



# MYTHIC MAGIC: ULTIMATE SPELLS II

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



# MYTHIC MAGIC: ULTIMATE SPELLS II

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

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY gamemaster who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published 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 possibilities 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*.





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## SPECIAL ELECTRONIC FEATURES

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We've hyperlinked the electronic version of this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the [d2opfsrd.com](#). 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

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## WHAT YOU WILL FIND INSIDE MYTHIC MAGIC: ULTIMATE SPELLS II

THIS PRODUCT IS THE THIRD 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, including over 200 in *Pathfinder Roleplaying Game Ultimate Magic*. That diversity of options that we love so much about the game was missing, and that is what Legendary Games is bringing back in the *Mythic Magic* series. The product before you completes the mythic rules for every spell in *Pathfinder Roleplaying Game Ultimate Magic*. All of them. If it's not already in *Pathfinder Roleplaying Game Mythic Adventures*, it's right here, from acidic spray to youthful appearance and all spells in between, including class spell lists for the magus, spells lists for every oracle mystery, sorcerer bloodline, and witch patron in the book.

Whether you're an arcane or a divine caster, *Mythic Magic: Ultimate Spells II* contains mythic spells of every level and every kind, from orisons and cantrips to the mightiest 9th-level magics. You will find combat spells like *aura of doom*, *overwhelming presence*, and *transmute blood* to acid right alongside defensive magic like *delay pain* and *vestment of the champion*, spells to aid your allies like *lend judgment* and *restore eidolon*, and utility spells like *ice crystal teleport* and *polypurpose panacea*. 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





# ULTIMATE SPELLS

For all of the spell lists that follow, spells in **boldface** are those described in this product, and those spells have a page number to denote where they appear. Those in standard typeface are described in *Pathfinder Roleplaying Game Mythic Adventures*. Spells that appear in a different product in the *Mythic Magic* line are underlined. 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. The non-mythic version of all spells in this product originally appeared in *Pathfinder Roleplaying Game Ultimate Magic*. In addition, spell descriptions can be found online in the [Pathfinder Reference Document](#) and at [d2opfsrd.com](http://d2opfsrd.com).

## SPELL LISTS BY CLASS

This product provides mythic versions of the spells from *Pathfinder Roleplaying Game Ultimate Magic*, but you will still need to refer to the standard versions of those spells to resolve their effects, as adjusted by the mythic rules presented in this product. As such, it is assumed you have access to that rulebook and the spell lists contained in **Chapter 5: Spells** of that book, and those lists are not repeated here. For ease of electronic reference, you may also link to the [Spells by Class](#) page as well as the **Base Class** page for the [magus](#) in the online Pathfinder Reference Document for its full class spell list.

### SPELL LIST (ALPHABETICAL)

[acidic spray](#)<sup>A</sup>  
[acute senses](#)  
[age resistance](#)

[age resistance, greater](#)  
[age resistance, lesser](#)  
[agonize](#)  
[allegro](#)  
[animate dead, lesser](#)  
[anthropomorphic animal](#)  
[anticipate peril](#)  
[arboreal hammer](#)<sup>A</sup>  
[arcana theft](#)  
[archon's aura](#)  
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corrosive touch<sup>A</sup>

countless eyes

create demiplane

create demiplane, greater

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curse, major<sup>A</sup>

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delay pain

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disfiguring touch<sup>A</sup>

disguise other

distracting cacophony<sup>A</sup>

distressing tone

divine pursuit

dread bolt

eagle aerie<sup>A</sup>

ear-piercing scream<sup>A</sup>

echolocation

eldritch fever<sup>A</sup>

envious urge

epidemic

eruptive pustules<sup>A</sup>

excruciating deformation<sup>A</sup>

exquisite accompaniment

false life, greater

familiar melding<sup>A</sup>

fickle winds<sup>A</sup>

fleshworm infestation

forbid action

forbid action, greater

force hook charge

force punch<sup>A</sup>

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interplanetary teleport<sup>A</sup>

interrogation

interrogation, greater

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ki arrow

ki leech

ki shout

know the enemy

leashed shackles

lend judgment<sup>A</sup>

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lunar veil<sup>A</sup>

mad hallucination<sup>A</sup>

mad monkeys

malfunction

malicious spite<sup>A</sup>

marionette possession

masterwork transformation

miserable pity

monstrous physique (all)<sup>A</sup>

murderous command<sup>A</sup>



oppressive boredom<sup>A</sup>  
oracle's vessel  
orb of the void<sup>A</sup>  
overwhelming grief<sup>A</sup>  
overwhelming presence  
pernicious poison<sup>A</sup>  
persuasive goad  
piercing shriek<sup>A</sup>  
plague carrier  
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primal scream  
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rain of frogs<sup>A</sup>  
raise animal companion<sup>A</sup>  
rapid repair  
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reckless infatuation<sup>A</sup>  
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reprobation<sup>A</sup>  
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soothe construct  
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spit venom<sup>A</sup>  
steal voice<sup>A</sup>  
strangling hair  
summon elder worm<sup>A</sup>  
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summon minor ally<sup>A</sup>  
summon minor monster<sup>A</sup>  
surmount affliction<sup>A</sup>  
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symbol of mirroring  
symbol of revelation  
symbol of scrying<sup>A</sup>  
symbol of sealing  
symbol of slowing  
symbol of strife  
symbol of vulnerability  
tar ball  
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touch of slime  
toxic gift<sup>A</sup>  
transmute blood to acid<sup>A</sup>  
unadulterated loathing<sup>A</sup>  
unbreakable construct<sup>A</sup>  
undead anatomy (all)<sup>A</sup>  
unholy ice  
unholy sword  
unnatural lust<sup>A</sup>  
unprepared combatant  
unshakable chill<sup>A</sup>  
utter contempt  
vengeful outrage  
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vestment of the champion<sup>A</sup>  
virtuoso performance<sup>A</sup>  
vision of hell



vitriolic mist<sup>A</sup>

vocal alteration<sup>A</sup>

volcanic storm<sup>A</sup>

wall of sound<sup>A</sup>

wartrain mount<sup>A</sup>

waves of ecstasy<sup>A</sup>

web shelter

witness

wooden phalanx

word of resolve

youthful appearance

### ACIDIC SPRAY

This spell deals 1d10 points of damage per caster level (maximum 15d10), and creatures failing their saving throw are sickened until the end of their next turn and take an additional 1d10 points of damage per two caster levels (maximum 7d10) one round later (Fortitude negates). Creatures that fail this second saving throw continue to be sickened and continue taking this damage each subsequent round that they fail their save, up to a maximum number of rounds equal to one-half your mythic tier (minimum 1).

**Augmented (6th):** If you expend two uses of mythic power, you send a flood of liquid acid that pushes against creatures and objects like a hydraulic torrent.

### ACUTE SENSES

You may choose to increase the bonus on Perception checks provided by this spell by an amount equal to twice your mythic tier. Alternatively, you may grant the normal bonus as well as one of the following senses: darkvision 30 feet, low-light vision, scent.

### AGE RESISTANCE (ALL)

You may extend the duration of this effect to one day times your mythic tier. Alternatively, you may change the range of this spell to touch.



### AGONIZE

This spell has half the normal effect on a successful save rather than being negated. Its saving throw becomes Fortitude: partial.

### ALLEGRO

You gain the benefits of *mythic haste*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, as long as you are maintaining a bardic performance. If you dismiss the spell to reroll a Reflex save or Dexterity-based skill check, you add one-half your mythic tier to the roll. In addition, the action required to cast this spell is the same type of action as is required for you to begin your bardic performance.



**Augmented (3rd):** If you expend two uses of your mythic power, you gain the effects of augmented *mythic haste* as long as you are maintaining a bardic performance. If you dismiss the spell to reroll a Reflex save or Dexterity-based skill check, you add your mythic tier to the roll.

#### ANIMATE DEAD, LESSER

This spell functions as *mythic animate dead*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, but creates only a single Small or Medium skeleton or zombie.

#### ANTHROPOMORPHIC ANIMAL

You increase the duration of the spell to one day per mythic tier you possess. In addition, you can grant the target animal one of the following feats as a bonus feat for every 2 mythic tiers you possess (minimum 1): Exotic Weapon Proficiency, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus. You must have proficiency (or Weapon Focus) in the type of armor, shield, or weapon that you grant to the target.

#### ANTICIPATE PERIL

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ARBOREAL HAMMER<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ARCANA THEFT

A successful caster level check to dispel allows you to dispel and transfer two effects instead of just one, and you may choose to dis-

pel effects that would not be beneficial to you without transferring them to yourself.

#### ARCHON'S AURA

Mythic creatures affected by your *archon's aura* must succeed on a Will save after successfully attacking you in order to end the spell's effects on them, rather than automatically ending the effect with a successful attack. Opponents may attempt a new save after each successful attack they make against you. Non-mythic creatures are affected by your *archon's aura* until they successfully hit you with a number of attacks equal to one-half your mythic tier (minimum 1) whereupon they are entitled to begin making saving throws to end the spell's effects as described for a mythic creature.

#### ARROW OF LAW

This spell affects the target as *mythic order's wrath*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ASH STORM

Creatures beginning their turn within a *mythic ash storm* must succeed on a DC 15 Reflex save or catch on fire from burning cinders. In addition, creatures that need to breathe must hold their breath or take 1d4 points of nonlethal damage each round they begin their turn inside the *mythic ash storm*. As long as this nonlethal damage persists, they are sickened.

#### ASTRAL PROJECTION, LESSER

You can take an additional number of companions equal to your mythic tier, and the caster level check to dispel your *mythic lesser astral projection* is increased by an amount equal to your mythic tier. If a mythic creature using *mythic lesser 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 lesser astral projection* does unless it is destroyed.

#### ATAVISM

The target gains a +3 bonus on all rolls, including damage rolls, a +3 bonus to special ability DCs, a +6 bonus to AC and CMD, and +3 hit points per HD. In addition, you can affect plants and vermin with Intelligence 2 or less with this spell as if they were animals.

#### ATAVISM, MASS

This spell functions as *mythic atavism*, but you can affect an additional number of targets equal to one-half your mythic tier, and the targets need not be within 30 feet of each other.

#### AURA OF DOOM

Creatures that become shaken within your *aura of doom* and remain within it must make an additional save each round at the beginning of their turn or become frightened. If already frightened, they become panicked on a failed save.

#### BADGER'S FEROCITY

You add your mythic tier to your level to determine how many weapons you can affect. If you choose to target only natural weapons, you can affect a number of them equal to one-half your caster level plus your mythic tier. You can maintain concentration on this spell by spending a move action each round. The spell ends immediately if you begin casting another spell, activate a magic item, or use a spell-like or supernatural ability.

#### BESTOW GRACE OF THE CHAMPION

The target can lay on hands a number of times equal to one-half your mythic tier, and it can use this ability to heal others as a standard action or itself as a swift action. It may also choose to expend two uses of its lay on hands ability to channel positive energy as a paladin of 1/2 your caster level as a standard action. The target also grants a +4 morale bonus on saves against fear to all allies within 10 feet.

**Augmented (7th):** If you expend two uses of your mythic power, the target's lay on hands, channel energy, and smite evil abilities function as a paladin whose level equals your caster level and the target becomes immune to charm effects and grants a +4 morale bonus on saves against charm effects to all allies within 10 feet.

