



MYTHIC OPTIONS THE MISSING CORE FEATS



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MYTHIC OPTIONS

THE MISSING

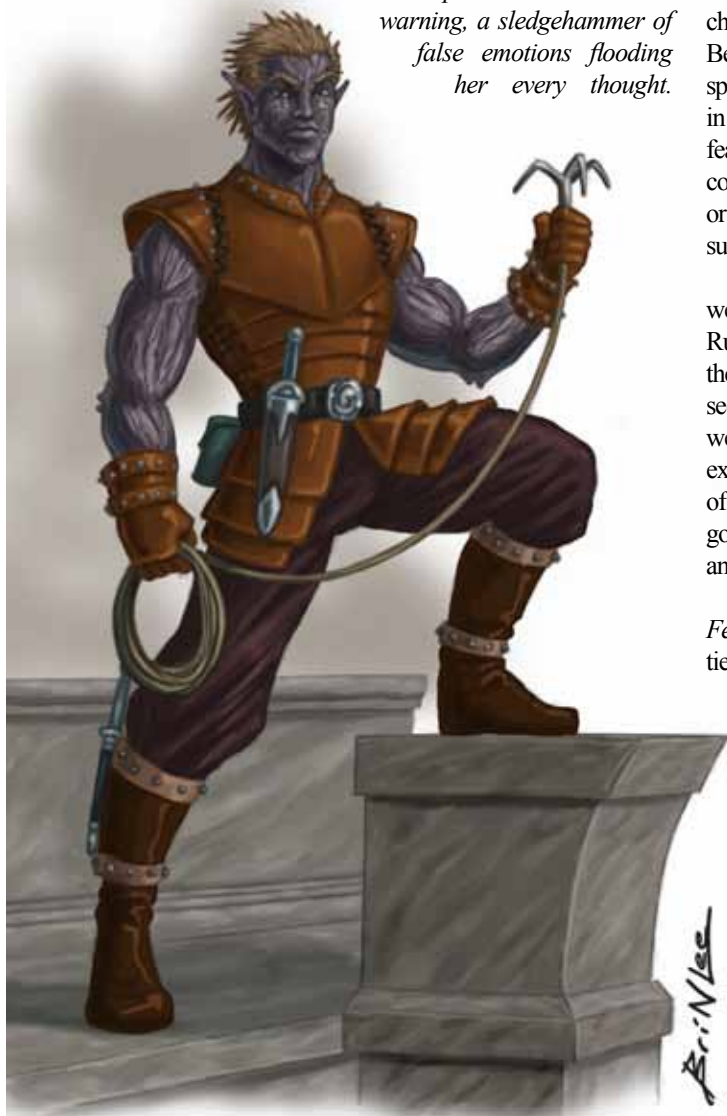
CORE FEATS

Khurva leapt over the front line of hell-soldiers, twisting and bending to force their grasping claws to skitter uselessly over her armor's smoothest plates. Though the fiendish legionnaires spun to pursue her, she could already hear Brevic preparing one of his so-called "roomsweeper" spells to engulf the entire front ranks. Her allies would deal with the rank-and-file devils – her job was to destroy their master.

The Archduke writhed and roiled upon his throne of screaming souls, and even her decades of seeing the horrors of planar war could only barely keep her gorge from rising. The creature was depravity personified, and though she had fought for years to reach this moment, she felt far more disgust than satisfaction.

"Khurva, the orcblood War Lord." The damned Archduke's voice was a dismissive burble, like the laughter of a drowning man. "I see hate in your eyes, but I will teach you to appreciate the sight of me."

The spell came without warning, a sledgehammer of false emotions flooding her every thought.



Surely, screamed the magic, surely as a War Lord she should be proud to serve such a powerful being, rather than oppose him?

Khurva grit her tusks, and called upon the deep well of her ancestors' rage and honor. She slammed it against the magic in her head, and felt the invading and alien thoughts give way before the combined will of a hundred long-dead war shamans.

"I'd rather just remove the chance I'll ever have to lay eyes on you again." she spit out contemptuously.

The Archduke's face twisted into a rictus of rage as she marched forward, undaunted.

BEING MYTHIC IS COOL AS HELL.

Characters that get to use the options from *Mythic Adventures* have the opportunity to take their characters to a whole new level (or, at least, a whole new tier). In addition to mythic paths, mythic abilities, legendary weapons, and mythic spells, *Mythic Adventures* offers mythic feats, most of which are powered-up versions of normal feats. While a large number of feats from numerous rulebooks receive mythic versions, not all feats do. Indeed, the entire class of metamagic feats get no upgrades at all, with the rules specifically saying "since there are mythic spells, there is no need for mythic metamagic feats". The message from that ruling is pretty clear. Only *some* ideas need a mythic upgrade, and the rules have selected those feats they think are most interesting to have super-powered improvements.

The problem with this approach is that it limits the ability of some characters to grow their most prevalent abilities into mythic abilities. Because the rules do not support the idea of mythic metamagic, a spellcaster more interested in maximizing the use of metamagic than in learning mythic versions of spells has no place to put his mythic feat resources. The effect is even worse for characters that focus on combat, as there are very few mythic critical feats, mythic shield feats, or mythic improved maneuver feats, despite the normal versions of such feats often being the focus of entire character concepts.

To fill in the gaps and allow ANY character concept to be mythic, we've combed through the *Pathfinder Roleplaying Game Core Rulebook*, found every feat that lacked a mythic upgrade, and created the first book of missing mythic feats. While there are feats that it might seem silly to have mythic versions of (Simple Weapon Proficiency?), we didn't want to accidentally cut player or GM creativity short by excluding anything. So if a character's concept is that they are the child of a god with a morningstar as a preferred weapon, and as a result the godling child is simply a little better at the use of a morningstar than anyone else, we're got a feat to represent that.

All the normal rules for mythic feats apply to these *Missing Core Feats*. Mythic characters and monsters gain mythic feats as they gain tiers or ranks (see *Mythic Adventures*). These feats can be selected only as part of mythic advancement, not as part of a character's normal advancement or in place of any other bonus feat.

