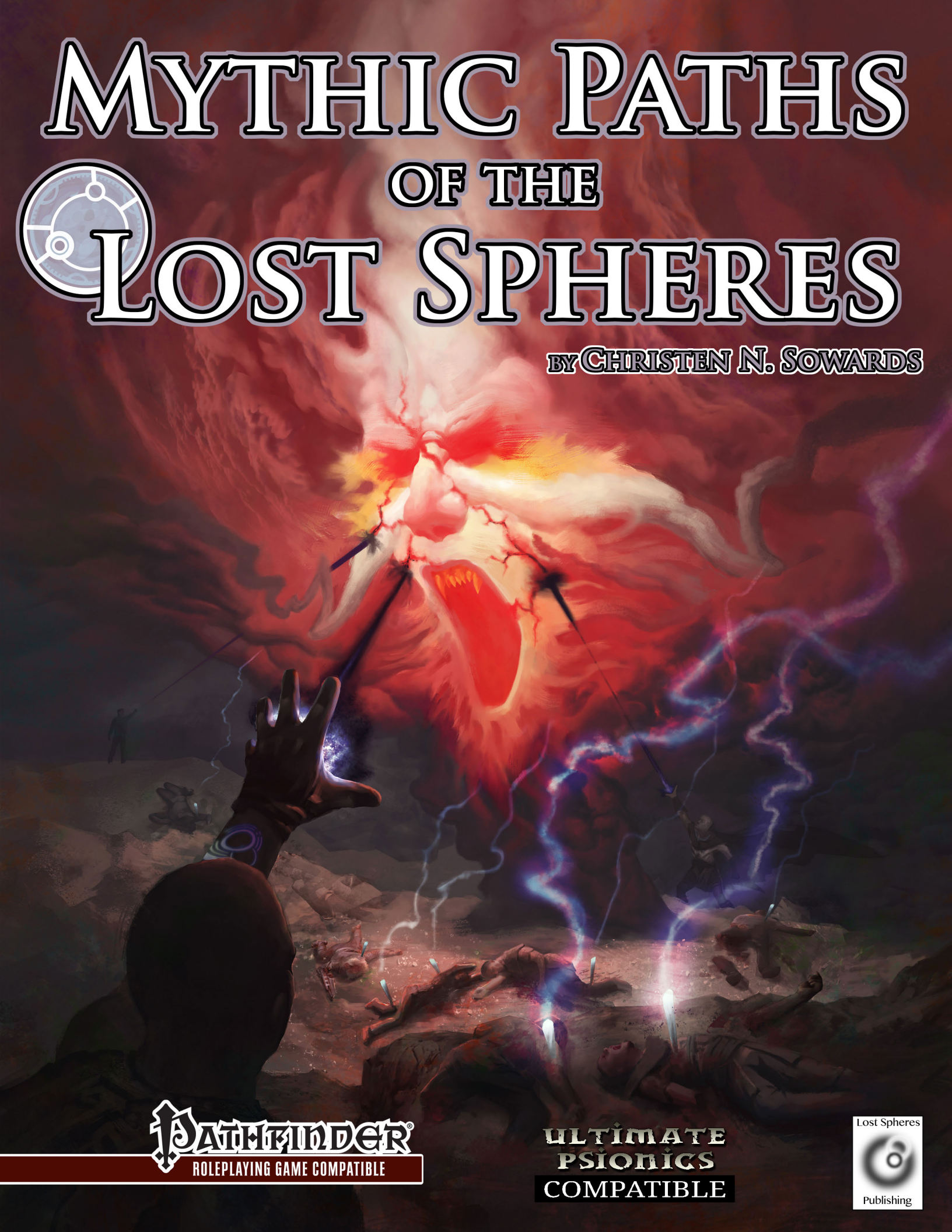


MYTHIC PATHS OF THE LOST SPHERES

BY CHRISTEN N. SOWARDS



PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

**ULTIMATE
PSIONICS
COMPATIBLE**

Lost Spheres



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INTRODUCTION

The Mythic rule-set for the Pathfinder RPG, as presented in *Pathfinder Roleplaying Game Mythic Adventures* rulebook, adds aspects to the game that allow for characters that transcended the limits of their peers, elevating them to the heights of legend. The system showcases powerful archetypes classic to the roots of all fantasy and wrapped around the origins of classes of the game system itself. But in the body of the fantasy genre there are other Paths that can only be described as mythic.

These potential Paths are as unique and varied as the gifted writers and creators that craft them. Some among these fall into groups: Shapeshifters of great power, mages that swim through time like water, and gifted prodigies of skills so profound they are magical.

Beyond these groupings there are also ranges of multiclass characters, unusual archetypes, and third party content that don't readily mesh with the basic mythic paths. In particular this book supports may of the psionic, spirit-binding, temporal (time thief and time warden by Owen K. C. Stephens and

Rogue Genius Games) and shapechanging classes (such as taskshaper from *Secrets of Adventuring*, by Steven D. Russell, David Mallon, Jonathan McAnulty, Will McCardell, Benjamin Rombeaut) Many paths presented in this product are designed with a specific eye to allow mythic characters of these classes.

This book expands on the base mythic paths with the addition of ten new path options to serve the needs of characters that do not fall under the "core" mechanics of the main mythic rule-set. You may notice that the scope of these paths include options that are both heroic and darker in tone than the core paths. The main mythic rule-set favored heroes of legend. The new rules in this book also include mechanics that favor villainous progressions. A game-master will find as many ideas for stories to oppose his groups as well as provide new options for characters wanting to serve less classical or more specialized roles.

This supplement also provides the basic overviews of the worlds from the Lost Spheres meta-setting. This campaign "capstone setting" is a backdrop of mythic cultures that have reasons to interact with pre-existing games.



MYTHIC CULTURES

The Sidhe. The Norns. The Heroes of Valhalla. Myth is crawling with references to cultures and creatures where the baseline understanding is that even one of them was a primal force and their armies shattered worlds.

This product presents a number of cultures who have among them staggering numbers of mythic beings. Game-masters implementing these aspects of the Lost Spheres meta-setting or choosing to model such civilizations in their own home-brew setting should be careful in how they use these cultures so that they do not impact the sense of wonder mythic game-play provides.

When GMs utilize this source, they would do well to remember that mythic cultures are subject to mythic enemies, conflicts and magic strictures of their own and are often not free or interested in exerting their unique potency on “lesser,” non-mythic neighbors or associates. It is entirely possible to run a mythic game within an existing setting as a secret war of god-like beings bound by laws invisible to the inhabitants of the more mundane levels of reality.

THE LOST SPHERES

This product also uses the “meta-setting” of the Lost Spheres. A capstone system of locations, elements, and story backing meant to ease integration of new material and serve as an interstitial link between multiple campaign settings and worlds. A brief summary of the Lost Spheres is presented in the appendix of this work.

It is not necessary to use the Lost Spheres meta-setting to utilize the rules presented in this product however. All of the paths included within this work may be used as presented without any necessary modifications to insert into any Pathfinder Roleplaying Game campaign.

SOURCES OF POWER

Some products make references to magic systems that draw on specific Sources of power. GMs have the final say on what power Source an effect comes from in their campaign. For purposes of this product, six major Sources of power are referenced:

Arcane - The power of the universe drawn through the innate gifts of Sorcerers and studied in the tomes of Wizards. Bards, bloodragers, magi, and other

Divine - The power of the Gods, drawn through creation and returned to their mortal vessels. Clerics, Oracles and Druids use this power source.

Entropic - The power of system failures in the universe, loopholes in Creation’s laws and channeling broken entities of great power. Binders, chaos mages, and other users of broken or flawed energies likely derive their powers from this Source.

Material - The raw power of the cosmos and the natural energies of the world. Some GMs may wish to re-assign Druids this power source. Other examples of the Material Source would include characters that rely on extremes of skill such as fighters, rogues, and martial initiators.

Psionic - The power of the mind unlocked through self-awareness or rigorous study. Psions, Wilders and similar classes fit this power source. Some campaigns may wish to assign ki using classes like monk or stalker to this Source.

Temporal - The power of the flow of time. Exploited by time thieves, time reavers and time wardens alike to alter the course of reality. For more information on temporal magic and mechanics refer to the *Genius Guide to the Time Warden* or *Genius Guide to the Time Thief*, and the motes of time mechanic by Owen K. C. Stephens and Rogue Genius Games.



MYTHIC PATHS

This book adds ten new Mythic Paths to supplement those found in the *Pathfinder Roleplaying Game Mythic Adventures* book. These paths are meant to expand upon the classic mythic roles presented in the “core” mythic system. They support a broader array of character builds and many third party options that may not be accounted for otherwise in the *Pathfinder Roleplaying Game Mythic Adventures* rulebook.

The new paths presented in this product are:

The Godhunter - Foes of the divine and opportunists of the overages of the faithful. These predators claim the power of the Gods for themselves.

The Hivemaster - From summoners to undead generals these are the greatest leaders of the magical masses.

The Hollow One - Home to vestigial lords, demons and broken spirits, these living prisons are powered by their curses and other burdens.

The Master-of-Shapes - Shapeshifters on a whole new level. These masters of transformation leave little of the self unexplored.

The Overmage - Casters devoted to breaking down the barriers of magic and drawing on all the sources of the multiverse.

The Scion-of-High-Sorcery - The undisputed masters of inborn sorcery and blood magic.

The Super-Genius - An omega level intellectual with such skill that the results of their efforts verge on or transform into the supernatural.

The Timelord - Dancers of the Rivers of Ages, these mystics harness the power of time and wield paradox like a weapon.

The Will-of-All - A group of psychic and mystic unifiers with the power to make the Many into the One.

The Worldsinger - A masterful servant of creation armed with the power of the First Song.

GODHUNTER

Madmen. Heretics of the most extreme blasphemy. Enemies of the Gods themselves. Demigods spurned by their own parents. Opportunistic leeches of the limitless power of the Divinities. A lot of things can drive a character to the Path of the Godhunter.

These enemies of the divine are often the result of stories of tragedy that would shatter lesser beings but instead the Godhunter learns to shatter and break the divine powers that oppose them.

Role: As an a Godhunter you are primarily a striker with a specialty in opposing and drawing strength from divinely empowered enemies. You use the spoils of your divine conflicts to fill many purposes familiar to those of the Heirophant. Godhunters have defensive options that may be an similar to a Guardian style character with high resistances and defensive abilities.

Classes: The Godhunter often rises from the ranks of rogues, fighters, rangers, and barbarians. However the Hunters of Meddikar require training in both magic and steel resulting a large number of their ranks having levels in spellcasting classes like wizard or arcanist.

Worlds and Cabals: The Hunters of Meddikar are the single largest gathering of the Godhunters in the Lost Spheres. Endukai assassins, who are often tasked with hunting priests for coin, and the nihilistic Apaths of the Iron Pits are other examples of groups including Godhunters in their ranks..

Bonus Hit Points: Whenever you gain an Godhunter tier, you gain 5 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-1: GODHUNTER

Tier	Path Features
1st	Path Ability, Devour the Divine
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Godslayer



Devour the Divine: Select one of the following abilities. Once chosen, it cannot be changed:

Swallow Prayer (Su): As an immediate action, you may spend a use of mythic power to add your tier as a bonus to a saving throw versus a divine effect and re-roll a second save. If either save would succeed with this bonus, you take no effect from this spell and instead gain 3 hit points of healing per level of the spell saved against. If these hit points would take you above your current maximum hit point total, any excess hit points instead become temporary hit points that fade after 1 hour.

Gather Detria (Su): As an immediate action, you may spend a use of mythic power to collect a remnant of a fallen divine spellcaster's dwindling miracles. You gain a physical remnant of this divine energy, usually in the form of a crystal or powder residue. These residues, called Detria, function as a scroll storing one use of a currently available divine spell or spell-like ability of a creature slain by the Godhunter. The Godhunter can target a specific spell for this power or is granted a random offering if none is selected or a chosen spell is not available. Detria created in this way can only be used by the Godhunter who created it or with a Use Magic Device skill check of twice the effective scroll level of the item. Detria not used within 1 hour per mythic tier destabilizes and is useless.

Godbane (Su): As a swift action, you may spend a use of mythic power to grant your weapon attacks a bonus to hit against divine spellcasters or outsiders equal to your tier and deal an extra +2d6 damage. This bonus lasts 1 round per mythic tier.

Path Abilities: At 1st tier and every tier thereafter, select one new path ability from the Godhunter path abilities lists or from the universal path abilities lists (see *Pathfinder Roleplaying Game: Mythic Adventures* for additional information). Once you select an ability, it can't be changed. Unless otherwise

noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

Godslayer: At 10th tier, whenever you are targeted with a divine spell by a non-mythic creature roll any saving throws against the spell twice and take the higher result. You gain spell resistance equal to 15 + your character level, but only against divine spells. Once per round when your spell resistance protects you from a spell cast by an enemy mythic creature, you regain one use of mythic power.

1ST-TIER GODHUNTER PATH ABILITIES:

You can select these path abilities at any tier.

Additional Devouring (Ex): You learn an additional Devour the Divine ability.

Anchoring Blow (Su): As an immediate action you may spend a use of mythic power to deny the ability to *teleport* or *plane shift* to any creature you have successfully hit with a melee attack this round. This block lasts for 1 round per mythic tier.

Aura of Anathema (Su): Your Godbane bonus damage is also inflicted on all eligible targets within 10' per tier on a successful attack inflicting Godbane damage. You must have the Godbane feature to select this path ability.

Blight of the Blessed (Su): Your Godbane feature bonus damage can be applied to any creature currently under a divine spells effect. You must have the Godbane feature to select this path ability.

Brew Vitae (Su): Your Detria's magic can be infused into liquids. No change to the Detria's duration occurs but it can be consumed as though a potion by any creature that could do so. You must have the Gather Detria ability to select this path ability.

Channel Siphon (Su): Make a melee touch attack against a non-mythic creature with the channel energy class feature. You



may expend a use of mythic power to steal a use of that ability from that creature. They must make a Will save equal to $10 + \frac{1}{2}$ your character+your mythic tier. If they fail, you may transfer a use of channel energy ability to yourself for 1 hour per tier.

Consume Detria (Su): Your Detria's magic can be used to heal you instead of their normal effects. You may consume a Detria to heal 1d6 of hit points per effective level of the spell of the Detria. You must have the Gather Detria ability to select this path ability. If you are an initiator you may instead recover a maneuver of the same level as the Detria.

Defiant Soul (Su): Any hostile divine spell affecting you creates a backlash against its caster. Enemy divine spellcasters targeting you must save against their own spell (at their DC) or be dazed for 1 round.

Defensive Consumption (Su): If you are within 30' of an ally targeted by a divine spell you may activate your Swallow Prayer ability and become the spell's new target instead. Resolve the Swallow Prayer ability as normal. You must have the Swallow Prayer ability to select this path ability.

Diminishing Divinity (Su): Any hostile divine spell with a duration of more than one round affecting you has your mythic power tier subtracted from its caster level before determining its duration.

Diverted Divinity (Su): Your mythic nature allows you to take divine magic from others. By expending one use of mythic power as a standard action, you can make a melee touch attack to transfer an active divine magical effect from a target creature to you. If you succeed, the highest-level effect on the target transfers to you (determine randomly if the target has multiple effects with the same level), ending the effect for the target and continuing it on you with the remaining duration as if you were the original target. You may end the effect on yourself as a standard

action; this doesn't cause it to revert to the original target. If the transferred magic can't affect you (for example, if it doesn't affect creatures of your type), it ends immediately as if dispelled. You can't use this ability to transfer continuous bonuses from magic items.

Enslaved Reliquary (Su): You may use spell-completion and spell-trigger items created by divine magic as though their spells were available to you and on your spell lists. By spending one use of mythic power, you may use your primary ability modifier and caster level instead of the original for divine items.

Faith of the False God (Su): Select one alignment component opposed to your own. Your alignment is no longer impacted by casting spells of the selected sub-types opposed to it.

Harvest Soulflesh (Su): Your Gather Detria ability now may effect creatures of the outsider type that have an alignment subtype or are otherwise identifiable as agents of the divine as per GM ruling.

Hostile Empathy (Su): Make a melee touch attack against a non-mythic creature. You may expend a use of mythic power to force some of your wounds onto that creature. They must make a Will save equal to $10 + \frac{1}{2}$ your character+your mythic



RULES ELEMENT:

Detria - The power of the Gods is a vast and flowing thing but in the right circumstances, such as the death of a divine spellcaster or an outsider that serves as a proxy to a God, that energy can solidify into a physical mass. God Hunters call this solid Detria. For most mechanical purposes the same mechanical rulings that apply to scrolls use apply to a crystal of Detria. Vitae, the liquified form of Detria is similar in many ways to a potion. When path abilities don't clarify use potion rules.

tier. If they fail you may transfer 5 hits points per tier to them and heal the same amount.

Infuse Detria (Su): As a swift action you may expend a use of mythic power to add the power of a Detria you have to an existing magic item. The item's next triggered ability resolves at the Detria's effective caster level instead of its own. The item's effect level must be equal or lower to the Detria's effect level or the ability fails. Charged items of at least one level below the Detria's effective level do not lose a charge.

Lasting Detria (Ex): Your Detria now lasts one day per mythic tier. You can take this path ability a second time at the 3rd mythic tier at which your Detria last one week per mythic tier. You must have the Gather Detria ability to select this path ability.

Leech Lifeforce (Su): As an immediate action you may spend a use of mythic power to become a target of a channel energy effect within 60' feet of you. This ability ignores the benefits of the Selective Channeling feat.

Miracles Made Lies (Su): By expending a use of mythic power as an immediate action you may ready any spell or power you have available as a counterspell against a divine caster as long as it is of equal or higher level to the spell to be countered. You gain a bonus to this dispel check equal to your mythic tier.

Psychic Consumption (Su): You may use your Consume Detria ability to regain power points instead of for healing. You regain your psionic focus and 2 psionic power points for each effective level of Detria consumed.

Relentless Disbelief (Ex): You don't automatically fail when you roll a 1 on an save versus a divine spell or effect.

Shared Hunting (Ex): You may use another Godhunter's Detria as though it was your own. Durations are still based on the original Godhunter's mythic tier, caster levels, HD and statistics.

Shattered Dominion (Su): When you defeat a divine spell caster with access to a domain, you gain access to that domain's spells

for 1 hour per mythic tier as though those were on your spells known list and learned via Spell Mastery. As a swift action with a use of mythic power you may cast a spell of that domain without having access to prepare or a slot to cast it so long as the spell level is both less than your mythic tier and your half your total character level.

Sin Eater (Su): You may expend a use of mythic power to transfer the effects of a curse, poison or another ability that could be cured by the mercy class feature to yourself. You may save against the effect as though you had just been exposed to the it, making any relevant save with a bonus equal to your mythic tier.

Soaked in Miracles (Su): You may spend a use of mythic power to anoint your armor in the blood of fallen priests. For one day per mythic tier, you don't take an armor check penalty or incur an arcane spell failure chance when wearing light armor or using a shield (including a tower shield). In addition, the maximum Dexterity bonus of light armor doesn't apply to you. You can select this ability up to three times. The second time, it also applies to medium armor. The third time, it also applies to heavy armor.

Stolen Dominion (Su): When you defeat a divine spell caster with access to a domain, you gain access to that domain's powers for 1 hour per mythic tier as though you were a cleric of your character level. If an ability has uses per day that you have exhausted, you may consume a use of mythic power to use it again.

Skin of Blasphemy (Su): Tattoos infused with Detria mark your flesh and pulse with the trapped energy of the Divine. You may select one spell equal to or lower than your mythic tier from a divine spell list. You gain immunity to that spell. You may select this path ability more than once each time gaining immunity to the selected spell. Alternatively, you may select the same spell again and if you have the Swallow Prayer Devouring ability, you may trigger it for that effect as a free action.



Take Mercy (Su): Make a melee touch attack against a non-mythic creature with the mercy class feature. You may expend a use of mythic power to steal that ability from that creature. They must make a Will save equal to 10+1/2 your character+your mythic tier. If they fail you may transfer the mercy ability to yourself for 1 hour per tier.

3RD-TIER GODHUNTER PATH ABILITIES:

You must be at least 3rd tier to select these path abilities.

Broken Sanctuary (Su): Successful attempts by non-mythic creatures around you to cast defensively must make two concentration checks, both with a penalty equal to twice your mythic tier. If they fail, they lose their spell and still provoke an attack of opportunity from you.

Burn Detria (Su): As a free action you may expend a use of mythic power to apply a metamagic feat you know to the next spell you cast without increased its spell slot usage or casting time powered instead by a Detria you possess. The Detria must be twice the level of the metamagic adjustment and is consumed by the usage.

Cups Overflowing (Su): When you are within 10' per tier of a spell or class ability used to heal a creature's hit point damage, you can apply excess healing (over the target's full hit points) to yourself. For example, if a spell could cure 40 points of damage to the target of a cure critical wounds spell and the target has taken only 20 points of damage, you can apply the remaining 20 points of healing to yourself. Damage already reassigned by abilities like Abundant Healing from the Hierophant are not excess healing.

Dominion Denied (Su): Select one domain available to a divine spellcaster you have defeated. You become immune to any spell of that domain equal to or lower than your mythic tier.

Evoke Detria (Su): You may expend one use of mythic power to destroy a single Detria you hold burning it into a ray of raw power. You may unleash a beam of shattered divine power as a ranged touch attack dealing 2d6 of untyped damage per effective level of the Detria. This ray has a range of 10' per mythic tier.

Flock of the False (Su): You gain followers as if you had the Leadership feat. In addition, you add your tier to your leadership score when determining the number of followers you gain. Whenever you are within 100 feet of such followers, each follower can use the surge ability once per day without needing to expend mythic power. The followers use the same die type as your surge ability. If you have the Shattered Dominion or Stolen Dominion ability, you may spend a use mythic power to grant a number of your followers equal to your tier those abilities when triggered. If you have or gain the Leadership feat, you gain followers from both sources (in effect doubling the number of followers gained).

Hungry Zeal (Su): When successfully using the Swallow Prayer ability, you can instead forgo the healing effect to gain another use of the Zealotry ability.

Lasting Dominion (Su): Select one domain from a divine spellcaster you have defeated. You now gain access to that domain's 1st level power permanently. You also may prepare and cast spells of that domain as though it was available on your spells known list at each level of spell you know. You may select this ability more than once. If you select this ability again at the 6th tier of higher, you may instead gain permanent access to another power from a domain you previously selected and gain a bonus spell slot of each level you can cast that may be used for spells from that domain.

Residual Energy (Su): Your long exposure to divine energies has opened conduits allowing you to channel energy. You gain the channel energy class feature as though a paladin of your

character level. You cannot select this ability if you already possess the channel energy class feature.

Token of Hunger (Su): When successfully using the Swallow Prayer ability, you can instead expend an additional use of mythic power to create a Detria of the same effect that was cast at you.

Zealotry (Su): When fighting against the agents of the divine your zeal to destroy them grants you extra reserves. You can call on the zealotry ability three times per day to use the surge mythic ability without expending one use of mythic power when confronting a divine spellcaster or outsider. You can select this ability up to three times. Each additional time you select it, you gain three additional uses of it per day.

6TH-TIER GODHUNTER PATH ABILITIES:

You must be at least 6th tier to select these path abilities.

Greater Detria (Su): When you harvest Detria from a divine spellcaster or other eligible target (gained in lesser path abilities), you now may gather 1 Detria residue per tier assuming the divine energies were still available to the creature you defeat.