#### BLADE OF BRIGHT VICTORY

Your weapon is treated as good and lawful for the purpose of overcoming damage reduction. In addition, your weapon is immune to rusting (if metallic) or rot (if wooden) and gains a bonus equal to your mythic tier on saving throws against any other effect. You add one-half your mythic tier to the sacred bonus this spell provides to your CMD against disarm and sunder maneuvers directed at your weapon.

#### BLADE OF DARK TRIUMPH

Your weapon is treated as chaotic and evil for the purpose of overcoming damage reduction. In addition, your weapon is immune to rusting (if metallic) or rot (if wooden) and gains a bonus equal to your mythic tier on saving throws against any other effect. You add one-half your mythic tier to the profane bonus this spell provides to your CMD against disarm and sunder maneuvers directed at your weapon.



#### BLESSING OF THE MOLE

The target can hold its breath twice as long as normal and gains a burrow speed of 5 feet through soft earth, sand, and soil, though it cannot burrow through solid rock. The target also gains tremorsense with a radius of 5 feet plus 5 feet per 2 mythic tiers.

#### BLOOD CROW STRIKE

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### BLOOD MIST

Creatures within the *mythic blood mist* are coated with the algae created by the spell regardless of whether they save. This reveals the location of invisible creatures and results in a -20 penalty on Stealth checks. In addition, creatures that fail their saves take 1 additional point of Wisdom damage each round they remain within the *mythic blood mist*. When their Wisdom damage equals or exceeds their Wisdom score, they do not fall unconscious as normal, instead gaining the effects of *rage* for as long as the *mythic blood mist* spell is in effect.

#### BLOOD TRANSCRIPTION

You can attempt to learn more than one spell from the creature whose blood you consume, as long as the total number of spells does not exceed your mythic tier and the total level of the spells you learn does not exceed your caster level plus your mythic tier.

#### BOILING BLOOD<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### BUNGLE

You increase the maximum Hit Dice you can affect with this spell to 10 plus your mythic tier. In addition, if the target is a non-mythic creature, it must succeed on a Will save after taking the penalty from this spell or it takes a -10 penalty on its next attack roll or check requiring a d20 roll that occurs within the spell's duration.

#### BURROW<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### BURST OF NETTLES

The stinging nettles created by this spell cling to targets for a number of rounds equal to your mythic tier, regardless of whether they save. A creature covered in these clinging leaves takes a -20 penalty on Stealth checks and is dazzled as its vision is obscured. An invisible creature covered in leaves has its location clearly revealed and is treated as having concealment rather than total concealment when it is attacked. These clinging leaves are destroyed if the target takes fire damage to the target equal to your mythic tier, and a creature covered in nettles may attempt a Reflex save against the spell's save DC to clear them off if it or an ally spends a full-round action removing them.

#### CAKCLING SKULL

Creatures that hear the *cackling skull* become frightened for 1d4 rounds on a failed save and are shaken for 1 round even on a successful save.

#### CALL CONSTRUCT

You can cast this spell on a construct without first casting *arcane mark*, and if you no longer



control the construct you learn its precise location, as if you had cast *discern location*. The spell cannot be dispelled by any non-mythic means unless the dispelling creature's caster level equals or exceeds yours.

The cost of the material component for this spell is reduced by 100 gp times your mythic tier. In addition, you can call the bonded construct to you even while you or the construct is subject to a non-mythic effect that blocks teleportation or summoning, such as *antimagical 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, and adding your mythic tier as a bonus to the check.

**Augmented:** If you expend two uses of your 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).

#### CAPE OF WASPS

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### CAUSTIC ERUPTION

This spell deals 1d10 points of damage per caster level (maximum 20d10), and creatures failing their saving throw are sickened until the end of their next turn and take an additional 1d10 points of damage per two caster levels (maximum 10d10) one round later (Reflex negates). Creatures that fail this second saving throw continue to be sickened and continue taking this damage each subsequent round that they fail their save, up to a maximum number of rounds equal to one-half your mythic tier (minimum 1).

**Augmented (6th):** If you expend two uses of your mythic power, the area increases to a 50-foot-radius spread, and any acid damage dealt by this spell bypasses acid resistance and acid immunity.

#### CHORD OF SHARDS

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### CIRCLE OF CLARITY

All non-mythic figments and glamers are suppressed within the *mythic circle of clarity*, and you add a bonus equal to one-half your mythic tier to the saving throw bonus granted by the spell to disbelieve mythic illusions. You also add your mythic tier on the Perception checks to notice creatures or objects in the area.

#### COLD ICE STRIKE

This spell deals 1d10 points of damage per caster level (maximum 15d10), and half of this damage is cold damage, while the other half is piercing and slashing damage. Creatures that fail their Reflex save also take bleed damage equal to your mythic tier from the razor-sharp slivers of ice.

#### COMPASSIONATE ALLY

When the target helps its injured ally, it is compelled to continue healing that creature's wounds as long as it has healing resources available (including magic items) or until the creature is restored to full health. After fully healing a creature, if there is another injured ally within sight the target is compelled to move to assist that ally to the exclusion of other activities. The target can defend itself, but it cannot attack or take actions other than tending to injured allies. If no allies are injured, the target may act normally. A target with no healing resources other than the Heal skill must make a DC 15 Heal check on an injured ally each round until it succeeds. If its ally is



still injured, the target will stay adjacent to the ally and use the aid another action to boost the target's AC until its wounds are fully healed or the spell ends.

#### CONJURE BLACK PUDDING<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### CONTAGION, GREATER

This spell functions as *mythic contagion*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, but the disease cannot be cured without the use of magic. The DC to remove the disease with magic is equal to the save DC + 5 + your mythic tier. Spells such as *heal* that automatically cure disease remove the *mythic greater contagion* only if the caster succeeds at a caster level check as if using *remove disease*. *Mythic heal* automatically removes this disease.

#### CONTROL CONSTRUCT

You add your mythic tier on Spellcraft checks to gain or maintain control of the target construct. If successful, you can give a non-mythic construct a simple command, which it will follow for a number of rounds equal to your mythic tier after you stop concentrating. If the target is a mythic construct, add its mythic rank to the DC of this check, and you must check each round to maintain control. If the construct's creator or master is a mythic creature and is present and trying to control the construct, she adds her mythic rank or tier to her Spellcraft check to oppose your attempts to control the construct.

**Augmented:** If you expend two uses of mythic power, you can implant a *suggestion* (as the spell, but affecting only the target construct) in the construct that it will continue to obey even after you cease concentrating. If the construct's

creator is present, it can attempt a Spellcraft check with a DC equal to 10 + your ranks in Spellcraft + your mythic tier + your ability modifier in your primary spellcasting ability score. The construct's creator can attempt this check each round to end the *suggestion* effect and wrest back control of the construct.

**Augmented (6th):** If you expend a number of uses of mythic power equal to one-half the target construct's CR, the duration of this spell changes to permanent and you no longer need to make Spellcraft rolls to control the construct, as it regards you as its creator.

#### CONTROL SUMMONED CREATURE

If you succeed on a Spellcraft check to identify a summoning spell as it is being cast, you can cast this spell as an immediate action. You gain a bonus equal to your mythic tier on this check. The original caster of the spell designates the location where the summoned creature will appear, but if the target fails its save you control its actions once it arrives.

#### CORROSIVE CONSUMPTION

You can affect objects as well as creatures, and the damage from this spell is not halved against metal objects. If the object is currently worn or wielded by a creature, you can affect the object by making a successful disarm, steal, or sunder combat maneuver, with a bonus on your combat maneuver check equal to your mythic tier.

Against both objects and creatures, this spell deals 1 point of damage per caster level (maximum 15) plus damage equal to your mythic tier on the first round. On the second round it deals 1d6 points of damage per caster level (maximum 15d6), and on the third and final round it deals 1d8 points of damage per caster level (maximum 15d8). A creature becomes sickened as long as the acid clings to it, and for a number of rounds thereafter equal to one-half your mythic tier.



The acid cannot be rinsed off with water save by total immersion or being targeted with a water effect that affects an area at least as large as the target, such as *aqueous orb* or *hydraulic torrent*. A creature attempting to scrape off the acid must succeed on a Reflex save (DC 15 + your mythic tier + your Intelligence modifier).

**Augmented (5th):** If you expend two uses of mythic power, this spell affects both a creature and one object it carries. If you succeed on a touch attack against the creature, roll randomly to determine which of its items is affected, using the [Items Affected by Magical Attacks](#) table in the Chapter 9 of the *Pathfinder Role-playing Game Core Rulebook*. If you instead make a successful disarm, steal, or sunder combat maneuver against the target, you may choose which item is affected along with the creature. Total immersion in water can rinse off the creature and the item simultaneously, but scraping the acid off must be done separately for the item and the creature.

#### CORROSIVE TOUCH

This spell's damage increases to 1d6 points of acid damage per caster level (maximum 5d6). If the target is wearing metal armor or wielding a metal weapon or shield, you may attempt a free sunder combat maneuver against the target; if the maneuver is successful, the item takes the same amount of acid damage as the target. The damage dealt by this spell is not halved against metal objects.

**Augmented:** If you expend two uses of mythic power and the free sunder combat maneuver is successful, the acid ignores the hardness of the item (unless it is a legendary item or artifact) and bypasses any acid resistance or immunity possessed by the target creature. If the acid damage you deal exceeds the item's hit points, any leftover damage is dealt to the target creature.

#### COUNTLESS EYES

The target gains a bonus equal to one-half your mythic tier (minimum +1) on saving throws made to disbelieve visual illusions. In addition, the target can expend one hour of the spell's duration to negate the dazzled condition or all of the spell's remaining duration to negate the blinded condition. If the target would be affected by a pattern, it can ignore that pattern by expending a number of hours of the spell's duration equal to the level of the pattern.

#### CREATE DEMIPLANE (ALL)

You may choose to increase the duration of your demiplane to one week per level, or you may increase its size to a number of 20-foot cubes (rather than 10-foot cubes) as appropriate to the spell you cast. Only a creatures whose mythic rank or tier exceeds yours can dispel your demiplane.

#### CURSE, MAJOR

You add your mythic tier to the DC to remove the curse. In addition, any creature attempting to remove the curse from the target is affected by the same curse as the target (Will negates). This save is required after each attempt to remove the *mythic major curse*, regardless of whether or not the removal succeeds.

**Augmented:** If you expend two uses of mythic power, the *mythic major curse* is hereditary, passing on to all of the target's descendants for a number of generations equal to your mythic tier. The curse typically manifests in adolescence or adulthood, and each descendant is entitled to a single Will save to avoid acquiring the curse. If they save, the curse's heredity nevertheless continues, but any of their descendants gain a +2 circumstance bonus on saving throws to avoid the curse. If a descendant has multiple ancestors that have resisted the curse, these bonuses stack.







### CURSE OF DISGUST

You can designate a number of different triggers for your *curse of disgust* equal to your mythic tier. If the target is within 30 feet of two or more triggers simultaneously, the penalties for the sickened condition increase by 1 for each trigger after the first (maximum penalty -5).

### CURSE OF MAGIC NEGATION

The target takes a penalty equal to your mythic tier on caster level checks to overcome the spell resistance of its negated spellblight (as described in the Mastering Magic chapter of *Pathfinder Roleplaying Game Ultimate Magic*). You also add your mythic tier to the DC of caster level checks made to dispel or remove the curse.