All mythic feats require a character be mythic to take them – a specific tier is only mentioned in the prerequisites if it is higher than 1st mythic tier. Most mythic feats require a non-mythic feat as a prerequisite. These mythic feats enhance the benefits of their prerequisite feats, making them truly awe-inspiring. If a character doesn't possess any of the necessary prerequisite feats when she gains a mythic feat, she can wait to select a mythic feat until the next time she gains a tier or level.

A value in a mythic feat based on a fraction of your tier (such as a +1 bonus for every 3 tiers you possess) always has a minimum of 1.

TABLE 1: THE MISSING CORE RULEBOOK MYTHIC FEATS

Feat	Prerequisites	Benefits
Mythic Agile Maneuvers	Agile Maneuvers, 4th mythic tier	Add Str and Dex bonuses to CMB.
Mythic Arcane Armor Mastery	Arcane Armor Mastery, Arcane Armor Training, Medium Armor Proficiency, Mythic Arcane Armor Training, caster level 7th, 2nd mythic tier	Reduce ASF by 30%
Mythic Armor Proficiency (heavy)	Armor Proficiency (heavy, light, medium)	Add half your heavy armor bonus to your CMD
Mythic Armor Proficiency (light)	Armor Proficiency (light)	Add half your light armor bonus to your CMD
Mythic Armor Proficiency (medium)	Armor Proficiency (light, medium)	Add half your medium armor bonus to your CMD
Mythic Blinding Critical	Blinding Critical, Critical Focus, base attack bonus +15, 3rd mythic tier	Use mythic power to blind with an attack
Mythic Brew Potion	Brew Potion, caster level 3rd	Create potions of any level spell
Mythic Combat Casting	Combat Casting, mythic tier 1	The bonus from Combat Casting increases to +8
Mythic Craft Magic Arms and Armor	Craft Magic Arms and Armor, caster level 5th	Alter the properties of magic arms & armor
Mythic Craft Rod	Craft Rod, caster level 9th	Cause items to function when held, even if not properly worn
Mythic Craft Staff	Craft Staff, caster level 11th	Create magic items that function at the user's level
Mythic Craft Wand	Craft Wand, caster level 5th	Create wands that functions 3 times/day
Mythic Craft Wondrous Item	Craft Wondrous Item, caster level 3rd	Combine magic items
Mythic Deafening Critical	Deafening Critical, Critical Focus, base attack bonus +13, 3rd mythic tier	Use mythic power to deafen with an attack
Mythic Diehard	Diehard, Endurance	Gain additional hit points to death
Mythic Empower Spell	Empower Spell, 5th mythic tier	Increase a spell's variable, numeric effects by +75%
Mythic Enlarge Spell	Enlarge Spell	Increase a spells range by +200%
Mythic Extend Spell	Extend Spell	Triple the duration of a spell
Mythic Exhausting Critical	Critical Focus, Exhausting Critical, Tiring Critical, base attack bonus +15, 3rd mythic tier	Use mythic power to exhaust with an attack
Mythic Exotic Weapon Proficiency	Exotic Weapon Proficiency, base attack bonus +6	Gain greater accuracy with an exotic weapon's iterative attacks
Mythic Extra Channel	Extra Channel, channel energy class feature	Channel energy 2 more times/day
Mythic Extra Ki	Extra Ki, ki pool class feature	Your ki pool increases by 3
Mythic Extra Lay On Hands	Extra Lay On Hands, lay on hands class feature	Lay on hands an additional three times/day
Mythic Extra Mercy	Extra Mercy, lay on hands class feature, mercy class feature	Select an extra mercy each day
Mythic Extra Performance	Extra Performance, bardic performance class feature	You can use your bardic performance for 8 additional rounds/day
Mythic Extra Rage	Extra rage, rage class feature	You can use your rage for 8 additional rounds/day
Mythic Forge Ring	Forge Ring, caster level 7th, 2nd mythic tier	Imbue a magic ring with part of your mythic power
Mythic Greater Disarm	Combat Expertise, Greater Disarm, Improved Disarm, base attack bonus +6, Int 13	Control where disarmed weapons end up
Mythic Greater Feint	Combat Expertise, Greater Feint, Improved Feint, base attack bonus +6, Int 13	Cause a foe to lose its Dex bonus to AC against allies' attacks

TABLE 1: THE MISSING CORE RULEBOOK MYTHIC FEATS (CONTINUED)