Forge of Broken Prayers (Su): You may select one Item Creation feat. You do not need to qualify for this feat other than this tier requirement. You may salvage Detria as though they were scrolls against the final costs of the items you create with the selected feat or any other Item Creation feat you have. If the Detria meets the spell requisites or is the same school or domain as a require spell then you may subtract the Detria's full equivalent cost from the items total costs. If the Detria does not match the school or domain of the spell require then it is only worth one-half the amount of the effect gold value of the scroll cost when subtracting from the total resulting cost. Regardless of the Detria used, items

crafted with this ability have a Divine Source for resolving any ability that accounts for Source. Crystalline materials and divine auras clearly mark this item's nature and may cause divine casters to react negatively on sight.

Shard of Heaven (Su): You gain access to your own personal extra-dimensional pocket dimension. By concentrating for 1 minute without interruption, you plane shift to your own personal demiplane. The demiplane takes up a space equal to six 20-foot cubes per tier, shape-able when you first create it as if it were a spell whose area or effect is shape-able. The sanctum is permanent and persistent, so you can store objects within the sanctum and retrieve them on future visits. The demiplane contains Detria of one 1st level divine spell per tier. These spells are determined as they are gained and cannot be changed. The form they take may be decided by you when selected but cannot be changed. By spending a use of mythic power you can take one adjacent ally to your demiplane who can stay there as long as you remain.

Skin of Miracles (Su): Tattoos infused with Detria mark your flesh and pulse with the trapped energy of the Divine. Choose three 1st level spells from the cleric spell list or three 1st-level spells from the druid spell list. You can cast each of these spells once a day as a spell-like ability with a caster level equal to your character level. You can select this ability up to three times. Each time you select it, you choose three more spells from the same class's spell list (cleric or druid), and the highest spell level you can select from increases by 1 (up to 2nd level the second time and up to 3rd level the third time).

True Detria (Su): Your Detria now last as though permanent items. Permanent Detria may only be used by Godhunters or with Use Magic Device checks with a check similar to a scroll activation. You must have the Gather Detria and Lasting Detria abilities to select this path ability.

HIVEMASTER

The servants draw near. Your need is law. Their minds, such as they are, dance in the web of your will. Your mind rides your servitors, their eyes always spying for their undisputed master. The senses of this horde of eager hands and mouths filter through your thoughts but there are always more to claim and call.

Mind controllers, summoners, construct masters and generals of the dead all find representation among the numbers of the Hivemasters' ranks. With more tenacious controls, deep possessions, and unique augmentations to their servitors a Hivemaster can be a threat or protector to a community or city alone. The rare Hivemasters that can share control with one another can shape worlds.

Role: As a Hivemaster your role is rooted firmly in the support and control arena of duty. Able to expand the scope of domination effects, and bring forth masses of empowered servitors. Swiftly you turn the tide of battles you are feared as welcomed by your allies.

Classes: The most obvious Hivemasters begin life as psions, summoners, and wizards. Less common are the Hivemasters that are druids, priest, or bards. A rare few characters simply with the Leadership feat still find themselves lifted up to this path by followers.

Worlds and Cabals: Hivemasters are less likely than any other path of the Lost Spheres to congregate in great numbers. The most are found among the worlds of the Black Banner in the Emaighan Legions or in crystal vessels of the Emperor's greater armies. They are frequently at the heads of an advance party of the Banner's exploratory or early invasion faces.

Bonus Hit Points: Whenever you gain an Hivemaster tier, you gain 4 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-2 HIVEMASTER

Tier	Path Features
1st	Hivemaster's Call, Path Ability
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Tyrant's Triumph



Hivemaster's Call: Select one of the following abilities. Once chosen, it cannot be changed:

Respawn (Su): As an immediate action, you may spend a use of mythic power to cause a dying summoned creature or undead to be replaced by another of its kind so long as its total hit dice are equal to or lower than your tier. Alternatively you may attempt to re-establish control over a dominated or charmed creature that has just made a saving throw. If the target fails the new attempt, your original effect continues until its duration would have elapsed.

Succor the Children (Su): As a swift action, you may spend a use of mythic power to cause the next summoned or Servitor creature (including an Eidolon) to come under your command to count as mythic for 1 round per tier. After this duration the creature returns to a non-mythic state.

Swell the Ranks (Su): As a swift action, you may spend a use of mythic power to cause the next summon monster or domination spell, power or effect you create to summon an additional creature that spell can call or to target and attempt to dominate an additional creature of the same type as the original target of the ability. Dominate effects resolve independently and each target may resist or succumb without regard to the others.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the Hivemaster path abilities lists or from the universal path abilities lists (see *Pathfinder Roleplaying Game: Mythic Adventures* for additional information). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

Tyrant's Triumph (Ex): At 10th tier up to once a round, whenever a Servitor creature you control kills a mythic foe you regain a use of mythic power.

1ST-TIER HIVEMASTER PATH ABILITIES:

You can select these path abilities at any tier.

Additional Call (Ex): You learn an additional Hivemaster's Call ability.

Army of Death (Ex): Your Hivemaster abilities work on undead creatures you control in addition to summoned or dominated creatures. Undead you control are considered targeted by a mind-affecting power for purposes of your Hivemaster path. Mind-affecting spells, powers and supernatural abilities you activate affect undead normally.

RULES ELEMENT:

Custom Summons - Some GMs will as a default allow monsters from the *summon monster* and *summon nature's ally* spell lists to be exchanged for custom summons of approximately the same CR ratings. As a general rule: *summon monster* I: CR 1/2 or less *summon monster* II: CR 1, *summon monster* III: CR 2, *summon monster* IV: CR 3, *summon monster* V: CR 4-5, *summon monster* VI: CR 6-7, *summon monster* VII: CR 8-9, *summon monster* VIII: CR 10-11, and *summon monster* IX: CR 12-13.

Army of the Forge (Ex): Your Hivemaster abilities work on construct creatures you control or have crafted in addition to summoned or dominated creatures. Constructs you control or have crafted are considered targeted by a mind-affecting power for purposes of your Hivemaster path. Mind-affecting spells, powers and supernatural abilities you activate affect constructs normally.

Army of the Forgotten (Su): You may replace monsters from *summon monster* spells with monsters of the same CRs as those you replace. If your campaign already uses custom



summoning (see Rules Element sidebar) you can move CR ranges from *summon monster* III and beyond up by one CR. You may select this ability more than once, each time increasing the CR of creatures you may summon but no more than once for ever odd-numbered tier you possess.

Army of the Green (Ex): Your Hivemaster abilities work on plant creatures in addition to summoned or dominated creatures. Plants you control are considered targeted by a mind-affecting power for purposes of your Hivemaster path. Mind-affecting spells and powers you activate affect plants normally.

Continual Swell (Ex): Each round after the first round you may expend a use of mythic power as swift action to use Swell the Ranks on an ongoing effect you may add another creature or target to, up to a total of additional creatures or targets equal to your tier.

Doorway to Death (Su): You may control twice as many undead HD of creatures as normal. You may expend a use of mythic power to have an undead creature resolve its create spawn ability as a full-round action bypassing any additional time needed to transform the corpse. Spawn created in this manner are considered automatically under your control via the same effect you use to control its sire.

Essence Bridge (Su): Your summoned creatures can exchange life force as though they possessed the life link summoner class feature with one another. You control the use of this ability and may use it as a free action. Creatures must be from the same Summoning effect or under the same domination to make use of this ability.

Evolved Servitors (Ex): You may expend a use of mythic power when summoning creatures, creating astral constructs, or dominating creatures. If you do, your servitors develop mutations or evolutions equal to 1 evolution point a tier. These points stack with evolutions from other sources. By expending a

second use of mythic power you may reallocate evolutions for a single group of servitors (created, summoned or controlled by the same effect) as a full-round action.

Fanatic Following (Ex): You gain the Leadership feat. Cohorts and creatures granted by the leadership feat count as controlled by mind-affecting power for purposes of Hivemaster path abilities.

Gathered Guardians (Su): As an immediate action you may expend a use of mythic power to gain a bonus to saves and AC equal to the number of adjacent controlled creatures to a maximum of your tier. These bonuses last for 1 round per tier or until the adjacent creature is no longer adjacent to you.



RULES ELEMENT:

Servitors - Each Hivemaster path ability may make reference to a creature designated as a "Servitor." A Servitor is any creature that the Hivemaster controls. Servitors include any astral constructs, bound or created companions, dominated creatures, familiars, summoned creatures, and others controlled by the Hivemaster. Some abilities may add additional types of servitors to the Hivemasters list of qualifying creatures. Ask your GM if any other creatures are possible as Servitors.

Grasping Subtlety (Ex): Your mind-affecting effects are harder to sense than most. You may make a Bluff or Intimidate check adding your tier to the result for each mind-affecting spell, power or ability you make. Record the results and use this to set the DC of any Sense Motive checks attempting to identify the presence of your controlling effect of a creature under your influence. You may end this ability if you choose as a free action.

Heart of the Slave (Su): You may expend a use of mythic power as a immediate action to gain a single racial trait of a Servitor creature you control. You retain use of the trait as long as your control the Servitor.

Leash and Saddle (Ex): Your controlled Servitor creatures of at least one size category larger than you are made suitable and capable as trained battle mounts and you may use any and all mount related feats and class features with them.

Library of Souls (Ex): You benefit from a bonus to skill checks your controlled creatures possess ranks in equal to their ranks or your tier, whichever is lower. If you fail a skill check, you may expend a use of your mythic power to make a controlled creature make the same check with a bonus equal to your tier. You are aware of the resulting success or failure as though the check was your own.

Loyalty (Su): Creatures you control may use your control DC as their saving throw versus mind-affecting attacks against them. You may expend a use of mythic power to extend your Will save to controlled creature as an immediate action.

Master's Grasp (Su): You may use magic items that are within the hands of a controlled creature as though they were in your own. You may cast touch spells on creatures you control at close range.

Master's Reach (Su): Your control abilities extend beyond normal ranges. Add your tier to all level-based range calculations when you summon, dominate or otherwise exert control over another creature.

Memory of Joyous Service (Su): As an immediate action as your control effect ends you may send an enormous wave of contentment and joy at serving you. The creatures memories are still full of the pleasure of your controlling bliss. Their attitudes are adjusted to friendly unless they make a second Will save against your controlling effect as it ends.

Mood's Ring (Su): Creatures you

control benefit from morale effects on you as long as they are within 30' of you. You may expend a use of mythic power to extend this to the normal range of the controlling effect or summoning spell.

One of the Family (Su): You may expend a use of mythic power to make a controlled creature assume the form of another creature you control. Treat this effect as though the body of the second target was possessed by a *marionette possession* spell by the creature you wished to transform. The "donor" of the original form is unaffected. This is a mind-affecting, metamorphosis and polymorph subschool effect.

Power of the Pack (Ex): As long as two creatures you control flank the same foe, they are considered mythic damage sources when attacking or affecting that foe. They are not mythic for any other purposes.

Residual Control (Ex): Your domination effects are potent enough to brainwash creatures that have been freed of them. A domination effect you created is still effective for one round per tier in anti-magic or other times it would be suppressed or dispelled. You may expend a use of mythic power to make the power last its full duration.

Sense the Reins (Su): You may make a Perception check to recognizing influence over other creatures. Your DC is equal to the controlling effect's DC for resistance or the DC of the summon or creation effect as if it was a resistible spell.

Shield of Sacrifice (Ex): Once per round when you would normally be hit by a weapon attack, you can use one of your adjacent summoned or dominated creatures to block the attack. Check for applicable resistances and immunities and then apply the damage to the creature. If the creature is killed by the damage you take any remaining damage to your hit points. If the creature was summoned, you can expend one use of mythic power when using this ability to automatically summon a



new creature of the same type. Only one such creature is summoned regardless of the original effect. If the creature was dominated, you can expend one use of mythic power when using this ability to automatically attempt to transfer the domination to a new creature of the same type. You can choose to negate the damage after the damage is rolled and you know the results.

Slaver of Hearts (Su): Your summoned creatures are considered to have one Heartbound feat devoted to you.

Swarm of Vermin (Ex): Your Hivemaster abilities work on vermin creatures you control in addition to summoned or dominated creatures. Vermin you control are considered targeted by a mind-affecting power for purposes of your Hivemaster path. Mind-affecting spells, powers and supernatural abilities you activate affect vermin normally.

Unity of the Drone (Su): By spending one use of mythic power you share the mind of one creature currently under your control with a mind-affecting spell or power to the body of another. The recipient creature loses all access to any class abilities it has instead gaining access to those of the other creature. Treat this ability as *marionette possession*. Remaining daily uses of powers, spells and abilities possessed by the target are discharged when this ability ends. The original creature can have no more levels than your tier. This effect lasts for 1 hour per tier.

3RD-TIER HIVEMASTER PATH ABILITIES:

You must be at least 3rd tier to select these path abilities.

Blessing of the Master (Su): You apply a template of +1 to creatures you summon. By expending a use of mythic power you may impart this template to creatures you have dominated. You may take this ability again a second time at 6th tier and 9th tier, each time increases the CR of the template you may impart by +1.

Body of the Master (Su): You may choose each round as a free action if a worn magic item affects a controlled creature or instead benefits you. If you instead wish, your magic items may benefit a controlled creature. Regardless of these alterations, this ability can not add an additional item of the same slot to a creature that is already under the effects of an item in that slot.

Collective (Su): You gain a psionic collective as though you were a tactician of your tier.

Collector's Passion (Ex): Your What is Mine ability can now be used on spells and powers granted by class levels or hit die as though they were spell-like abilities. This ability fails on spells and powers with components and foci over 10 gp per tier.

Gift of Sacrifice (Su): You may now use your Shield of Sacrifice to divert hostile spells to adjacent creatures you control. They instead make relevant saves and take effects, but they enjoy your tier as a bonus to do so. You may not divert a spell to a servitor creature that is already target it as well.

Life Flare (Su): You may expend a use of mythic power to sacrifice a summoned or created creature in a violent explosion of life. Treat the controlled creature as though it was a cleric making a channel energy ability use of a level equal to its hit dice. You may select this ability a second time at 6th tier, if you do, its effects extend to dominated Servitors. Dominated creatures receive an immediate Will save to break control and a Fortitude save versus the turning DC to resist dying. If successful the mythic power is wasted to no effect. Using this ability on an unwilling, dominated creature is an evil act.

Master's Secrets (Su): You may expend a use of mythic power as a free action to grant a creature you currently control a feat you know. The creature does not need to meet prerequisites for the feat. You may select this ability more than once. Each time you do, the



creature you control gets another feat. This feat is extended through the duration of your Servitor's control.

Seize the Reins (Su): You may expend a use of mythic power to make an opposed caster level check with the controller of a creature you have sensed with Sense the Reigns. If successful you make take control of the creature as though its governing effects had just been cast by you including activating other Hivemaster abilities on them.

Tactics of the Pack (Su): Select a teamwork feat a creature you control has access to, by expending a use of mythic power you and all creatures you control gain access to this feat for 1 round per tier.

Unity of the Hive (Su): By spending an additional use of mythic power your Unity of the Drone ability affects a number of creatures equal to your tier. All recipient creatures lose all access to any class abilities they may have had previously instead gaining access to those of the other creature at the time this ability is used. Remaining daily uses of powers, spells and abilities originally possessed by the target are discharged when this ability ends. The original creature can have no more levels than your tier.

Web of Essence (Su): You may use Essence Bridge with all creatures you control and may benefit from life link as well. All hit point transferences are under your control and may be decided as free actions whenever any of your servitors or you take damage.

What is Mine (Su): You may expend a use of mythic power to select one spell-like or psi-like ability a creature you control normally has access to. This spell or power must be equal to or lower than your tier and equal to or less than half your hit dice. You may use this power once during the duration of the control as a spell-like or psi-like ability. You may expend another use of mythic power to use this power an additional time, however you may not use the power more times than the original creature. You may select this ability more than

once, if you do you gain an additional spell-like or psi-like ability with a single free use and reusable as above.

6TH-TIER HIVEMASTER PATH

ABILITIES:

You must be at least 6th tier to select these path abilities.

Ascendant Drone (Su): Your Unity of the Drone can now share the levels of a creature equal your tier +2. You may select this ability again at 8th tier and again at the 10th tier. Your Unity of the Drone power now has a duration equal to the controlling effect. You are still limited to levels the original drone has.

Avatar of the Master (Su): You may transfer your consciousness to any one creature you summon or control, by expending a use of mythic power you may use the creatures form as if your own. You may use its senses and conduct powers through it as if your own.

Collector's Zeal (Ex): You may use abilities gained from What is Mine for 1 day after your control ends. You may take this a second time at 9th tier, if you do you may continue to use these abilities for a week.

Parasitic Immortal (Su): You may expend a use of mythic power as an immediate action in response to taking lethal damage. If you do, your consciousness transfers to a dominated servitor in a manner similar to *marionette possession*. This ability however has an instantaneous duration. If you later are returned to life or choose to use this ability to find a new host, the current host can be returned to life with a raise dead or similar effect. After adjusting to the new body for 1 day per HD you may use its racial abilities normally.

Returns the King (Su): You may expend a use of mythic power as an immediate action when a summoned extraplanar creature you control dies or is dismissed, if you do so you may follow it to its plane of origin as though you had cast *plane shift*.

HOLLOW ONE

You are the pariah. You are the prison. You are the pain unending. Your suffering has passed the limits of endurance and in the depths of your fissured soul the Void has answered. Your companions will never know of the price that your presence protects them from.

The Hollow One is the literal embodiment of salvation through degradation. She is the dark martyr who saves all in her damnation. Curses, suffering, afflictions and even possessions become her weapons

Role: As a Hollow One, your role is to take on the prices the party is not likely to otherwise pay. A living sink to negative statuses you draw strength from your suffering or spread them to your foes. You stand as a secondary healer and controller with the possibility of your altered possessions shifting you to more offensive roles.

Classes: The majority of Hollow Ones are binders, fallen clerics, and practitioners of arcane arts. However, any class can come to the suffering of the Hollow One. Many characters survive the hero's journey only to accumulate curses and plagues, Any who have suffering may wake one day to find within them the Void.

Worlds and Cabals: Hollow Ones lurk in the shadows of the Void and are found in all worlds of the Lost Spheres. Ambriddon's Hurathi are believed to have spread the power through most of the Shattered Gates of the Black Lattice and also to have allegiances and ties with the Sleepers of Otrius, the Stillsouled of Meddikar, and the Breakers.

Bonus Hit Points: Whenever you gain an Hollow One tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-3 HOLLOW ONE

Tier	Path Features
1st	Hollow One's Submissions, Path Ability
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Pandemonium



Hollow One's Submissions: Select one of the following abilities. Once chosen, it cannot be changed:

Caress of the Afflicted (Su): As a swift action, you may spend a use of mythic power charging your touch attack with effects of a bad pact, condition, curse, disease, poison or damaged ability you are currently afflicted with. For 1 round creatures struck by this touch attack are forced to save against the DC of your condition up to the limit of $10 + \frac{1}{2}$ your hit dice + your tier as a maximum for 1 round per tier.

Fury of the Fallen (Su): As a swift action, you may expend a use of mythic power to gain a luck bonus for each bad pact, condition, curse, disease, poison or damaged ability you possess to every d20 and damage roll you make for 1 round. This total luck bonus cannot be greater than your tier.

Moment of Lucidity (Su): As a swift action you may ignore the detrimental effects of one bad pact, condition, curse, disease, poison or damaged ability. You are still afflicted for the purposes of Hollow One class abilities but suffer no penalties for one round.

RULES ELEMENT:

Affliction - Each Hollow One path ability may make reference to an effect or target designated as an "Affliction" that is any negative mechanic currently impacting the Hollow One character. Afflictions include things such as bad pacts, condition, curse, disease, negative levels, poison, possession or damaged ability scores. Other negative game effects may be ruled as afflictions by the GM. As a general rule, afflictions must involve the influence of another creature or a sacrifice by the Hollow One.

Path Abilities: At 1st tier and every tier thereafter, select one new path ability from the Hollow One path abilities lists or from the universal path abilities lists (see the Pathfinder Roleplaying Game Mythic Adventures rulebook for more information).

Pandemonium: Whenever two or more afflictions successfully target or affect you in a single round you regain a use of mythic power.

1ST-TIER HOLLOW ONE PATH ABILITIES:

You can select these path abilities at any tier.

Abandoned Heart (Ex): You count as having one Forlorn feat for every odd-numbered tier you have (For more information on Forlorn feats see *Transcendent 10: Feats of the Lost - Figures Forlorn*).

Accursed Beauty (Su): You gain a mythic bonus to your Charisma score equal to 1 per curse you are currently under the effect of to a maximum of your tier. Multiple curses of the same final effect do not count. For example, *bestow curse* would count twice if it affected two different ability scores but once if two separate spells afflicted the same score. Two *bestow curse* spells targeting different attributes would both count for this ability's effects. Note that Accursed Beauty only counts curses and not other afflictions.

Accursed Body (Su): You gain a mythic bonus to your Constitution score equal to 1 per curse you are currently under the effect of to a maximum of your tier. Multiple curses of the same final effect do not count. See Accursed Beauty for examples.

Accursed Strength (Su): You gain a mythic bonus to your Strength score equal to 1 per curse you are currently under the effect of to a maximum of your tier. Multiple curses of the same final effect do not count. See Accursed Beauty for examples.

Accursed Will (Su): You gain a mythic bonus to your Wisdom score equal to 1 per curse you are currently under the effect of to a

maximum of your tier. Multiple curses of the same final effect do not count. See Accursed Beauty for examples.

Additional Submission (Ex): You learn an additional Hollow One Submission.

Aura of Failure (Su): You shape your suffering into a black cloud of fate increasing the odds that all around you will not succeed. Rolls of 1s and 2s are treated as automatic failures with your aura. Games using fumble cards, tables or optional rules should treat 2s as 1s for fumbles. The Aura of Failure extends 10 feet per tier from you.

Black Box (Su): You may alter one possession per tier you suffer so that you may ignore the possessing creature's influence for up to one hour per tier as a free action by spending a use of mythic power.

Brandish the Black (Su): You may expend a use of mythic power to select one spell-like or psi-like ability each creature possessing you normally has access to. This spell or power must be equal to or lower than your tier and equal to less than half your hit dice. You may use this power once per day during the duration of the possession as a spell-like or psi-like ability. You may expend another use of mythic power to use this power an additional time, however you may not use the power more times than the original creature could. You may select this ability more than once, if you do you gain an additional spell-like or psi-like ability with a single free use and reusable as above.

Brief Reprieve (Ex): Your Moment of Lucidity now lasts 1 round per tier.

Crack the Shell (Su): You may touch a possessed creature and expend a use of mythic power. If you do, you make a Will save with against the possessing creatures possession DC with a bonus equaling your tier. If they fail, their possession is transferred to you.

Cursedrinker (Su): You may touch a cursed creature and expend a use of mythic power. If you do, you make an opposed Will save with against the initial DC of the curse

with a bonus equaling your tier. If you succeed the curse is transferred to you.

Deeper Dark (Su): Your Black Box ability now lasts for 1 day per tier.

Enslave Supernature (Ex): You may expend a use of mythic power to gain more powers from a creature possessing you. Select one universal monster ability a creature possessing you could normally manifest, you may use this ability once per use of this ability. You may use this ability again to trigger the ability an additional time. The ability may not be triggered more times than the possessing creature could normally use it. All abilities requiring HD or statistic based calculations are recalculated off of your own HD and attributes. You must have the Brandish the Black path ability before selecting this ability.

Halo of the Fallen (Su): Your Fury of the Fallen Power can effect one ally per tier who are in you Aura of Failure.

Hate's Blade (Ex): You gain 1d6 of Sneak Attack (as the rogue class feature) per tier versus creatures that have afflicted you.

Hellish Allure (Su): You may spend one use of mythic power as an immediate action. If you do any evil outsider, incorporeal creature, or being with an ability to possess within 10' per tier of you and not currently possessing another creature must attempt to do so with its next round of actions. The DC of the Will save against this is $10 + \frac{1}{2}$ your hit dice + your tier.