### CURSED EARTH

You increase the area affected by this spell to a radius of 1 mile times your mythic tier, and you also add your mythic tier to the DC of caster level checks made to dispel or remove the curse.

### CUSHIONING BANDS

The target gains DR 5/slashing or piercing, and the *cushioning bands* absorb all damage from constriction, falling, being buried, and similar crushing effects, up to a maximum of 15 points of damage per caster level (maximum 150).

### DANCE OF A HUNDRED CUTS

You add your mythic tier to your caster level to determine the bonus you gain from this spell (maximum +10), and the bonus is doubled when making Acrobatics checks.

### DANCE OF A THOUSAND CUTS

This spell functions as *mythic dance of a hundred cuts*, but you also gain the benefits of

*mythic haste*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented (6th):** If you expend two uses of mythic power, you gain the effects of augmented *mythic haste*.

### DARKVISION, GREATER

The range of the target's darkvision becomes equal to its line of sight, and the target can see normally through up to 20 feet plus 10 feet per mythic tier of magical darkness.

### DAZE, MASS

You add one-half your mythic tier to the Hit Die limit of creatures you can affect, and targets may be up to 30 feet plus 5 feet times your mythic tier apart.

**Augmented (5th):** If you expend two uses of mythic power, this spell functions as *daze monster* rather than *daze*, in addition to the above modifications.

### DECOMPOSE CORPSE

You can affect the corpse of a creature of any size. If cast on a non-skeletal corporeal undead creature, you inflict a temporary -2 penalty to its Strength or Dexterity score (caster's choice) for 1 minute, in addition to the spell's normal effect.

### DEFENSIVE SHOCK

When a creature strikes you with a metal melee weapon (not including hafted weapons like axes, hammers, and spears), you can attempt a free combat maneuver to disarm the attacker. This maneuver does not require an action and does not provoke attacks of opportunity. Each time the spell discharges, it loses only one die of damage, rather than being reduced by half.

**Augmented (4th):** If you expend two uses of mythic power, the electricity damage from this spell bypasses electricity resistance or immu-



nity. In addition, even if you fail to overcome an attacker's spell resistance, you may attempt a new caster level check to overcome its spell resistance each time thereafter that it hits you. Once you succeed, the spell affects your attacker fully from that point on.

#### DELAY PAIN

The target gains a bonus equal to one-half your mythic tier (minimum +1) on saving throws against effects with the pain descriptor. In addition, any nonlethal damage taken by the target is reduced by 5 hit points, plus 5 hit points per mythic tier after 1st.

#### DELUSIONAL PRIDE

The target's *mythic delusional pride* renders it incapable of fighting defensively, using Combat Expertise or the total defense action, or using Acrobatics to avoid attacks of opportunity. Enemies gain a +2 circumstance bonus on attack rolls when the target uses the charge action or when making attacks of opportunity against the target due to her reckless lack of caution. The target also disdains the assistance of others, and cannot give or receive any benefit from flanking, teamwork feats, or the aid another action. The target gains a +2 morale bonus on saves against fear.

#### DIAGNOSE DISEASE

You add one-half your mythic tier (minimum +1) on Heal checks to treat a disease and on caster level checks to *remove disease* from a creature on whom you have used this spell. If you are exposed to a disease within 1 minute of using this spell, you gain a +2 circumstance bonus on your saving throw to avoid contracting that disease.

#### DISFIGURING TOUCH<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### DISGUISE OTHER

Add your mythic tier to your bonus on Disguise skill checks made by the target. In addition, as a full-round action the target may change its appearance to create a new disguise. Each time the target changes its appearance, this bonus on Disguise skill checks is reduced by 2, to a minimum of +2.

#### DISTRACTING CACOPHONY

You add your mythic tier to the DC of concentration checks and Perception checks based on hearing within the spell's area. The white noise created by the spell reduces the save DC of language-dependent and sonic effects within the area by an amount equal to one-half your mythic tier. You are unaffected by your own *mythic distracting cacophony*.

**Augmented (4th):** If you expend two uses of mythic power, the radius of the effect is increased by 10 feet per 4 mythic tiers you possess, and language-dependent and sonic effects are negated within the area as if it was an area of magical silence.

#### DISTRESSING TONE

The vibrations induced by this spell make it difficult for creatures to maintain their grasp on held objects. All targets take a penalty equal to your mythic tier to their CMD against disarm attempts, and once per round as a swift action you can attempt a combat maneuver check to disarm one target, using your caster level in place of your base attack bonus and your primary spellcasting ability modifier in place of your Strength modifier. In addition, a creature attempting to draw a weapon (including drawing a piece of ammunition to use in a ranged weapon), retrieve a stored item, or pick up an item from the ground must succeed on a Reflex save against the spell's DC or the action fails. If the action is normally a free action, the target can attempt a number of free actions equal to its Dexterity bonus (minimum 1). The



target can automatically succeed at the action by increasing the type of action required by one step, as follows: free, swift, move, standard, full-round. If the action already requires a full-round action to complete, the target can automatically succeed by taking one round to perform the action, in which case the action is completed just before its next turn.

#### DIVINE PURSUIT

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### DREAD BOLT

This spell affects the target as *mythic unholy blight*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### EAGLE AERIE

You add your mythic tier to your caster level to determine the number of eagles you summon. In addition, the summoned eagles gain the agile mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

**Augmented (4th):** If you expend two uses of mythic power, you can polymorph a number of willing creatures equal to one-half your mythic tier into giant eagles, as if you had cast *beast shape IV* on each target. Each of these creatures gains a +30-foot enhancement bonus to its fly speed during any round in which they take only move actions or use the run action.

#### EAR-PIERCING SCREAM<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### ECHOLOCATION

You may cast this spell with a range of touch. If you use the spell on yourself, your *echolocation* can penetrate non-mythic silence effects, though its clarity is muted and it provides only blindsense rather than blindsight in such areas.

#### ELDRITCH FEVER

You add your mythic tier to the DC of caster level checks to remove the eldritch ague spellblight with *remove curse* or *remove disease*, and it is considered a supernatural disease that cannot be cured without the use of magic. Spells such as *heal* that automatically cure disease remove the *mythic eldritch fever* only if the caster succeeds at a caster level check as if using *remove disease*. *Mythic heal* automatically removes this spellblight. You also add your mythic tier to the DC of concentration checks made to cast spells while shaking from the ague.

**Augmented (4th):** If you expend two uses of mythic power and the target fails its saving throw, each time it casts a spell it begins shaking for a number of rounds equal to one-half your mythic tier. In addition, the condition cannot be removed by non-mythic effects unless they are used by a creature whose mythic rank or tier equals or exceeds yours.

#### ENVIOUS URGE

You may choose to specify a number of objects or creatures up to your mythic tier as the object(s) of the targets' envy, rather than having the targets simply be envious of the nearest creature. The targets of the spell gain a bonus equal to your mythic tier on combat maneuver checks made to disarm, grapple, or steal against the creature they envy. However, their single-minded and obsessive focus on the object they are trying to take causes them to become flat-footed against all creatures other



than the one holding the object of their envy as long as they are within 30 feet of that object or creature.

#### EPIDEMIC

The save DC for creatures to contract the disease from close contact from the target is the spell DC, not the disease's normal DC, and you add one-half your mythic tier to the DC to remove the disease. Spells such as *heal* that automatically cure disease remove the *mythic epidemic* only if the caster succeeds at a caster level check as if using *remove disease*; any other effects of such spells are unaltered. *Mythic heal* automatically cures a target that has contracted a *mythic epidemic*. The original target of the disease remains a carrier even after recovering from the disease for an amount of time equal to the disease's frequency times your mythic tier.

#### ERUPTIVE PUSTULES

The acid damage dealt by this spell bypasses acid resistance or immunity unless the target is also immune to disease. The caustic pus created by this spell clings to an attacker for a number of rounds equal to your mythic tier regardless of whether it saves, dealing 1 point of acid damage per round to the target and to any other creature that touches it other than you, including melee touch attacks, natural weapons, and unarmed strikes. Any creature damaged by this spell contracts *filth fever* unless it succeeds at a Fortitude save against the spell's save DC. If a creature contracts *filth fever*, all subsequent saves use the normal DC for the disease.

**Augmented (3rd):** If you expend two uses of mythic power, creatures failing their save are sickened for a number of rounds equal to one-half your mythic tier. This is in addition to the normal 1 round of being sickened or nauseated. Non-mythic creatures striking you with a melee touch attack, natural weapon, or

unarmed strike are sickened (or nauseated on a critical hit) for 1 round even if they succeed on their saving throw. If a creature contracts *filth fever* from the *mythic eruptive pustules*, all saving throws against the disease use the spell's save DC.

#### EXCRUCIATING DEFORMATION

Each round the target fails its saving throw, it is staggered with pain until the beginning of its next turn.

**Augmented:** If you expend two uses of mythic power, this spell deals lethal damage, and it causes Dexterity and Constitution drain rather than damage on a failed saving throw.

#### EXQUISITE ACCOMPANIMENT

You can cast this spell as part of the same action you use to begin a bardic performance. You add your mythic tier to the result of any Perform check you make.

#### FALSE LIFE, GREATER

The temporary hit points gained increase to  $4d10 + 2$  per caster level (maximum +40). As an immediate action, you can dismiss the remaining duration of the spell to prevent 1 point of Strength, Dexterity, or Constitution damage per 5 temporary hit points remaining from the spell. This takes effect after the attack affects you and the damage is rolled but before you take the damage. This spell is particularly effective at absorbing damage caused by death effects. Each temporary hit point provided by this spell absorbs 2 points of damage from death effects.

#### FAMILIAR MELDING

The range of this spell is increased to 1 mile per mythic tier. In addition, while melded with your familiar you can expend one use of mythic power to ignore the verbal, somatic, or



material component of a non-mythic spell; you may spend up to three uses of mythic power to ignore all three. If you wish to cast a mythic spell, you must expend two uses of mythic power for each component you ignore.

**Augmented (4th):** If you expend two uses of mythic power, the range of the spell is unlimited, as long as you remain on the same plane.

**Augmented (8th):** If you expend three uses of mythic power, the range of the spell is unlimited, including travel to other planes.

#### FICKLE WINDS

You add your mythic tier to your caster level to determine how many Medium creatures you can affect, and the targets of this spell need not be within 30 feet of each other. This spell functions normally within the area of non-mythic wind or weather spells, regardless of their level, unless they were created by a mythic creature whose tier or rank exceeds yours.

**Augmented (5th):** If you expend two uses of mythic power, the mystic winds are so intense that they can deflect magical rays and missiles as *entropic shield*.

#### FLESHWORM INFESTATION

A creature failing its save against the *mythic fleshworm infestation* takes Dexterity drain rather than damage and is staggered and sickened for 1 round. A successful save deals 1 point of Dexterity damage and sickens the target for 1 round. Non-mythic *protection from evil* does not stop a *mythic fleshworm infestation* unless the caster is a mythic creature whose rank or tier exceeds yours.

#### FORBID ACTION

You can target up to one creature per level, each of which must be forbidden to perform the same action. Creatures that successfully save are staggered for 1 round (this is a mind-affecting effect).