Mythic Greater Trip	Combat Expertise, Greater Trip, Improved Trip, base attack bonus +6, Int 13	Tripped foe is briefly flat-footed
Mythic Greater Vital Strike	Greater Vital Strike, Improved Vital Strike, Mythic Improved Vital Strike, Mythic Vital Strike, Vital Strike, base attack bonus +16, 10th mythic tier	Your Vital Strike attacks ignore DR
Mythic Heighten Spell	Heighten Spell, 2nd mythic tier	Metamagic feats automatically increase the effective level of your spells
Mythic Improved Feint	Combat Expertise, Improved Feint, Int 13	Feint as a swift action
Mythic Improved Great Fortitude	Great Fortitude, Improved Great Fortitude, Mythic Great Fortitude	Get your best Fort save result once/day
Mythic Improved Iron Will	Improved Iron Will, Iron Will, Mythic Great Iron Will	Get your best Will save result once/day
Mythic Improved Lightning Reflexes	Improved Lightning Reflexes, Lightning Reflexes, Mythic Lightning Reflexes	Get your best Ref save result once/day
Mythic Improved Precise Shot	Dex 19, Improved Precise Shot, Mythic Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +11, 5th mythic tier	Ranged attacks always hit on a d20 roll of 17+
Mythic Improved Shield Bash	Improved Shield Bash, Shield Proficiency, 2nd mythic tier	Shield bash attack as a swift action
Mythic Improved Two-Weapon Fighting	Dex 17, Improved Two-Weapon Fighting, Mythic Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +6, 5th mythic tier	Attack with two weapons as easily as with one
Mythic Improved Vital Strike	Improved Vital Strike, Mythic Vital Strike, Vital Strike, base attack bonus +11, 5th mythic tier	Multiply all damage on a Vital Strike
Mythic Improvised Weapon Mastery	Catch Off-Guard or Throw Anything, Improvised Weapon Mastery, base attack bonus +8	Treat improvised weapons as if they have specific weapon qualities
Mythic Leadership	Leadership, character level 7, 2nd mythic tier	Gain a mythic cohort
Mythic Lightning Stance	Dex 17, Dodge, Lightning Stance, Mythic Wind Stance, Wind Stance, base attack bonus +11, 3rd mythic tier	Gain 50% concealment when you move
Mythic Martial Weapon Proficiency	Martial Weapon Proficiency, base attack bonus +6	Gain greater accuracy with a martial weapon's iterative attacks
Mythic Master Craftsman	Master Craftsman, 5 ranks in any Craft or Profession skill	Craft magic items using a spellcasting class's spell list
Mythic Maximize Spell	Maximize Spell, 7th mythic tier	Get 150% out of your spells
Mythic Precise Shot	Point Blank Shot, Precise Shot	Damage swarms and ignore miss chances with your ranged attacks
Mythic Quicken Spell	Quicken Spell, 10th mythic tier	Cast spells as attacks of opportunity
Mythic Scribe Scroll	Scribe Scroll, caster level 1st	Use scrolls without holding them
Mythic Shield Master	Improved Shield Bash, Shield Master, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11	Foes suffer for targeting your shield
Mythic Shield Proficiency	Shield Proficiency	Add your shield bonus to your CMB
Mythic Sickening Critical	Critical Focus, Sickening Critical, base attack bonus +11, 2nd mythic tier	Use mythic power to sicken with an attack
Mythic Silent Spell	Silent Spell	Cast spells undetected
Mythic Simple Weapon Proficiency	Simple Weapon Proficiency, base attack bonus +6	Gain accuracy with a simple weapon's iterative attacks
Mythic Staggering Critical	Critical Focus, Staggering Critical, base attack bonus +13, 3rd mythic tier	Use mythic power to stagger with an attack
Mythic Stand Still	Combat Reflexes, Stand Still	Deal damage when you use the Stand Still feat

TABLE 1: THE MISSING CORE RULEBOOK MYTHIC FEATS (CONTINUED)		
Mythic Step Up	Dex 13, Following Step, Step Up, base attack bonus +1	Follow foes as an immediate action
Mythic Still Spell	Still Spell	Ignore physical disruptions when spellcasting
Mythic Stunning Critical	Critical Focus, Stunning Critical, base attack bonus +17, 3rd mythic tier	Use mythic power to stun with an attack
Mythic Tiring Critical	Critical Focus, Tiring Critical, base attack bonus +13	Use mythic power to fatigue with an attack
Mythic Tower Shield Proficiency	Tower Shield Proficiency	Use a tower shield with ease
Mythic Whirlwind Attack	Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Mythic Combat Expertise, Mythic Dodge, Mythic Mobility, Mythic Spring Attack, Spring Attack, Whirlwind Attack, base attack bonus +4, 5th mythic tier	Strike one foe multiple times, and everyone else in reach once
Mythic Widen Spell	Widen Spell	Increase a spell's area by +200%
Mythic Wind Stance	Dex 15, Dodge, Wind Stance, base attack bonus +6	Gain 20% concealment if you move

FEAT DESCRIPTIONS

MYTHIC AGILE MANEUVERS (MYTHIC)

You can find just the right place to apply pressure to a foe.

Prerequisites: Agile Maneuvers, 4th mythic tier.

Benefit: You may add both your Strength and Dexterity bonuses to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

Normal: Agile Maneuvers allows you to add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus instead of your Strength bonus.

MYTHIC ARCANE ARMOR MASTERY (MYTHIC)

Armor has almost no effect on your spellcasting.

Prerequisites: Arcane Armor Mastery, Arcane Armor Training, Medium Armor Proficiency, Mythic Arcane Armor Training, caster level 7th, 2nd mythic tier.

Benefit: You don't have to spend a swift action to gain the reduction to arcane spell failure chance from Arcane Armor Mastery. Furthermore, you reduce your total arcane spell failure reduction for any armor you are proficient with by 30%.

MYTHIC ARMOR PROFICIENCY (HEAVY) (MYTHIC)

You know how to turn heavy armor to your advantage against any offense, not just attacks designed to harm you.

Prerequisites: Armor Proficiency (heavy, light, medium).

Benefit: When wearing heavy armor, add half its non-magic armor bonus to your CMD. You may expend a use of mythic power to also add it to your touch AC for one minute.

MYTHIC ARMOR PROFICIENCY (LIGHT) (MYTHIC)

You know how to turn light armor to your advantage against any offense, not just attacks designed to harm you.

Prerequisites: Armor Proficiency (light).

Benefit: When wearing light armor, add half its non-magic armor bonus to your CMD. You may expend a use of mythic power to also add it to your touch AC for one minute.

MYTHIC ARMOR PROFICIENCY (MEDIUM) (MYTHIC)

You know how to turn medium armor to your advantage against any offense, not just attacks designed to harm you.

Prerequisites: Armor Proficiency (light, medium).

Benefit: When wearing medium armor, add half its non-magic armor bonus to your CMD. You may expend a use of mythic power to also add it to your touch AC for one minute.

MYTHIC BLINDING CRITICAL (CRITICAL, MYTHIC)

You can blind foes with a weapon blow at will.

Prerequisites: Blinding Critical, Critical Focus, base attack bonus +15, 3rd mythic tier.

Benefit: Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend two uses of mythic power to inflict the effect of the Blinding Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.



MYTHIC BREW POTION (MYTHIC)

You have mastered the art of brewing potions.

Prerequisites: Brew Potion, caster level 3rd.

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one potion you are brewing. You can only do this once per day per potion you are brewing, though you may also add an actual eight-hour work day toward the brewing of such a potion. Unlike normal potion brewing, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

Additionally, there is no limit to the level of spell you can turn into a potion.

MYTHIC COMBAT CASTING (MYTHIC)

You rarely lose concentration in combat.

Prerequisites: Combat Casting, mythic tier 1.

Benefit: The bonus from Combat Casting increases to +8. Anytime you fail a concentration check, you do not lose the spell or spell slot you were attempting to use. You do not manage to cast the spell, but it remains available for you to use at a later time. Additionally if you successfully make a check to cast a spell defensively and the spell requires a ranged attack roll, that ranged attack does not provoke an attack of opportunity.