Life's Recoil (Su): You gain 1d6 of negative energy channeling per affliction you currently bear. Treat this power as a cleric of twice your tier but limited to a number of dice equal to the number of afflictions you currently suffer to a maximum of your tier.

Martyr's Ease (Su): Select one ally per condition, disease, poison or damaged ability you possess, as an immediate action you can allow these targets a second save versus an enemy's area of effect spell, power or supernatural ability that both the targets and you are in by expending a use of mythic

power and choosing to fail your saving throws versus the effect. The targets of this ability gain a bonus of your tier to the second saving throw.

Paradox Heart (Su): You may count spells, powers and effects with morale bonuses as curses for purposes for Hollow One powers. Morale bonuses from Hollow One path abilities do not count for this ability.

Paradox Mind (Su): You may count spells, powers and effects with insight bonuses as curses for purposes for Hollow One powers. Insight bonuses from Hollow One path abilities do not count for this ability.

Power of the Betrayed (Su): You may expend a use of mythic power as a swift action to maximize all random damage rolls against creatures that have afflicted you for 1 round. This ability affects spells, powers, supernatural abilities and normal weapon attacks.

Rage of the Betrayed (Ex): You may lose your pent anger against creatures that have afflicted you. When struck by a creature that has afflicted a currently active effect upon you, you may enter a rage. Treat this ability the class feature of a barbarian or bloodrager (your choice) of your tier. Add half-your tier to these abilities' class levels if you already have them.

Shattered Strikes (Su): You share your suffering with your enemies when you successfully attack. Upon a successful melee attack, you may inflict one condition, disease, poison or damaged ability you are suffering from by expending a use of mythic power as a free action. If you choose to inflict ability damage or drain, you may not inflict more points than your tier or more than you currently have taken. Any inflicted effect that allowed a saving throw does so for your enemy but they suffer a penalty equal to your tier.

Shifted Burden (Su): You may select another affliction you currently suffer from to inflict on allies in your Aura of Failure instead of the fumble penalty normally inflicted. If you select this ability a second time you may alter the affliction for foes as well. Any group you

afflict must all suffer the same affliction.

Speed of the Many (Su): You gain a mythic bonus to your Dexterity score equal to 1 per creature currently possessing you to a maximum of your tier. Expend a use of mythic power to have a possessing creature use its skill modifier to make a Dexterity-based check for you with a bonus equal to your tier.

Thoughts of the Many (Su): You gain a mythic bonus to your Intelligence score equal to 1 per creature currently possessing you to a maximum of your tier. Expend a use of mythic power to have a possessing creature use its skill modifier to make an Intelligence-based check for you with a bonus equal to your tier.

Thrill of the Fright (Ex): You gain a +2 morale bonus to attacks, damage and saves if you would be shaken instead of the condition's normal effect. You may expend a used of mythic power as an immediate action when you would be frightened to change this to a +4 bonus, or +6 instead of panicked. You maintain these bonuses for the duration of the fear effect.

Talons of Affliction (Ex): You may choose one rage power to gain when using Rage of the Betrayed. You may take this ability more than once, if you do you must be under the effect by one unique affliction per rage power.

Torn Spirit (Su): You may choose two constellations from which you can choose aspects from each day in a manner as the [occultist](#) base class. These constellations must be opposed (This is an exception to normal spirit binding rules).

Toxin Vector (Ex): You gain a Poison effect for any poison you are currently afflicted with with the same damage and DC. You may deliver this poison with any natural attack. If you possess the Aura of Failure path ability, you may spend a use of mythic power to force all creatures within your aura to save against any poison you suffer. The DC of the poisons has a bonus of 1/2 your tier (minimum 1).

Weighted Scales (Su): For every condition, disease, poison or damaged ability



you possess you may exclude one ally from your area affect abilities. Excluded allies also lose benefits from your other Hollow One abilities.

3RD-TIER HOLLOW ONE PATH ABILITIES:

You must be at least 3rd tier to select these path abilities.

Accursed Revelations (Su): You may select one Oracle mystery. For every curse currently afflicting you, you may choose a revelation to gain access to while so cursed. You may have one revelation + one revelation for every odd numbered mythic tier you possess. You may select this ability again at 6th tier.

Accursed Vitality (Su): You gain fast healing equal to the number of curses afflicting you to a maximum of your tier. If you have an Aura of Failure, you may expend a use of mythic power to grant this fast healing to anyone in your Aura of Failure.

Circle of Despair (Su): You may expend a use of mythic power to spread one of your current afflictions per tier to your Aura of Failure. Non-Mythic creatures receive no save against this ability. Mythic creatures may make a save against a DC of 10+1/2 your hit dice+your tier. Affected creatures within your Aura of Failure are afflicted as though they were the original target. Possessions are still limited to the number of actions the possessing entity can take in a round regardless of how many creatures become afflicted by their control. Any creature leaving your Aura of Failure ceases to be affected by your chose afflictions.

Dual-Soulbind (Su): You may [bind](#) a second spirit of an equal level to your tier. It must be opposed to the first spirit. If you use the major ability of either spirit, the major of the other spirit goes on cooldown as well (This is an exception to normal spirit binding rules).

Gifts Unbidden (Su): You may touch a creature and expend a use of mythic power as a free action. If you do, you make an opposed Will save against the target with a bonus equaling

your tier. If they fail, a possession currently afflicting you is transferred to them from you.

Lash of Grasping Talons (Su): You may expend a use of mythic power as a swift action to summon a writhing whip-like weapon of darkness and disembodied talons. For every creature possessing you, your lash gains a 1d6 of slashing damage up to a total of your tier. Attacks with the weapon are resolved as touch attacks. For every two creatures possessing you, you gain 5' of extra reach. The lash lasts 1 round per tier before it must be re-summoned.

Martyr's Mercy (Su): Select one ally per condition, disease, poison or damaged ability you possess, as an immediate action you can exclude these targets from an enemies area of effect spell, power or supernatural ability that both the targets and you are in by expending a use of mythic power and failing your saving throw versus the effect. You must have Martyr's Ease path ability to select Martyr's Mercy.

Masochistic Might (Su): You find power in the pain, expending a mythic point as a free action to gain a +1 morale bonus to attack, damage, and saving throws for every 10 points of damage you have taken in the past round. This bonus lasts 1 round per tier, and cannot exceed a bonus greater than your tier.

Sadistic Glee (Su): You find joy in carnage, expending a mythic point as a free action to gain a +1 morale bonus to attack, damage, and saving throws for every 10 points of damage you have inflicted in the past round. This bonus lasts 1 round per tier, and cannot exceed a bonus greater than your tier.

Suffering Earth Cannot Bear (Ex): You gain a fly speed of 5' feet per affliction you bear. Your maneuverability is poor until your fly speed is 30' then it is average until it is 60' when it becomes perfect.

Masteries of the Many (Su): You gain a single feat per creature currently possessing you to a maximum number of feats equal to your tier. The creature must possess the feat you gain from it.

6TH-TIER HOLLOW ONE PATH ABILITIES:

You must be at least 6th tier to select these path abilities.

Abyss (Su): You may spend one use of mythic power as an immediate action, if you do you may force a creature that strikes you to be drawn into your inner Void. It must make a Will save or be forced to possess you as if it had the malevolence ghost monster ability. The DC of this save is $10 + \frac{1}{2}$ your hit dice + your tier.

RULES ELEMENT:

Possession - Each Hollow One path ability may make reference to an effect or target designated as an "Possession." As laid out in the Pathfinder Roleplaying Game Bestiary and other sources, not very many creatures actually have the ability to possess mortals, despite many creatures having it in myths and legends. GMs may wish to make Possession available to outsiders as a feat or type based ability with rules similar to the malevolence ability of the ghost template.

Consuming Void (Su): You may expend a use of mythic power to force a creature to make a Will save to avoid an effect similar to a *trap the soul* spell. Creatures failing their saves are entrapped within the Void inside your being. While so trapped you may consider them as possessions for Hollow One abilities interactions and abilities. You may only have one being so entrapped within you if you select this ability a single time. You may select this ability more than once, each time you do you may entrap two more entities within your Consuming Void power. If you are slain all creatures contained within you are released.

Damning Blast (Su): You may release all of the creatures possessing you in an explosion of dimensional power and rending claws. You do 2d6 of untyped raw magical damage and 1d6 of slashing damage to all creatures in 10' per possession released. You may only inflict from this damage once per tier even if you have more possessions that are released. All possessions are released regardless of damage.

Meeting Place (Su): Your soul is a refuge for the most forbidden loves. Select one creature you currently are possessed by. You may evoke your Hellish Allure to create a *gate* effect to summon an outsider with an opposed alignment and allow the to creatures congress inside your being. The gated outsider also possesses you for purposes of Hollow One powers. If either creature has Heartbound feats you are considered a Heartbound to them and as though you all had the Polyamorous feat.

Shadow of the Dark Angel (Su): You gain a cone emanation equal in distance to the speed of your flight from Suffering Earth Cannot Bear ability. Creatures within the cone are automatically afflicted with all afflictions you currently suffer and have not ignored with Moment of Lucidity. While creatures do not receive saving throws against this cone attack, they may move out of your cone to avoid it.

Shards of the Black (Su): You may choose to invest abilities from Brandish the Black in another willing creature that may then be used in a similar manner to a *ring of spell storing*. These spells or powers may be in any combination not to exceed your tier in levels. The spells are resolved with the possessing creature's caster levels and statistics.

Will of the Many (Su): You may spend one use of mythic power as an immediate action. If you choose any creature make an opposed Will save with adding your tier to your roll. If you win, you control its possession of you like a dominate monster effect and may force it to use its powers through you as though it was possessing you normally.

MASTER OF SHAPES

Mages, druids, psions and other mystics all touch on the power of self-transformation. Some among those with the knowledge of change take the art deeper, mastering subtle powers of the flesh to become more powerful versions of their intended shapes, creeping ever closer to the truth of their becoming.

Taking on a broader range of abilities of the creatures they choose to transform into, the Master-of-Shapes soon becomes a deterrent to enemy hostilities as the reputation of beings able to learn the deepest powers of their enemies becomes more known.

Role: As a Master-of-Shapes you are a versatile agent of change, most often changing to fill the momentary or unexpected needs of the group. Your adaptability and low need of specific support makes you blend into nearly every group or situation.

Classes: The most common Masters-of-Shapes are drawn from the ranks of egoist psions, transmuters, taskshapers, and sorcerers with bloodlines of change. Other classes without direct access to shapechanging won't have as an easy of time with the needed synergies.

Worlds and Cabals: While metamorphic masters are known in nearly any long-term magical society, they are most common among the Black Banner's taskshapers and Thaonic sorcerers who move their blood to the gift of self transformation. A small number of dream-born shifters from the City of Allialla have also surfaced.

Bonus Hit Points: Whenever you gain an Master-of-Shapes tier, you gain 5 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-4 MASTER-OF-SHAPES

Tier	Path Features
1st	Path Ability, Adaptations
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, The Master's Form



Adaptations: Select one of the following abilities. Once chosen, it cannot be changed:

Altered State (Su): As a swift action, you may spend a use of mythic power to select a new form for an ongoing metamorphosis, shapechange or polymorph effect. The change does not alter the duration or allow any choices outside the normal options for the ability.

Metamorphic Charge (Su): At the beginning of a charge attack action you may expend a use of mythic power as a swift action, you may cast a spell of the polymorph subschool, manifest a metamorphosis, or use a supernatural shapechanging effect that would normally take a standard action.

Reactive Resistance (Su): As an immediate action you may expend a use of mythic power to cast a spell of the polymorph subschool, manifest a metamorphosis, or use a supernatural shapechanging effect that would provide energy resistance or immunity to an energy attack you are being exposed to.

Path Abilities: At 1st tier and every tier thereafter, select one new path ability from the Master-of-Shapes path abilities lists or from the universal path abilities lists (see the Pathfinder Roleplaying Game Mythic Adventures rulebook for more information).

The Master's Form: Whenever a mythic creature is defeated by you in the same round as you have activated a shapechanging spell, power or effect you regain a use of mythic power.

1ST-TIER MASTER-OF-SHAPES PATH ABILITIES:

You can select these path abilities at any tier.

Accepting Essence (Ex): You learn to alter your being to bear the strain of more magical devices. Choose one magic item slot, you gain an additional slot for that item. Keep track of items occupying any bonus slot as that anatomical changes were made to allow the interaction (robe membranes, ring spurs, etc).

Additional Adaptation (Ex): You learn an additional Adaptation ability.

Altered Musculature (Ex): You have made subtle permanent alterations to your form to allow you to wield manufactured weapons one size larger than normal without penalty.

Arcane Change (Su): You may spend a prepared arcane spell or spell slot to regain a moment of change.

Assume Enchantment (Su): As a free action may expend a use of mythic power to select one magic melee weapon you are holding and one natural

RULES ELEMENT:

Shapechanging - Each Master-of-Shapes path ability may make reference to an effect or target designated as a "shapechange effect" that is an ability that alters the physical form of the character in some way. Spells with the polymorph subschool, metamorphosis psionic abilities, the change form monster ability, and supernatural abilities created by creatures with the shapechanger subtype are considered a "shapechange effect." Your GM may add additional valid abilities to your list.

weapon a form you are about to assume with a polymorph, metamorphosis, or other shapechange effect. That weapon's magical qualities are transferred to your new forms natural attack. You may select this ability more than once, each time allows you to assume an additional weapon and assign its powers to a different natural attack.

Become the Venom (Su): You may expend a use of mythic power to gain the poison of a creature that has poisoned you for the duration of your current shapechange. If you do not have a natural weapon appropriate to the poison, you instead extrude the venom

to pustules on your skin, creating 1 pustule per tier. You or ally can burst a pustule to coat a weapon or natural attack with a single dose of the poison. You are immune to the poison for the duration of the shapechange.

Cerebral Node (Su): You have learned to shape a portion of your internal anatomy into a mass of bone and flesh that is appropriate to be enchanted with Craft Wondrous item. This Node can be enchanted with any magic affinity appropriate to the Brow slot. You gain a +1 bonus to your Will save equal to every 20,000 gp the Node is enchanted with to a maximum of your tier. This magic item “slot” is in addition to the normal Brow slot.

Clever Concealment (Ex): You may conceal an additional ring, wand, and wondrous item in your form. Rings that are concealed no longer count against your ring slots. You must have the Conceal Magic path ability to select this ability.

Conceal Magic (Su): You may expend a use of mythic power to incorporate a ring, wand or wondrous item into your form. Wondrous items concealed must be able to be held in a single hand. Items are usable as per normal. You may conceal one item of each type. Concealed rings still count against your ring slots.

Claw and Tooth (Su): You may shift to grow natural weapons as per two normal claw and bite attacks appropriate for your size as a free action. You may not use this ability while under the effect of a shapechange that does not allow them unless you have the Dual Form.

Dual Form (Ex): You may have a second polymorph subschool spell effect going on at the same time, gaining the benefits of both spells or powers, though bonuses of the same type do not stack.

Evolved Metamorphosis (Ex): You master new and surprising adaptations through shapechanging. You may spend one use of mythic power as a free action when you polymorph, metamorphose, or use another shapechange effect. If you do, you may select 1

point of eidolon evolutions per tier to manifest in your new form as though it were an eidolon. Doing so causes a -2 penalty per evolution point to any Disguise checks you make in this form.

Extruded Weapon (Su): You learn to shed bone and flesh to form any weapon you are proficient in by expending a use of mythic power. The weapon counts as both magical and mythic for purposes of damage reduction. Your weapon may last for 1 hour per tier and can dismiss it sooner as a free action.

Form of Reaction (Ex): You may choose to activate a specialized Elemental Body effect when you use Reactive Resistance. This form acts as the fire form of an elemental accept your resistance and burn ability are of the same type that triggered reactive resistance. At 1st tier this functions as *elemental body I*, at 3rd tier *elemental body II*, 5th tier *elemental body III*, and *elemental body IV* at 7th tier.

Form of the Divinities (Su): Select one Domain granted by your patron deity. If you change into a form associated with your deity, you gain access to the powers of this Domain for the duration of your shapechange as though you were a cleric with a level equal to your hit dice.

Gore and Glory (Su): You may shift to grow a natural weapon of a gore attack appropriate for your size as a free action. You also gain the Improved Overrun feat. You may not use this ability while under the effect of a shapechange that does not allow them unless you have the Dual Form.

Internalized Power Reserves (Su): Items concealed with Conceal Magic or occupying extra body slots from Accepting Essence may be resolved with your own caster level if higher than the items. The items may also be used by expending a use of mythic power instead of a daily use or charge. If you do so they may benefit from your choice of Intelligence, Charisma or Constitution modifier to their DCs instead of the items original modifier.

Plexus Node (Su): You have learned to

shape a portion of your internal anatomy into a mass of bone and flesh that is appropriate to be enchanted with Craft Wondrous item. This Node can be enchanted with any magic affinity appropriate to the Wrist slot. You gain a +1 bonus to your Reflex save equal to every 20,000 gp the Node is enchanted with to a maximum of your tier. This magic item “slot” is in addition to the normal Wrist slot.

Powerful Supernature (Su): Your supernatural abilities derived from shapechanges are particularly difficult to resist. All such abilities have their DCs increase by 1. If you expend a use of mythic power as a free action when activating a supernatural ability while shapechanged, you may add half your tier to the DC in addition.

Psionic Change (Su): You may spend 3 psionic power points to regain a moment of change.

Sacral Node (Su): You have learned to shape a portion of your internal anatomy into a mass of bone and flesh that is appropriate to be enchanted with Craft Wondrous item. This Node can be enchanted with any magic affinity appropriate to the Waist slot. You gain a +1 bonus to your Fortitude save equal to every 20,000 gp the Node is enchanted with to a maximum of your tier. This magic item “slot” is in addition to the normal Waist slot.

Savage Shift (Ex): Your natural weapons when assuming a form with a spell, power, or supernatural ability are treated as one size category larger than normal.

Size Shift (Su): You may expend a use of mythic power shift your size as though effected by *enlarge person* or *reduce person* with a caster level equal to your tier. You may take this ability a second time to increase the duration to 1 hour per tier.

Symbiosis (Su): Select one willing creature you are adjacent to. You may expend a use of mythic power to envelop their form in your own. In effect becoming one creature, with separate Hit Points for Shaper and Host. This

action renders you into a state similar to that of synthesist summoner archetype. See the rules for Synthesist summoner. Once per round you may change the active mind of the new being between yours and the host creature as a free action.

Steal Enchantment (Su): You learn to shift magic from an enemies weapon to your own. By expending a use of mythic power you may attempt to shift power from an enemies weapon to your own. An enemy targeted with this ability must make a will save (DC = 10+half your level+your Con modifier+you tier) or have 1 effect +1 effect from his or her weapon to your own. The shift lasts for 1 round per tier.

Surprise Shift (Su): You may expend a use of mythic power as a swift to extrude a limb or other natural attack in an unexpected place catching a foe off guard. Select a natural attack from those currently available to you. You may make a single attack with that attack adding your tier to attack and damage. Your enemy is considered flat-footed against this attack.

Weapon Morph (Su): When you assume a shape other than your own, any weapon you are holding can be transmuted to a weapon you are proficient with. That weapon’s magical qualities are transferred, but transmuting ranged weapons to or from melee weapons may invalidate some enchantments.

Wild Moments (Su): You may exchange 1 use of wildshape for 3 moments of change.

3RD-TIER MASTER-OF-SHAPES PATH ABILITIES:

You must be at least 3rd tier to select these path abilities.

Alpha Form (Su): Bonuses of the same type but from different spells or powers altering your shape can stack. You may designate one spell or power as stacking for every 2 tiers you possess to a maximum of five spells or effects at 10th tier.

Arcana of the Flesh (Su): You may



expend a use of mythic power to select one spell-like or psi-like a form you have taken with a shapeshifting effect normally has access to. This spell or power must be equal to or lower than your tier and equal to less than half your hit dice. You may use this power once during the duration of the shapechange as a spell-like or psi-like ability. You may expend another use of mythic power to use this power an additional time, however you may not use the power more times than the original creature could. You may select this ability more than once, if you do you gain an additional spell-like or psi-like ability with a single free use and reusable as above.

Chemical Imbalance, Rage (Su): By expending a use of mythic power you can alter your brain chemistry you can enter a rage as a free action. This rage functions as the barbarian class feature, and lasts a number of rounds equal to your tier. You aren't fatigued after this rage. If you have the rage class feature, these rounds don't count toward your daily uses of that ability, you can use abilities that require patience and concentration while in this rage (Although you are still restricted when using your rage class feature normally), and these rounds of rage don't count toward the total number of rounds of rage used when determining how long you are fatigued.

Chemical Imbalance, Focus (Su): By expending a use of mythic power you can alter your brain chemistry you can enter a state similar to an alchemist under the influence of a cognategen as a free action. This mutagen functions as the alchemist class feature, and lasts a number of minutes equal to your tier. This usage does not count toward your daily uses of the mutagen ability if you possess it from another source.

Empowered Charge (Su): At the end of a Metamorphic Charge you may expend a second use of mythic power to activate a supernatural power of the form or an ability gained from Arcana of the Flesh.

Form of Wonder (Su): You have learned enough of magic items to imitate them. Once a day you may expend a use of mythic power to gain the effect of a Wondrous Item with a value of equal to 1,000gp per tier for 1 day. You can take this ability a again to increase the value of the item you mimic to 2,000 gp per tier.

Glottal Node (Su): You have learned to shape a portion of your internal anatomy into a mass of bone and flesh that is appropriate to be enchanted with Craft Wondrous item. This Node can be enchanted with any magic affinity appropriate to the Throat slot. You gain a +1 bonus to your attack and damage equal to every 30,000 gp the Node is enchanted with to a maximum of half your tier. This magic item "slot" is in addition to the normal Throat slot.

Mnemonic Transformation (Su): You gain a bonus feat. This feat must have been one that you have witnessed use of. You can change this feat by touching a creature with the new feat and expending a use of mythic power.

Moment of Supernature (Ex): When you polymorph, metamorphose or otherwise shapechange you may also expend a use of mythic power gain more powers. Select one universal ability a form you assume could normally manifest. All abilities requiring HD or statistic based calculations are recalculated off of your own HD and attributes.

Parasite (Su): You may expend a use of mythic power to shapeshift into a diminutive creature and infect a host you are touching in a manner similar to *marionette possession* with a caster level equal to your tier. Unlike the spell, this effect is resisted by a Fortitude save against a DC of 10+1/2 your hit dice+your tier. You may take this ability a second time to increase the duration to 1 hour per tier. If you take the ability a third time you may force the host creature to act in a manner consistent with similar *dominate monster* but every time you do so your host gains a new Fortitude save to resist infection as if a Will save success against an action of a *dominate monster* spell.

Shifting Finesse (Ex): By expending a use of mythic power as a free action during a shapechange, you may select one passive Universal Monster ability that a creature with your current shapechange would have. Alternatively you may select one trait from its type. You retain this ability for the duration of the shapechange. You may select this ability more than once. If you do, you may select another trait or Universal Ability.

Trinity of Forms (Ex): You may have a third polymorph subschool spell effect going on at the same time others, gaining the benefits of all spells or powers, though bonuses of the same type do not stack.

Volatile Blood (Su): You may expend a use of mythic power as an immediate action when you are struck in combat by a melee attack, if you do your blood violently explodes on contact with the air. Treat this explosion as though you had hit the attacker with a bomb as per the alchemist class feature of your tier. You and all other adjacent characters are effected by splash damage as normal. If you have discoveries from a source applicable to bombs you may apply them to this explosion.

6TH-TIER MASTER-OF-SHAPES PATH ABILITIES:

You must be at least 6th tier to select these path abilities.

