier.

#### TELEPATHIC BOND

You may link the minds of a number of additional creatures equal to one-half your mythic tier. Linked creatures gain a +4 bonus from flanking or the aid another action when that bonus is provided by a creature with which it shares a *mythic telepathic bond*. Creatures can sense the direction of any other creature sharing their bond by concentrating as a move action. If a bonded creature is affected by a non-mythic mind-affecting effect, all creatures in the *mythic telepathic bond* are immediately aware of it, and they gain a bonus equal to your mythic tier on Sense Motive checks to notice if another bonded creature and has been charmed or dominated by a mythic effect or mythic creature.

#### TELEPORT

You may teleport willing creatures within 5 feet times your mythic tier, without needing to touch them. In addition, when rolling to see if you arrive on target, you may roll twice and select the better result.

**Augmented:** If you expend one additional use of mythic power, all targets of the spell can teleport back to their point of origin after a time interval you specify, up one round per mythic tier. Creatures that are dead at that point in time are not teleported back, nor are any items they carry.

**Augmented (3rd):** If you expend two uses of mythic power, you may teleport one additional willing creature of any size per 3 mythic tiers.

#### TELEPORT, GREATER

You may teleport willing creatures within 5 feet times your mythic tier, without needing to touch them. In addition, if you are within 1 mile per caster level of the destination, you can attempt to teleport into an area that is warded by a non-mythic effect that blocks teleportation, such as *antimagic field*, *dimensional lock*, or

**forbiddance** by making a caster level check with a DC of 15 plus the caster level of the effect, adding your mythic tier to the caster level check.

**Augmented:** If you expend one additional use of mythic power, all targets of the spell can teleport back to their point of origin after a time interval you specify, up one round per mythic tier. Creatures that are dead at that point in time are not teleported back, nor are any items they carry.

**Augment (3rd):** If you expend two uses of mythic power, you may teleport one additional willing creature of any size per 3 mythic tiers.

#### TELEPORT OBJECT

You can teleport one touched object of up to 500 lbs. per level and up to 10 cubic feet per level. Alternatively, you can teleport a number of objects equal to your mythic tier whose total weight does not exceed 100 lbs. per level. If you teleport the target object into the Ethereal Plane, the faint magical aura cannot be detected by non-mythic means and you add your mythic tier to the caster level check DC to dispel the effect and retrieve the vanished item. Objects you teleport with this spell must be free-standing; you cannot teleport a portion of a larger structure or object, nor can you teleport an object that contains creatures.

**Augmented (6th):** If you expend two uses of mythic power, you can teleport a touched object of any weight, as long as it fits within one 10-foot cube per level. You may teleport one additional unattended object of the same size that is within 60 feet for every two uses of mythic power you expend.

If you are at least 9th mythic tier and expend five uses of mythic power, you can teleport an object of any weight as long as it fits within a cube that is 10 feet per level on each side.

#### TELEPORTATION CIRCLE

A **mythic teleportation circle** has a radius of 10 feet, plus 5 feet per 5 mythic tiers. Add your mythic tier to the Perception and Disable Device DC to find or disarm the trap, as well as to the DC to dispel the **mythic teleportation circle**.

**Augmented (6th):** If you expend two uses of mythic power, the **mythic teleportation circle** allows two-way travel.

#### TEMPORAL STASIS

You can cast this spell as an immediate action upon yourself or an adjacent ally. If you cast this spell upon an unwilling target, add your mythic tier to the caster level check to dispel the effect.

**Augmented:** If you expend two uses of mythic power, you can affect a number of targets equal to one-half your mythic tier within close range (25 ft. + 5 ft./2 levels).

#### TINY HUT

Increase the highest temperature and decrease the lowest temperature your **mythic tiny hut** can withstand by 5 degrees per mythic tier. For example, a **mythic tiny hut** created by a 6th-tier caster could withstand temperatures as low as -30 degrees and as high as 130 degrees. A **mythic tiny hut** can withstand winds up to hurricane force, but tornado-force winds (175+ mph) destroy it.

**Augmented:** If you expend two uses of mythic power, your **mythic tiny hut** blocks out magical precipitation or weather effects created by spells of up to 3rd level, increasing by 1 spell level for every 2 mythic tiers.

#### TONGUES

The target gains the ability to communicate simultaneously in a number of languages equal to your mythic tier. Its voice cuts clearly through ambient noise, granting a bonus equal to twice your mythic tier to Perception checks to hear its speech, and its voice is so commanding that the caster level and save DC of any language-dependent effects it uses are increased by 1.