MYTHIC CRAFT MAGIC ARMS AND ARMOR (MYTHIC)

Your ability to create magic weapons and defenses is unmatched.

Prerequisites: Craft Magic Arms and Armor, caster level 5th.

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic armor or weapon you are crafting. You can only do this once per day per item you are crafting, though you may also add an actual eight-hour work day toward the crafting of such an item. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

Additionally, by expending two uses of mythic power you can change the magic properties of any weapon or suit of armor in your possession. For one hour the armor or weapon loses one or more abilities of your choice (though it must always retain at least a +1 enhancement bonus), and gains other magic properties of your choice. The total cost of the armor or weapon with the new properties cannot exceed its total cost with its normal magic properties, and you must meet all the prerequisites of each magic property you temporarily grant the armor or weapon.

MYTHIC CRAFT ROD (MYTHIC)

You are a master rod crafter.

Prerequisites: Craft Rod, caster level 9th.

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one rod you are crafting. You can only do this once per day per rod you are crafting, though you may also add an actual eight-hour work day toward the crafting of such a rod. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

You can also cause any constant or command-word magic item to function while holding it, rather than wearing it on the appropriate magic item body slot.

MYTHIC CRAFT STAFF (MYTHIC)

You are a master staff crafter.

Prerequisites: Craft Staff, caster level 11th.

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic staff you are crafting. You can only do this once per day per staff you are crafting, though you may also add an actual eight-hour work day toward the crafting of such a staff. Unlike normal magic

item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

You can also cause any magic items you create to function with a caster level equal to its user's total level, rather than a set caster level. You must meet all the creation prerequisites of the magic item in question, and must create the item to have a caster level of at least 8th level. This has no effect on the function of items with effects not based on caster level (such as *boots of elvenkind*), but does change the items level in use for purposes of what auras it gives off, and how difficult it is to effect with *dispel magic* (and similar effects).

MYTHIC CRAFT WAND (MYTHIC)

You are a master wand crafter.

Prerequisites: Craft Wand, caster level 5th.

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one wand you are crafting. You can only do this once per day per wand you are crafting, though you may also add an actual eight-hour work day toward the crafting of such a wand. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

Additionally, rather than create a wand with 50 charges, for the same cost and time you may create a wand that functions 3 times/day.

MYTHIC CRAFT WONDROUS ITEM (MYTHIC)

You are a master crafter of wondrous magic items.

Prerequisites: Craft Wondrous Item, caster level 3rd.

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one wondrous item you are crafting. You can only do this once per day per item you are crafting, though you may also add an actual eight-hour work day toward the crafting of such an item. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

You can also combine magic items, or change the form of a magic item. You can only do these things to a magic item you meet all the prerequisites to create (though it need not be a wondrous item, as long as you have the appropriate crafting feat). Changing the form of a magic item takes the same time and costs as much as making a magic item with a cost equal to 20% of the item to be changed, if the new form takes a magic item slot. If the new form can be hand-held, changing its form takes the same time and costs as much as making a magic item with a cost equal to 40% of the item to be changed. If the new form is an ioun stone, changing its form takes the same time and costs as much as making a magic item with a cost equal to 100% of the item to be changed. Some magic items may not be able to be changed into some forms (either due to the essential function of the items original form – such as a magic musical instrument or weapon, or because the end result is too silly – such as a *clown nose of intellect*) at the discretion of the GM.

Combining two magic items requires they have the same basic shape or magic item slot, and takes the same time and

costs as much as making a magic item with a cost equal to 100% of the cheaper of the two items to be combined.

MYTHIC DEAFENING CRITICAL (CRITICAL, MYTHIC)

You can deafen foes with a weapon blow at will.

Prerequisites: Deafening Critical, Critical Focus, base attack bonus +13, 3rd mythic tier.

Benefit: Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend two uses of mythic power to inflict the effect of the Deafening Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.



MYTHIC DIEHARD (MYTHIC)

You are difficult to put down, and almost impossible to kill.

Prerequisites: Diehard, Endurance.

Benefit: When your hit point total is below 0, you are staggered but do not take damage from taking standard actions. When you reach the negative hit point total that would normally result in your death, you have an additional number of negative hit points equal to your Constitution score + mythic tier beyond that. When in this range of negative hit points you automatically stabilize, but are unconscious.

MYTHIC EMPOWER SPELL (METAMAGIC, MYTHIC)

You can increase the effect of a spell by +75%.

Prerequisites: Empower Spell, 5th mythic tier.

Benefit: When you cast a spell augmented with Empower Spell, all variable, numeric effects of the spell are increased by +75%, including bonuses to those dice rolls.

Alternatively, you may expend a use of mythic power to cast a spell as an empowered spell (gaining only the normal benefits of an empowered spell, rather than the increased benefits outlined above) without preparing it as empowered in advance, taking extra casting time, or increasing the level of spell slot it uses.

Normal: All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls.

MYTHIC ENLARGE SPELL (METAMAGIC, MYTHIC)

You can triple the range of a spell.

Prerequisites: Enlarge Spell.

Benefit: When you cast a spell with a range of close, medium, or long augmented with Enlarge Spell, its range is increased by +200%. An enlarged spell with a range of close now has a range of 75 ft. + 15 ft./2 levels, while medium-range spells have a range of 300 ft. + 30 ft./level and long-range spells have a range of 1,200 ft. + 120 ft./level.

Alternatively, you may expend a use of mythic power to cast a spell as an enlarged spell (gaining only the normal benefits of an enlarged spell, rather than the increased benefits outlined above) without preparing it as enlarged in advance, taking extra casting time, or increasing the level of spell slot it uses.

Normal: An enlarged spell with a range of close has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level.

MYTHIC EXTEND SPELL (METAMAGIC, MYTHIC)

You can triple the duration of a spell.

Prerequisite: Extend Spell.

Benefit: When you cast a spell augmented with Extend Spell, it lasts three times as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Alternatively, you may expend a use of mythic power to cast a spell as an extended spell (gaining only the normal benefits of an extended spell, rather than the increased benefits outlined above) without preparing it as extended in advance, taking extra casting time, or increasing the level of spell slot it uses.