Assume Supernature (Su): You learn a collection of specific supernatural abilities from creatures you have encountered. When you polymorph, metamorphose or otherwise shapechange into any creature you may also expend a use of mythic power gain one of these abilities. You cannot learn an ability from a creature with a CR more than twice your tier. You may only learn a number of abilities equal to your tier. All abilities requiring HD or statistic based calculations are recalculated off of your own HD and attributes.

Body Thief (Su): Make a melee touch attack against a target creature, if successful

you may spend a use of mythic power to gain its physical form. Your physical statistics become the same as its, as does your natural AC. You gain abilities of its form similar as per *polymorph any object*.

Generative Internal Reserves (Su): Wands concealed with Conceal Magic regain one charge each time you rest. If you remove these items extra charges accumulated bleed away from the mystic disruption of severing your body's link to them.

Lingering Supernature (Ex): You may use supernatural abilities from the last shapechange you made for up to one day after the shapeshift granting them has ended. This ability includes those gained from Assume Supernature or Moment of Supernature.

Memory of the Flesh (Ex): You may use spell-like or psi-like abilities from the a use of Arcana of the Flesh for up to 1 day after the shapeshift granting them ends. These abilities require mythic power after their first usage.

Sub-Mind (Su): You permanently alter your mind to perform separately from the rest of your brain's core biology. You may select one trait of a psi-crystal personality to represent this minds personality. This mind may also have an alignment separate from your own by one degree. By expending a use of mythic power as a free action it may take mental actions as though your were under the effect of a *schism* power manifested by a psion of twice your tier.

Vascular Node (Su): You have learned to shape a portion of your internal anatomy into a mass of bone and flesh that is appropriate to be enchanted with Craft Wondrous item. This Node can be enchanted with any magic affinity appropriate to the Chest slot or alternatively, you may gain enhancement bonuses to AC and armor enchantments as though your were wearing armor. You gain a +1 Armor bonus to your AC equal to every 20,000 gp the Node is enchanted with to a maximum of your tier. This magic item "slot" is in addition to the normal Chest slot.

OVERMAGE

The archmage and heirophant are both specialists of their respective Source, focused on ever honing their singular skills. The overmage instead focuses on blurring the lines of power and removing any distinction at all.

The path's origins in the traditions of mystic theurges and cerebromancers of various worlds are far more humble than later generations limit-breaking pursuers of all strengths supernatural and powers attainable. Fearless explorers of the unknown and experimenters with admixtures of energies radiating from the stillborn universes of the Void to the burning star-hearts of still-living primals.

Role: As a specialist in versatility the overmage tends to be more fluid than his spellcasting brethren. Utilizing any power with the resources of all his others he rarely runs low on a magic that is useful before he decides it is time to do so. Drawing on multiple Sources cements the Overmages unique gifts.

Classes: The overmage nearly exclusively comes from the ranks of multi-class spellcasters or psions. Brining balance and synergy to the most scattered of class distributions the path's fluidity allows the broad studied caster, manifester or multiclass character to finally come into his own.

Worlds and Cabals: Overmages are most common in zenith worlds like Otrius or Nuanna's Dream. Rare members of the path are found in Meddikar's hunting ranks but are often among the first to leave the Emperor's service due to their lack to maintain a single minded focus of hate for the gods.

Bonus Hit Points: Whenever you gain an Overmage tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-5 OVERMAGE

Tier	Path Features
1st	Overmage Masteries, Path Ability
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Obeisance of Magic



Overmage Masteries: Select one of the following abilities. Once chosen, it cannot be changed:

Magic Answers (Su): As an immediate action you may expend a use of mythic power to attempt to dispel an enemy spell caster. Make an opposed caster level check adding your tier to the roll, the target effect must be equal to or lower than your tier. If successful you dispel the enemies attempted spell.

Magic Remembered (Su): As an immediate action in response to seeing one non-mythic feat, power or spell you currently don't know used within your line of sight you may expend a use of mythic power. You may temporarily add the feat, power or spell to those you know for a duration lasting 1 minute per tier. Spells cannot exceed a level higher than your tier or the highest level you can cast, whichever is lower.

Magic Unknown (Su): As a full round action, you may expend use of mythic power to cast a spell from a source you don't currently have class-based access to. You may not choose a spell that is higher level than your tier or the highest spell level your have access to whichever is lower. The spell uses your primary casting attribute to determine its DCs and still requires all components. If you have no spellcasting ability, this power fails.

Path Abilities: At 1st tier and every tier thereafter, select one new path ability from the Overmage path abilities lists or from the universal path abilities lists (see the Pathfinder Roleplaying Game Mythic Adventures rulebook for more information).

Obeisance of Magic: Whenever a creature fails its saves from three of your spells or powers in a single round, each from a different Source, you regain a use of mythic power.

1ST-TIER OVERMAGE PATH ABILITIES: You can select these path abilities at any tier.

Additional Mastery (Ex): You learn an

additional overmage mastery ability.

Arcanum Core (Su): You may expend a use of mythic power when activating a bomb class feature, if you do you may imbue the bomb with a spell equal to or lower than your tier (see the *Pathfinder Roleplaying Game Advanced Players Guide* for more information about bombs and the alchemist class). Your primary target with the bomb is also affect by the spell. Targets in the splash are affected by the spell at half-damage or -2 DC if they fail their initial Reflex save.

Arcane Bond (Su): You may gain a familiar or bonded item as though you were a wizard of the generalist wizard. Your effective wizard level is equal to half your highest caster level + your tier. You may not select this ability if you already possess an arcane bond from a class feature.

Baiting Familiar (Su): You may expend a use of mythic power as a free action to prepare your familiar to drink the magic of your enemies. During the next rounds for up to 1 round per tier, any spell effect your familiar negates with a successful saving throw is added to your spells known for the next 24 hours.

Blood Extracts (Su): You may use blood from any spontaneous caster to brew extracts of any spell from that caster's bloodline as though you had the spell on your class list and had the extract in your spellbook. By expending a use of mythic power you may instead use the blood to make an extract of any spell you are aware the spontaneous caster has access to and that is lower than your tier (see the *Pathfinder Roleplaying Game Advanced Players Guide* for more information about extracts and the alchemist class).

Bridge Power (Ex): You may expend a use of mythic power to link yourself to another caster with the same Source and spellcasting class. This link lasts for as long as one of you concentrates plus one round per tier, while linked you may use a caster level of the highest single caster level+the number of other linked

individuals+your tier. You may take this ability more than once. Each time you do, you may add another person to the link.

Color of Magic (Ex): You learn a mosaic mage spectrum power. Treat your highest caster level as your mosaic mage level for this power. If you take this ability again you may instead select an another color's spectrum power (See the *Genius Guide to the Mosaic Mage* by Ryan Costello Jr. and Rogue Genius Games for more information on mosaic mages).

Consume Dissipation (Su): You may use a use of mythic power as an immediate action to regain a spell slot of the same level of a spell that just failed to effect you due to a negating save or failure to penetrate your spell resistance.

Dispelling Wrack (Su): Your dispelling effects inflict 1d6 per spell level to the dispelled effect's target or caster (your choice). Your damage can't exceed 2d6 per tier.

Enduring Memory (Ex): Your Magic Remembered ability lasts for 1 hour per tier instead of 1 minute.

Energize Mnemonics (Su): You may use your highest caster level and ability modifier with spells cast or prepared with Imprint Wand, Imprint Staff, or Theurgic Mutability.

Hexcraft (Ex or Su): You learn a Hex ability as though your were a Witch of your class level. You may participate in Hag Covens and other witch specific rites.

Imprint Wand (Su): Select a wand that generates an effect of a level you could cast. You may expend two charges from the wand to gain access to it as though it was a spell known of its level. If you are a prepared caster, treat it as a spell known with the spell mastery feat. Alternatively, you may expend a use of mythic power per level of the spell to imprint the wand with a spell you know or otherwise have access to of the same level. Its charges may be expended to cast that effect instead of its original one. The imprint lasts one day regardless of which usage is selected.

Imprint Staff (Su): Select a staff that generates an effect of a level you could cast. You may expend a charge from the staff to gain link that staff as though it was a group or additional spells known. If you are a prepared caster, treat it as a spell known with the spell mastery feat. Spells unknown you require as many slots or the appropriate level as charges they require to use from the staff. Alternatively, you may expend a use of mythic power per level of the spell to imprint the staff with a spell you know or otherwise have access to of the same level. Its charges may be expended to cast that effect instead of an original one. The imprint lasts one day regardless of which usage is selected..

Master Mutagen (Ex): You gain access to the Mutagen class feature as though your were an alchemist equal to your tier. You may learn discoveries with the extra discovery feat.

Metamastered School (Su): You may select one metamagic feat with a spell level adjustment equal or less than your tier and one school of magic. You may cast spells from that school with that metamagic feat without increased slot cost or casting time by expending a use of mythic power as a free action during casting the spell. You may select this ability more than once, each time pairing a different school and metamagic feat.

Mystic Fluidity (Su): You may cast any spell equal to your tier of less with any combination of slots from the same class that equals the correct total level.

Power Overload (Su): You may sacrifice a spell slot or prepared spell when using a daily use damaging power from a bloodline power, domain, revelation, or school ability. If you do so you may add 2d6 per level of the sacrificed spell of damage to a ranged touch attack and 2d8 per level of the sacrificed spell of damage to a melee touch attack. The additional damage is the same type as the original effect.

Powers Unknown (Su): You echo a supernatural ability granted by a class feature you do not have access to. You must have

seen this power within 1 round per tier. For purposes of this class feature your effective class level is equal to your tier. The ability has a maximum duration of 1 round per tier if not instantaneous. All abilities are calculated off of your own statistics and hit dice. Any effective class levels needed to resolve the ability are equal to twice your tier.

Quickbond (Su): You may expend a use of mythic power while touching a magic item as a free action. You may treat that magic item as worn for 24 hours without occupying a slot for 1 round per tier. If you replace a worn magic item with the affected magic item before this duration ends, you ignore other attuning requirements under 1 day.

Revelation of Magic (Su): Select one Oracle mystery. You gain a revelation from that mystery as though you were an oracle of your tier. You may select this ability again at 3rd, 6th, and 9th tier.

Sanguine Memory (Su): You may imbibe a draught of blood from a spontaneous caster and expend a use of mythic power as a standard action. Up to one spell the caster knows per spell level up to the level of your tier may be prepared as though you had mastered them with the Spell Mastery feat. You do not need to have known the spells before activating this ability.

Shadow of the Sources (Su): When you choose this path ability select one Source (see Sources section in the Introduction). As a free action once a round you may declare all of your magic, psionics, or supernatural effects to be of that source. You may only change Sources once in any given round.

Sourcecasting (Su): You may select two Sources. As a full-round action you may cast one spell from each of these sources with an original casting time equal to a standard action. You may select this ability more than once each time selecting two sources that may be cast together.

Spelltwine (Su): You may select two

spells each equal to your current tier and that may be cast with a standard action. From now on these two spells are cast with the same action whenever one is cast. Area of effect spells must maintain at least one square of overlap.

Spiritual Rejuvenation (Su): You may discharge the major ability of a major spirit you have bound in a good pact to restore a spell slot of the spirit's level - 1. You may do this once per day per tier.

Theurgic Mutability (Su): You may choose one spellcasting class per tier. You may use slots in each chosen class to prepare or cast spells for any spellcasting class you know. The original manner of casting, Source or preparation for each chosen class doesn't alter. You may take this a second time, if you do classes may also exchange Sources by slot.

Umbral Mastery (Su): Shadow magic, Entropic Source magic, and spells with (Shadow) descriptor that deal partial damage or effects expressed as percents instead resolve with their original percents + 5% per tier. You may expend a use of mythic power as a free action to resolve your next shadow spell at 100% effect. If your percentage would pass 100% you may resolve these spells in a similar manner to the empower spell feat.

Zeal of the Overmage (Su): You revel in the power of your magic. Each round you use a supernatural power, manifest a power, use a spell-like ability or cast as spell you gain a +1 morale bonus to attack and damage. These bonuses stack up to a total morale bonus of your tier. Each bonuses lasts for 1 round +1 round per tier.

3RD-TIER OVERMAGE PATH ABILITIES: You must be at least 3rd tier to select these path abilities.

Arcane Sacrifice (Su): You may sacrifice an arcane spell as part of a turning attempt. If you do so, add a d6 of turning dice to the total for each level of the sacrificed spell.



Greater Color of Magic (Ex): You learn an advanced mosaic mage spectrum power. You use your twice your tier to resolve effects of this mosaic mage ability. You must have Color of Magic to select this ability (See the *Genius Guide to the Mosaic Mage* by Ryan Costello Jr. and Rogue Genius Games for more information on mosaic mages).

Greater Proxy (Su): You can invest your allies with a greater number of spells with your imbue proxy ability. Each proxy may now be imbued with one spell per tier, each of a different spell level with no spell exceeding half the proxy's hit dice.

Imbue Proxy (Su): You may choose to invest spells in another willing creature that may then be used in a similar manner to a *ring of spell storing*. These spells may be in any combination so long as they do not exceed your tier in total levels. The spells are resolved with your caster level and statistics and slots expend casting them are not recovered until they are cast.

Magic of Loyalty (Su): You may expend a use of mythic power to duplicate an ongoing magical or psionic effect on a cohort or follower gained from Leadership feat or a similar ability. The duplicate effect may not have a level higher than your tier. The copied effect is in all other ways resolved with your caster level and statistics. The copy lasts for 1 round per tier or until the original effect ends, whichever happens first.

Magic of the Mind (Su): Once a round as a free action, you may sacrifice a spell to gain twice its level in psionic power points. A power manifested with points gained from this effect adds your tier as a bonus to Spell Penetration checks for the power.

Miraculous Magic (Su): Once a day per tier, you may sacrifice a divine spell of the same spell level to cast a spell of a non-divine source you currently have access to without losing its preparation or spell slot. A spell cast this way gains may be cast as an immediate action.

Metapower (Su): Once a day per tier, you may sacrifice a spell or spell slot of the level needed to apply a metamagic effect to a psionic power you are manifesting. You may use this ability once per round. You may not sacrifice a spell greater than your tier using this ability.

Phantom Limb (Su): You have a spiritual space that allows you to harness an extra link to a magic item. Select a magic item type, you may "wear" an additional item of that type. Keep track of which item is "worn" in this way. This item adds half your tier to its effective caster or manifester level. This item is suspended magically near your person but is no easier to sunder or steal than normal. You may take this ability more than once and more than once per item type.

Resolve of the Overmage (Su): You grow more resolute as you use the power of your magic. Each round you use a supernatural power, manifest a power, use a spell-like ability or cast as spell you gain a +1 morale bonus to saving throws. These bonuses stack up to a total morale bonus of your tier. Each bonuses lasts for 1 round +1 round per tier.

Theurgic Thought (Su): You may pay 2 psionic power points per spell level to cast a spell you currently have access to without losing its preparation or spell slot. A spell cast this way gains half your tier as a bonus to its effective caster level. Spells may have metamagic or metapsionic feats applied to them when cast in this manner. You are still limited by your manifester level as per normal.

Trinicast (Su): You cast a spell from a third source as a swift action when you cast as a full-round Sourcecasting action. You must have the Sourcecasting path ability to select this ability.

Weapon of Thought (Su): You learn to manifest a mind blade as a soulknife with an equal level to your tier. Any levels of soulknife stack with this ability for total enhancement bonus.

6TH-TIER OVERMAGE PATH ABILITIES:
You must be at least 6th tier to select these path abilities.

Craft Eidolon (Su): You gain an eidolon as though you were a summoner of a level equal to your tier. Your eidolon may be summoned by expending a use of mythic power and lasts for a duration of 1 minute per tier. Alternatively, you may gain a fused eidolon as though you were a Synthesist archetype summoner. You may select this ability a second time to raise your effective summoner level to twice your tier. By expending a second use of mythic power, your eidolon is considered a mythic creature. Summoners may select this ability with GM permission to gain a second eidolon as above.

Grand Interdiction (Su): Select one spell per tier with a level lower than your tier. You may expend a use of mythic power to render these spells suppressed in your presence with the range of your line of sight. These spells effectively are subjected to anti-magic if you see their casting or feel their effects become instantly suppressed or dispelled as appropriate to their durations. If you have Magic of the Realm, you may extend this power in your recognized lands.

Magic of the Realm (Su): You may expend a use of mythic power per spell level as part of casting a spell with a range or area of effect expressed in feet. This spell is instead resolved with a maximum range or area effect measured in miles per tier. This spell can only be cast in a place where you are a rightfully acknowledged ruler or authority of magic, and its power ends prematurely if the range would cross your nations borders. You may choose to limit the power to your borders automatically. You may not use Magic of the Realm on a power or spell greater your tier. If you are deposed as a ruler, your Magic of the Realm ability immediately ends until such a time that you can reclaim your throne. The GM has final say on what does or does not constitute recognized rule of a land.

Powers Forgotten (Su): You may expend a use of mythic power to meditate for an hour, if you do you may change your decisions regarding an archetype that you had available or selected. Your archetype (or lack thereof) selection remains in place for 1 day per tier. You lose access to previously known archetype abilities and may not use them to interact with other effects as though you had them.

Power of the Cycle (Su): You learn to grant increasing potency to your myriad spells and abilities by drawing from different sources in sequence. As long as each spell or power you cast or manifest comes from a different Source than the one preceding it, you may increase the caster or manifester level and DC by a +1 circumstance bonus. (Note: As laid out in the Trinities of Power section above, the recommended Source cap is six Sources: Arcane, Divine, Entropic, Primal, Psionic and Temporal).

Spectrum's Splinter (Ex): Select one school of magic, all spells of that school equal to or lower than your tier are added to the spell lists of classes you know. Spells must still be selected or learned in the normal manner and if they are not part of your spell lists normally, they must be learned at the highest listed spell level.

Rebirth of Power (Su): Expend all uses of mythic power you currently have remaining. You explode in a burst of retributive power dealing 2d6 damage per mythic power point you spend with a Reflex save with a DC of $10 + \frac{1}{2}$ your level + your tier for half damage. The blast has a radius of 10' per mythic point expended. All of your items must save or of be damaged as well as your body incinerates to the finest of dust. After a period of 24 hours minus 1 hour per mythic point expended, you are reincarnated and may have the benefits of full retraining if so desired. You must make a Will save upon waking against the above DC or forget all but fleeting memories of your prior existence.

SCION OF HIGH SORCERY

Those who study magic “know” nothing. You are magic. The heir to the endless powers of the primal universe, you will show the world what a true sorcerer is.

No stranger to complex family politics and rivalries, the Scion-of-High-Sorcery is often a master manipulator with a long view, dynastic perspective and thinks in terms of generations. Not surprisingly, lineage based reincarnation and parasitic immortality often run rampant through these god-like sorcerer clans and often the ruling bodies of these families are best and worst generation upon generation had to offer. Worlds fall under the shadow of the wills of the Bloodclans of this path.

Role: As a Scion-of-High-Sorcery your role is to be a master of spontaneous arcane power and heritage derived magics. A similar specialist to the archmage, the Scion of high sorcery is living embodiment of lineage and power. She is the blood of the world and the pulse of its magical heart. All others are pretenders.

Classes: Spontaneous casters of arcane sources are almost exclusively the ranks of the Scions. Bards, summoners, bloodragers and others are but a sliver to the number of sorcerers that come to this mythic path.

Worlds and Cabals: Thaonic Auri'kiir are the most common currently active group of Scions, with their ancestral relations the Blood of Ambriddon being a close second. These primal-blooded hedonists are known to send members of their families to locate potential new sources of arcane might to breed into their lines. They will use means as varied as seduction or allegiance to bribes or kidnapping.

Bonus Hit Points: Whenever you gain an Scion-of-High-Sorcery tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-6 SCION-OF-HIGH-SORCERY

Tier	Path Features
1st	Scion's Primacy, Path Ability
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Child of All Blood



Scion's Primacy: Select one of the following abilities. Once chosen, it cannot be changed:

Power of my Kin (Su): As a swift action, you may spend a use of mythic power to cast any arcane spell a living family member within 1 generation or removal per tier knew and could cast so long as they are blood-related. The spell must be on one of your arcane class spell lists and must be of a level that you can cast with that arcane spellcasting class. You don't need to have the spell prepared, nor does it need to be on your list of spells known. When casting a spell in this way, you treat your caster level as 2 levels higher for the purpose of any effect dependent on level. You can apply any metamagic feats you know to this spell, but its total adjusted level can't be greater than that of the highest-level arcane spell you can cast from that spellcasting class.

Ignite the Spark (Su): As a swift action, you may spend a use of mythic power to allow a spontaneous arcane caster with whom you share a blood-relation access to a spell you know. They may cast this spell for up to 1 round per tier. They cast this spell at 2 caster levels higher than normal. They can apply any metamagic feats you know to this spell, but its total adjusted level can't be greater than that of the highest-level arcane spell they can cast from that spellcasting class.

Power Reclaimed (Su): As an immediate action, you may spend a use of mythic power to add your mythic tier bonus to a saving throw versus a arcane spell effect and roll a second save. If either save would succeed with this bonus, you take no effect from this spell instead regaining a spent spell slot of at least one level below the spell saved against. You must have a spent spell slot to use this ability.

Path Abilities: At 1st tier and every tier thereafter, select one new path ability from the Scion-of-High-Sorcery path abilities lists or from the universal path abilities lists (see the Pathfinder Roleplaying Game Mythic Adventures rulebook for more information).

Child of All Blood: At 10th tier whenever you take damage from an arcane source, the damage is halved. This reduction is applied after all other reductions in damage, such as energy resistance or damage reduction. Once per round, when you successfully save versus an arcane spell effect, you regain one use of mythic power.

1ST-TIER SCION-OF-HIGH-SORCERY PATH ABILITIES:

You can select these path abilities at any tier.

Additional Primacy (Ex): You learn an additional Primacy ability.

Bound to Blood (Su): You may treat creatures bound to blood-relations as though you had the share spell class feature with them.

Blood of the Family (Su): As an immediate action you may spend a use of mythic power to gain access to the powers and arcana of a bloodline belonging to an arcane caster to whom you are blood-related. You may access this bloodline for 1 minute per tier.

Blood of the Forgotten (Su): Select a power Source other than arcane, your spells count as that source in addition to arcane. This may allow qualification for feats, spell and present the character new vulnerabilities as well.

Body of Eternal Magic (Su): Multiply your maximum age by your highest arcane caster level. Add your Charisma bonus to saving throws versus disease, death and time-related effects.

Call Blood (Su): You may call blood from a creature. By expending a use of mythic power you may will the blood in an enemy to come to you. You may draw blood to you at a range of 5' per tier. The creature may make a Fortitude save versus a DC of 10+1/2 your hit dice+your tier. If they fail they take one point of temporary Constitution damage. The blood can be gathered in your hand, or a container that you have readied for the purpose. You may use this blood for magical purposes.



Distant Blood (Ex): You learn the first level power and bloodline arcana or bloodrage ability a second bloodline of your choice. You may select this ability more than once, but no more than once every other tier.

Diverging Blood (Su): When you regain your spells in after rest you may expend a use of mythic power to exchange a bloodline spell for another spell from the same school as the original that is on your spell list for that class. If the spell had descriptors, the replacement must have the same descriptors. For all other purposes that spell is considered your bloodline spell until you rest again.

Divine Heritage (Su): You gain the Channel Energy ability and Aura of a cleric of your alignment with an equal level to your tier. As a free action, you may expend a spontaneous spell slot to add the spells level in d6 to your channel effects. By expending a use of mythic power you may channel as a move action instead of a standard action. You are considered to have the Divine Spark feat if your game allows godling rules (For more information on godlings see the Genius Guide to the Godling and the Genius Guide to the Mystic Godling by Owen K.C. Stephens and Rogue Genius Games).