#### FORBID ACTION, 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.

#### FORCE HOOK CHARGE

You add your mythic tier to the force damage dealt by this spell. You also gain a deflection bonus to AC equal to one-half your mythic tier on attacks of opportunity that your movement provokes from the target of your *force hook charge* (though not against other attackers). When you are pulled adjacent to your target, you may choose for the hook to disappear as normal or to persist for a number of rounds equal to your mythic tier. While it persists, you and the target are tethered by a cord of force that passes harmlessly through other creatures and objects. This cord can be any length you desire, up to the spell's maximum range. The target cannot move beyond this distance from you unless it succeeds on an opposed Strength check. You gain a bonus on this check equal to your mythic tier. Even if the target succeeds, you can allow the creature to pull you along with it as it moves. Your movement while being pulled in this fashion does not provoke attacks of opportunity. If you are not adjacent to the target at the beginning of your turn, you can expend one round of the spell's remaining duration as a swift action to pull yourself adjacent to the target as if you had cast *force hook charge* again in terms of movement; this does not deal damage to the target or entitle you to make an attack as part of pulling yourself toward the target.

#### FORCE PUNCH<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.



#### FORCED QUIET

All sounds made by the target become muffled and inaudible to creatures unless they succeed on a Perception check with a DC equal to 10 + your caster level + your mythic tier. If the target uses a language-dependent effect, sound-based bardic performance, or even attempts to give verbal instructions, creatures must succeed at this check to hear the target and be affected. They cannot voluntarily fail this check. In addition to the above, you add one-half your mythic tier on the bonus this spell grants the target on saves against sonic effects and Stealth checks and reduce the save DC of sonic effects the target creates by the same amount.

#### FRIGID TOUCH

The damage increases to 4d10 points of cold damage, and the target is slowed (as the *slow* spell) for 1 round and takes 1 point of Dexterity damage. On a critical hit, the target is slowed for 1 minute and takes 1 point of Dexterity drain and 1 point of Dexterity damage.

#### FROSTBITE

You add your mythic tier to the nonlethal damage dealt by this spell, and the target's fatigue persists for a number of minutes equal to your mythic tier even after all nonlethal damage dealt by this spell has been healed.

#### FUMBLETONGUE

The duration of this spell is increased by a number of rounds equal to your mythic tier, and the chance of spell failure for spells with verbal components or failure to activate an item requiring a command word is increased to 25%, increasing by 5% per two mythic tiers you possess.

#### FUNGAL INFESTATION

The duration is increased by a number of days equal to your mythic tier, and it is considered a supernatural disease and cannot be cured without the aid of magic. As long as the *mythic fungal infestation* persists, the target takes a penalty equal to one-half your mythic tier against disease, poison, and the exceptional or supernatural abilities or effects of fungal creatures or hazards. Spells such as *heal* that automatically cure diseases remove the *mythic fungal infestation* only if the caster succeeds at a caster level check as if using *remove disease*; any other effects of such spells are unaltered. *Mythic heal* automatically cures a target that has contracted a *mythic fungal infestation*.

#### GHOSTLY DISGUISE

You may choose for your body (or any part of it) to shed light as bright as a candle, and while in your *mythic ghostly disguise* you can create minor sensory effects to enhance your disguise, as if using *prestidigitation*.

Mindless undead creatures are automatically fooled by your illusion and ignore you as if you were an insubstantial ghost, while intelligent undead can make a Will save to disbelieve the illusion if they interact with you; however, the save DC is increased by an amount equal to your mythic tier (for non-mythic undead) or one-half your mythic tier (for mythic undead). If you channel positive energy, turn or command undead, or touch an undead creature, all undead immediately see through your illusion.

**Augmented:** If you expend two uses of your mythic power, you gain an unnatural aura for as long as the spell lasts. You also gain a circumstance bonus equal to one-half your mythic tier on Intimidate checks against living creatures, and the save DC of any fear effect you create is increased by 1. These bonuses do not apply against creatures that see through your illusion.



### HAUNTING CHOIR

Creatures within 30 feet of the *haunting choir* take a -3 penalty on attack rolls, skill checks, and ability checks; these penalties increase to -4 for creatures that occupy the same space as the *haunting choir*. Creatures failing their save against the *haunting choir's* agonizing moans treat the phantom singers similar to a hostile creature. The *haunting choir's* 10-foot space is treated as a hostile creature for the purpose of flanking adjacent creatures, and any creature within its space is automatically considered flanked. Each round, you can use a move action to direct the *haunting choir* to move up to 30 feet in any direction, including vertically. It can move through creatures and solid obstacles as long as they do not block line of effect to you.

### HAUNTING MISTS

The range increases to 50 feet, and the cloud's radius and height both increase to 50 feet, and creatures within the mist take a penalty equal to one-half your mythic tier on saves against fear effects other than this spell.

**Augmented (3rd):**  
If you expend two uses of mythic power, you may increase the spell's range and radius to 500 feet and its height to 100 feet. Alternatively, you may retain the 50-foot range, radius, and height while increasing the Wisdom damage dealt by the spell by

an amount equal to one-half your mythic tier. Non-mythic creatures take 1d2 points of Wisdom damage even on a successful save.

### HEX WARD<sup>A</sup>

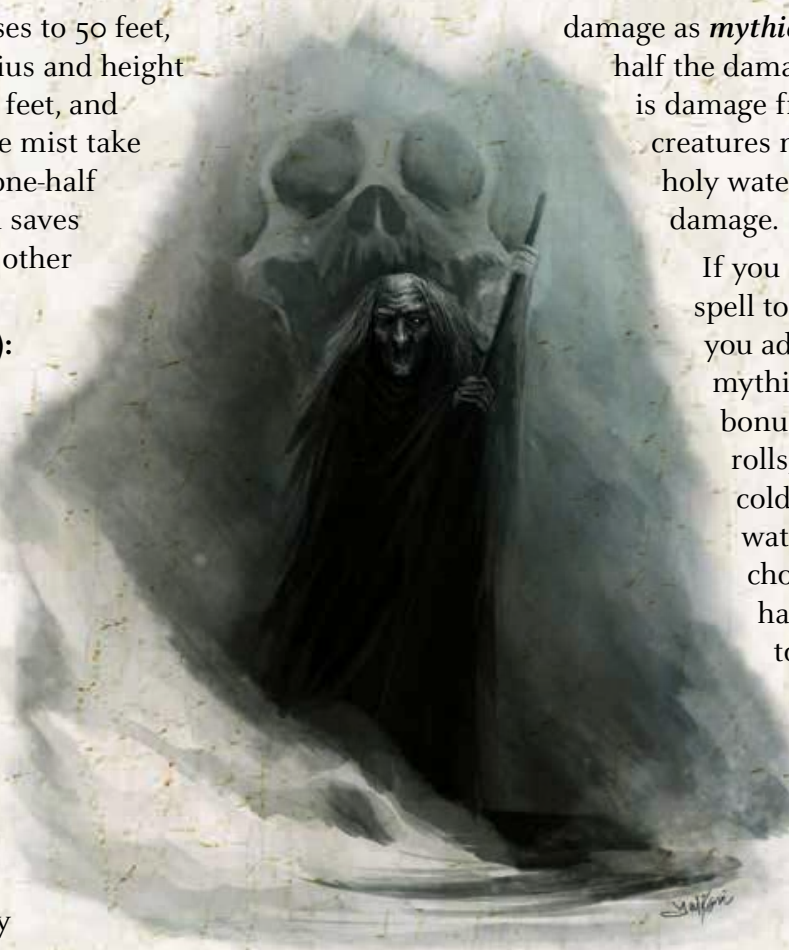
The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### HOLY ICE

You can duplicate the effect of a *mythic wall of ice*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, save that creatures vulnerable to holy water take damage equal to your mythic tier every time they touch or attack the wall with a melee attack or 1d6 plus your mythic tier per round for extended contact with the wall, such as climbing or walking on it. Creatures stepping through the frigid air left behind when the wall is broken take

damage as *mythic wall of ice*, but half the damage is cold and half is damage from holy water; creatures not damaged by holy water take only the cold damage.

If you instead use the spell to hurl ice javelins, you add one-half your mythic tier as a sacred bonus on your attack rolls, and you may add cold damage or holy water damage (your choice) equal to one-half your mythic tier to the damage dealt by each javelin.





### HOLY SHIELD

As long as you do not change the target, you can maintain the protection of your *holy shield* each round as a free action rather than a swift action. If you have feats that apply to your shield, such as Shield Focus or Missile Shield, the target gains the benefit of those feats. If your shield has special properties, such as *energy resistance* or *arrow deflection*, the target gains the benefit of those abilities as well, though the target cannot make shield bash attacks or gain total cover from a tower shield you are using.

### HORN OF PURSUIT

Your horn can be heard up to 5 miles away per mythic tier you possess. You may unleash a number of peals from the *horn of pursuit* equal to 3 plus your mythic tier over the course of a duration of one hour per caster level or until discharged. Allies moving toward your signal with a *horn of pursuit* gain a +2 circumstance bonus on saving throws against exhaustion and fatigue and on Constitution checks to avoid fatigue from a [forced march](#) or [running](#).

### HOWLING AGONY

Creatures failing their saving throw take a -3 penalty on AC, attack rolls, melee damage rolls, and Reflex saves, and must succeed at a concentration check with a DC equal to the spell's save DC plus your mythic tier. Creatures that elect to scream as loudly as possible to alleviate their pain must succeed at a Fortitude save each time they do so or become hoarse due to vocal strain for 1d6 hours for each failed save. This functions as the [caster croak spellblight](#) (as described in Chapter 2 of *Pathfinder Roleplaying Game Ultimate Magic*), though it also affects non-spellcasters.

### ICE BODY

You do not gain vulnerability to fire while using this spell, and your unarmed strike deals damage as a club plus cold damage equal to your mythic tier. This cold damage bypasses the cold immunity or resistance of non-mythic creatures or creatures whose mythic rank or tier is lower than yours, except for creatures with the cold subtype. When you are burrowing through ice and snow you gain tremorsense 60 feet, and you add your mythic tier on caster level checks made to burrow through magical ice and snow. Your movement is not impeded by snow or ice and you can climb icy surfaces as if using *spider climb*, though you can fall through snow or ice that cannot support your weight. In conditions of severe cold (below 0 degrees Fahrenheit), you gain fast healing 1. This increases to fast healing 2 in extreme cold (below -20 degrees Fahrenheit); see [Cold Dangers](#) in the *Pathfinder Roleplaying Game Core Rulebook*.

**Augmented (5th):** If you expend two uses of mythic power while you are in contact with an icy surface larger than your size, you can grow in size and power as if you had cast *righteous might*, although you do not gain DR/good or DR/evil.

### ICE CRYSTAL TELEPORT

The hit points of the ice crystal are increased to 5 hit points per inch of thickness. You may choose to reduce the number of rounds the target remains frozen in ice before teleportation occurs by an amount equal to one-half your mythic tier (minimum 0 rounds). Alternatively, you may choose for the target to remain frozen in ice for a number of rounds equal to your mythic tier after teleportation has been completed.

**Augmented (2nd):** You can target one additional creature per two mythic tiers by expending one use of mythic tier for each target after the first.



### ICICLE DAGGER

The range of this spell increases to touch, and you can give the weapon to another creature to wield, though every round that it is wielded by a creature other than you counts as 1 minute of the spell's duration. The *mythic icicle dagger* does not melt if out of your hand for more than 1 round. If you wield the *mythic icicle dagger* yourself, you add one-half your mythic tier to the cold damage it deals on a successful hit. This damage is multiplied on a critical hit.