Normal: An extended spell lasts twice as long as normal.

MYTHIC EXHAUSTING CRITICAL (CRITICAL, MYTHIC)

You can exhaust foes at will.

Prerequisites: Critical Focus, Exhausting Critical, Tiring Critical, base attack bonus +15, 3rd mythic tier.

Benefit: Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend two uses of mythic power to inflict the effect of the Exhausting Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

MYTHIC EXOTIC WEAPON PROFICIENCY (MYTHIC)

Your prowess with a specific exotic weapon is beyond compare.

Prerequisites: Exotic Weapon Proficiency, base attack bonus +6.

Benefit: Select one exotic weapon you are proficient with. When making additional attacks as a result of a high base attack bonus, each attack after the first has its attack bonus reduced by 4, rather than by 5. This does not change the number of additional attacks you gain, only the attack bonus used by each additional attack.

For example, Jacinth is a 14th level fighter proficient with the spiked chain who has taken Mythic Exotic Weapon Proficiency with that weapon. Normally he would receive three attacks as a result of his base attack bonus, at +14/+9/+4. However as a result of this feat, his three attacks are instead at +14/+10/+6.

MYTHIC EXTRA CHANNEL (MYTHIC)

Your mythic power gives you additional uses of channel energy each day.

Prerequisites: Extra Channel, channel energy class feature.

Benefit: You can channel energy an additional two times per day. Additionally, if you have no uses of channel energy remaining, you may expend two uses of mythic power to use your channel energy ability.

MYTHIC EXTRA KI (MYTHIC)

Your mythic power gives you additional points in your ki pool.

Prerequisites: Extra Ki, ki pool class feature.

Benefit: Your ki pool increases by 3. Additionally, if your ki pool is empty, as a swift action you may expend two uses of mythic power to regain one ki point.

Special: Unlike Extra Ki, you cannot take Mythic Extra Ki more than once.

MYTHIC EXTRA LAY ON HANDS (MYTHIC)

Your mythic power gives you additional uses of lay on hands each day.

Prerequisites: Extra Lay On Hands, lay on hands class feature.

Benefit: You can lay on hands an additional three times per day. Additionally if you have no uses of lay on hands remaining, you may expend two uses of mythic power to use your lay on hands ability.

Special: Unlike Extra Lay On Hands, you cannot take Mythic Extra Lay On Hands more than once.

MYTHIC EXTRA MERCY (MYTHIC)

Your mythic power gives you an additional mercy you can select each day.

Prerequisites: Extra Mercy, lay on hands class feature, mercy class feature.

Benefit: Each day when you regain uses of your daily abilities, you may select one additional mercy you meet the prerequisites for. As a swift action, you may expend two uses of mythic power to change this mercy for a different mercy you meet the prerequisites for, which you retain until you regain your daily abilities or change it again.

Special: Unlike Extra Mercy, you cannot take Mythic Extra Mercy more than once.

MYTHIC EXTRA PERFORMANCE (MYTHIC)

Your mythic power gives you additional rounds of bardic performance each day.

Prerequisites: Extra Performance, bardic performance class feature.

Benefit: You can use your bardic performance for 8 additional rounds per day. Additionally, as a swift action you can expend one use of mythic power to regain 2 rounds of bardic performance (not to exceed your maximum rounds of bardic performance for the day).

Special: Unlike Extra Performance, you cannot take Mythic Extra Performance more than once.

MYTHIC EXTRA RAGE (MYTHIC)

Your mythic power gives you additional rounds of rage each day.

Prerequisites: Extra rage, rage class feature.

Benefit: You can use your rage for 8 additional rounds per day. Additionally, as a swift action you can expend one use of mythic power to regain 2 rounds of rage (not to exceed your maximum rounds of rage for the day).

Special: Unlike Extra Rage, you cannot take Mythic Extra Rage more than once.

MYTHIC FORGE RING (MYTHIC)

You have mastered the art of forging magic rings, and can even imbue them with a portion of your essence.

Prerequisites: Forge Ring, caster level 7th, 2nd mythic tier.

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic ring you are forging. You can only do this once per day on each ring you are forging, though you may also add an actual eight-hour work day toward the forging of such an item. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

When you successfully forge a magic ring, you may choose to imbue it with one spell, spell-like ability, or supernatural ability you possess. You cannot use this ability unless you are wearing the

ring, but when you are wearing it you may either use the ability one more time per day (if it has limited uses per day), or cast it one without having it count against your spells/day (for spells or spell-like abilities), have your effective level be considered 4 levels higher for determining the abilities effects (for abilities with level-dependent effects), or have its save DC increased by +1 (for abilities with a save DC). If the ability qualifies for more than one of these benefits, you may select which it benefits from at the beginning of each day when you regain your pool of mythic power. For every 3 full mythic tiers you have, you may imbue another spell, spell-like ability, or supernatural ability you possess into such a ring. Rings with your powers imbued into them are treated as minor artifacts for purposes of destroying them. A ring with 4 or more abilities imbued in it is treated as a full artifact, and can only be destroyed by a specific set of circumstances selected by the GM. You may only use the spell or ability imbued in such a ring while the ring is in your possession. When the ring is on your possession, you also gain one use of mythic power per day that can only be used in regards to the imbued spell or ability (any mythic ability that applies to the spell or ability can be fueled with this use of mythic power). If a ring imbued with powers of yours is destroyed, you lose the imbued spell or ability permanently – only a *miracle*, *wish*, or similar power can restore it to you.



When a ring imbued with powers of yours is not in your possession, once per day you may meditate for one hour to gain a sense of how to reach it. This acts as a *find the path* spell, except it allows you to know the shortest, most direct physical route to your ring, rather than to a location.

MYTHIC GREATER DISARM (MYTHIC)

You can disarm a foe with such precision as to place its weapons in the hands of allies.

Prerequisites: Combat Expertise, Greater Disarm, Improved Disarm, base attack bonus +6, Int 13.

Benefit: When you disarm a foe, as a free action you can choose to have the item you disarm be in your hand (if you have a free hand), in the hand of any ally within 15 feet who has a free hand, or tucked into a belt, bag, or haversack in your possession.