Familial Font (Su): Your magic has become part of the magic of your family. Whenever a spontaneous arcane caster with a blood-relation to you casts a spell you know within close range of you, it receives a bonus to its caster level equal to half your mythic tier (minimum of 1). As an immediate action you can spend a use of mythic power to have that spell count as coming from a mythic source.

Give of My Blood (Ex): You can expend one use of mythic power to transfer up to 10 points of damage per tier from a touched spontaneous arcane caster to yourself, healing the target and damaging you. This transferred damage bypasses all effects that reduce or negate hit point damage (such as damage reduction). Alternatively, you can expend two

uses of mythic power to transfer an ongoing disease or poison from a touched arcane caster to yourself, which halts ongoing effects on the target from that affliction and requires you to attempt any remaining saves against it. If you're immune to the disease or poison, transferring it to yourself destroys the affliction.

Heritage of the Otherworld (Sp): Select a specific outsider relevant to a spontaneous casting class bloodline you possess. You gain access to a 1st level spell-like ability it possesses as a spell-like ability usable once per day. Additionally you may spend a use of mythic power to activate this ability



RULES ELEMENT:

Blood-Relation - Each Scion-of-High-Sorcery path ability may make reference to an effect requiring or target designated as a "Blood-Relation" that is any creature that carries a biological or heritage based link to the Scion. Work with GM to get a sense of who or what is blood-relation to the scion. Generally any spontaneous arcane caster with a biological tie to your character is likely to be a legal target. Some campaigns might also include creatures linked to your bloodline as well.

as a swift action. Your caster level is equal to your hit dice. You may select this ability more than once. Each time you do you may select another spell-like ability one level higher than the last you chose. You also gain an additional usage of each lower level ability from Heritage of the Otherworld. Consult your GM for a list of possible outsiders relevant to your bloodline.

Improved Divine Heritage (Su): You gain access to a single domain. These spells are added to your spontaneous arcane spells known as you become able to cast spells of

the appropriate level. You gain access to the domain powers of the domain as though you were a cleric level of twice your tier. You must have the Divine Heritage path ability to select this path ability.

Inherent Metapower (Su): You gain a metamagic feat. You may cast spells with that metamagic feat applied without increases to its casting time. You still must pay the other metamagic slot costs as normal.

Lifeblood Elemental (Su): You may will blood to life as it is freed from the confines of a body. You may use your own blood losing up to one Constitution point per tier. 1 point will yield a creature with the stats of a Small water elemental, At 3rd tier you may use 2 points will yields a Medium water elemental, At 5th tier 4 points will yields a Large water elemental, 6 points a Huge water elemental. If you have the Call Blood ability you may use another creatures blood instead of your own, but this ability fails if they succeed at their saving throw. Creatures you create with Lifeblood are considered blood-related to you. If you create more than 2 Lifeblood elementals per tier, additional Lifeblood elementals are considered free-willed and have no loyalty to you.

Linked Divinity (Su): You may consider creatures with access to your domain from divine heritage or the divine source universal path ability to be blood-related to you.

Linked Lives (Su): You may expend a use of mythic power and bleed for 1 point of Constitution damage. If another creature drinks the blood it becomes linked to you. You gain an immediate *status* effect. This link lasts for 1 day per tier and while you are linked the creature is considered a blood-relation.

Minor Bloodline (Su): You unlock a an additional sorcerer bloodline of spells known. You are limited by to spells and selections equal to your tier.

Old Blood (Ex): Select a type and subtype other than your own. For purposes of magic, feats and other rules consideration, you

are that type and subtype in addition to your own.

Our Blood Remembers (Su): You may cast magic on a blood-related creature to greater effect. Add your tier to your caster level when casting spells on blood-relations other than yourself. By expending a use of mythic power you may also double the duration of the effect. This duration increase stacks with the extend spell metamagic feat.

Power Thick As Blood (Ex): You may treat arcane casters with your a bloodline you have access to as blood-related.

Risen Blood (Ex): If your bloodline is derived from a creature type other than your own you gain that type for 1 round per tier every time you cast a spell of that bloodline. Alternatively, you can spend a use of mythic power to gain its type for 1 minute per tier.

River of Power (Ex): Your ambient energies are refreshed by constant streams of power from within. You no longer need to sleep. You may refresh spells after an period of eight hours without casting with only a minute to reorganize the energy. You may replenish any spell slot of up to your tier by expending a use of mythic power.

Rule of Blood (Ex): You gain followers as if you had the Leadership feat. In addition, you add your tier to your leadership score when determining the number of followers you gain. Whenever you are within 100 feet of such followers, each follower can use the surge ability once per day without needing to expend mythic power. The followers use the same die type as your surge ability. The followers must all be spontaneous casters or blood-relations.

Sanguine Elixir (Su): You may expend one use of mythic power and 1 point of constitution damage to create a potion of any spell you can cast up to your tier and the limits of brew potion. Potions created with Sanguine Elixir last 1 hour per tier.

Unlock the Sanguine Secrets (Su): You may spend a use of mythic power while



drinking the blood of another arcane caster to gain access to its bloodline abilities. You may use bloodline abilities as though your level was twice your tier in sorcerer or bloodrager levels.

War of Blood (Su): You may only select this ability if you have a bloodline derived from either or an outsider or elemental bloodline. You may as a full-round action spend a use of mythic power awaken the living conflict within your veins transform your bloodline to its oppositional blood (like air becoming earth or infernal becoming celestial for example). Reselect bonus feats and spells as appropriate to your bloodline the first time you use this ability, after which they are set. Until you spend another mythic power use your bloodline and related abilities and choices remain dominant over your original selection. You GM has final say over what bloodlines are eligible for opposition in their game.

3RD-TIER SCION-OF-HIGH-SORCERY PATH ABILITIES:

You must be at least 3rd tier to select these path abilities.

Arcane Netherstorm (Su): You may draw necromantic energy from a fallen blood-relation. If a blood-relation falls below 0 hit points within 10' per tier of you, you may expend a use of mythic power to add your tier in metamagic spell adjustment levels to your next spell cast. These metamagic abilities do not adjust casting time or spell level used.

Burning Lifeblood (Su): You may deliver touch spells through your Lifeblood elementals as long as they are within medium range (100' + 10'/tier) at your tier.

Create Blood Proxy (Su): You may imbue the ability cast a spell you can cast into another creature or creatures. You invest a number of spells equal to your tier, none of which may be a level higher than your tier. These spells may be cast by the creature imbued as though they were casting the spell in question, with a caster level equal to your own. If the creature does

not qualify to learn the spell due to attribute restrictions, then the spell cannot be imbued. Any spell imbued in a creature renders the spell slot that cast it unavailable until the spell is released or a use of mythic power recalls that spell from the proxy.

Crown of Blood (Su): You gain your tier as a bonus to all Charisma-based skill checks against blood-relations. You may expend a use of mythic power to enact a *dominate monster* effect with a DC of 10+1/2 your hit dice+tier on any blood-relation.

Distilled Power (Ex): When you cast a spell you can choose it to only count as a power source other than arcane you selected with the Blood of the Forgotten ability. While doing so your caster level increases by 2. After casting such a spell your spellcasting type is considered that type for 1 round per tier. You may spend a use of mythic power to return to your base casting state (arcane and the added power source) as an immediate action.

Flare the Fire (Su): Your Ignite the Spark ability grants additional spell knowledge. In addition to the spell granted with Ignite the Spark, you may also grant 1 spell plus 1 spell per mythic tier to the spells known of the spontaneous arcane caster targeted. The must still be able to cast spells of the level of any granted spell to do so.

Greater Diverging Blood (Su): When you regain your spells in after rest you may expend a use of mythic power to exchange a bloodline spell for another spell from the same school as the original that is on any spell list. If the spell had descriptors, the replacement must have the same descriptors. For all other purposes that spell is considered your bloodline spell until you rest again. You must have the Diverging Blood ability to select this one.

Heartblood Elixir (Su): You may now expend one use of mythic power and 2 points of constitution damage to create a potion of any spell you can cast up to your tier and equal to 6th level or less, exceeding the limits of

brew potion. You must have the Sanguine Elixir ability to select this one. Potions of 3rd level or lower now last 1 day per tier.

Knowledge Reclaimed (Ex): Spells you absorb via your Power Reclaimed ability become accessible as spells known for 1 round per mythic tier. You can apply any metamagic feats you know to this spell, but its total adjusted level can't be greater than that of the highest-level arcane spell you can cast from a spellcasting class. You may select this ability a second time to gain access to the spell known for 1 hour per tier and a third time to retain access for 1 day per tier.

Raise the Tide (Su): You may expend a use of mythic power to enter a state of blood regeneration. You regain 1 constitution point per round every round for your tier rounds. You may activate this power once per tier per day.

Remembrance of Blood (Ex): Select a bloodline you chose with the Distant Blood path ability. You add all spells of each level you can cast from that bloodline's bonus spells list automatically. Spells from that bloodline are cast with 1 level higher a caster level.

Savored Secrets (Su): You may expend a second use of mythic power using Unlock the Sanguine Secrets to gain all bloodline spells from a creatures for 1 minute per tier.

6TH-TIER SCION-OF-HIGH-SORCERY PATH ABILITIES:

You must be at least 6th tier to select these path abilities.

Awaken Sorcery (Su): You grant sorcerous power to others. By expending one use of mythic power you grant the powers of a sorcerer of your bloodline to another character. NPC class characters may convert one level power tier into a level of sorcerer. Players targeted by this ability may use the retraining rules presented in Ultimate Campaign to retrain levels as sorcerer levels taking a number of days off the required days equal to your tier per sorcerer level trained. If this reduction to

retraining time reduces the time required to zero days, this effect is instantaneous.

Living Pyres (Su): Your Lifeblood Elementals may be imprinted with a harmful or affliction spell or power of a level equal to or lower than your tier. When your lifeblood elemental uses its slam attack it releases a copy of this spell as though from a *spell storing* weapon.

Quench Sorcery (Su): You may deny a spontaneous arcane caster his powers. Expend a use of mythic power and make a touch attack. Mythic creatures can make a will save of $10+1/2$ hit dice+tier to resist the effect. You may expend extra uses of mythic power to extend the duration: 1 point standard activation 1 hour per tier, 2 points total 1 day per tier, 6 points 1 year per tier, and 10 points removes the ability permanently.

Sanguine Immortal (Su): As a free action you may expend a use of mythic power if you take lethal damage. Your essence travels to the nearest living blood-relation. They may make a Fortitude save $10+1/2$ hit dice+tier to reject you. If they fail they need to make a will save against the same DC. Success in the Will save indicates that you slumber in their blood and may attempt to take control in a manner similar to magic jar once a day by expending a use of mythic power.

True Sanguine Elixir (Su): You may expend one use of mythic power and 3 points of constitution damage to create a potion of any spell you can cast up to your tier and equal to 8th level or less, exceeding the limits of brew potion. Potions you create with this ability are permanent. Spells with expensive material components beyond 10gp per tier are not eligible for use with this ability. Merchants and other creatures you offer these potions to immediately recognize these potions as blood and may react poorly to attempts to sell them at the GMs discretion. Potions may be used as your blood for other magical effects. You must have Heartblood Elixir to select this ability.



SUPER-GENIUS

Genius. Madness. Gifted. These words and so many others have failed to accurately attach themselves to the enormity of your mind, the significance of your thoughts. You have tried and tried but sometimes remembering those early fumbling combinations of concepts long enough to explain things to others is as hard for you as it is for them to just understand.

A hyper-intellect of preternatural levels you may find the mysticism of spellcasting classes off-putting or simply have a mind that supersedes that singularity of your arcane studies. Regardless of your relationship to other sources of supernatural power your mind is so potent that it has begun to transcend the boundaries of what is normal or understood by others. Psionics would likely describe you as an omnipath, one with the flow of knowledge.

Role: As a Super-Genius you are the party's first line of skill-use aptitudes. Few can approach your execution of the "mundane" or achieve results in the realms of your near magic range. With specialties and understandings in a variety of circumstances your mind is one of the most dangerous weapons in existence.

Classes: The Super-Genius is most often an investigator, rogue or psion. Wizards, slayers, and other studied or Intelligence reliant classes also suit abilities of this path. Artificers of various sorts may also benefit from the classes interactions with magic items.

Worlds and Cabals: Super-Geniuses most often are solitary by nature and are found wherever the resources to support their vast intellects allow them time enough to learn and grow. Whispers mention a secret cabal of Super-Genius intellects among the Apaths.

Bonus Hit Points: Bonus Hit Points: Whenever you gain an Super-Genius tier, you gain 4 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-7 SUPER-GENIUS

Tier	Path Features
1st	Moment of Brilliance, Path Ability
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Triumph of Genius





Moment of Brilliance: Select one of the following abilities. Once chosen, it cannot be changed:

Knowledge is Power (Ex): As a swift action, you may spend a use of mythic power to substitute the result of the appropriate Knowledge skill check to identify a creature for an attack roll to hit it. Attacks made with this power add your Intelligence modifier to damage and their critical ranges are doubled.

Speed of Thought (Ex): As an immediate action, you may spend a use of mythic power to substitute the result the appropriate Knowledge skill check to identify a creature for your AC for a single attack or a saving throw against a single ability. Add your tier as a bonus to this Skill check.

Spy the Flaw (Ex): As swift action, you may expend a use of mythic power to make a Perception check adding your tier to the roll. If the result of your check is higher than your enemy's AC they are considered flat-footed against you for 1 round.

Path Abilities: At 1st tier and every tier thereafter, select one new path ability from the Super-Genius path abilities lists or from the universal path abilities lists (see the Pathfinder Roleplaying Game Mythic Adventures rulebook for more information). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

Triumph of Genius: Whenever you defeat a non-mythic foe who's CR you beat on Knowledge check to identify it by more than 10 points, you understand its nature enough to gain energy enough to regenerate a point of Mythic Power from its failing power.

1ST-TIER SUPER-GENIUS PATH ABILITIES:

You can select these path abilities at any tier.

Additional Moments (Ex): You may

select another Moment of Brilliance ability.

Amazing Disguise (Su): You may use *alter self* at will. If you instead make a Disguise check equal to 20+the creature's CR you may use *monstrous physique I* appropriate by expending a use of mythic power.

Anatomical Insight (Ex): As a swift action you may spend a use of mythic power to add your Intelligence modifier as an insight bonus to attack and damage rolls. This bonus lasts for 1 round per mythic tier.

Astounding Training (Ex): Your ability to train animals is such that you can expend a use of mythic power as a full round action to make a special Handle Animal check, if successful may enact a *suggestion* effect on the creature.

Augment Device (Ex): You expend a use of mythic power to make a Spellcraft or Use Magic Device check on a magic or psionic item in your possession. The check is versus a DC of 10+twice the item's caster level+the level of its highest effect or power. If successful you have identified flaws in its creation and taken measures to correct them. For 1 hour per tier the item benefits from adding your tier to its caster or manifester level.

Critical Insight (Ex): When you make a Knowledge check to recognize a creature you may record the result. For the duration of any combat or encounter with that creature, you may substitute the result of your Knowledge check for any rolls to confirm critical hits on it.

Defy Belief (Su): Your understanding of the nature of the universe has given you a limited resistance to the power of the divine as you deny their ultimate authority. You gain a bonus equal to your tier to saving throws versus divine effects. Additionally, as an immediate action you spend a use of mythic power and make a Knowledge Religion check. The result of this roll is treated as spell resistance against the next divine spell that targets you.

Defensive Tactics (Ex): As an immediate action you may expend a use of mythic power to make a Knowledge check appropriate to a

creature that has just attacked you. You may substitute the result of this check for your AC versus that creature's attack.

Demolisher's Eye (Ex): You may expend a use of mythic power to exploit critical flaws in structures, constructs and objects. Make single standard action attack against the chosen target, in addition make a Knowledge (Engineering) and add the result to the attack as bonus damage. The bonus damage still has to overcome hardness or DR as usual.

Diversified Trainer (Ex): You may now use Handle Animal to train magical beasts with Intelligence scores lower than your tier.

Do As I Do (Ex): You may expend a use of mythic power as an immediate action, if you do you may make a skill check with a bonus equal to your tier and substitute its results (if better) for a check for the same skill for an ally within 10' a tier.

Keenest Eye (Ex): You roll twice on Appraise checks and take the better result. If you *identify* an item in front of a buyer, add your tier to Diplomacy checks for selling it.

Inspiring Creation (Ex): You may expend a use of mythic power while using a Craft or Profession skill that makes something. On first exposure to your creation, struck with wonder your allies gain temporary hit points equal to twice your tier. The temporary hit points last 1 hour per tier. An ally only benefits from Inspiring Creation once a day and once a creation.

Like a Book (Ex): You may expend a use of mythic power as an immediate action to make a special Sense Motive skill check while witnessing an enemy attack. The check is against a DC of 20+the CR of the attacking enemy. If successful you have gained insight into the fighting skills of your enemy. For one round per tier you may add your tier to your AC and saving throws against that enemy.

Lightning Lifting (Ex): You may perform Sleight-of-Hand skill checks as move actions without penalty. You may spend a use of mythic power to instead make this check adding your

tier as a bonus as an immediate action.

Mad Genius (Ex): As a free action, you may choose to inflict a penalty to AC and saving throws you make equal to your tier for 1 round. If you do so add the same number to the next skill check you make.

Mind of Stone, Body of Purpose (Su): You may substitute your Wisdom modifier for your Constitution modifier for any calculation. Alternatively, you may substitute your Constitution modifier for your Wisdom modifier for any calculation.

Mighty Wit, Strength of Fire (Su): You may substitute your Strength modifier for your Charisma modifier for any calculation. Alternatively, you may substitute your Charisma modifier for your Strength modifier for any calculation.

Mind Over Body (Ex): Your understanding of the Healing arts and the working of the natural body combine with obscure meditation techniques to use your mind to heal your body. As a full-round action you may enter a healing trance entering a healing trance to gain Fast Healing equal to your Intelligence modifier. This Fast Healing lasts for your tier in rounds. For a use of Mythic Power you can use this power as a swift action.

Overload Device (Ex): You may expend a use of mythic power to make a Spellcraft or Use Magic Device check on a magic or psionic item in your possession. The check is versus a DC of 10+twice the item's caster level+the level of its highest effect or power. If successful you have exploited flaws in its creation and taken measures to use them. For 1 hour per tier the item benefits from having all variable effects increased by 50%, it also loses 1 extra charge or use an hour for the duration of the ability and gains the broken condition at the ability's end. The ability cannot be ended early.

Perfected Technique (Ex): You may expend a use of mythic power when you use a Use Magic Device skill to activate a magic item. You may replace the DC of the effect from



the magic item with the same result as your Use Magic Device check if it is higher than the original effect.

Quicksilver Wit (Ex): You gain access to either the grit or panache abilities of a gunslinger or swashbuckler of a level equal to your tier. You also gain access to a grit or panache deed of your choice. You may expend a use of mythic power as a free action to use your deed without using grit or panache.

Saddleborn Hero (Ex): You may control your mount, dismount, or mount with a swift action instead of a move action. You may still attempt a free action with your Ride skill provided you still have a swift action remaining. You take no penalties for riding bareback. You may expend a use of mythic power to gain a circumstance bonus to attack and damage equal to your tier for 1 round while mounted.

Shadowed Strike (Ex): You may expend a use of mythic power as an immediate action to make a Stealth skill check while making an attack. The check is against a DC of 20+the CR of the target enemy. If successful you have confused the defenses of your enemy. For one round per tier you may add your tier to damage rolls against that enemy as you exploit them.

Speed of Thought, Clever Thinking (Su): You may substitute your Intelligence modifier for your Dexterity modifier for any calculation. Alternatively, you may substitute your Dexterity modifier for your Intelligence modifier for any calculation.

Studied Enemy (Ex): You may expend a use of mythic power when you use a Knowledge skill to identify a creature. For 1 round per tier you may replace BAB with your ranks in the relevant knowledge skill when fighting creatures of this type if it is a higher total than your normal BAB. Your intense state of focus prevents you from fighting creatures of another type when you activate this ability.

Unsettling Blow (Ex): You may expend a use of mythic power as a free action to make an Intimidate check as part of single attack against

an enemy. If you continue attacking a creature after influencing its attitude, you may negate previous successes at the GMs discretion.

Wall Dancer (Ex): You expend a mythic point to roll a special Acrobatics check against a DC of 30 as a free action. Add your tier to this roll. For each point above 30 you roll up to 5' of your movement can be along vertical surfaces.

3RD-TIER SUPER-GENIUS PATH ABILITIES:

You must be at least 3rd tier to select these path abilities.

Armor of False Intention (Ex): Expend a use of mythic power to make a Bluff check as a free action. You may use the result of that check in place of your AC for 1 round.

All-or-Nothing (Su): You expend a use of mythic power as an immediate action to make a Profession (Gambler) check with a bonus equal to your tier. The DC of this check is 10+5 per target you select in line of sight. Select one target, all other targets must take the result of that target's saving throw versus the next effect that targets them both.

Deflect Power (Ex): You may expend a use of mythic power to negate a spell affecting your. Make a Spellcraft check against the DC required to dispel the effect. If successful, you discover a way to negate the effect of the spell or power for yourself. Other creatures in the area of effect are affected normally.

Deny Wounds (Su): As an immediate action you may expend a use of mythic power to make an Autohypnosis skill check adding your tier as a bonus. If the result is higher than the last single source of hit point damage you took, you negate that damage.

Devious Defense (Ex): Your Armor of False Intention power can now last 1 round per tier per use. If you spend a second use of mythic power when activating it you also gain a 20% miss chance and have concealment.

Exploit Imbalance (Ex): You may add your Intelligence modifier to damage rolls for

attack made against creatures under the effect of a condition. You may expend a use of mythic power as a free action to automatically confirm any critical threats against them.

Kit Bash (Ex): You may expend a use of mythic power to make a Spellcraft or Use Magic Device check on a dorje, psicrown, staff or wand in your possession. The check is versus a DC of 10+twice the item's caster level+the level of its highest effect or power. If successful you have exploited flaws in its creation and taken measures to use them. For 1 hour per tier the item one of its powers or spells can be substituted for another of the same level and school or discipline, it also loses 1 extra charge or use per activation for the duration of the ability and gains the broken condition at this ability's end. The ability cannot be ended early.

Language of Magic (Su): You may expend a use of mythic power as an immediate action to make a special Linguistics skill check while witnessing a spell being cast adding your tier to the roll. The check is against a DC of 20+twice the level of the spell being cast. If successful you create a copy of the spell as though you were the caster with a caster level equaling your ranks in Linguistics. This ability is language-dependent and fails on spells with material components or foci worth more than 10 gp per tier. Each time you use this ability in the same day, the DC to do so increases by 2.

Lasting Defense (Ex): As an immediate action you may expend a use of mythic power to make a Knowledge check appropriate to a creature that has just attacked you. You may substitute the result of this check for your AC versus that creature's attack and any other attacks by that creature for 1 round per tier. You must have the Defensive Tactics path ability to select Lasting Defense.

Miraculous Kitchen (Su): Once per day your Inspired Creations from Profession (Cook) can have effects bordering on the magical. By expending an additional mythic power use per effective spell level, your meals can gain the

effect of a single potion that could be made with Brew Potion.

Uncanny Refit (Ex): Your Kit Bash ability may now replace spells and powers with an ability of any spell or power that is both equal to or lower than your tier, and one or more levels below the original effect.

Technologist (Ex): You re-roll the results of any technological mishap result after learning the result but before it resolves.

Uncanny Disguise (Su): You may now use Amazing Disguise to create a *polymorph* effect when you use it to make a Disguise check.

6TH-TIER SUPER-GENIUS PATH ABILITIES:

You must be at least 6th tier to select these path abilities.

Darkest Intention (Ex): Creatures missing you while your Armor of False Intention is active are considered flat-footed versus you for one round. Attacks against that creature gain a bonus to damage equal to your tier.