**Augmented:** If you expend two uses of mythic power, you may create a masterwork version of any light slashing or piercing melee weapon in which you are proficient, rather than just a dagger. If you create a dagger with this spell, it retains its full duration when wielded by other creatures.

### ICY PRISON

The hit points of a *mythic icy prison* are increased to 5 hit points per inch of thickness, and you add your mythic tier to the Strength DC to break the ice. You add your mythic tier to the cold damage a creature takes each round it is helpless or entangled in the ice, and the cold damage dealt by this spell bypasses the cold immunity or resistance of non-mythic creatures or creatures whose mythic rank or tier is lower than yours, except for creatures with the cold subtype.

### ICY PRISON, MASS

This spell functions as *mythic icy prison*, but you can affect an additional number of targets equal to one-half your mythic tier, and the targets need not be within 30 feet of each other.

### IMBUE WITH AURA

You can target an additional number of creatures equal to your mythic tier. While the targets are imbued with your alignment aura,

they perceive you as credible and trustworthy and you gain a +2 circumstance bonus on Charisma checks and Charisma-based skill checks, and the DC of charm, compulsion, and language-dependent effects you use against the targets is increased by 1.

### INTERPLANETARY TELEPORT

You may teleport willing creatures within 5 feet times your mythic tier, without needing to touch them.

**Augmented:** You can provide the benefit of *darkvision*, *life bubble*, *resist energy*, or *tongues* for a number of hours equal to your mythic tier by expending one use of your mythic power for each creature you include in your *interplanetary teleport*. You may choose to include some targets and exclude others from the companion spell. If the target is mythic, it can maintain the effects of the companion spell upon itself for a number of hours equal to its mythic rank or tier by expending one use of its mythic power, and it can do so repeatedly to continue extending the effect. If the effect lapses or is dispelled, it ends and cannot be extended in this fashion.

**Augmented (3rd):** If you expend two uses of mythic power, you may teleport one additional willing creature of any size per 3 mythic tiers.

### INTERROGATION

You may ask one additional question for every two mythic tiers you possess, and the target's penalty on Bluff checks to convince you when it is lying increases by an amount equal to your mythic tier. When a target refuses to answer a question, you may choose to deal lethal or nonlethal damage. You may expend one minute of the spell's remaining duration to switch any remaining questions you are allowed to a new target, who is entitled to a saving throw. If the new target's saving throw is successful, the spell ends and any remaining questions are lost.



### INTERROGATION, GREATER

You may ask one additional question for every two mythic tiers you possess, and the target's penalty on Bluff checks to convince you when it is lying increases by an amount equal to twice your mythic tier. When a target refuses to answer a question, you may choose to deal lethal or nonlethal damage, and you may choose either to add your mythic tier to the damage dealt or to strike fear into the target, which must succeed at a Will save against the spell's save DC or become shaken (or have its fear condition worsened by one step, to frightened, panicked, or cowering). A cowering creature answers questions truthfully to the best of its ability; however, there is a 50% chance that the creature's panicked blubbling makes its answer unintelligible. This chance is reduced by 10% for every two mythic tiers you possess. You may expend one minute of the spell's remaining duration to switch any remaining



questions you are allowed to a new target, who is entitled to a saving throw. If the new target's saving throw is successful, that minute of the spell's duration is wasted and that creature cannot be successfully interrogated with that casting of the spell; however, you may resume questioning the original target or may expend an additional minute of the spell's duration to attempt to question a new target.

### JOYFUL RAPTURE

You immediately end the confused, dazed, staggered, and stunned conditions, and you cure 1d4 points of Intelligence, Wisdom, and Charisma damage and 1 point of Intelligence, Wisdom, and Charisma drain to all allies in the area. All allies gain a +1 morale bonus on attack rolls and saving throws against mind-affecting effects. Any existing morale bonuses they possess (except morale bonuses to ability scores) are increased by 1.

### KI ARROW

You add your mythic tier to the damage dealt by your *ki arrow*. In addition, you can deliver your Stunning Fist (or equivalent ability) through your *ki arrow*.

### KI LEECH

You can cast this spell as a swift action after confirming a critical hit in melee. In addition, if you confirm a critical hit against a living enemy that has a ki pool (even if you do not reduce the target to 0 or fewer hit points), you can steal 1 point from the target's ki pool and transfer the ki to your own ki pool, or to the ki pool of an adjacent ally.

### KI SHOUT

The damage is increased to 1d8 points of sonic damage per level (maximum 20d8), and you can also attempt a combat maneuver check against the target using your caster level plus



your primary spellcasting ability modifier plus your mythic tier. If your combat maneuver succeeds, your target is pushed 10 feet in a direction of your choice and knocked prone. If an obstacle prevents this movement, the target and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

#### KNOW THE ENEMY

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### LEASHED SHACKLES

Your shackles of force reinforce the surface to which they are attached, adding your mythic tier to the object's hardness and adding 5 hit points to the surface times your mythic tier. If the original target of the spell saves, it cannot be entrapped by that casting of *leashed shackles*; however, you can spend one minute of the spell's duration to attempt to entrap a different creature within 30 feet of the object or location where your *leashed shackles* are anchored. You add your mythic tier to the DC of caster level checks made to dispel.

#### LEND JUDGMENT

You can cast this spell as part of the action you use to begin your judgment. In addition, your ally gains the benefit of the judgment you share for the full duration of the spell, even if you cannot use the judgment or switch to a different active judgment. Your ally must remain in combat to gain the benefits of the judgment; its benefits are suppressed and the spell's duration continues to elapse if the target is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in combat.

If you switch to a different judgment and you touch the target of this spell as a swift or move action, you may switch the target's active

judgment to match your new active judgment. If the target is unwilling, it retains the previous active judgment.

**Augmented (4th):** If you expend two uses of your mythic power, you can share your judgment with a number of allies equal to one-half your mythic tier.

#### LEND JUDGMENT, GREATER

This functions as *mythic lend judgment*, but your ally gains the benefit of all of your active judgments.

#### LIGHTNING ARC<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### LOATHSOME VEIL

You add your mythic tier to the number of Hit Dice of creatures you affect, and you may choose the order in which the creatures are affected. In addition, you can add a loathsome array of disturbing and discordant sounds or scents to your *mythic loathsome veil*, allowing it to affect even sightless creatures or creatures closing or averting their eyes, though creatures that do not see the *mythic loathsome veil* gain a +4 bonus on their saving throw.

#### LUNAR VEIL

The area is increased to a 600-foot-radius emanation, and lycanthropes within the area become shaken on a failed Will save, remaining shaken as long as they remain within the area.

**Augmented (5th):** If you expend two uses of mythic power, the area is increased to a radius 1 mile in diameter times your mythic tier, up to a height of 1200 feet.



### MAD HALLUCINATION

This spell can affect a creature of any type, not only humanoids. The target's movement is also halved on a failed save.

**Augmented (3rd):** The target takes a -4 penalty on Will saving throws, caster level checks, and Intelligence and Wisdom-based skill checks, and during combat the target must make a new Will save each round or become slowed (as the *slow* spell) until the beginning of his next turn.



### MAD MONKEYS

The *mythic mad monkeys* gain the agile mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. In addition, you add one-half your mythic tier to the save DC against the *mythic mad monkeys*' distraction attack and to their CMD, as well as their combat maneuver bonus for combat maneuvers made to disarm and steal.

### MALFUNCTION

This functions as *mythic confusion*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, except it only affects constructs, and instead of babbling incoherently the construct takes no actions on its turn and takes a -4 penalty on its Armor Class until its next turn.

### MALICIOUS SPITE

You can specify a number of specific acts of malice equal to one-half your mythic tier (minimum 1) that you wish the target to perform against the individual you designate. This functions like *suggestion* but the compulsion remains as long as the *malicious spite* spell persists. The target must perform at least one of the suggested acts each day until all are completed or take 2 points of Wisdom damage each day.

**Augmented (4th):** If you expend two uses of mythic power, you can target a number of creatures equal to one-half your mythic tier, imbuing all targets with *malicious spite* against the same designated individual.

### MARIONETTE POSSESSION

You can possess a willing creature even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *antimagic field*. In addition, you can select a number of the target's feats or excep-



tional or supernatural abilities equal to your mythic tier, allowing you to use those feats or abilities while inhabiting the target's body.

#### MASTERWORK TRANSFORMATION

You can affect a number of weapons, shields, tools, skill kits, or suits of armor equal to your mythic tier, though you must pay the reagent cost for each item you convert into a masterwork item. An item with multiple masterwork options, such as a spiked shield, armor spikes, or double weapon, counts as one item for each option you choose to make masterwork.

#### MISERABLE PITY

Creatures that succeed on their Will save and successfully attack or harm the target must succeed on a second save at the end of their turn or take a -2 penalty on attack and damage rolls, saving throws, skill checks, and ability checks for a number of rounds equal to your mythic tier due to remorse and shame at attacking such a weak and helpless creature. Creatures that fail their saves do not attack the target but begin to ignore that target in combat. They do not threaten the target or provide flanking against the target, and if the target attacks them they are considered flat-footed against the first attack.

#### MONSTROUS PHYSIQUE (ALL)<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### MURDEROUS COMMAND<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### OPPRESSIVE BOREDOM

If the target fails its initial save, the ennui it experiences can be broken only by the expira-

tion of the spell or by succeeding on its Will save in two consecutive rounds thereafter.

**Augmented (4th):** If you expend two uses of mythic power, you can target a number of creatures equal to one-half your mythic tier.

#### ORACLE'S VESSEL

The target treats the class skills for your oracle mystery as class skills and also gains one revelation you possess. This revelation functions as if the target were an oracle whose level was equal to your mythic tier +1, and the revelation must be one that is available to oracles of that level.

#### ORB OF THE VOID<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### OVERWHELMING GRIEF

If the target fails its initial save, the grief and sorrow it experiences can be broken only by the expiration of the spell or by succeeding on two consecutive Will saves thereafter.

**Augmented (4th):** If you expend two uses of mythic power, you can target a number of creatures equal to one-half your mythic tier.

#### OVERWHELMING PRESENCE

You add one-half your mythic tier to the number of creatures you may affect, and the targets need not be within 30 feet of one another. In addition, if the target fails its initial save, its awestruck adulation for you can be broken only by the expiration of the spell or by succeeding on two consecutive Will saves thereafter.

#### PERNICIOUS POISON<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.







### PERSUASIVE GOAD

You add one-half your mythic tier (minimum +1) to both the nonlethal damage dealt by this spell and on Intimidate checks you make against the target for 1 minute.

**Augmented (4th):** If you expend two uses of mythic power, you can target a number of creatures equal to one-half your mythic tier.

### PIERCING SHRIEK

The target is deafened as well as staggered. You can target a creature within a non-mythic *silence* effect if you succeed on a caster level check against a DC of 11 + the caster level of the *silence* effect. You add your mythic tier as a bonus on this check.

**Augmented (3rd):** If you expend two uses of mythic power, the save for this spell changes to Fortitude: partial and the target takes nonlethal sonic damage equal to your mythic tier regardless of whether it saves against the spell. If the target fails its save, it takes additional nonlethal sonic damage equal to one-half your mythic tier (minimum 1 point) each round at the end of its turn.

### PLAGUE CARRIER

You add one-half your mythic tier to the save DC of the target's filth fever, including both the initial saving throw as well as saving throws to recover from the disease. This also applies to the DC of Heal checks to treat the disease or caster level checks to remove the disease.