MYTHIC GREATER FEINT (MYTHIC)

Your ability to confuse a foe in combat is legendary.

Prerequisites: Combat Expertise, Greater Feint, Improved Feint, base attack bonus +6, Int 13.

Benefit: When you successfully feint a foe, in addition to losing his Dexterity to AC against every attack you make until the beginning of your next turn, he also loses it against the first attack made by each creature that attacks him before the beginning of your next turn.

Additionally, the target is so distracted that until the beginning of your next turn creatures that do not attack or interact with the target may make stealth checks to escape his attention, even if they are in bright light or in his direct line of sight.

MYTHIC GREATER TRIP (MYTHIC)

You can drive foes to land on the ground in uncoordinated heaps.

Prerequisites: Combat Expertise, Greater Trip, Improved Trip, base attack bonus +6, Int 13.

Benefit: When you successfully trip an opponent, the opponent is flat-footed for the attacks of opportunity provoked as a result of being tripped.

MYTHIC GREATER VITAL STRIKE (MYTHIC)

You can deliver blows that shatter mountains and cut adamantite.

Prerequisites: Greater Vital Strike, Improved Vital Strike, Mythic Improved Vital Strike, Mythic Vital Strike, Vital Strike, base attack bonus +16, 10th mythic tier.

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, your attack ignores all damage reduction, energy resistance, and hardness your target possesses.

MYTHIC HEIGHTEN SPELL (METAMAGIC, MYTHIC)

Your metamagic spells are always more potent.

Prerequisites: Heighten Spell, 2nd mythic tier.

Benefit: When you apply metamagic feats to a spell, the effective level of the spell is increased to be equal to the level of the spell slot used to prepare or cast it. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level.

MYTHIC IMPROVED FEINT (MYTHIC)

You can draw a foe out of position with a twitch of your eyes.

Prerequisites: Combat Expertise, Improved Feint, Int 13.

Benefit: You can feint a foe as a swift action.

MYTHIC IMPROVED GREAT FORTITUDE (MYTHIC)

You can draw upon a mythic reserve to resist nearly any disease, poison, or other grievous harm.

Prerequisites: Great Fortitude, Improved Great Fortitude, Mythic Great Fortitude.

Benefit: Once per day, when you fail a Fortitude save, you may choose to replace your saving throw result with 20 + your total Fortitude save bonus (as if you had rolled a 20 on the d20 roll for your Fortitude save, though this does not count as an automatic success). You must make this decision immediately after discovering your initial Fortitude save failed. This benefit is in addition to (does not replace) the normal benefit of Improved Great Fortitude.

MYTHIC IMPROVED IRON WILL (MYTHIC)

Your legendary clarity of thought allows you to resist nearly any mental attack.

Prerequisites: Improved Iron Will, Iron Will, Mythic Great Iron Will.

Benefit: Once per day, when you fail a Will save, you may choose to replace your saving throw result with 20 + your total Will save bonus (as if you had rolled a 20 on the d20 roll for your Will save, though this does not count as an automatic success). You must make this decision immediately after discovering your initial Will save failed. This benefit is in addition to (does not replace) the normal benefit of Improved Iron Will.

MYTHIC IMPROVED LIGHTNING REFLEXES (MYTHIC)

Your legendary speed allows you to avoid nearly any area effect.

Prerequisites: Improved Lightning Reflexes, Lightning Reflexes, Mythic Lightning Reflexes.

Benefit: Once per day, when you fail a Reflex save, you may choose to replace your saving throw result with 20 + your total Reflex save bonus (as if you had rolled a 20 on the d20 roll for your Reflex save, though this does not count as an automatic success). You must make this decision immediately after discovering your initial Reflex save failed. This benefit is in addition to (does not replace) the normal benefit of Improved Lightning Reflexes.

MYTHIC IMPROVED PRECISE SHOT (MYTHIC)

Your prowess with ranged attacks is legendary.

Prerequisites: Dex 19, Improved Precise Shot, Mythic Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +11, 5th mythic tier.

Benefit: When you make a ranged attack, you automatically hit your target (regardless of its AC) on a natural roll of 17 or better (the d20 roll shows a 17, 18, 19, or 20). This is treated as if you had rolled a natural 20 on the attack, although your attack is not a critical threat unless the die roll actually rolls within your attack's threat range.

MYTHIC IMPROVED SHIELD BASH (MYTHIC)

You use your shield for offense almost as much as defense.

Prerequisites: Improved Shield Bash, Shield Proficiency, 2nd mythic tier.

Benefit: You can make a shield bash attack as a swift action.

MYTHIC IMPROVED TWO-WEAPON FIGHTING (MYTHIC)

You strike with two weapons as easily as with one.

Prerequisites: Dex 17, Improved Two-Weapon Fighting, Mythic Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +6, 5th mythic tier.

Benefit: As a standard action, you may make one attack with your primary weapon and one with your off-hand weapon. When you make an attack of opportunity, if your primary weapon hits you may also make an attack with your secondary weapon as a free action.

MYTHIC IMPROVED VITAL STRIKE (MYTHIC)

You can deliver blows that shatter bone and liquefy internal organs.

Prerequisites: Improved Vital Strike, Mythic Vital Strike, Vital Strike, base attack bonus +11, 5th mythic tier.

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, multiply all damage (even damage from sources that wouldn't normally be multiplied on a critical hit) by the number of weapon damage dice you roll for that feat.

MYTHIC IMPROVISED WEAPON MASTERY (MYTHIC)

Everything is a deadly weapon in your hands.

Prerequisites: Catch Off-Guard or Throw Anything, Improved Weapon Mastery, base attack bonus +8.

Benefit: When using a one-handed improvised weapon, you may always choose to treat it as a light weapon. You also treat any improvised melee weapon as having any two of the following special weapon features (decided by you at the beginning of each turn before you take any other actions): blocking, deadly,

disarm, distracting, grapple, monk, nonlethal, performance, sunder, trip. If using a 2-handed improvised melee weapon you may also select from the brace, double, or reach special weapon features. When using an improvised ranged weapon, treat it as having a 40 ft. range increment.

MYTHIC LEADERSHIP (MYTHIC)

Even those who follow you are mythic.