Food of the Gods (Su): Your Miraculous Kitchen ability is usable three times per day and has increased potency. Your ability to add magical effects as per Brew Potion may now include 5th level effects. You may take this ability again, each time you do you gain another level of effective potion effects. Targets may now benefit from your Inspired Creation up to three times a day.

Reflect Power (Ex): If your Deflect Power Spellcraft skill check exceeds the required DC by 10 you can instead reflect the spell or power back at its maker. Area of effect attacks are now resolved with the centered on or starting at the caster or manifester.

Transcendent Genius (Su): Your mind knows no bounds. Select one 1st-level psionic power of your choosing. This power is now usable three times a day as a psi-like ability with an ML of your HD. You may select this ability more than once. Each time you do you may select a power of one level higher.

TIMELORD

The Great River has been laid bare to you. Ages, days, and moments are now only matters of perspective. You may police the days gone by for people with a lack of respect for what was. You may pilfer the tombs of a thousand yesterdays. Time is your servant now, and currents only sweep the places where you ask them to go.

Role: As a Timelord, your role over the group is to control the events of the present and future to streamline the parties path to success, generally filling a support role similar to a Marshal. History itself can be your weapon and is not as resolute as some might believe. Temporal manipulation provides many opportunities to play with game mechanics and rules that are generally unalterable, that said you may generally expect to see roles more familiar to support characters. GMs are encouraged to fully read this path before allowing it into an ongoing campaign.

Classes: The Timelord is most likely to arise from a time thief, time warden, or psionic clairsentient. Other possible candidates might include wizards and arcanists with particular skills in transmutation and other techniques or clerics serving powers with dominion over time or magic.

Worlds and Cabals: Rival orders of temporal adepts have been warring since temporal magic's first discoveries but major factions include the Riverwalkers of the Primal Majority, the Riftwardens of Aldra, and the Breakers of the Void. Most worlds of magical advancement eventual develop a small body of Timelord guardians of join a larger group of such individuals.

Bonus Hit Points: Bonus Hit Points: Whenever you gain an Timelord tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-8 TIMELORD

Tier	Path Features
1st	Timelord Paradoxes, Path Ability
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Master of Finality



Timelord Paradoxes: Select one of the following abilities. Once chosen, it cannot be changed:

Alternate Self (Su): As a swift action once per day you may expend a use of mythic power to exchange one feat, power or spell you currently know for another you qualify for. Spells exchanged in this way replace all written or prepared versions of the original, including scrolls. Spontaneous casting occurs as though the spell was a spell known and replaced spells are no longer known. This ability cannot be dispelled. These changes last 1 minute per tier.

Defer Fate (Su): As an immediate action you may expend a use of mythic power to delay a roll of any d20 attack, check or saving throw. You may delay using this result for 1 round per tier. Record the result and re-roll. If you have reached the round after the delay period stops, you must apply the d20 result to the next d20 you roll. You may have one roll deferred at a time.

Instant Excursion (Su): As an immediate action sacrifice any amount of gold or treasure you want up to 2,000 GP per mythic tier. You instead gain an item of equivalent worth as though you had spent the time to find it and prepare for your current situation. The equipment and gear you select must have been available to you with in 1 day per mythic tier as determined by the GM.

Path Abilities: At 1st tier and every tier thereafter, select one new path ability from the Timelord path abilities lists or from the universal path abilities lists (see the Pathfinder Roleplaying Game Mythic Adventures rulebook for information about universal path abilities). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

Master of Finality (Su): Once per round when an effect from a mythic source ends on you, you may regain one use of mythic power.

1ST-TIER TIMELORD PATH ABILITIES:

You can select these path abilities at any tier.

Accelerated Evolution (Su): You exert your powers over temporal energy to force your body to attain a specialized adaptation incarnating through generations in a moment. Select one or more eidolon evolutions equaling your tier. You gain these evolutions for 1 minute per tier.

Additional Paradox (Ex): You learn an additional Timelord Paradox ability.

Alter Ally (Su): Your Alternate Self ability can be used on a willing ally you are touching.

Alter Training (Su): Your Alternate Self ability can now redistribute skill points equaling twice your tier instead of a feat, power or spell.

Best Possible World (Su): You sift through time-lines for the most effective attack possible. As an immediate action, you may expend a use of

RULES ELEMENT:

Temporal Effects - Many Timelord path abilities may make reference to an effect as "duration based" or "temporal effect." Temporal effects are unique in that they interact with even non-magical durations in ways normally reserved for magical effects. GMs are advised to think through lasting effects of the Timelord's path abilities before making final rulings. For more information refer *Genius Guide to the Time Warden* by Rogue Genius Games by Owen K. C. Stephens.

mythic power to replace an attacks damage with the potential result of all random aspects at their highest possible results. You do not need to declare the use of this ability until after a your attack's damage is determined.

Bestow Fate (Su): You may expend a use of mythic power to give an ally a roll stored



via your Defer Fate power in place of a d20 roll they just rolled as an immediate action. They must be within 25' + 5'/tier to do so.

Day in a Moment (Su): You may expend a use of mythic power as a full round action to have one day of subjective time pass for your body. You heal damage as normal and are allowed new daily saves against on going effects. Your mind is engaged in this temporal acceleration and as such you gain no benefits for spell preparation or power point recovery.

Dilate Durations (Su): You add your tier to your caster or manifester level when determining durations for spells and powers.

Divergent Path (Su): You may expend a use of mythic power as an immediate action or a free action on your turn to retake a move action you have already taken. When activating recount any moved squares from your previous turns location and place yourself in a new legal square as you make a small alteration to the events of the last few seconds. This repositioning does not provoke attacks of opportunity.

Fate Pool (Su): You may store one roll per tier with your Defer Fate power.

Fate's Fool (Su): You gain a morale bonus to attack and damage equal to the current number of recorded d20 rolls in your Fate Pool.

Fate's Guardian (Su): You gain a morale bonus to saving throws equal to the current number of recorded d20 rolls in your Fate Pool.

Fate's Savant (Su): You gain a morale bonus to skill checks equal to the current number of recorded d20 rolls in your Fate Pool.

Improved Alternates (Ex): Your Alternate Self ability now lasts for 1 hour per tier. You may now use this ability once per day per tier.

Instantaneous Craft (Su): You may expend a use of mythic power to accelerate time around you complete crafting a minor magic item as a full round action. The item must be an item you could complete in 1 day per tier.

All other rules of item creation are unaffected.

Lasting Alternate (Ex): Your changes made by alternate self last for 1 hour per tier instead of 1 minute. You may expend another use of mythic power to end the effect early.

Lasting Evolutions(Ex): Your evolutions gained from your Accelerated Evolution path ability now last for 1 hour per tier. You must possess the Accelerated Evolution path ability to select this power.

Lingering Power (Su): As an immediate action you can expend a use of mythic power to continue an effect that is about to end. The effects duration is extended by one round per tier.

Motes of Time (Su): You gain access to Motes of Time as the time thief class feature with a level equal to your tier (*Genius Guide to the Time Thief* by Rogue Genius Games by Owen K. C. Stephens).

Paradox Cloud (Su): By expending a use of mythic power as a free action when an encounter begins you exude an aura of conflicting temporal energies. Enemies in this aura are assaulted by choices no one made, moments of false events from other possible times. While not damaging the distraction inflicts a circumstance penalty of -1 + 1 per 2 tiers to all initiatives rolled by creatures who are not allies to the Timelord.

Paradox Magic (Su): You may expend a use of mythic power and discharge any number d20 rolls from your Fate Pool when you cast a spell or manifest a power. For each d20 roll discharged your spell or power is resolved at a caster or manifester level and DC with a +1 circumstance bonus.

Paradox Strike (Su): You may expend a use of mythic power and discharge two d20 rolls from your Fate Pool when making an attack roll. If you do, you may add the lower d20 roll to your attack roll as a luck bonus. You may add the result of the second d20 roll to your attack's damage as a bonus die. If the attack misses, the effect is wasted.

Seed Destiny (Su): You may expend a use of mythic power as an immediate action on a successful attack (which required a d20 roll to hit). If you currently had one or more d20 rolls active from your Defer Fate ability, you may transfer one of these rolls to your attacks target. They must then treat this roll as the next d20 roll they make.

Seed Mutation (Su): Your accelerated evolution power may now be used on another ally you touch.

Twin Timeline - Resilience (Su): Once per encounter, you may choose to roll twice for a Fortitude save taking the best result. Add your tier to determine final save result. If both d20 rolls result in natural 20s you may use Defer Fate (if known) to store the result without expending a use of mythic power.

Twin Timeline - Reaction (Su): Once per encounter, you may choose to roll twice for a Reflex save taking the best result. Add your tier to determine final save result. If both d20 rolls result in natural 20s you may use Defer Fate (if known) to store the result without expending a use of mythic power.

Twin Timeline - Speed (Su): You roll twice for initiative taking the best result. Add your tier to result to determine final initiative. If both d20 rolls result in natural 20s you may use Defer Fate (if known) to store the result without expending a use of mythic power.

Twin Timeline - Willpower (Su): Once per encounter, you may choose to roll twice for a Will save taking the best result. Add your tier to determine final save result. If both d20 rolls result in natural 20s you may use Defer Fate (if known) to store the result without expending a use of mythic power.

3RD-TIER TIME LORD PATH ABILITIES:

You must be at least 3rd tier to select these path abilities.

Advanced Alternates (Su): Your Alternate Self ability can change up to three selections per use. You may use this ability on

yourself as often as you can expend mythic power. Changes made now last one day per mythic tier.

Choice of Forgiveness (Ex): You may use your Forgive and Forget power on willing creatures.

Fate's Shield (Ex): You may now use Bestow Fate to substitute a d20 result for all allies within range versus a single area of effect attack.

Favored of Fate (Ex): Your passive understanding of possibilities tends to result in the best results. Upon selecting this power choose a category from: melee, ranged or touch attack spells. When rolling damage for effects of the selected category treat any natural 1s on the dice rolled to deal damage as 2s. You can select this ability up to four times per category. The second time you select it for a category, treat natural 1s and 2s as 3s. The third time you select it for a category, treat natural 1s, 2s, and 3s as 4s. The fourth time, treat natural 1s, 2s, 3s, and 4s as 5s.

Forgive and Forget (Su): You may expend a use of mythic power to target a fallen ally. The dead creature's timeline is altered so that rather than joining the current adventuring party they made another choice. In their stead the player of that character may bring into play another character from an alternate reality. The new character knows the current characters and has memories of adventuring with them including events leading to the current situation. Party members watching the switch must make Will saves versus a DC of 10 + 1/2 your character level + your tier to resist remembering the new character as though they too had adventured with them. The original character is restored to life elsewhere with no memory of the missing time in circumstances dictated by the GM. This change is retroactive for one week per tier. You may select this a second time to extend the revision to one year per character level.

Frozen Power (Su): You may expend a use of mythic power to slow time for a duration



based effect to enhance its duration. You may extend the effect of any one class feature, spell, power, or supernatural ability by 10 minutes per tier. After this period the normal duration reasserts itself. You may take Frozen Power a second time, if you do the effect is extended by 1 hour per tier. You may end the extension as a free action. You may only have one Frozen Power extension in effect at a time.

Fuse Fate (Su): You may discharge 2 stored d20 rolls from your Fate Pool to grant a single use of aevum as per the time thief ability. (See the Genius Guide to the Time Thief for more information).

Hold Fate (Ex): You may now store d20 rolls from Defer Fate for 10 minutes per tier.

Hostile Alteration (Su): You may expend a use of mythic power to make a touch attack against an enemy. If successful, you may use your Alter Ally ability to change a feat, power, or spell selection made by that character. The character may make a Will save against a DC of $10 + \frac{1}{2}$ your character level + your tier to avoid this effect.

Shatter Fate (Su): As a full round action you may discharge any number of d20 rolls from your Fate Pool. Each d20 roll discharged grants your two motes of time.

Temporal Dilation (Su): When employing time travel magic and effects, you may multiply your temporal range by your tier. You may expend a use of mythic power to further multiply this range by a factor of 10.

6TH-TIER TIMELORD PATH ABILITIES:

You must be at least 6th tier to select these path abilities.

Duality (Su): You cause your temporal essence to diverge into two presences. As a swift action, you may split your physical existence into two rapidly physically shifting existences. You may for one 1 round per tier control two distinct copies of yourself diverging from the same starting point. Both duplicates

receive their own allotments of actions but in all other ways share all resources and statistics. Damage to one self is instantly seen on the other and they share a common HP total. While using Duality, all other mythic powers and characteristics may not be activated.

Guardian of Time (Su): You may expend a use of mythic power to ward against temporal manipulation in a single location. For 1 hour per tier and in an area with a 10' radius per tier effect creatures from outside the current time are warded in a manner similar to summoned creatures by a *protection from evil* spell.

Masterful Alternates (Su): Your Alternate Self ability is now instantaneous in duration. Changes can be made by a new use of this ability. If you yourself are in the aspect of a Temporal Alternate, this mythic ability is the only one you retain access to (along with your mythic power pool) until you use this ability to revert to your original self. You may use the ability as often as you can expend mythic power on an eligible target.

Temporal Alternate (Su): You cause your temporal essence to revert to another version of yourself. As a swift action, you may expend a use of mythic power to transform into another character of the same level as yourself, generated as per the standard rules for your current campaign. This alternate must share some common aspect with your current character but may diverge in all other ways. This character is brought into being fully prepared and rested. Equipment is the same as the original Time Lord. If you possess the Instant Excursion ability, you may trigger it as part of the Temporal Alternate ability by expending a second use of mythic power. While using Temporal Alternate, all other mythic powers and characteristics are inactive. Temporal Alternate lasts 1 day per tier unless you expend a second mythic power use to prematurely end the effect. You may select this path ability more than once. Each time you do, create another alternate character for this power.



WILL-OF-ALL

All are one. One among all may find Union. True Union removes all barriers, through body to body, person to person. Energy flows to and through the one who is all. Empowering any they travel with the Will-of-All is a vessel of the power of Union.

Primals, such as those of the Unity claim to have first taught mortals the secrets of this path though some claim it was merely the destruction of ego and the acceptance of a silence open enough to listen that allowed its power to first join the hearts of men.

Role: The Will-of-All has a simple place: at the center. From the center the Will-of-All is shelter, and the storm. A peer of the Marshals of other traditions they often become staunch allies or powerful rivals.

Classes: The most likely, the Will-of-All is a psionic character, monk or divine caster. Rare bards or warriors of meditative traditions find this path to their liking. Spiritualists, ethermages and keepers of men are not total strangers to this path either. Any who accept another have taken the first step.

Worlds and Cabals: The Will-of-All path heavily influenced the early movements of the Destari Jeweled Lords and their multiversal crusades in the Eternal Dawning. The path was likely originally introduced to them by Xoe ascendants who in turn claim it was inspired by ancient ancestral memories. The Dawning's movements helped spread the lore of this path across creation. Additionally some members of this path claim to have come to it themselves through quiet lives of meditation with their students and communities.

Bonus Hit Points: Whenever you gain an will-of-all tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-9 THE WILL-OF-ALL

Tier	Path Features
1st	Union, Path Ability
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Supreme Will





Will-of-All Unions: Select one of the following abilities. Once chosen, it cannot be changed:

Union of Minds (Su): As an immediate action you may expend a use of mythic power to extend the benefits of one of your own feats to a ally making an action normally legally effected by the feat. Combat feats may be applied to any attack. Metamagic effects are applied to the ally's action only if your tier is equal to or higher than the spell level adjustment of the feat. Spells modified in this manner do not have their casting time or spell slot cost modified.

Union of Power (Su): As a swift action you may sacrifice a spell, spell slot or power points necessary to manifest a power or spell of a specific level if you do, an ally may regains a spell or power points equal to those sacrificed. The next spell they cast or power they manifest of that level is resolved with a bonus of half-your tier on its caster level.

Union of Spirit (Su): As a swift action your focus of purpose allows you renew an ability exhausted by an ally. Select any class ability with daily uses or a pool of points, the ally is granted an additional daily use of the ability or additional pool point. A single ally cannot benefit from Union of Spirit more than once per tier per day. Alternatively, you may restore an ally's psionic focus without requiring actions on their part.

Path Abilities: At 1st tier and every tier thereafter, select one new path ability from the Will-of-All path abilities lists or from the universal path abilities lists (see Pathfinder Roleplaying Game Mythic Adventures). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

Supreme Will: You regain a mythic power point every time you or an ally you have benefited with a path ability in the past round rolls a natural 20 on a will save versus a mythic effect.

1ST-TIER WILL-OF-ALL PATH ABILITIES:

You can select these path abilities at any tier.

Ancestral Power (Su): You may spend an hour meditating at the grave or memorial of a fallen ancestor. If you do, you may spend a use of mythic power to attune it and there after call upon the fallen for aid. Select one feat you are aware that an ancestor had access to and that your qualify for. By expending a use of mythic power you may gain access to that feat for a period of 24 hours. You may select this ability more than once, if you do you may attune one extra location of remembrance and have up to one more feat active. You still must expend a use of mythic power for each feat that you wish to recall.

Additional Union (Ex): You learn an additional Union ability.

Awaken Past Life (Su): You expend a use of mythic power to allow another willing character you touch to recall a past life. To be eligible for this ability your GM and the other player must agree that the character in question has been reincarnated. If eligible the character in question may gain the mental statistics and class abilities of a character they could have had as a cohort via the leadership feat. If the eligible player is not prepared for this eventuality then all relevant abilities for the past life are determined by the GM. This awakening is permanent until the Will-of-All uses this ability to reverse it. If this ability is used more than once in a single day, the recalled life (original or incarnation) returns with all spells, power points and daily use abilities discharged. It is assumed cohort lives made with this ability are not mythic and any mythic powers are lost with the use of this power until the original character is restored.

Collective Will (Su): You gain the collective feature of a tactician psionic class equal to your tier. If you do not use the psionic rules, you instead gain *telepathic bond* as an at will spell-like ability. In either case, you may

expend a use of mythic power to add another target into your effect beyond the normal limits of the ability or spell.

Council of the Fallen (Su): You gain leadership with one special condition. All of your followers and your cohorts are incorporeal undead. These fallen councilors are close to you and your mythic destiny in someway. They cannot act directly to attack your foes but rather exist in the borders of your perception providing advice and wisdom. By expending a use of mythic power point they may offer your supernatural wisdom equal of that to any divination school spell-like ability or clairsentience discipline power equal to or less than your tier.

Denial of Union (Su): You may expend a use of mythic power to deny yourself the ability to use or benefit from Teamwork feats. If you do, all enemies within 5' per tier of you lose access to 1 Teamwork feat or benefit per tier. This effect lasts 1 round a tier. This is a Zone effect, see Rules Element: Zones for more information.

Denial of Power (Su): You may choose not to have access to a single class of spellcasting you have access to. If you do all spellcasters within 5' per tier are denied spells and spellcasting of any level lower than the a spell you have lost access to or lower or your tier, whichever is lower. This is a Zone effect, see Rules Element: Zones for more information.

Divine Tapestry (Su): You gain the feat Divine Spark and are considered a godling of your tier for purposes of taking feats and spells. By expending a use of mythic power you may gain one Scion talent or ascension of another godling within 5' per tier per level. You retain this the ability for 1 minute per tier (For more information on Godlings see the Genius Guide to the Godling and the Genius Guide to the Mystic Godling by Owen K.C. Stephens and Rogue Genius Games).

Drink the Well (Su): You may expend a use of mythic power to transfer one pool

point per tier from a willing target to yourself. If you possess the same pool ability you may use these given pool points to power that ability. Otherwise you may use them to gain 5 temporary hit points per point taken. For purposes of this ability Pool points are any daily usage pool based directly off a level or fraction of level calculation. Pool points or temporary hit points gained by this ability last for 1 hour per tier.

Echoing Union (Su): Your Union of Power ability allows the ally effected to cast a second copy of the spell effected as a swift action if you spend a second use of mythic power when activating it. Alternatively your Union of Power may be used on an echo's Mirror Power as though it was resolved at the echo's highest spell-level of Mirror Power.

RULES ELEMENT:

Zones - Many Will-of-All path abilities may make reference to an effect as a "Zone." Zones are visual emanations that are supernatural abilities. All zones have a visual display-a creature can see or react to its presence. Zones are indiscriminate so foes can benefit from positive or avoid negative effects by movement. Zones do not allow saving throws and are mobile, moving with you. For more information on Zone see *Transcendent 10: Psionics of Conflict - Zones of Power* by Lost Spheres Publishing.

Feed the Well (Su): You may expend a use of mythic power to transfer one pool point per tier from yourself a willing target. If they possess the same pool ability they may use these given pool points to power that ability. Otherwise you cause them to gain 5 temporary hit points per point given. For purposes of this ability Pool points are any daily usage pool



based directly off a level or fraction of level calculation. Pool points or temporary hit points gained by this ability last for 1 hour per tier.

Halls of Memory (Ex): You may use Awaken Past Life on yourself, if you do you may state a duration that the past life will last, otherwise you are permanently switched until another Will-of-All uses his power on you or you are subjected to a properly worded *reality alteration*, *wish* or *miracle* spell.

Heroic Memory (Ex): Your Awaken Past Life ability may be used to bring forth a “cohort” past life with the characters current level-1 as opposed to the standard limit of -2. You may take this ability a second time, if you do so the “cohort” self is the same level as the original character.

Many Hands, One Weapon (Su): You gain the sacred weapon and weapon focus powers of a warpriest equal to your tier (see the Pathfinder Roleplaying Game Advanced Class Guide for more information on warpriests). If you already have this power increase your effective level by half-your tier. You may expend a use of mythic power to grant the effects of your sacred weapon power to all creatures within a collective, telepathic bond or zone you are generating. This effect may replace any weapon damage regardless of the actual weapon the creature is holding. Creatures under the effects of this power are proficient with the sacred weapon you grant them.

Mnemonic Imprint (Su): Feats applied with Union of Minds are granted to the ally as a bonus feat for 1 round per level.

Purpose of Unity (Su): As long as you maintain physical contact, you may substitute your hit dice for another willing character or creature’s hit dice based abilities. The same is true for caster level, binding level, manifester level. Other level dependent abilities may be eligible as determined by your GM. By expending a use of mythic power, you may extend this effect to any creature you are in mental contact with. See the Rules Element:

Contact entry for more details.

Purpose Returned (Su): As long as you maintain physical contact, you may substitute another willing character or creature’s hit dice for your hit dice for hit dice based abilities. The same is true for caster level, binding level, manifester level. Other level dependent abilities may be eligible as determined by your GM. By expending a use of mythic power, you may grant this effect to any creature you are in mental contact with. See the Rules Element: Contact entry for more details.

Reliquary of the Ancestors (Su): You may use your Ancestral Power by attuning a ancestor’s possession rather than a location for each feat you choose to imprint.

Shared Knowledge (Su): You may expend one use of mythic power to gain access an allies current skill modifier as a swift action. You retain access to this skill for as long as it takes to complete a use of the skill to a maximum of 24 hours.

Shared Purpose (Ex): Your Purpose of Unity or Purpose Returned powers now may be used on anyone with whom you have a telepathic bond as long as you are psionically focused. If you do not have a psionic focus, you may instead spend a use of mythic power to begin this ability per ally you wish to effect with it.

Supernatural Union (Su): Select one supernatural ability you have access to that has a non-instantaneous, non-persistent duration. You may expend a use of mythic power to duplicate the effect on another creature. For level based purposes, they resolve the ability as though they possessed your levels or hit dice. This effect lasts for 10 minutes per tier or until the original effect ends, whichever happens first.