### PLAGUE STORM

The ability damage dealt by the *mythic plague storm's* disease on a failed save is increased by 1, and as long as the disease persists the target is fatigued, and non-mythic creatures within the cloud must roll twice on saving throws, using the worse result. As a move ac-

tion, you can move the cloud 10 feet in any direction.

**Augmented (6th):** If you expend two uses of mythic power, the spell bypasses the disease immunity of living creatures.

### PLAY INSTRUMENT

You can play the instrument of your choice as if you had a number of ranks in the appropriate Perform skill equal to your mythic tier. Alternatively, you can cast this spell with a range of touch, affecting a number of targets equal to one-half your mythic tier (minimum 1). If you are trained in the Perform skill for the instrument you are playing, each target is treated as if it had a number of ranks in that Perform skill equal to one-half your mythic tier (minimum 1).

### POLAR MIDNIGHT

Illumination in the area is dropped by three steps, to supernatural darkness, and all creatures in the area take 5d8 points of cold damage and 1d6 points of Dexterity drain. A successful save reduces the Dexterity drain to 1 point of Dexterity damage but does not reduce cold damage. Any creature in the area that does not move on its turn is encased in an *icy prison* but cannot breathe.

### POLYPURPOSE PANACEA

You can cast this spell with a range of touch, allowing another creature to benefit from your *polypurpose panacea*, though it must be consumed within a number of hours equal to your mythic tier or its effect is wasted. If you use the *polypurpose panacea* yourself, you may choose to gain two effects or you may choose a single effect but gain twice the normal benefit while halving any penalties.



### POSSESS OBJECT

You can possess an object even if it is protected by a non-mythic effect that would normally block possession, including a non-mythic *antimagic field*. When you animate an object while you possess it, you may grant the object a +4 enhancement bonus to its Strength or Dexterity score (or +2 to each), and the object gains 1-1/2 times the normal number of construction points. You can speak through the possessed object, but you cannot cast spells or trigger magical items with your voice.

### PREDICTION OF FAILURE

If the target fails its save, it is cursed as if you had cast *major curse*. If the target is a spellcaster, you can instead inflict one major or two minor *spellblights* (as described in Chapter 2 of *Pathfinder Roleplaying Game Ultimate Magic*).

### PRIMAL SCREAM

You can cast this spell as an immediate action when you would be affected by a harmful enchantment or paralysis effect, or when subjected to a curse or other magical effect that specifically affects your hearing or your ability to speak, dispelling or removing such effects as *break enchantment*. This does not remove general conditions such as petrification, polymorph, or death that prevent you from speaking. Your *primal scream* can dispel a magical silence effect if you are its target or in its area as well as effects that cause you to become dazed, deafened, nauseated, or stunned as if they were enchantment effects. If these effects are not spells or spell-like abilities, the DC to remove them is equal to the effect's save DC or, if the effect allowed no save, a DC of 11 plus the Hit Dice of the creature that created the effect. If you cast *mythic primal scream* as a standard action, add your mythic tier to the caster level check to remove the effect.

### PROTECTIVE PENUMBRA

You can increase the duration to 1 hour per level, or you may affect a number of creatures equal to your mythic tier for the standard duration.

### RAIN OF FROGS

The frog swarm gains the agile mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. In addition, you add one-half your mythic tier to the save DC against the frog swarm's distraction attack and to the save DC of its poison.

**Augmented (6th):** If you expend two uses of mythic power, the frogs' poison bypasses the poison immunity of living creatures. In addition, their thunderous croaking deafens creatures for as long as they remain within the swarm and for 1 round thereafter.





### RAISE ANIMAL COMPANION

You can raise a creature that has been dead a number of weeks equal to your mythic tier.

**Augmented (3rd):** If you expend two uses of your mythic power, you can cast this spell with no costly material component. If you use a 1,000 gp diamond, the target returns to life with no permanent negative levels.

### RAPID REPAIR

The targeted construct gains fast healing equal to 5 plus one-half your mythic tier. This does not stack with any fast healing the construct already has. Fast healing has no effect on a construct that has been brought to 0 hit points or destroyed; however, if you cast this spell on a construct that has been reduced to 0 hit points since the end of your last turn, you restore it to functionality with a number of hit points equal to your mythic tier, and its fast healing begins functioning on its next turn.

### RAY OF SICKENING

Non-mythic creatures are not allowed a saving throw to resist becoming sickened. If the target is already sickened, it takes 1d4 points of nonlethal damage per caster level (maximum 5d4) and is nauseated for 1 round; a successful saving throw halves the nonlethal damage and negates the nauseated condition.

### RECKLESS INFATUATION

You can specify a number of specific acts of besotted affection equal to one-half your mythic tier (minimum 1) that you wish the target to perform to show its love for the individual you designate. This functions like *suggestion* but the compulsion remains as long as the *reckless*

*infatuation* spell persists. If following such a *suggestion* would take it more than 30 feet from the target, it does not become staggered as long as it continues following the *suggestion* or is returning to its beloved after completing the suggested act. If any of these acts would place the target in obvious physical danger, it can attempt a second save to break the spell's effect.

**Augmented (4th):** If you expend two uses of mythic power, you can target a number of creatures equal to one-half your mythic tier, imbuing all targets with *reckless infatuation* toward the same designated individual.

### REMOVE SICKNESS


The duration of this spell is increased by a number of minutes equal to your mythic tier. In addition, the next time the target takes ability damage from a disease within the next 24 hours, that damage is reduced by 1 for a mythic disease or by one-half your mythic tier (minimum 1) for a non-mythic disease. If the disease damages multiple ability scores, this reduction applies to all of them. If an effect that causes the sickened or nauseated condition does not allow a saving throw, the target has a 10% chance times your mythic tier to ignore the effect.

**Augmented (4th):** If you expend two uses of mythic power, you can target a number of creatures equal to one-half your mythic tier. Alternatively, you can affect a single target, increasing the duration to 10 minutes per caster level.

### REPROBATION

The target is affected by permanent *crushing despair* as long as the mark of *mythic reprobation* persists. Add your mythic tier to the DC of caster level checks made to remove the mark with *atonement* or *remove curse*. In addition, if the caster level check to remove the *mythic*





while a creature failing by 5 or more is affected by *mythic reprobation*.

#### RESONATING WORD

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### RESTORE CORPSE

You can affect a creature of up to Huge size with this spell. It immediately reverses the effects of a *decompose corpse* spell. If you cast this spell on a damaged non-skeletal undead creature, it restores a number of hit points equal to 2d10 plus your caster level (maximum 10).

#### RESTORE EIDOLON

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 eidolon, as well as removing exhaustion and fatigue and dispelling all temporary negative levels. If you use 1,000 gp worth of diamond dust, you remove a number of permanent negative levels equal to one-half your mythic tier from the eidolon. This spell cannot be used to remove negative levels from an eidolon 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.

*reprobation* fails by 5 or more, the caster of the *atonement* or *remove curse* spell acquires a *mark of justice* that is triggered if they try to remove the *mythic reprobation* from the same creature ever again. If the caster level check fails by 10 or more, the caster of the *atonement* or *remove curse* is affected by *reprobation* as well.

**Augmented:** If you expend two uses of mythic power, any creature failing the caster level check to remove the *mythic reprobation* acquires a *mark of justice*, as described above,



### RESTORE EIDOLON, 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 eidolon.

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

### RIDE THE LIGHTNING

The damage dealt increases to 10d8 points of electricity damage, and creatures damaged by your lightning are automatically dazzled for 1 round regardless of whether they save. When traveling in lightning form, you can move up to 150 feet, plus 30 feet per 3 mythic tiers after 1st. If you reduce the distance you travel by half, you can make one turn of up to 90 degrees at any point during your movement.

**Augmented:** If you expend one additional use of your mythic power, you can make a turn of up to 90 degrees without reducing the overall length of your movement.

**Augmented (6th):** If you expend two uses of mythic power, the damage dealt increases to 10d10 points of electricity damage; this damage bypasses electricity resistance and immunity.

### RIDE THE WAVES

The target gains a bonus equal to your mythic tier to its CMD against water-based effects that duplicate combat maneuvers, such as *hydraulic torrent*, as well as against combat maneuvers used by creatures with the water subtype. The target's attacks and movement are not impeded by water, as if using *freedom of movement*, though the target does not gain the other effects of that spell, such as immunity to grappling, paralysis, etc. If the target is swimming at the surface of the water rather

than underwater, it gains an additional move action each round and its swim speed is increased to 60 feet. If the target already has a swim speed, it is increased by 60 feet when the creature is swimming on the surface and by 30 feet underwater.

**Augmented (3rd):** If you expend two uses of mythic power, the target gains a swim speed of 100 feet on the surface or 50 feet underwater, or its existing swim speed is increased by the same amount.

### SANCTIFY CORPSE

You may increase the duration to a number of days equal to your mythic tier if casting this spell on a single corpse, or you may affect a number of corpses equal to your mythic tier. You must touch all corpses to be affected within 1 minute of casting the spell.

**Augmented:** If you expend two uses of mythic power, you can cast this spell as an immediate action when an adjacent creature is slain by an undead creature or when an adjacent corpse is targeted with an effect that would turn it into an undead creature. Alternatively, you can cast this spell on yourself when you are slain by an undead creature; this does not require an action, though you must have the material component and/or divine focus on your person and have the spell prepared at the time of your death.

### SANDS OF TIME<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SCOURING WINDS<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.



### SCULPT SIMULACRUM

Add your mythic tier on Disguise checks made to alter the appearance of the target *simulacrum*. If you wish to disguise the *simulacrum* as a specific creature and you a small piece of its body, such as flesh, hair, or a fingernail, you add twice your mythic tier on Disguise checks to duplicate that creature's appearance.

**Augmented (3rd):** If you expend two uses of mythic power, you can increase or decrease the size of the target *simulacrum* by one category. This functions as a permanent *enlarge person* or *reduce person* effect, regardless of the creature's type.

### SERENITY

You suppress confusion, despair, fear, insanity, rage, and emotion effects, as well as all morale bonuses, in creatures that fail their saves. Creatures that attempt to harm another creature while affected take 3d8 points of non-lethal damage and become sickened until the end of their next turn.

### SHADOWBARD

Add your mythic tier to the DC of caster level checks made to dispel the *mythic shadowbard*. You can alter the performance used by your *mythic shadowbard* once per round as a free action rather than a move action. If you know spells that are triggered by ending a bardic performance, such as *saving finale*, as a move action you can direct the *mythic shadowbard* to cast that spell, ending its bardic performance until the end of your next turn. A spell cast in this way does not provoke attacks of opportunity but uses one of your spell slots and otherwise functions as if you had cast it.

### SHADOW STEP

You can cast this spell as a swift or move action, and you gain a bonus equal to your mythic tier on Stealth checks made to hide in the shadows when you arrive at your destination.

**Augmented (4th):** If you expend two uses of mythic power, the duration increases to a number of rounds equal to one-half your mythic tier. You can make one *shadow step* each round.

**Augmented (6th):** If you expend three uses of mythic power, you can make two *shadow steps* each round, one as a swift action and one as a move action.