Prerequisites: Leadership, character level 7, 2nd mythic tier.

Benefit: Add your mythic tier to your leadership score.

The cohort you gain from the Leadership feat is a mythic character with a mythic tier equal to 1/2 your own mythic tier. Additionally if your cohort dies you may replace him in 24 hours by calling on the source of your mythic power. However, doing so causes you to have 1 fewer uses of mythic power per day for the next 30 days.

If you are of the 5th or greater mythic tier, your 10 highest level followers are also 1st mythic tier.

MYTHIC LIGHTNING STANCE (MYTHIC)

Your movements cannot be predicted.

Prerequisites: Dex 17, Dodge, Lightning Stance, Mythic Wind Stance, Wind Stance, base attack bonus +11, 3rd mythic tier.

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



MYTHIC MARTIAL WEAPON PROFICIENCY (MYTHIC)

Your prowess with a specific martial weapon is beyond compare.

Prerequisites: Martial Weapon Proficiency, base attack bonus +6.

Benefit: Select one martial weapon you are proficient with. When making additional attacks as a result of a high base attack bonus, each attack after the first has its attack bonus reduced by 4, rather than by 5. This does not change the number of additional attacks you gain, only the attack bonus used by each additional attack.

For example, Jacinth is a 14th level fighter proficient with the longsword who has taken Mythic Martial Weapon Proficiency with that weapon. Normally he would receive three attacks as a result of his base attack bonus, at +14/+9/+4. However as a result of this feat, his three attacks are instead at +14/+10/+6.



MYTHIC MASTER CRAFTSMAN (MYTHIC)

Your skill with a craft is like magic.

Prerequisites: Master Craftsman, 5 ranks in any Craft or Profession skill.

Benefit: Select one spellcasting class. For purposes of using or creating magic items, you are considered to know all the spells on

that classes' spell list, up to a spell level equal to half your ranks in the Craft or Profession skill you selected with the Master Craftsman feat.

MYTHIC MAXIMIZE SPELL (METAMAGIC, MYTHIC)

Your maximum spell power is "more than maximum."

Prerequisites: Maximize Spell, 7th mythic tier.

Benefit: When you cast a spell augmented with Maximize Spell, all variable, numeric effects of the spell are treated as 150% of their maximum.

Alternatively, you may expend two uses of mythic power to cast a spell as a maximized spell (gaining only the normal benefits of a maximized spell, rather than the increased benefits outlined above) without preparing it as maximized in advance, taking extra casting time, or increasing the level of spell slot it uses.

Normal: All variable, numeric effects of a maximized spell are automatically at their highest value.

MYTHIC PRECISE SHOT (MYTHIC)

You can shoot wasps out of a swarm, or even hit targets on the ethereal plane.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: Your ranged attacks can damage swarms and ignore miss chances from spells or magic effects (such as *blink*, *blur*, and *mirror images*). If you expend a use of mythic power, for one minute your ranged attacks also affect ethereal and insubstantial foes.

MYTHIC QUICKEN SPELL (METAMAGIC, MYTHIC)

Casting a spell can be nearly effortless for you.

Prerequisites: Quicken Spell, 10th mythic tier.

Benefit: You can prepare any spell as a quickened spell, regardless of its normal casting time, allowing you to cast it as a swift action. If a target provokes an attack of opportunity from you, you can target it with a quickened spell as your attack of opportunity. Only quickened spells with a specific number of targets (rather than effect or area) can be cast as an attack of opportunity, and only the creature that provoked the attack is targeted by the spell (regardless of how many creatures the spell normally targets).

Alternatively, you may expend two uses of mythic power to cast a spell as a quickened spell (gaining only the normal benefits of a quickened spell, rather than the increased benefits outlined above) without preparing it as quickened in advance or increasing the level of spell slot it uses.

Normal: A quickened spell that normally has a casting time of 1 standard action can instead be cast as a swift action.

MYTHIC SCRIBE SCROLL (MYTHIC)

You can invoke scrolls without even reading them.

Prerequisites: Scribe Scroll, caster level 1st.

Benefit: At the beginning of each day when you regain your uses of mythic power, you can expend one use of mythic power to accomplish eight hours of work on one magic scroll you are scribing. You can only do this once per day on each scroll you are scribing, though you may also add an actual eight-hour work day toward the scribing of such an item. Unlike normal magic item crafting, work accomplished by expending a use of mythic power does not require any special work space or quiet (though the cost of making magic items created this way is normal).

Additionally, you can cast a spell from a scroll in your possession without having it in hand. As long as it is on your person, or in containers on your person, you may use a scroll.

MYTHIC SHIELD MASTER (MYTHIC)

You punish your foes' failures with a smack from your shield.

Prerequisites: Improved Shield Bash, Shield Master, Shield Proficiency, Shield Slam, Two-Weapon Fighting, base attack bonus +11.

Benefit: When you have a shield equipped, if a foe in reach makes an attack against you and misses by 5 or more that foe provokes an attack of opportunity from you. If a foe attempts to make a combat maneuver targeting your shield (such as sunder) and after the maneuver is resolved your shield is still in hand and not broken or destroyed, that foe provokes an attack of opportunity from you. You can only use this attack of opportunity to attack the foe with your shield.

Additionally, you may make a number of additional attacks of opportunity per round depending on what kind of shield you have equipped (buckler = +1 AoO, small shield = +2 AoO, large shield = +3 AoO, tower shield = +1 AoO). You can only use these attacks of opportunity to attack foes with your shield.

MYTHIC SHIELD PROFICIENCY (MYTHIC)

You can interpose your shield between yourself and all dangers.

Prerequisites: Shield Proficiency.

Benefit: Add the AC bonus you gain from your shield to your CMB.

MYTHIC SICKENING CRITICAL (CRITICAL, MYTHIC)

You can sicken foes with weapon strikes at will.

Prerequisites: Critical Focus, Sickening Critical, base attack bonus +11, 2nd mythic tier.

Benefit: Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend one use of mythic power to inflict the effect of the Sickening Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

MYTHIC SILENT SPELL (METAMAGIC, MYTHIC)

You can cast spells with near-total secrecy.

Prerequisites: Silent Spell.