Sustaining Sacrifice (Su): Creatures in physical or telepathic contact with you are able to sustain one another’s spells and powers. If an effect in place on anyone you are in proper contact with any other character in contact,



including yourself, can sacrifice a spell, spell-slot or pay the equivalent power points as an immediate action for an effect the same or greater level to begin the effect over as though just activated.

Telepathic Gift (Ps): You may manifest a *mindlink* as per the psionic power as a psi-like ability by expending one use of mythic power. Your manifester level for this ability is double your tier. Allied creatures within zones you create are may always be considered in a *mindlink* with you at your discretion.

Twin Wells, One Will (Ex): You may select two daily point pools: arcane pool, echo pool, ki pool, moments of chance, moments of change, riven pool, shadow pool. You may use points in these two pools as though they were the same pool. For level based effects you may add levels in each class that grants these pools together to resolve an effect in either class. With GM ruling, other pools may be eligible for this ability. Your Drink the Well and Feed the Well abilities may freely exchange points from other characters with either ability as though the abilities were the same pool.

Weapon of Unified Will (Ex): You may expend a use of mythic power to gain access to and use the form mind blade ability of a soulknife. You also gain the enhanced mind blade ability of a soulknife equal in level to the number of creatures in a collective or zone you generate when you form the mind blade to a maximum of twice your tier.

Wings of Will (Su): You gain a fly speed of 5' perfect for each other character you are in telepathic communication with to a maximum of 10' per tier.

Zone Mastery (Su): You may exclude up to one 5-foot square per tier from any zone you manifest. You may spend a use of mythic power to redistribute these squares as a swift action.

Zone of Judgment (Su): You share all bonuses from the inquisitor judgment class ability you are currently under the effect of with all creatures within 5' per tier (see the

Pathfinder Roleplaying Game Advanced Player guide for more information on the inquisitor class). You may establish or drop your zone as a standard action. This is a Zone effect, see Rules Element: Zones for more information.

Zone of Insight (Su): You share all insight bonuses you are currently under the effect of with all creatures within 5' per tier. You may establish or drop your zone as a standard action. This is a Zone effect, see Rules Element: Zones for more information.

Zone of Resolve (Su): You share all morale bonuses you are currently under the effect of with all creatures within 5' per tier. You may establish or drop your zone as a standard action. This is a Zone effect, see Rules Element: Zones for more information.

3RD-TIER WILL-OF-ALL PATH ABILITIES: You must be at least 3rd tier to select these path abilities.

Denial of Self (Su): You may select any number of levels up to your current tier. You may expend a use of mythic power to reduce your effective level by that number, effectively gaining one negative level per level reduction and losing access to any level based abilities, caster level progression and feats learned in those levels of progression. If you do so, all non-mythic creatures with in 5' gain as many negative levels and lose class abilities from the last levels gained in that number.

Focused Grace of One (Ex): For level based determinations choose one: binder level, caster level, effective fighter level, initiator level or manifester level. You may use character level instead of class level for that calculation. Other level-based calculations may be available with GM permission.

Heartbinding Touch (Su): You may spend a use of mythic power to fill a willing ally with love and devotion at the same time experiencing the same feelings. You are considered each other's Heartbound Partners. If you have a Heartbound Partner you gain the



Polyamorous feat (For more information on Heartbound feats see *Transcendent 10: Feats of Synergy - Heartbound Heroes*).

Improved Imprints (Su): Feats applied with Union of Minds are granted to the ally as a bonus feat for 1 hour per level. If the action could be modified by two feats you may apply both. You must have the Mnemonic Imprint ability to select this ability.

Invoke Past Life (Su): You may use your Awaken Past Life ability as an immediate action and on any willing character you are in telepathic contact with.

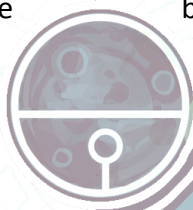
One-Is-Two (Su): When you are affected by a spell, power, supernatural ability or class feature, you may expend a use of mythic power to share that effect with an ally you are in physical contact with. The effect must be of a spell or power level equal to your tier. If the effect is a supernatural ability or class feature, the originator of the effect must have had access to the effect at a HD totally your twice your tier.

Seed the Well (Su): You may expend a use of mythic power to transfer one pool point per tier from yourself a willing target. They may use these given pool points to power that ability. If they did not have that ability before, you may have them gain access to it as though they were a character of the appropriate class and with a level equal to your tier or your own, which ever is lower. Otherwise you cause them to gain 5 temporary hit points per point given. For purposes of this ability Pool points are any daily usage pool based directly off a level or fraction of level calculation. Benefits of this ability (pool points or temporary hit points) last for 1 hour per tier.

Two-As-One (Su): You may spend a use of mythic power as a free action as part of casting a spell, manifestation of a power or use or a supernatural ability or class feature. If you do, the selected effect now stacks with a second power that grants the same bonus type up to a total bonus equaling your tier or less.

Twin Hearts, One Will (Su): You may enter a trance by expending a use of mythic power as an immediate action. Upon entering the trance you form a bond with an ally of your choosing. This ally may now act through you as though your body was his or her own, you thoughts an echo of theirs, taking their own actions through your location.

Weapon of the True Union (Ex): You may grant your weapon of unified will mind blade to people benefiting from your many hands, one weapon ability.



RULES ELEMENT:

Past Lives - Many Will-of-All path abilities may make reference to an effect as a "Past Lives." Past Lives are in effect characters that the characters soul has been prior to the beginning of their current character's lives. Past Lives require a large investment of time and GM co-operation. Generally speaking they have the statistics of a cohort the current character could have with the leadership feat. Players should have past lives fully created before use of the ability as to not slow the game.

Zone of Fortune (Su): You share all luck bonuses you are currently under the effect of with all creatures within 5' per tier. You may establish or drop your zone as a standard action. This is a Zone effect, see Rules Element: Zones for more information.

6TH-TIER WILL-OF-ALL PATH ABILITIES:

You must be at least 6th tier to select these path abilities.

Carry the Union (Su): Select one spell, power, or spell-like ability available to a willing creature you are in physical or telepathic contact with. This spell or power must be equal

to or lower than your tier and equal to less than half your hit dice. You may use this power once during the duration of the contact as a spell-like or psi-like ability. You may expend another use of mythic power to use this power an additional time, however you may not use the power more times than the original creature could. You may select this ability more than once, if you do you gain an additional spell-like or psi-like ability with a single

RULES ELEMENT:

Contact - Many Will-of-All path abilities may make reference to an effect requiring a “physical or telepathic contact.” These abilities can be triggered by anything allowing telepathic communication, a mind-affecting spell or power that allows visual or other information to pass between characters, magical conduits that allow “touch” effects to pass through them, psionic zones you generate or actual physical contact. Your GM may indicate other forms of contact that qualify.

free use and reusable as above.

Circle of Belief (Su): Your worshipers empower you as you empower them. Select one spell available to a worshiper, through the divine source universal path ability, of you within line of sight. As long as that spell is available to the worshiper, you may spend a use of mythic power to cast that spell as a swift action.

Grace of One (Ex): For all level based determinations including effective binder level, caster level, effective fighter level, and manifester level, you may use character level instead of class level. This effective increase to level only accounts for resolving abilities you already know and does not grant new abilities.

Invoke Symmetry (Su): You may expend a use of mythic power as a swift action while touching an enemy. If you do, you may compare your relative levels. You may focus the effect on them or yourself. If you focus on them, mythic creatures receive a save vs. this ability equal to $10 + \frac{1}{2}$ character level + your tier. If you succeed or choose yourself you may balance the level or HD difference between you up to your tier. If you choose to “bring down” an enemy to your level, the gain 1 negative level per HD difference up to your tier. If you choose to “rise up” you gain a morale bonus to all d20 and damage rolls you make up to the difference between you to the limit of your tier. Non-mythic creatures do not receive a save. They also suffer all Denial abilities you have active.

Lasting Union (Su): By expending a use of mythic power as a full round action any ability currently accessed via a mythic ability you possess can trigger an instantaneous retraining for the target creature toward that ability. This is resolved as per the retraining rules presented in Pathfinder Roleplaying Game Ultimate Campaign, but without the time or cost requirements.

Zone of Fate Shared (Su): You strengthen the zones you have to the point where creatures within your zones may opt as an immediate action to make a saving throw for another creature with your own saving throw modifiers. This is a Zone effect, see Rules Element: Zones for more information.

Zone of Mirror Moments (Su): You strengthen the zones you have to the point where creatures within your zones may opt as an to ready an action to duplicate an action you take. If you spend a use of mythic power as a free action when using a spell, power, supernatural ability or martial maneuver, all allies within your zone may use their readied actions to replicate the same effect provided it is not of a greater level than your tier. This is a Zone effect, see Rules Element: Zones for more information.

WORLDINGER

When the first Created listened to the cries of the Primal Ones, some knew it for music. The very Song of Creation itself. These ancients guarded close the scraps they managed to remember, carving them in to stone and passed down the secrets of the first days, the Songs to make life and shatter nations.

A Worldsinger carries with them the embers from the first fires of Creation. They are stewards of life, keepers of the oldest music. Some claim the soul as their instrument while others say they are but the reeds in the pipes of the world. Regardless of the origins, even the stones take notice of their lifted voices.

Role: As a Worldsinger, you lift the spirits of your allies, convey the power of spirit through your music and steward the might of nature itself. Your songs add new potent effects to aid your allies and you powers over life and the wild make your animal allies and companions worthy of near any conflict.

Classes: The Worldsinger most often rises from the ranks of bards, druids and skalds. Hunters, rangers and other animal companion classes will find the magic augmenting their allies incredibly useful for their own animals.

Worlds and Cabals: The dragonkin of Aldra have a large number of Worldsingers among their leadership as do many worlds with ancient druidic orders. Surprisingly, very few worlds are without a single Worldsinger, Meddikar is known to be one. It seems likely that the forces of creation and the masters of the Worldsingers themselves will take measures to correct such an absence in time.

Bonus Hit Points: Whenever you gain a Worldsinger tier, you gain 4 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-10 WORLDINGER

Tier	Path Features
1st	Chords of the World, Path Ability,
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Glorious Echoes



Chords of the World: Select one of the following abilities. Once chosen, it cannot be changed:

Carrying Chord (Su): As a swift action, you may expend a use of mythic power to deliver a touch spell, power or supernatural ability through the power of your song. Any creature within the sound of your voice can be targeted for 1 round as though you were adjacent to them. If the power is hostile, you may substitute the results of a perform check to deliver touch attacks with this power.

Chord of Power (Su): As a swift action, you may expend a use of mythic power to substitute the result of a Perform check for the DC of the next spell, power, or supernatural ability you use. Non-mythic creatures must save with this result, but mythic creatures can as an immediate action expend a use of mythic power (if they have any) to resist the effects normal DC instead.

Countering Chord (Su): As an immediate action, you may expend a use of mythic power to perform a special countersong check. If you do you may counterspell any spell or power effect equal to your tier or lower using your perform check as a dispel check. In all other ways this ability acts as a targeted *dispel magic*. You must have the countersong bardic performance to select this chord.

Path Abilities: At 1st tier and every tier thereafter, select one new path ability from the Worldsinger path abilities lists or from the universal path abilities lists (see page Pathfinder RPG: Mythic Adventures). Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them.

Glorious Echoes: You regain a use of mythic power up to once a round each time a non-mythic creature other under a morale effect you created defeats a mythic creature.

1ST-TIER WORLDSINGER PATH ABILITIES:

You can select these path abilities at any tier.

All Things Listen (Su): Your morale effects can be beneficial to allied creatures that are immune to mind-affecting effects.

Additional Chord (Ex): You learn an additional Chord of the World ability.

Chorus of Air (Su): You may expend a use of mythic power to bring your allies the power of the Air. Upon activating this power you may make a Perform check against a DC of 20. If you are successful you may grant a morale bonus to Will saves equal to your half your tier, rounded up. You grant this bonus to 1 ally plus 1 per 5 points you beat your Perform DC by. This bonus can be maintained as a move action each round until 6th tier where it can be maintained as a swift action. These allies must be able to hear you.

Chorus of Earth (Su): You may expend a use of mythic power to bring your allies the power of the earth. Upon activating this power you may make a Perform check against a DC of 20. If you are successful you may grant a morale bonus to AC equal to your half your tier, rounded up. You grant this bonus to 1 ally plus 1 per 5 points you beat your Perform DC by. This bonus can be maintained as a move action each round until 6th tier where it can be maintained as a swift action. These allies must be able to hear you.

Chorus of Fire (Su): You may expend a use of mythic power to bring your allies the power of the fire. Upon activating this power you may make a Perform check against a DC of 20. If you are successful you may grant a morale bonus to Reflex saves equal to your half your tier, rounded up. You grant this bonus to 1 ally plus 1 per 5 points you beat your Perform DC by. This bonus can be maintained as a move action each round until 6th tier where it can be maintained as a swift action. These allies must be able to hear you.

Chorus of Water (Su): You may expend



a use of mythic power to bring your allies the power of the earth. Upon activating this power you may make a Perform check against a DC of 20. If you are successful you may grant a morale bonus to Fortitude saves equal to your half your tier, rounded up. You grant this bonus to 1 ally plus 1 per 5 points you beat your Perform DC by. This bonus can be maintained as a move action each round until 6th tier where it can be maintained as a swift action. These allies must be able to hear you.

Companion's Ire (Ex): Your animal companion, familiar, bonded mount or eidolon reflects your mood so perfectly your rage is its own. If you are under the effect or a rage (or bloodrage) or morale bonus



RULES ELEMENT:

World "Songs" - Each Worldsinger path ability may make reference to an effect or target designated as a musical term such as song, chord, or hymn. While in the greater Lore of the Lost Spheres Worldsingers are generally found evoking their powers through music it is also possible to do so through other types of Perform skill. Oratory, acting, and dance are particularly appropriate but in some games other options might include mime, comedic monologue or even weapon drills with GM permission.

you may transfer the effects to your companion as an immediate action. Or by spending a use of your mythic power you both may benefit from the rage or morale effect simultaneously.

Cries of the Pack (Ex): You gain access to an teamwork feat of your choice. You may expend a use of mythic power as a swift action to extend this feat or any teamwork feat you know to all allied characters within the sound of your voice that are currently benefiting from a morale bonus created by you.

Dance of the Hune (Su): Your dance during performance calls up an ancient link of the spirit and body. Willing creatures under the effects of a morale bonus created by you may freely exchange their Wisdom modifier for their Constitution modifier or alternatively they may exchange their Constitution modifier for their Wisdom modifier. This effect lasts as long as you continue to grant them a morale bonus. Hit points gained from this ability function similarly to those gained or lost while raging.

Dance of the Nema (Su): Your dance during performance calls up an ancient link of the spirit and body. Willing creatures under the effects of a morale bonus created by you may freely exchange their Intelligence modifier for their Dexterity modifier or alternatively they may exchange their Dexterity modifier for their Intelligence modifier. This effect lasts as long as you continue to grant them a morale bonus.

Dance of the Orhu (Su): Your dance during performance calls up an ancient link of the spirit and body. Willing creatures under the effects of a morale bonus created by you may freely exchange their Charisma modifier for their Strength modifier or alternatively they may exchange their Strength modifier for their Charisma modifier. This effect lasts as long as you continue to grant them a morale bonus.

Echoes of Glory (Ex): Your morale effects linger 1 round per tier after you stop maintaining them.

Font of the Lifesong (Ex): You may subtract your tier from ability damage and drain against you. You may negate negative levels inflicted on your by another creature equal to half your tier, minimum of 1. You may make perform checks to remove negative levels instead of Fortitude saves.

Heart of the Wild (Ex): You gain access to an Animal Focus as though you are hunter of your tier (see the Pathfinder Roleplaying Game Advanced Class Guide for details). If you already have Animal Focus you may instead raise your effective level by half your tier.



Hymn of Remembrance (Ex): You learn an ancient song of nearly interminable length and beauty, its rhythms contain all the lore of creation. You may expend a use of mythic power to make a Perform check to replace any required Knowledge check as you may remember the lore of the grand story of creation.

Hymn of Life (Su): You make your music healing. Any creature under the effect of a morale bonus from you gains fast healing equal to your tier.

Hymn of Fading (Su): You expend a use of mythic power to make a special Perform check as a full-round action, if you do you may use the results of your Perform check to oppose survival checks to track you and anyone you are granting a morale bonus to at the time of the check. Additionally, you may use a immediate action to end all morale effects you created on allied creatures, any creature so effected is effected with an *invisibility* effect at a caster level equal to your tier.

Piper's Songs (Su): Creatures under the effect of morale bonuses from you are penalized on Will saves versus your mind-affecting effects equal to the highest morale bonus you grant. They receive no morale bonus to saves versus any effect you generate. A creature may make a Sense Motive check against your Perform check DC to notice the will-weakening effect of your music.

Power's Song (Su): You may expend a use of mythic power to cause your songs to bring extra energy to the spirits to an ally. You may expend additional use of mythic power per additional ally you wish this ability to target. Casters, binders, and manifesters gain a bonus of 1 + the same amount of any morale bonuses you are granting them up to your current tier to their effective level for resolving level-based powers and abilities. This bonus to level-based abilities only lasts for 1 round. If you select this ability a second time, its effects last for one round per tier.

Quicksilver Song (Ex): You gain access to either the grit or panache abilities of a gunslinger or swashbuckler of a level equal to your tier. You also gain access to a grit or panache deed of your choice (see the Pathfinder Roleplaying Game Advanced Player Guide or Pathfinder Roleplaying Game Advanced Class Guide for details). You may expend a use of mythic power as a swift action to extend these abilities to any allied character within the sound of your voice that are currently benefiting from a morale bonus from you. Any grit or panache used comes from your own single pool.

Shields of Song (Su): You gather up magic with your music and craft a shield of protective force around each of your allies you effect with a morale effect. Expend a use of mythic power to make a Perform check as an immediate action, each of your allies are protected replacing their AC temporarily with your perform result against the next attack roll resolved on them regardless of source. After the first attack on each ally the shield collapses. Alternatively, this result may be applied against the CMB result of a maneuver against the targeted character. This result discharges the shield as normal.

Spirit Song (Su): Weapon and natural weapon attacks creatures under you morale effects count as one component of your alignment for purposes of penetrating damage reduction. You may expend a use of mythic power to add your tier to damage rolls against creatures with alignments opposed to the selected component. If you possess the bane or smite class features and have them active on you, you may expend a second use of mythic power to extend these effects to an ally under the effects of your Spirit Song.

Song of Shelter (Su): You may spend ten minutes and a use of mythic power to make a special Perform check. The result of this song is used as though a Heal check providing long-term care for a full day. Additionally, the allied characters who hear the song also benefit as



though they had consumed a *goodberry*.

Twin-Tone (Ex): You may activate a Chorus or Hymn path ability while activating a bardic music effect with a single required action. Any two effects triggered in this way have the action type needed to activate the longer of the two effects.

Wards of Song (Su): You gather up magic with your music and craft a ward of protection around each of your allies you effect with a morale effect. Expend a use of mythic power to make a special Perform check as an immediate action, each of your allies are protected replacing any required roll with your Perform result against the next saving throw resolved on them regardless of source. After the first attack on each ally the ward collapses. Alternatively, this result may be applied against as the skill result of the next opposed Intimidate or Diplomacy check against the targeted character. This result discharges the ward as normal.

Withering Chorus (Su): You may expend a use of mythic power as a standard action to have enemies within the sound of your voice gain a bleed effect. Upon activating this power you may make a Perform check against a DC of 20. If you are successful you may inflict bleed equal to your tier. You inflict this bleed to 1 enemy plus 1 per 5 points you beat your Perform DC by. These enemies must be able to hear you and be vulnerable to bleed effects. By taking this ability a second time you make the afflicted creatures immune to natural and magical healing while you sing.

3RD-TIER WORLDSINGER PATH ABILITIES:

You must be at least 3rd tier to select these path abilities.

Chorus of the Void (Su): You may expend a use of mythic power to make a special Perform check. The result of the Perform check becomes a miss chance for attacks against you. You may expend an additional use of mythic

power to add this miss chance to a willing ally under a the benefits of a morale effect you created. Miss chances granted by this ability last 1 round per tier or until a target is no longer benefiting from a morale bonus generated by you.

Chorus of the Lifesong (Su): You may extend the benefits of Font of the Lifesong to creatures under the effect of a morale bonus you created.

Chorus of the Raging Spirit (Su): You may expend a use of mythic power as a standard action to begin to grant the effects of your rage or bloodrage to each allied creature within the sound of your voice and currently receiving a morale bonus from you. These creatures may use or benefit from bloodline or rage powers you know as though they had a class level equal to your tier.

Chorus of the Rising Well (Su): You may expend a use of mythic power as a standard action to begin to grant 1 pool point to each allied creature possessing a pool of power (arcane pool, ki pool, motes of time, moments of change, and reflection pools are examples of pools of power) within the sound of your voice. The GM has final say on qualifying pools of power.

Chorus of Sanguine Hunger (Su): You charge your song with necromantic hunger. You may expend a use of mythic power to trigger this power as a swift action. For 1 round per tier damage inflicted due to morale damage bonuses you is returned to attackers as healing. The creatures damaged by these attacks only grant healing if they possess a life-force.

Cleansing Song (Su): You may expend a use of mythic power as a swift action when activating a sound based supernatural ability. If you do any enemy in the range of your effect that is an aberration, construct or undead take damage as though your were channeling energy to harm creatures as though you were a cleric of twice your tier channeling to damage undead.



Passionate Verse (Su): While singing you gain access to the Polyamorous feat. Creatures you grant a morale bonus to are considered to be Heartbound partners to you (See Transcendent 10: Feats of Synergy - Heartbound Heroes for more information on Heartbound Partners).

Song of the Arcanist (Su): You may spend a use of mythic power as a free action to grant the effects of a magus arcana or arcane exploit you are under the effects of to a creature currently gaining a morale bonus from your effects. If you take this ability a second time you can share abilities with up to your tier number of creatures benefiting from morale bonuses from you. Pool points required to activate the powers come from your pool as per normal. If your morale effect ends, the access to any granted abilities also end.

Spreading Verse (Su): You may spend a use of mythic power as a standard action, if you do the next enchantment school spell or mind-affecting effect you generate may target an additional number of creatures equal to your tier.

Song of the Shadowed Spirit (Su): You may spend a use of mythic power as a free action to grant the effects ability to use a shaman or witch hex you know to a creature currently gaining a morale bonus from your effects. If you take this ability a second time you can share abilities with up to your tier number of creatures benefiting from morale bonuses from you. Targets of this ability retain access to the hex for 1 minute per tier. If your morale effect ends, the access to any unused abilities also end, but hexed enemies retain effects of hexes for their normal durations.

Song of the Wild (Su): You may spend a use of mythic power as a free action to grant the effects of a wildshape or animal focus you are under to a creature currently gaining a morale bonus from your effects. If you take this ability a second time you can share abilities with up to your tier number of creatures benefiting from

morale bonuses from you.

Sound of Silence (Su): You may negate all morale bonuses you are currently granting as an immediate action to allow a creature currently affected by a morale bonus to automatically resist a saving throw. Additionally, you may expend a use of mythic power to resist an area-of-effect attack on a group under your morale effects as outlined above.

Summoning Song (Su): You may spend a use of mythic power as a free action when activating a music related supernatural ability. If you do, you may call animals as though casting a *summon nature's ally* spell of a level equal to your tier or the total morale or insight bonus of the ability, whichever is lower. The summoned creatures may also be under the effects of your musical ability at your discretion. You may instead expend a conjuration (summoning) spell you have prepared or available as part of the use of this ability in place of the *summon nature's ally* effect.

Wildmind Chorus (Su): You may expend a use of mythic power as a swift action to grant the effects of your wilder surge to each allied creature within the sound of your voice and currently receiving a morale bonus from you. Surges may be used to power psionic abilities as normal. These creatures may use or benefit from surge blast or surge effects you know as though they had a class level equal to your tier.