### SHADOW WEAPON

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SHARD OF CHAOS

This spell affects the target as *mythic chaos hammer*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SHARE MEMORY

You can share a memory of up to 10 minutes times your mythic tier, or a number of shorter memories (each lasting no longer than 1 minute) equal to your mythic tier. Add your mythic tier on caster level checks to overcome protection against divination and mind-reading, and you can bypass effects that normally grant immunity to divinations and mind-reading with a successful caster level check against a DC of 15 + the caster level of the protective effect.



### SILK TO STEEL

If you attack with the silken scarf, you are treated as having proficiency with the whip. The steel-hard whip deals lethal damage regardless of the armor or natural armor bonus of the target. You gain an enhancement bonus equal to one-half your mythic tier on attack and damage rolls with the whip. If you use the scarf to defend yourself, you add an enhancement bonus equal to one-half your mythic tier to the shield bonus you gain to your Armor Class.

### SIMULACRUM, LESSER

A *mythic lesser simulacrum* has DR/epic equal to your mythic tier, and it also gains the benefit of permanent *nondetection* against non-mythic divinations. This *nondetection* does not apply against divinations you use. If you make a *lesser simulacrum* of yourself, you have a telepathic link with the simulacrum as long as it is within 10 miles of you per mythic tier and on the same plane.

### SKINSEND

While animating your skin, your body gains DR/epic equal to your mythic tier. Meanwhile, your animated skin gains immunity to effects that require respiration or metabolism. Your animated skin also gains the *frightful presence* universal monster ability, affecting creatures whose Hit Dice are less than your caster level within 5 feet plus 5 feet per 2 mythic tiers you possess. Creatures failing their save are panicked only if their Hit Dice are less than one-half your caster level (maximum 4 Hit Dice).

### SMUG NARCISSISM

The target's self-absorbed rudeness causes a penalty on Diplomacy checks equal to your mythic tier; this stacks with the penalty on skill checks that normally applies. In addition,

during any round in which the target can clearly see its reflection in a surface or object within 10 feet, it must make an additional Will save against the spell's DC or be fascinated until the beginning of its next turn. Even if it succeeds on the saving throw, the target takes a -4 penalty on attack rolls and skill checks whenever a reflective surface is within 10 feet.

**Augmented (3rd):** If you expend two uses of mythic power, the duration is increased to a number of hours equal to your mythic tier.

### SNAPDRAGON FIREWORKS

Add one-half your mythic tier to the fire damage dealt by the *snapdragon fireworks*, which explode with a loud bang as well as a burst of light, deafening and dazzling creatures that fail their save for a number of rounds equal to one-half your mythic tier (minimum 1).

### SONIC THRUST

You can hurl an additional number of creatures equal to your mythic tier, increasing the total weight you can hurl by 25 pounds times your mythic tier. You may choose to deal sonic damage equal to your caster level plus your mythic tier to creatures or objects that you hurl (Will negates). If you focus your *mythic sonic thrust* on a single creature or object, multiply this weight limit by your mythic tier, and increase this sonic damage to 1d4 points of damage per caster level (maximum 15d4).

### SOOTHE CONSTRUCT

You add your mythic tier to the reduction you cause in its chance of going berserk. If the construct is already berserk and you are its master, you apply this reduction first and then roll d% twice, choosing the better result, to end its berserk state, return it to normal functioning, and reset its berserk chance to 0%.



### SPEAR OF PURITY

This spell affects the target as *mythic holy smite*, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SPIT VENOM

If you hit the target with your *mythic spit venom*, the target is blinded for 1 round and dazzled for a number of rounds equal to your mythic tier. In addition, the statistics for your *mythic spit venom* are as follows: **type** poison (injury); **save** Fortitude DC = spell DC; **frequency** 1/round for 6 rounds + 1 round per 2 mythic tiers; **effect** 1d2 Con damage plus blindness until the poison is cured; **cure** 2 saves.



Alternatively, you may *spit venom* in a 10-foot cone-shaped burst or a 20-foot line rather than as a ranged touch attack. Creatures in the area are dazzled for 1 round, and those that fail their saves are blinded for 1 round and poisoned by black adder venom, using the spell's save DC in place of the poison's normal save DC.

**Augmented (6th):** If you expend two uses of mythic power, this spell bypasses the poison immunity of living creatures.

### STEAL VOICE

Add your mythic tier to the DC of caster level checks to remove the caster croak spellblight (as described in Chapter 2 of *Pathfinder Roleplaying Game Ultimate Magic*). In addition, the target's spell failure chance for spells with verbal components is increased to 25%, plus 5% per 2 mythic tiers you possess, and the save DC of any spells the target casts with the language-dependent descriptor are reduced by 6 rather than by 4.

**Augmented (3rd):** If you expend two uses of mythic power, you may steal the target's voice completely, leaving it unable to speak at all. You may use this effect on any creature, not just spellcasters, though removing the effect is identical to removing the caster croak spellblight. The target's voice must be stored inside of an object that has some hollow space inside it. As long as you are wearing or wielding that object, you can perfectly imitate the target's voice. If the target is trained in Perform (comedy, oratory, or sing), you are treated as having the same number of ranks in that skill as the target. If you are disguised as the target, you gain a +10 bonus on Bluff and Disguise checks to pretend that you are the target.

### STRANGLING HAIR

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.



### SUMMON ELDER WORM

The purple worm you summon gains the invincible mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures* and the fast swallow universal monster ability. In addition, you add one-half your mythic tier to the save DC against the worm's poison.

**Augmented (6th):** If you expend two uses of mythic power, the worm's poison bypasses the poison immunity of living creatures. In addition, the worm's attacks ignore non-mythic *freedom of movement* effects.

### SUMMON FROGHEMOTH

The froghemoth you summon gains the savage mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures* and it gains the benefit of a *jump* spell (caster level equals your mythic tier). In addition, you can expend one use of your mythic power to grant it the ability to use the aerial assault champion path ability, using your mythic tier to determine the effect of the ability.

**Augmented (6th):** If you expend two uses of mythic power, the froghemoth gains the rend (2 tentacles, 1d8+15) universal monster ability. In addition, the froghemoth's attacks ignore non-mythic *freedom of movement* effects..

### SUMMON MINOR ALLY

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.

**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 MINOR MONSTER

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 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*.

### SURMOUNT AFFLICTION<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

### SYMBOL OF HEALING

The damage healed from living creatures and dealt to undead creatures is increased to 4d8 points + 2 points per caster level (maximum +30). A *mythic symbol of healing* also suppresses fatigue from living creatures as long as they remain within 60 feet of an active symbol. Undead that fail their save are treated as if they were fatigued as long as they remain within 60 feet of an active symbol. Add your mythic tier to the DC to find or disarm a *mythic symbol of healing* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.



#### SYMBOL OF MIRRORING

Destroying a creature's illusory double within 60 feet of an active *mythic symbol of mirroring* causes a bright flash of light which dazzles the attacker for 1 round (Will negates). In addition, a creature can use an immediate action to replace a destroyed illusory double. This double persists and is in addition to the replacement illusory double that appears on its next turn. A creature cannot have more than two illusory doubles simultaneously. If a creature leaves the area, the images persist until destroyed or until a number of rounds thereafter equal to your caster level plus your mythic tier. Add your mythic tier to the DC to find or disarm a *mythic symbol of mirroring* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF REVELATION

This symbol is also triggered by illusion (figment) effects, outlining them in *faerie fire* that marks them for what they are. Creatures outlined in *faerie fire* by this symbol are dazzled as long as the *faerie fire* persists. Add your mythic tier to the DC to find or disarm a *mythic symbol of revelation* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF SCRYING

Add your mythic tier to the DC to find or disarm a *mythic symbol of scrying* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*. 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 against 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.

#### SYMBOL OF SEALING

You seal the warded portal with a *mythic wall of force*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. Add your mythic tier to the DC to find or disarm a *mythic symbol of sealing* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF SLOWING

Creatures failing their save are affected as *mythic slow*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. Add your mythic tier to the DC to find or disarm a *mythic symbol of slowing* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

#### SYMBOL OF STRIFE

Targets gain a morale bonus on attack and damage rolls equal to one-half your mythic tier when attacking the nearest creature. If no other creatures are visible, an affected creature has a 50% chance to act normally and a



50% chance to attack itself, dealing itself 2d8 points of damage + its Strength modifier. Add your mythic tier to the DC to find or disarm a **mythic symbol of strife** and to the DC of the caster level check to remove the symbol with a non-mythic **dispel magic**.

#### SYMBOL OF VULNERABILITY

Add your mythic tier to the reduction targets take in spell resistance, energy resistance, and damage reduction. The saving throw penalty taken by targets is increased to -6. This vulnerability lasts as long as creatures remain within 60 feet of the **mythic symbol of vulnerability** and for a number of rounds thereafter equal to your caster level plus your mythic tier. Add your mythic tier to the DC to find or disarm a **mythic symbol of vulnerability** and to the DC of the caster level check to remove the symbol with a non-mythic **dispel magic**.

#### TAR BALL

The damage dealt increases to 1d6 points of fire damage on a hit and 1d6 points of fire damage each round thereafter for 1d6 rounds. While the **mythic tar ball** clings to a Large or smaller creature, the target is considered entangled (rather than taking a -2 penalty to Dexterity) and must succeed on a DC 15 Reflex save or be anchored to the spot.

#### TEMPORARY RESURRECTION

You can restore life to a body that has been dead up to 48 hours plus 12 hours per mythic tier you possess, and the corpse is returned to life for 24 hours plus 12 hours per mythic tier.

**Augmented (3rd):** If you expend two uses of mythic power, the target does not gain a permanent negative level while it is brought back to life by this spell.

#### TERRIBLE REMORSE

Each round after a failed save the target deals 2d8 points of damage + its Strength modifier to itself, plus 1 point of damage to a random ability score as it seeks to maim and injure itself. On a successful save, the target is staggered and takes a -2 penalty to Armor Class for a number of rounds equal to one-half your mythic tier. However, it is entitled to an additional saving throw each round at the end of its turn to end this effect.

#### TOUCH OF SLIME

If the target of your melee touch attack succeeds on its Fortitude save, the **touch of slime** remains on your hand and you can continue making a number of additional attacks with it equal to your mythic tier or until a target fails its saving throw, at which point the slime is transferred and acts as green slime. The Constitution damage dealt by the green slime is increased to 1d4 points per round.

#### TOXIC GIFT

If the target fails its save against your **toxic gift**, the poison in your body is neutralized.

**Augmented:** If you are affected by more than one poison, you can transfer additional poisons to the target as part of your **toxic gift** by expending one additional use of mythic power for each poison after the first. The target is allowed a separate saving throw to resist each poison.

**Augmented (6th):** If you expend two uses of mythic power, you bypass the poison immunity of living creatures.

#### TRANSMUTE BLOOD TO ACID

The damage dealt is increased to 1d8 points of acid damage per 2 levels (maximum 12d8) each round, and the sickened condition persists for a number of rounds equal to one-half your mythic tier even after you stop concen-



trating. Add your mythic tier to your caster level to determine the maximum duration you can concentrate on this spell.

**Augmented:** Each round you maintain concentration on this spell, you can expend an additional use of your mythic power at the beginning of your turn to switch to a new target. If the new target has spell resistance and you fail to overcome it, the spell ends. You can switch targets multiple times as long as you continue concentrating, up to the maximum duration allowed by the spell.

**Augmented (6th):** If you expend two uses of mythic power, the damage dealt is increased to 1d10 points of acid damage per 2 levels (maximum 12d10), and you bypass acid resistance or acid immunity, as well as immunity to bleed effects.