Benefit: When you cast a spell augmented with Silent Spell, it is not obvious that you cast a spell and difficult to determine the origin point of any visible spell effects. Characters cannot observe that you cast the spell, or make Spellcraft checks to identify it or dispel checks to neutralize it unless they succeed at a Perception check opposed by a special Stealth check made by you (1d20 + Stealth or Spellcraft bonus + mythic tier).

Alternatively, you may expend a use of mythic power to cast a spell as a silent spell (gaining only the normal benefits of a silent spell, rather than the increased benefits outlined above) without preparing it as silent in advance, taking extra casting time, or increasing the level of spell slot it uses.

Special: A silent spell requires no verbal components.

MYTHIC SIMPLE WEAPON PROFICIENCY (MYTHIC)

Your prowess with a specific simple weapon is beyond compare.

Prerequisites: Simple Weapon Proficiency, base attack bonus +6.

Benefit: Select one simple weapon you are proficient with. When making additional attacks as a result of a high base attack bonus, each attack after the first has its attack bonus reduced by 4, rather than by 5. This does not change the number of additional attacks you gain, only the attack bonus used by each additional attack.

For example, Thorne is a 19th level cleric proficient with the morningstar who has taken Mythic Simple Weapon Proficiency with that weapon. Normally she would receive three attacks as a result of her base attack bonus, at +14/+9/+4. However as a result of this feat, her three attacks are instead at +14/+10/+6.

MYTHIC STAGGERING CRITICAL (CRITICAL, MYTHIC)

You can stagger foes with a weapon blow at will.

Prerequisites: Critical Focus, Staggering Critical, base attack bonus +13, 3rd mythic tier.

Benefit: Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend two uses of mythic power to inflict the effect of the Staggering Critical feat rather than your attack's normal damage. You may not add the effects of more than one mythic critical feat to a single attack.

MYTHIC STAND STILL (MYTHIC)

None shall pass.

Prerequisites: Combat Reflexes, Stand Still.

Benefit: When you successfully use the Stand Still feat to make a combat maneuver check to force a foe to stop moving, you may also deal melee damage to that foe with a natural or unarmed attack or a weapon you have in hand.

MYTHIC STEP UP (MYTHIC)

No one can escape you.

Prerequisites: Dex 13, Following Step, Step Up, base attack bonus +1.

Benefit: Whenever an adjacent foe attempts to move away from you, you may move up to your movement rate as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you move more than 1/2 your movement rate, you may only take a move or standard action on your next turn.

If you expend a use of mythic power, you may move up to twice your movement rate to follow an adjacent foe, and still take a full action on your next turn.

MYTHIC STILL SPELL (METAMAGIC, MYTHIC)

You can cast spells with total detachment from your body's condition.

Prerequisites: Still Spell.

Benefit: When you cast a spell augmented with Still Spell, you do not need to make a concentration check as a result of any physical disruption, including movement (such as riding a horse or being on the deck of a storm-tossed ship), being grappled or pinned, or even being injured while casting.

Alternatively, you may expend a use of mythic power to cast a spell as a still spell (gaining only the normal benefits of a still spell, rather than the increased benefits outlined above) without preparing it as still in advance, taking extra casting time, or increasing the level of spell slot it uses.

Special: A still spell requires no somatic components.

MYTHIC STUNNING CRITICAL (CRITICAL, MYTHIC)

You may stun foes with a weapon blow at will.

Prerequisites: Critical Focus, Stunning Critical, base attack bonus +17, 3rd mythic tier.

Benefit: Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend two uses of mythic power to inflict the effect of the Stunning Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

MYTHIC TIRING CRITICAL (CRITICAL, MYTHIC)

You can tire foes with a weapon blow at will.

Prerequisites: Critical Focus, Tiring Critical, base attack bonus +13.

Benefit: Once per round when you hit a foe with an attack, but the attack is not a critical, you may expend one use of mythic power to inflict

the effect of the Tiring Critical feat rather than your attack's normal damage.

You may not add the effects of more than one mythic critical feat to a single attack.

MYTHIC TOWER SHIELD PROFICIENCY (MYTHIC)

You move a tower shield with stunning ease.

Prerequisites: Tower Shield Proficiency.

Benefit: You treat a tower shield as having no maximum Dexterity bonus to AC, a -3 armor check penalty, and 20% arcane spell failure. You do not take a -2 penalty to attack rolls when using a tower shield.

Normal: A tower shield has a +2 maximum Dex bonus to AC, -10 armor check penalty, 50% arcane spell failure, and causes anyone wearing it to take a -2 penalty to attack rolls.

MYTHIC WHIRLWIND ATTACK (MYTHIC)

You can strike multiple times at every foe within reach.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Mythic Combat Expertise, Mythic Dodge, Mythic Mobility, Mythic Spring Attack, Spring Attack, Whirlwind Attack, base attack bonus +4, 5th mythic tier.

Benefit: When you use Whirlwind Attack as a full-round action, you may make all your attacks from a full attack action against one foe, and one additional attack against every foe within reach. If you expend two uses of mythic power, you may make all your attacks from a full attack action against every foe within reach.

MYTHIC WIDEN SPELL (METAMAGIC, MYTHIC)

You can cast spells that cover vast areas.

Prerequisites: Widen Spell.

Benefit: When you cast a spell augmented with Widen Spell, any numeric measurements of the spell's area increase by 200%. Only a burst, emanation, or spread-shaped spell can be affected by this feat.

Alternatively, you may expend a use of mythic power to cast a spell as a widened spell (gaining only the normal benefits of a widened spell, rather than the increased benefits outlined above) without preparing it as widened in advance, taking extra casting time, or increasing the level of spell slot it uses.

Normal: A widened spell increases its area by 100%.

MYTHIC WIND STANCE (MYTHIC)

You always seem to be in motion.

Prerequisites: Dex 15, Dodge,

Wind Stance, base attack bonus +6.

Benefit: If you move more than 5 feet this turn, you gain 20% concealment for 1 round against all attacks. If you expend a use of mythic power, you gain this benefit for 1 minute without needing to move.

Normal: Wind Stance grants you 20% concealment for 1 round against ranged attacks if you move more than 5 feet.



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