#### TOUCH OF FATIGUE

You deal 1 point of Strength damage to the target if it fails its saving throw.

### TOUCH OF IDIOCY

Increase the penalty to Intelligence, Wisdom, and Charisma scores to 1d10. When the spell ends, whether due to being dispelled or its duration expiring, the target takes 1 point of Intelligence, Wisdom, and Charisma damage (Will negates this ability damage).

### TRANSMUTE METAL TO WOOD

Add your mythic tier to caster level checks to overcome the effective spell resistance of non-mythic magical items made of metal. Constructs made of metal within the area of effect are treated as magical items for the purpose of effective spell resistance (even if normally immune to magic, such as golems). If the construct does not have a caster level, its effective spell resistance is equal to 20 + its Hit Dice. A metal construct transmuted to wood loses 5 points of hardness or damage reduction and a -2 penalty to attack rolls, damage rolls, and Armor Class, and it gains vulnerability to fire.

### TRANSMUTE MUD TO ROCK

You can cause the mud to surge into any adjacent square, causing any creature in those squares to become entangled (Reflex negates) in the mud which then hardens into stone. Creatures trapped in the stone that try to break free must break the stone with a Strength check (DC 20 plus one-half your caster level plus your mythic tier) or smash through the stone (hardness 8 plus one-half your mythic tier, hit points 5 times your caster level).

**Augmented:** If you expend two uses of your mythic power, you can crudely sculpt the area of mud before solidifying it into stone, making pillars, troughs, pits, and walls up to 10 feet high or 10 feet deep. Creatures standing in an area that you turn into a pit gain a DC 20 Reflex save to escape to the edge of the pit if it is within 10 feet. This movement does not provoke attacks of opportunity.

### TRANSMUTE ROCK TO MUD

You can affect worked stone with this spell, though the volume you can affect is reduced to two one-foot cubes per mythic tier times your caster level. If you use this spell to create a cave-

in in a natural tunnel or cavern, it deals 8d10 points of damage to creatures caught beneath it and creatures failing their Reflex save are pinned and must hold their breath or begin to suffocate. They can escape the mud with a Strength check, Escape Artist check, or Swim check with a DC of 10 plus your caster level plus your mythic tier.

**Augmented (7th):** If you expend two uses of your mythic power, you can affect two 5-foot cubes per mythic tier times your caster level of worked stone.

### TRANSPORT VIA PLANTS

You can transport yourself and other creatures through plants one size category smaller than you, plus an additional size category smaller for every 3 mythic tiers. A Medium-sized druid could travel through a Small plant at 1st mythic tier, Tiny at 3rd, Diminutive at 6th, and Fine at 9th mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, you may transport one additional willing creature of any size per 3 mythic tiers.

### TRAP THE SOUL

If you use the spell completion version of this spell, the gem does not shatter if the target's save or spell resistance is successful in avoiding the effect. In addition, when you cast this spell on a non-mythic creature, you reduce the cost of the black sapphire component by 1,000 gp times your mythic tier (minimum 1,000 gp). Add your mythic tier to the hardness and hit points of the gem used in this spell, as well as to the caster level check DC to dispel this spell.

### TREE SHAPE

Add your mythic tier to the natural armor bonus to AC you gain while in *tree shape*. In addition, you can resume your normal form as a free action and then switch back into *mythic tree shape* a number of times equal to your mythic tier during the spell's duration. You can assume the form of a different tree, shrub, or tree trunk each time you resume *tree shape*.

**TREE STRIDE**

Add your mythic tier to the number of times you can move into a tree (and pass from one tree to another). You can move into and out of a tree as part of a single move action, whether you move out of it physically or by transporting to a different tree. If a tree you occupy is killed or burned, you can expend one use of mythic power as an immediate action to exit the tree or transport



yourself into another tree before you are slain as well, though the shock of this near-death experience deals 1d6 points of Constitution damage.

**TRUE RESURRECTION**

You can cast this spell with a less costly material component by spending one use of your mythic power for every 5,000 gp by which you reduce the value of the diamond material component (to a minimum of 5,000 gp).

**Augmented:** If you expend two uses of your mythic power, you can cast this spell with a casting time of 1 round.

**Augmented (6th):** If you expend three uses of your mythic power, you can cast this spell on yourself as an immediate action when you are killed.