#### UNADULTERATED LOATHING

The target becomes sickened as well as nauseated when forced to remain within 60 feet of the object of its disgust.

**Augmented (4th):** If you expend two uses of mythic power, you can affect a number of targets equal to one-half your mythic tier, all of whom are filled with loathing for the same creature.

#### UNBREAKABLE CONSTRUCT

You increase the target's damage reduction (of any kind, not only DR/adamantine) and/or its hardness by 5 plus one-half your mythic tier.

**Augmented:** If you expend two uses of your mythic power, the target construct has a 25% chance to ignore critical hits and precision-based damage, as if wearing light fortification armor.

**Augmented (3rd):** If you expend two uses of your mythic power, the target construct

has a 50% chance to ignore critical hits and precision-based damage, as if wearing medium fortification armor.

**Augmented (6th):** If you expend three uses of your mythic power, the target construct becomes immune to critical hits and precision-based damage.

#### UNDEAD ANATOMY (ALL)

Each *mythic undead anatomy* 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 *undead anatomy* spells to learn their higher-level versions.

*Mythic undead anatomy* 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 target 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 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.

#### UNHOLY ICE

You can duplicate the effect of a *mythic wall*



of ice, as described in *Pathfinder Roleplaying Game Mythic Adventures*, save that creatures vulnerable to unholy water take damage equal to your mythic tier every time they touch or attack the wall with a melee attack or 1d6 plus your mythic tier per round for extended contact with the wall, such as climbing or walking on it. Creatures stepping through the frigid air left behind when the wall is broken take damage as *mythic wall of ice*, but half the damage is cold and half is damage from unholy water. Creatures not damaged by unholy water take only the cold damage).

If you instead use the spell to hurl ice javelins, you add one-half your mythic tier as a profane bonus on your attack rolls, and you may add cold damage or unholy water damage (your choice) equal to one-half your mythic tier to the damage dealt by each javelin.

#### UNHOLY SWORD

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

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

#### UNNATURAL LUST

The compulsion to kiss or caress the object of the target's lust lasts a number of rounds equal to one-half your mythic tier, though each round the target gratifies its lust it can attempt a new saving throw at the end of its turn to end the compulsion. If the target begins its turn adjacent to the object of its lust, it has a

50% chance to be compelled to make a combat maneuver check to grapple the target, or pin it if already grappled. The target does not deal lethal damage or use abilities like constrict or swallow whole when grappling under this compulsion.

**Augmented (4th):** If you expend two uses of mythic power, you can affect a number of targets equal to one-half your mythic tier, all of whom are filled with lust for the same creature.

#### UNPREPARED COMBATANT

The target takes a penalty on initiative checks equal to 4 plus your mythic tier and also takes a -4 penalty on Reflex saves and to Armor Class against attacks of opportunity.

#### UNSHAKABLE CHILL<sup>A</sup>

The mythic version of this spell is described in *Pathfinder Roleplaying Game Mythic Adventures*.

#### UTTER CONTEMPT

The target despises and mistrusts all other creatures and regards them as enemies. Effects that affect allies never affect the target; she is treated as an enemy for all effects that specifically affect enemies. She is never considered a willing target and must make saving throws to resist even harmless effects. The target cannot give or receive benefits from teamwork feats, flanking, or the aid another action, and does not allow other creatures to pass through her threatened area or her space without taking attacks of opportunity. The target's casual disregard for the lives of others is terrifying to behold, and when he begins to shed blood and dole out cruelty it is difficult for him to stop. Whenever a creature the target threatens is reduced to 0 or fewer hit points, it provokes



an attack of opportunity from the target which he is compelled to take if he is able; if he has exhausted his attacks of opportunity, he can make one as an immediate action. If this attack of opportunity hits, or whenever the target reduces a creature below 0 hit points with an attack of opportunity, critical hit, or death effect, he must make an Intimidate check as a free action to demoralize a random creature within 30 feet. If that creature is demoralized, the target is compelled to attack that creature on its next turn.

#### VENGEFUL OUTRAGE

You gain a bonus equal to your mythic tier on Bluff checks made to convince the target that the creature you designate has harmed her and deserves vengeance. The duration becomes 1 day per mythic tier you possess or until the *geas* to destroy the chosen enemy has been completed. This *geas* 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. When the target encounters the object of her vengeance, she gains a +8 morale bonus on Strength and Constitution, a +4 morale bonus on Will saves, and immunity to charm and fear effects.

#### VERMIN SHAPE (ALL)

Each *mythic vermin 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 *vermin shape* spells to learn their higher-level versions.

*Mythic vermin 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). The save bo-

nus against mind-affecting effects provided by this spell is doubled.

You may change the range of this spell to touch and target one creature you touch rather than yourself. The target 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 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.

#### VESTMENT OF THE CHAMPION

This spell functions as *mythic magic vestment*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, but the target armor or shield functions only for you or a creature on whom you have cast *bestow grace of the champion*.

**Augmented (3rd):** As *mythic magic vestment*.

#### VIRTUOSO PERFORMANCE

While this spell is active, starting or maintaining a second bardic performance costs only 1 round of bardic performance.

**Augmented (5th):** If you expend two uses of mythic power, you can start and maintain a third bardic performance, which costs 2 rounds of bardic performance instead of 1. Maintaining all three bardic performances costs a total of 4 rounds of bardic performance per round they are maintained. When the spell ends, two of the performances end (your choice).



### VISION OF HELL

The saving throw changes to Will (partial). Creatures failing their save are shaken and take a -2 penalty on saves against compulsions and fear effects, as well as against spells with the emotion, evil, lawful, or pain descriptors as long as they remain within the area. Creatures succeeding on their saving throw do not become shaken but take a -1 penalty on saving throws against the above-listed effects as long as they remain within the area. These save penalties are increased by 1 for chaotic or good-aligned creatures, and by 2 for chaotic good creatures.

### VITRIOLIC MIST

The acid damage dealt by the *mythic vitriolic mist* is increased to 1d8 points + 1 point per caster level (maximum +15). You also gain acid immunity.

**Augmented (6th):** If you expend two uses of mythic power, the damage is increased to 2d6 points + 1 point per caster level (maximum +15), and this damage bypasses acid resistance or acid immunity. In addition, any weapon striking you takes this acid damage as well, bypassing a number of points of hardness equal to your mythic tier. This damage is applied after the weapon strikes you, and the weapon's wielder can avoid damage to its weapon with a successful Reflex save.

### VOCAL ALTERATION

You can target a creature of any type. If you change the target's voice to something ridiculous-sounding, the target takes a penalty equal to one-half your mythic tier (minimum -1) on Bluff, Diplomacy, and Intimidate checks, as well as vocal Perform checks.

**Augmented (3rd):** If you expend two uses of

mythic power, the duration is increased to 24 hours.

**Augmented (6th):** If you expend three uses of mythic power, the duration is increased to permanent and the spell becomes a curse effect that cannot be dispelled.

### VOLCANIC STORM

The damage dealt increases to 4d8 points of bludgeoning damage and 3d6 points of fire damage. The searing magma clings to creatures, dealing 2d6 points of fire damage on the second round of the spell and 1d6 points of fire damage on the third round. The Perception penalty caused by falling ash is equal to 5 plus your mythic tier.

**Augmented (6th):** If you expend two uses of mythic power, the fire damage from this spell bypasses fire resistance and fire immunity (unless creatures have the fire subtype), and creatures are entangled as long as they are taking fire damage from the *mythic volcanic storm*.

### WALL OF SOUND

The damage increases to 2d6 points of sonic damage for creatures within 10 feet of an object or creature that touches the wall; touching or passing through deals 2d8 points of sonic damage + 1 point per caster level (maximum +20). The miss chance for ranged weapons other than arrows and bolts that pass through the *mythic wall of sound* is increased to 50%. Giant-thrown boulders, siege engine projectiles, and similar massive ranged weapons passing through the *mythic wall of sound* 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 *mythic wall of sound* have a 50% miss chance while smaller



anged weapons are automatically deflected. In addition, Medium and smaller creatures cannot pass through the *mythic wall of sound* 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.

#### WARTRAIN MOUNT

The target mount gains one of the following additional benefits, chosen by you at the time of casting: +2 enhancement bonus to its Strength, Dexterity, or Constitution; +2 enhancement bonus to natural armor; +10-foot increase to its speed (choose one type of speed if the target has multiple forms of movement); +2 resistance bonus on all saves; temporary hit points equal to your caster level (maximum +10) plus your mythic tier.

**Augmented (4th):** If you expend two uses of mythic power, you can add a number of the above boons equal to one-half your mythic tier to the target animal.

#### WAVES OF ECSTASY

You can cast this spell as a 40-foot cone-shaped burst or a 20-foot spherical burst centered on you.

**Augmented (3rd):** If you expend two uses of mythic power, you can designate a number of targets equal to one-third your mythic tier to be filled with *unnatural lust* for a single creature you designate that is within 10 feet times your mythic tier.

#### WEB SHELTER

The *web shelter* has hardness equal to your mythic tier, and each 5-foot square of webs has hit points equal to 2 plus your mythic tier. You can create a *mythic web shelter* at ground

level, but you can also attach it to any surface or structure strong enough to bear its weight, as it sticks to walls, ceilings, trees, and the like. If you create it above ground level you can create a knotted rope hanging down from the doorway. The rope can be pulled in by creatures inside the *mythic web shelter*.

#### WITNESS

You can shift your senses between yourself and the target as a free action rather than a move action. If the target touches another creature while you are using its senses, as a move action you can shift your senses over to that creature.

#### WOODEN PHALANX

The wood golems you create gain the invincible mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, and lose their vulnerability to fire.

#### WORD OF RESOLVE

You can use this spell even if you do not have the aura of courage or aura of resolve class feature. If you do have those class features, you add one-half your mythic tier to the saving throw bonus you grant to the target's reroll of a save against fear or charm, respectively.

#### YOUTHFUL APPEARANCE

You can use this spell to cause the target to take on the appearance and size of a child. This reduces the target's size by one category, with a +1 size bonus on attack rolls and AC, a -2 penalty to the target's Strength, and a -1 penalty to the target's natural armor bonus to AC (if any, minimum 0). Unlike reduce person, the target does not gain a bonus to Dexterity.







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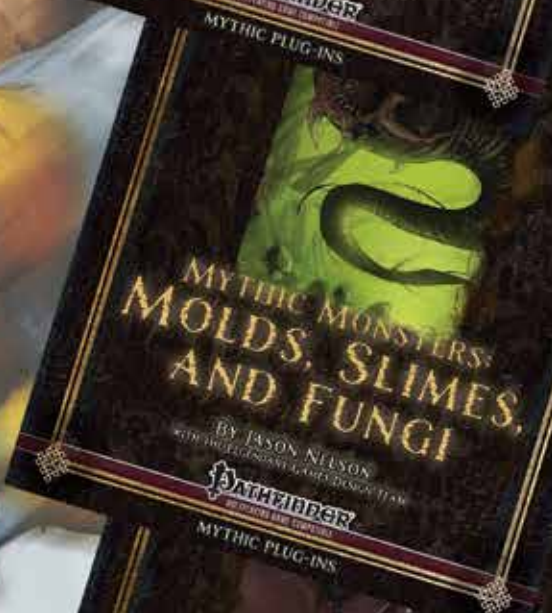
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