6TH-TIER WORLDSINGER PATH ABILITIES:

You must be at least 6th tier to select these path abilities.

Caesura of Finality (Su): You may expend a use of mythic power to make a special Perform check. You grant a morale bonus to damage equal to the result of this check to the next rolled attack an allied creature of your choice makes. This bonus overlaps other existing morale bonuses to damage. The effects only last for a single attack and are lost



if the attack misses or is otherwise negated. You may spend an additional use of mythic power to share this bonus with an additional creature. Any creatures discharging this bonus lose all morale bonuses at the completion of the attack, regardless of source and remaining durations, spells are dispelled, rage and bardic song effects end. All affected creatures must be within the sound of your voice and currently benefiting from a morale bonus created by you.

Creator's Song (Su): You may make a special Perform check against a DC of 20+twice the CR of a creature you are familiar with. If you are successful you may expend one mythic power per HD of the creature up to a limit of your tier. If you pay enough uses of mythic power you create a new creature of that chosen type maturing to life within 1 hour per HD. If you take Creator's Song a second time you may spend two uses of mythic power per tier to a maximum HD of twice your tier and a maximum resulting CR of equal to or less than your tier. Creatures may continue to learn, advance and grow as per normal rules for your campaign. You may now also attempt to create life unknown to you at the GMs discretion and interpretation though Worldsingers developing this level of creation have sometimes come to regret the results.

Devil's Dance (Su): You may expend a use of mythic power to grant an inspire greatness effect to a willing ally like the bardic ability of the same name. Make a perform check as part of this ability's activation. For the duration of the power this perform check is compared to any saving throw the character would have to make instead of a rolled result. The character is immune to all conditions for the duration of the performance. The performance has a maximum duration of 1 round per tier. At the end of the performance, the creature must make a Fortitude save versus the perform DC or die. If the Fortitude save is successful the creature is instead exhausted for 1 round per tier.

Magic's Song (Su): You may expend a use of mythic power to create a magical effect you then may use as a spell-like ability. Upon activating this power you may make a Perform check against a DC of 20. If you are successful you may gain access to a spell-like ability with an effective spell or power level of 1 per 5 points you beat your Perform DC by. If the spell-like ability is one you do not know but is on a class list you have access to, your base DC increases by 5. If the spell-like ability is not on a class list you have access to the base DC increases by 10. You must use this ability within 1 round per tier or it is wasted. If you take this ability again it adds an additional use of the spell-like ability within the rounds allowed. No effect generated by this ability can have an effective level higher than your tier.

Song of Deep Awakening (Su): You may expend a use of mythic power to create a Place of Power (ley-line, worldfire, venge etc). This creation is temporary, lasting 1 hour per tier. Taking this power a second time moves the duration to 1 day per tier. Taking it as a third selection increases the duration to 1 month per tier. After the fourth selection the duration increases to 1 year per tier. At the GMs discretion a character with even one selection may permanently reduce their mythic tier by 1 to make the Place of Power permanent.

Traveling Music (Su): Whenever you make a Perform skill check you gain a morale bonus to your land speed equal to the nearest 5 foot speed your check resulted in. You may expend a use of mythic power you may grant this speed to anyone currently benefiting from a morale bonus from you. If you select this ability a second time, you may change this bonus to a base fly speed instead (or a bonus to existing fly speeds). If you select it a third time you may use your perform check to travel with any affected creatures as though using *plane shift* to any target location the perform check DC would have recognized if it was the result of a Knowledge (Planes) check.

APPENDIX 1: THE LOST SPHERES

ALDRA

Aldra is also known as the Dancer or the Dancing World. Drawn into the multi-planar conflict between the Destari Jeweled Lords, the Eternal Dawning and the Alliance of the Dark, the draconic Zenith world of Aldra had become a strategic battleground. As the conflict hit an apex, the Storm Portals of the Alliance overloaded rupturing the planar membranes surrounding the world and caused it to tear free of time and space.

Location Type: “Rogue” Planet. Aldra is now flickering through time and space manifesting erratically. Most portals to it are effectively one way though apertures to other worlds do exist from time to time.

Mythic Presences: The conflict of the Dawning and the Alliance involved forces representing all mythic paths presented in this product. Destari Jeweled Lords are frequently mythic characters and often have dual-paths most frequently favoring Will-of-All and Overmage. Xeggan voidcrowns are distinct examples of the Hollow One paths. Xoe ascendants contain a number of Will-of-All path masters. Scions of Ambriddon were a major faction in organizing the Alliance of the Dark. Even the indigenous dragonkin of the world have a share of Worldsingers. The nature of the world’s transitions also means a number of singular mythic entities have found their way to Aldra only to become trapped there by its unique planar configuration.

Connective Options: Transitive. Temporal. Aldra is effectively unstuck in time and space, providing a means to bridge nearly any group of campaign settings. Its own energetic issues surrounding the “Riftwall”—its damaged planar membrane—can explain transitions between rules variants and even game systems if needed.

A massive network of portals connected the world to literally thousands of other destinations and intermittently these portals stabilize long enough to allow transitions. On rare occasions, called Tangencies by Aldra’s natives, the world will manifest in proximity to another world, its rainbow hued sky and luminous aura shining like a brilliant ghost for moments, hours or days before vanishing again. The Aldra campaign setting itself presents an extended environment for mythic conflicts while being contained within the Riftwall and will feature in future Lost Spheres products.

Adventures in Aldra: The most basic options involving Aldra involve its manifestation, the party’s exploration of the world or portal leading to it, and their subsequent escape from its time-lost motions. It is a perfect place for mythic ascensions if the party has not yet become mythic or just as a stomping ground for mythic characters needing a new source of challenge. For most GMs, Aldra serves as a temporally inconsistent way to shift characters between other settings.

THE BLACK LATTICE

The Black Lattice began as simple trading paths between moderately advanced magical cultures utilizing the Shadow Plane to connect their relative empires in exchanges of knowledges and goods. As the Lattice developed the cultural network came to include dozens of mystic empires and a sizable amount of native Shadow-born settlements and races including the shaded city of Hyraeatan, a metropolis of massive proportions. Improvements to the paths and portals of the Lattice continued to advance as it grew and the civilizations it connected shared their secrets.

Location Type: Extraplanar portal and trade network. The “roads” of the Black Lattice are magically extruded Shadow-matter that



resemble large spans of metal. Compressed spatial distortions and the mutable nature of distance in the plane are focused by the “Shadow Paths” increase travel speeds and make even its most hazardous spans worth the rare treasures and astronomical profits.

Mythic Presences: The Black Lattice itself is primarily a crossroads. Overmages that are attuned to the Shadow/Entropy source are among the most common mythic characters found there. Hyraeatan has a number of Hollow Ones and God Hunters that have fled the Apaths of the Iron Pits attempts to recruit them and have founded rival factions. Destari Jeweled Lords, a majority mythic ruling body, and many Scions of High Sorcery were involved in the creation and maintenance of the Lattice. Otherwise Masters of Shapes that are researching mutable matter and its applications in shapeshifting.

Connective Options: Transitive. The Black Lattice spans hundreds of worlds and planar locations. Its “roads” exploit Shadow’s nature greatly accelerate travel times making near impossible journeys a matter of hours or days. The Lattice can be used to link any number of campaign settings that may have been visited by the cabals that created it.

Adventures in the Black Lattice: The Black Lattice was greatly damaged by the ripping of the world Aldra, a major Lattice hub-world, from the planar membranes around it. Echoes of the world’s cataclysmic removal reverberated through the network and shattering vast lengths of shadow-road. The damages to the roadways have caused unintended planar ruptures and interactions rendering many parts and paths of the Lattice dangerous and full of unexpected wonder. Mythic monsters and strange worlds litter these shattered reaches and the extraplanar merchant guilds and arcane cabals that seek to use the Lattice hire scores of

able-bodied mercenaries of all skills to secure its troubled ways.

The Black Lattice is a great place to join disparate games, transfer characters from campaign to campaign or base a world spanning adventuring group from using Hyraeatan or another hub.

CITY AT THE END OF DREAM

Resting in the dual sunsets of the place of Dreams’ End floats the city of Allialla. The City at the End of Dreams is the capital of the King Unseen, a zenith power of disputable origins. Each day denizens of the city extend massive nets into the cascades of the multi-hued of rivers of collapsing dreams. Harvesting the most resilient of fantasies and dangerous of nightmares they make trade to the cities and creatures beyond Dream.

Each evening a youth, most often a maid, finds herself summoned to the City beside a thousand, thousand others only to find through the course of grand adventure she is to be wed to the King Unseen and take the throne as the Queen at the end of Dream. This nightly drama is central to Allialla’s nature and many beings awake and sleeping, display an intuitive sense of the story of each new Queen’s rise to power and their role in it.

Location Type: Extraplanar City in the fringe of the Dreamlands, Nightmare Seas and Rivers of Broken Hopes. Allialla is the last chance for dreams to find true life and hopes to see fulfillment.

Mythic Presences: The City at the End of Dream is full of mythic presences: Archmages, Overmages and Worldsingers visit it to find lost hopes and broken visions to render into reality. Characters with the Will-of-All path seeking to unify truly scattered or lost peoples have searched its streets for hints of the missing.

Heiropants and other spiritualists often seek particular insight in the cities shifting, shimmering street. Mythic beings are cautious however because the City itself empowers dreamers with might to rival their own, if only for fleeting moments.

Connective Options: Psychic and spiritual. While it is possible to visit Allialla physically with sufficient magic, the City most often calls to sleepers with destinies, heroes of great will or those at their most desperate. Anyone can feel the call of the King Unseen, but when those who visit suffer an ill fate it is often said that their true bodies are found sightlessly staring in their beds.

Adventures in the City at the End of Dreams:

The streets of Allialla are great ways to cross over characters from games that have no other connections. Special care should be taken with construct, elves and other characters that do not sleep as that GMs may need to arrange for their characters to be brought to the City bodily to experience it. GMs will find enormous latitude in the locale to bring challenges from any game, story or fancy of their own to challenge their parties while still enforcing the sense of place.

Villains who once wed the King Unseen, are often known to be driven mad by memories of the night they ruled Allialla and will sacrifice any prize, taint any location in reality trying to recapture the moments of Rule. These Shattered Queens can be the foe of a night, a story arc or an entire campaign.

EMPIRE OF THE BANNER

When the Primals battled the Vengeants in the early days the foundations of Creation were shattered. Some few worlds remained contested, other split to sides dominated by each tradition of divinity, and some fell to the

Void between. Among the countless worlds plunged into the Void, some fell that carried the soldiers of both sides of the conflict.

Among these soldiers a general existed who knew the secrets of the Primals that had promise a victory they failed to deliver him. Betraying those he felt betrayed him, he used their pacts to enslave ten of the Primals' greatest numbers. It is said that he took up their banner and stained it black in the ashes and blood of his men and that he raised his "Black Banner" he promised himself and those who followed him revenge on the divinities. So began the Empire of the Banner, a hungering movement of dominance and vengeance bent on bringing both Primal and Vengeant to suffer.

Location Type: Massive Extraterrestrial Military Campaign. Multi-world, linked portal networks. Ruled from the Crystal Prison of the Emperor.

Mythic Presences: The Emperor of the Banner is most likely a dual-pathed mythic being. Most speculated that he is a Godhunter of some kind and may be a Will-of-All born from the anger and rage of his broken army. Regardless of his actual powers he has amassed hordes of followers from the darkened worlds of the Void. Using the broken laws of nature in the places between his armies sail ships of stone between the stars to sweep ever more worlds under the wings of the Banner. The cyclopean Hollow-Ones of the Shattered Way are his allies as are the Emaighan Hivemasters of the Grave Legion. Many of the Zeraean metamorphic masters have the Master-of-Shapes path.

Connective Options: Invasive and extraplanar. The Empire is ever seeking new resources, commandeering portals, and invading worlds nearer the Void. Conflicts with the Banner can link one campaign setting to dozens of others and is ideal for introducing new content to a world, including mythic rule-sets.



Adventures with the Empire of the Banner:

The Banner recruited the metamorphs of the world Zeraea, the Emaighan of the Clanworlds of Herraeta, and a dozen other unique order of martial mystics. Its invasions often begin with shapeshifting infiltrations and the construction of secret portals back the Empire's "home worlds" and escalate into full scale military and occupational regimes. If possible they will ally with local forces and offer them provisional governorships of their newest member world.

The Empire of the Banner can present a threat to any campaign world at any point in an ongoing or at the beginning of a new one. Whether its discovering the metamorphic invasion or opposing the forward ships of a full-scale planetary assault the Banner may be just the threat your game needs.

ESSARIA

Essaria is a collection of worlds set in the depths of the Void—the broken expanse of Creation between the domain of the Primals and the realms of the Vengeant Gods. A collection of a dozen worlds, the relative safety of ancient Essaria meant it was a refuge from the broken and lost worlds of the War of Union. As such its worlds are teeming with life that is disparate and resilient from the sky-eels Vanthos' poison skies to the crawlers under the radiant towers of Xiat.

Each of the worlds of Essaria's shattered sphere holds the survivors of the eons old apocalypse, and each echoes with the dangers of those lost and dangerous times. Powers forgotten outside the Void are still in common practice and the roving forces of the Empire of the Banner have discovered its shielded safety.

Location Type: Post-Apocalyptic Refuge System. A collections of worlds most likely preserved

from the death of other shattered system and preserved by an unknown force.

Mythic Presences: Essaria's origins as a safe haven from the early ages of Creation mean its worlds hold the shattered reliquary of eras long erased elsewhere. Secrets the Gods want to remain unknown lie in the songs of its Worldsingers and hearts of each Will-of-All. Union itself is still a mystery to some places outside the Void and one the Gods have been known to doom worlds for.

Connective Options: Reliquary Secrets and Quested Antiquities. Essaria is far more likely a destination for the heroes of your campaigns. A collection of sheltered worlds cast together by the hands of a lost preserving influence lore and serving as a tombstone for the Creation that was. Ancient beings seeking lost remembrances or even wistful for things rare and unknown may whisk travelers to this lost and sheltered depths.

Adventures in Essaria: The worlds of the Essarian system are a fertile ground for a thousand adventures, but more often than not it will involve the secrets of the worlds that were before the Union War and the destruction of vast swathes of Creation before Primal clashed with Gods.

Additionally, Essaria itself may look outside for allies as the Empire of the Banner comes ever closer to try to bring its worlds under their dominance of the dark master. Already his metamorphic spies and Emaighan warriors have been seen in the outer worlds of Telmoru and Rog-Masru.

MEDDIKAR

A people who know no limits to their hunger. A devouring need for power and supremacy unchecked and leading to the despoiling of

land, of sea, of sky and at last... the Heavens. So say people of the Meddikari. Those who hunt Gods. The people of the world of Meddikar may or may not have consumed their own divine masters, but most certainly they have done so to others.

Like many predators, the Hunters are not fools. They select their prey with caution and respect, locating divinities with failing faiths or recoiling from divine struggles that have left them and their worshipers vulnerable. The Meddikari are known to spy away in a likely world for decades further fomenting chaos and manipulating circumstances to the Hunter's favor. The Gods are not stalked lightly and a failed Hunt often costs the Meddikari thousands of powerful agents.

Location Type: Dead and Hidden World. Subterranean cities and planar military infiltrations and invasions.

Mythic Presences: The Godhunters of Meddikar are one of the oldest and most established groups of their mythic tradition know to the worlds of Creation. Shielded below their Emperor's grand interdictions, the world seethes beneath a surface of charred ashes and barren stone. Hollow Ones and Hivemasters fill the ranks of their strike teams and seek to profit from the shattered temples and reeling flocks of their defeated foes.

Connective Options: Invasive and decidal military campaign. Meddikar is likely a foreign influence to your campaign world and one that is corruptive and dangerous in an extreme rarely experienced. Sowing chaos and causing holy wars are often only the initial steps in a much longer and involved predation of a world's divine entities.

Adventures in Meddikar: It is unlikely that most PCs, even mythic ones will journey to

the Meddikari's blasted homeland and its labyrinthine underground cities. Rather it is more often that they will be encountered on the heroes own world subverting faiths and preparing for a full scale assault attempting to draw a God in direct manifestation.

Alternatively, a Primal, once wrongly targeted by a Meddikari campaign mistaking it for a God might take enough exception to manipulate heroes into conflict with the Godhunters elsewhere among the worlds of Creation. Heroes once embroiled are likely to find such conflicts far more difficult to abandon.

OTRIUS

When a world finds itself in a rare moment of cosmic balance its magic can experience what few worlds dream: Zenith. This state, rare and delicate, opens the floodgates of magical diversification in ways few wizards would dream of. Wonders possible nowhere else are achieved and legends are made with each passing day. Such a world is Otrius.

Otrius is in the depths of a period of magical proliferation and its Overmages lead their people to seek mystical experience and lore from across the skies of all of creation. Mages, psions and dozens of other mystic traditions find their ways from Otrius into any world that may have a magic yet unknown. While others act as missionaries of the little known varieties of magic they represent to other worlds where their traditions may take root. And in the wide worlds of creation sometimes a mystic is sent cryptic summons or puzzle made to lead them to the Otrian Overmages themselves.

Location Type: Inquisitive Visitors and Magical Utopia.

Mythic Presences: The Overmages of Otrius are said to encourage their people to seek



new knowledges and secrets of lore. As such “apprentice” Overmages travel the worlds of Creation and often conduct experiments or investigate fallen cultures. Otrian Masters-of-Shapes are among the most skilled manipulators of internal magical reserves. Rumors also abound that time-traveling Riverwalkers may have been born sometime on Otrius in the distant past or a future yet unknown.

Connective Options: Strange Visitors or Distant Paradise. The residents of Otrius could become the founders of magic orders in nearly any campaign setting or be explorers seeking to understand a settings unique magical nature. Misunderstandings in Otrian visitors initial relations to the world may even cast them as well-meaning villains disrupting the natural flow of a campaign world’s magics with stern interdictions or experiments unsafe for the unknown environs.

Adventures in Otrius: The likelihood exists that Otrius could also be the end goal of a campaign. The discovery of it and the journey to travel there might be an effort reserved for the greatest of heroes seeking a curative miracle or magical solution unheard of on the world of their birth.

Alternatively, an Otrian patron secretly operating to delve the secrets of their own campaign world may entangle them in the machinations of rival factions of mages, scholars or scientists. Entanglements on this scale might even take the heroes back to their homeworld and involve them a game of mystic politicians on a cosmic scale.

SARROS

Some say Sarros was the name of the man who “created” this other planar doppelganger-world. Others say it has never meant more than the name of the place it now is. What is known

that once there was a man in the earliest of days who sought to make the perfect map. His map was to be so grand, so magical it could show him the lay of all of creation. In those early days, it was said, that the laws of magic were still being defined or perhaps tested and no mapmaker had yet to try his craft with them.

Dying in the effort and unleashing a final wild burst of primal magic, the man wasn’t sufficient to the task.

His creation may yet be.

The map lost form and distinction in a weave of magic run wild and it became a planar space deep with the Void. It continued with its mapping imperative, imprinting itself by echoing at random the vast infinities in duplicate, to scale—a world of copied nations and cities, mountains and seas. In an attempt to express efficient power use, the magic of the “map” has become such that it moves until encounters sufficient mystic resistance and then shifts its “edges” to another location it has yet to encounter. The result is varied copied aspects of reality randomly shifting into another in disjointed, uneven replication, like a quilt of patchwork.

Creatures are most often involved in the shifts of resistance. Individually, only the most powerful resist the pull of the world, but those who fail resist it completely are most often copied as well or rare moments transitioned with the maps passing. As time passes the edges age and weather, but the borders are often stark and knowable centuries after they are mirrored.

Location Type: Extraplanar shattered wild-magic mirror and disjointed reflection-landscape. Random landscapes allow fusions of multiple previous campaign setting sites regardless of origin. Creatures are transitioned,



sometimes whole groups but often only in part with a mix of copies and rarer originals, stolen from where they once stood.

Mythic Presences: The nature of Sarros' accidental creation was such that it was formed "outside" of most normal cosmologies. Powerful entities such as the Primals of Unity have utilized Sarros to remain active even during times of exile. On occasion mythic entities have also been replicated by the "Mirrorstorm" that is magic of Sarros' sweeping replication. Many varied mythic beings travel its strange jigsaw terrain, some hiding and plotting, others wondering how they came and how best to leave. Lastly, the Five, a group of ascendant Hivemaster monsters have become a central part of Sarros' rule and religious configurations.

Connective Options: Replicative and abducting. Sarros is capable of joining physical aspects of two or more campaign settings into the same space. Physical aspects of prior games can be re-utilized in new and unique ways. Additionally, the "cloning" effects of the mirror-world mean that a character in progress in an existing campaign may be brought into Sarros and still remain at large in their original world. Characters finding their way into Sarros often become aware of their duplicate nature and react by trying to redefine themselves. Players are advised to find ways to distinguish copied Sarros characters from original versions up to and including renaming the character as they come to grips with their "clone" status. Others uncertain of their nature realize that the "Mirrorstorm" thwarts conventional means of escape, including plane shift and teleport magic, become obsessed with trying to find a way to leave.

Adventures in the Sarros, the Mirror World: The opportunities for adventure with Sarros are dizzying particularly if you've ever wondered what would happen if the Dragonlords of

Iranthe were to face the Lich King of Peshat from that other campaign two years ago. Why wonder? You can run it and find out. Or instead run a story of the fated few that find themselves trapped in a twisted distortion of their homeland and must quest to its strange and unfamiliar surroundings to find a way back home. Sometimes secrets are copied over as well, libraries preserved before their destruction or ancient cities swept up before their upheavals—an adventuring group could easily find getting into Sarros to recover what was lost its goal.

Sarros is a great place for experimental games, short-term or crossover events. It also supports a "contained" mythic environment that you can try-out and leave behind if the systems don't suit your games normal play-style.

THAON

Thaon is an ancient world of flaring ambient magics called the Worldfire which empowers the peoples of its lands. The Auri'kiir (Blood of Power) are a group of lineage-based sorcerers known to seek ways to strengthen their unimaginable arcane abilities. They are not above kidnapping potential mates and seeking congress with powers strange and otherworldly to rise their respective family clans to the highest degrees of magic.

The Auri'kiir travel the worlds of the known multiverse seeking new sources of strength and are often prone to meddling in the affairs of worlds they visit. Frequently experiencing lives extended by their vast magical abilities a season starting wars or testing mages on a distant world is a common enough affair.

Location Type: Sorcerer dominated high-magic world.

Mythic Presences: Across Thaon, the presence



of Scions-of-High-Sorcery is a known reality of the Auri'kiir's ruling families. As high above their sorcerous kin as those mages stand above the lowest blooded commoners, the Scions of Thaon predate other mythic beings with a relentless prejudice and possessiveness over their homelands.

Connective Options: Abductive and Invasive. The Scions of Thaon's Auri'kiir are likely to show up in other campaign worlds, testing the native inhabitants looking for other spontaneous casters and often, if pleased, adopting them into their "family", by force when necessary. Otherwise they may seek sources of unique magic and attempting to claim them for their own. Occasionally even good-aligned Auri'kiir will make their own claims to what (or who) is "needed" to combat other clans of more ruthless varieties.

Adventures in Thaon: The sorcerers of Thaon are most likely to visit another world, but their home with its pervasive Bloodclan Wars and the magic-granting risks of the Worldfire present possibilities to the adventurer who is bold enough. Weaker clans have been known to discretely reach off-world to adventurers to handle complex affairs for them without revealing their compromised strength to others.

Characters may also be likely to find that, to their surprise, their own magical lineage has ties to these ambitious bloodmages. An entire campaign world may topple to chaos when the "distant cousins" choose to stop by for a holiday.

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