**TRUE SEEING**

The target gains the ability to see through natural or magical fog and weather effects and grants a bonus equal to your mythic tier to all Perception checks. In addition, you can penetrate non-mythic protections from divination with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of your mythic power, you can cast this spell without a costly material component.

**UNDEATH TO DEATH**

The number of Hit Dice of undead creatures that you can destroy increases to 1d6 per caster level (maximum 20d6). Add your mythic tier to the maximum HD of undead creatures that can be affected by the spell.

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

#### UNDETECTABLE ALIGNMENT

If the target of this spell takes damage from an effect that harms them because of their alignment, such as a holy weapon or *chaos hammer* spell, that damage is reduced by an amount equal to your mythic tier.

#### UNHALLOW

The area is increased to a 60-foot radius and the target site is warded by a *mythic magic circle against good* effect, and the DC to resist negative channeled energy is increased by an additional amount equal to half your mythic tier, while the DC to resist positive channeled energy is decreased by an additional amount equal to half your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power per level of the companion spell you attach to *mythic unhallow*, that companion spell is made permanent instead of lasting only one year.

#### UNHOLY AURA

Warded creatures gain a +6 deflection bonus to Armor Class and a +6 resistance bonus on saving throws and spell resistance of 25 plus your mythic tier against good spells and spells cast by good creatures. A good creature attempting to possess or exercise mental control over a protected creature takes 1d6 points of damage per 2 caster levels (maximum 10d6) from mental feedback (Will negates). Finally, a good creature that succeeds on a melee attack against a warded creature takes 1d10 points of Strength damage (Fortitude negates).

#### UNSEEN SERVANT

Add your mythic tier to the Strength score and hit points of the *mythic unseen servant*. In addition, you can imbue your *mythic unseen servant* with a number of skill ranks equal to your mythic tier. You cannot imbue ranks in a skill in which you do not have ranks, and the *mythic unseen servant* can have a maximum of half the number of ranks that you have in each skill. A *mythic unseen servant* has no class skills and has ability modifiers of +0 for all ability scores except Strength.

#### VEIL

Add your mythic tier to any Disguise checks you make as part of this spell. In addition, this illusion cannot be detected or penetrated by non-mythic divination effects unless their caster succeeds at a caster level check with a DC of 15 plus your caster level plus your mythic tier. Add your mythic tier to the Will disbelief DC for non-mythic creatures to see through a *mythic veil*.

#### VENTRILOQUISM

You may cause any language-dependent or sonic effect you create to originate from any point within range of *mythic ventriloquism*. Treat that point as your location for determining the range and area of any such effects.

**Augmented:** If you expend two uses of mythic power, you eliminate the verbal component of this spell, and while this spell is in effect you can cast spells even while in an area of magical silence, as long as an area outside the silence is within range of your *mythic ventriloquism*.

#### VIRTUE

The target gains temporary hit points equal to 1 + one-half your mythic tier.

#### VISION

As *mythic legend lore*, but you also add your mythic tier to the caster level check if you cast this spell when the person, place, or object is present at the time of casting. You are fatigued for only 1 hour after casting the spell.

#### WAIL OF THE BANSHEE

The damage dealt increases to 15 points of per level of the caster, and creatures failing their save are permanently deafened and cower in fear for at least 1 round. Cowering creatures can save again each round at the end of their turn to recover from cowering. Creatures that succeed on their saving throw are deafened and shaken for a number of rounds equal to your mythic tier. Creatures deafened by this spell can still hear (and be affected by) this spell or the wail of an actual banshee.

**Augmented:** If you expend two uses of mythic power, you can make a caster level check to dispel all magical *silence* effects in the area, as well as any spell effects that grant protection against or immunity to death effects or fear effects. This includes effects that provide saving throw bonuses that apply specifically against death and fear effects, but not save bonuses that apply against all effects. Any effects that are dispelled provide no protection against the *mythic wail of the banshee*.

#### WARP WOOD

Add your mythic tier to the number of Small objects you can target with this spell. The target objects can be anywhere within range and need not be within a 20-foot radius.

**Augmented:** If you expend two uses of mythic power, you can target plant creatures or constructs made of wood with this spell, based on their size as if they were objects, dealing 1d4 points of Dexterity damage (Will negates).

#### WATER BREATHING

This spell provides a bonus to Swim checks equal to your mythic tier, and any pressure damage or nonlethal cold damage dealt to a creature using this spell by exposure to deep water (or effects that duplicate deep water) is reduced by an amount equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, creatures gain a swim speed equal to one-half their land speed. At the 6th mythic tier, they gain a swim speed equal to their land speed.

#### WATER WALK

While standing on a liquid surface, creatures using this spell gain a bonus on Acrobatics checks and to their combat maneuver defense against bull rush, drag, reposition, and trip combat maneuvers equal to one-half your mythic tier. In addition, damage caused by walking across a dangerous liquid surface such as molten lava is reduced by an amount equal to your mythic tier.

#### WAVES OF EXHAUSTION

Non-mythic creatures become exhausted even if they are normally immune to exhaustion and take 1d3 points of Strength and Dexterity drain. If already exhausted, they are staggered for a number of rounds equal to your mythic tier. Mythic creatures become exhausted and take 1d3 points of Strength and Dexterity damage; if already exhausted, they take ability damage but are not otherwise affected.

#### WAVES OF FATIGUE

Non-mythic creatures become fatigued even if they are normally immune to fatigue and take 1d2 points of Strength and Dexterity drain. Non-mythic creatures that are already fatigued become exhausted. Mythic creatures become fatigued and take 1d2 points of Strength and Dexterity damage; if already fatigued, they take the ability damage but do not become exhausted.

#### WEIRD

This spell affects all targets as *mythic phantasmal killer*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

#### WHISPERING WIND

The range increases to 10 miles per level and add 5 words per mythic tier to the message your *mythic whispering wind* can deliver.

#### WIND WALK

Creatures made gaseous with this spell are treated as if using *mythic gaseous form*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, though they can also be blown along at up to 600 feet per round as the *wind walk* spell. Creatures using *mythic wind walk* have total concealment (50% miss chance) when within or adjacent to an area of natural or magical fog or mist. Mythic creatures affected by this spell can expend one use of their own mythic power to transition from gaseous form to normal (or the reverse) as a full-round action.

**Augmented:** If you expend two uses of mythic power, the targets of this spell gain the ability to see through mist, fog, smoke, and similar obscurement without impairment. This ability persists only while in gaseous form.

#### WIND WALL

The miss chance for ranged weapons other than arrows and bolts that pass through the *wind wall* is increased to 50%. Giant-thrown boulders, siege engine projectiles, and similar massive ranged weapons passing through the *wind wall* have a 20% miss chance.

**Augmented (3rd):** If you expend two uses of mythic power, giant-thrown boulders, siege engine projectiles, and similar massive ranged weapons passing through the *wind wall* have a 50% miss chance while smaller ranged weapons are automatically deflected. In addition, Medium and smaller creatures cannot pass through the *wind wall* unless they succeed on a DC 10 Strength check or DC 20 Fly check; this check is made as part of their movement and does not require a separate action.

#### WOOD SHAPE

You can maintain concentration on *mythic wood shape* for a number of rounds equal to your caster level. Each round after the first, you can shape 5 additional cubic feet of wood, with an instantaneous duration. The percentage chance that an item with moving parts won't work is decreased by 5% times your mythic tier (minimum 0%).

#### WORD OF RECALL

You may add your mythic tier to concentration checks made to cast this spell defensively. You can use this spell to teleport into an area that you have warded against teleportation without needing to make a check. In addition, you may use this spell to teleport even while subject to a non-mythic effect that blocks teleportation, such as *antimagic field*, *dimensional anchor*, *dimensional lock*, or *forbiddance*, with a successful caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus to the check.

#### ZONE OF SILENCE

You can cast this spell on another creature with a range of touch (Will negates (harmless), SR yes). The subject of the spell can dismiss its effects. In addition, if an effect would deal sonic damage to creatures within the *mythic zone of silence*, that sonic damage is converted into a deflective energy field of compressed sound that grants creatures within the *mythic zone of silence* a +2 circumstance bonus to Armor Class and on Reflex saves. This energy field discharges one hit point of stored sonic damage each round. In addition, if a hostile creature enters a *mythic zone of silence*, as an immediate action the subject of the spell can discharge some or all of the remaining sonic damage, dealing that sonic damage to the hostile creature (Fortitude half). If the hostile creature fails its saving throw, it is deafened for 2d6 rounds.

#### ZONE OF TRUTH

All Bluff checks within the *zone of truth* have a penalty equal to your mythic tier. This penalty is halved for creatures that succeed on their Will save.





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