



MYTHIC MAGIC: ULTIMATE SPELLS I

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS

MYTHIC MAGIC: ULTIMATE SPELLS I

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WELCOME TO ULTIMATE PLUG-INS: MYTHIC MAGIC!

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

The *Mythic Magic* series contains updated mythic spells for every class, presented in cogent and coherent modular units perfect for each class to have everything they need to make their mythic spell selections count. Spells that help them to set themselves apart from the ordinary humdrum casting they've been used to, and to experiment with the new possibilities that mythic spells have to offer. Every issue brings you mythic versions of entire spell lists by class, with mythic versions of all the spells you already know and love that didn't make their way into *Pathfinder Roleplaying Game Mythic Adventures*. All brought to you by expert designers who know the mythic spell rules like no one else because they are the same authors that created most of the mythic spells in *Pathfinder Roleplaying Game Mythic Adventures*.



SPECIAL ELECTRONIC FEATURES

We've hyperlinked the electronic version of this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the d20pfsrd.com. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

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WHAT YOU WILL FIND INSIDE MYTHIC MAGIC: ULTIMATE SPELLS I

THIS PRODUCT IS THE SECOND VOLUME OF YOUR ENCYCLOPEDIA OF MYTHIC SPELLS. The *Pathfinder Roleplaying Game Mythic Adventures* hardback introduces an entire new category of mythic magic, bringing a handful of new spells and many updates of cherished favorites from the Pathfinder Roleplaying Game Core Rulebook as well as some of the more recent hardback rulebooks. There are certainly plenty of spells to get your mythic campaign started, but it doesn't take long to realize that there are literally hundreds of spells left untouched, including over 130 in *Pathfinder Roleplaying Game Ultimate Combat*. That diversity of options that we love so much about the game was missing, and that is what Legendary Games is bringing back in the Mythic Magic series. The product before you completes the mythic rules for every spell in the *Pathfinder Roleplaying Ultimate Combat* rulebook. **All of them.** If it's not already in *Pathfinder Roleplaying Game Mythic Adventures*, it's right here, from absorb toxicity to wreath of blades and all spells in between.

Whether you're an arcane or a divine caster, *Mythic Magic: Ultimate Spells I* contains mythic spells of every level and every kind, from orisons and cantrips to the mightiest 9th-level magics. You will find combat spells like *brow gasher*, *chain of perdition*, and *shadow bomb* admixture right alongside defensive magic like *bullet shield* and *communal spell immunity*, spells to aid your allies like *effortless armor* and *terrain bond*, and utility spells like *abundant ammunition* and *tactical acumen*. They are all here, every one, developed with flair and function in mind as only Legendary Games can bring it, by the same designers that wrote most of the mythic spells in *Pathfinder Roleplaying Game Mythic Adventures* in the first place.

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

 Jason Nelson

ULTIMATE SPELLS

IN THE SPELL LIST THAT FOLLOWS, SPELLS in **boldface type** are those described in this product, and those spells have a page number noted to delineate where they appear. Those in standard typeface are described in *Pathfinder Roleplaying Game Mythic Adventures*. Spells marked with a superscript ^A are spells that can be further augmented to produce greater effects by the expenditure of additional mythic power. The non-mythic version of all spells in this product originally appeared in the *Pathfinder Roleplaying Game Ultimate Combat*. In addition, spell descriptions can be found online in the [Pathfinder Reference Document](#) and at [d2opfsrd.com](#), and each spell's name is hyperlinked to those online resources. The mythic spell descriptions in this book appear alphabetically after the spell lists.

COMMUNAL SPELLS

A category of spells introduced in *Pathfinder Roleplaying Game Ultimate Combat* is the concept of communal spells, which enable the caster to split the duration between multiple targets, with a minimum duration assigned to each equal to the basic duration increment of the spell, such as 1 round/level, 1 minute/level, 10 minutes/level, 1 hour/level, or 1 day/level. Two dozen communal spells are included in *Pathfinder Roleplaying Game Ultimate Combat*, all of them using this same mechanic. There are design reasons to have this effect available as a learnable spell variant, both to allow for minor variations (such as the duration of *communal ant haul*, the additional mounts created by *communal mount* and *phantom steed*, and the costly material components for *communal nondetection* and *stoneskin*) and as for spellcasters that are not limited in how

many spells they can learn, though for casters with a limited number of spells (including all mythic spellcasters), the same mechanical niche can be filled with a +1-level metamagic feat. We present such a feat below, as well as a mythic version of that feat.

Mythic Communal Spells: If you wish to use the existing *communal* spells, they function as described you can use the following rules text to apply to all communal spells.

COMMUNAL SPELLS (any)

When casting a mythic communal spell, you duplicate the effect of the mythic version of the base spell but in addition to sharing the spell's duration with multiple targets when the spell is cast, you can share any remaining portion of the spell's duration at a later time by touching a willing target as a standard action. Targets of the communal spell cannot share it with others. When you divide the spell's duration, whether at the time of casting or later, you can apportion the spell's duration as desired instead of dividing the duration evenly. The minimum amount of the spell's duration you can allocate to any target is equal to one duration increment smaller than that listed in the spell description, as described below.

Spell Duration	Minimum Duration Per Target
1 round/level	1 round
1 minute/level	1 round
10 minutes/level	1 minute
1 hour/level	10 minutes
1 day/level	1 hour

Dispelling a communal spell on one creature does not affect other creatures sharing the same spell unless the communal spell itself is the target of the dispel. If a target of your communal spell loses the effect of a communal spell, whether because it was dispelled or its duration expired, you can renew the spell's effect on that target by allocating additional duration as described above. Renewing a spell

effect in this way does not repair or replenish any damage dealt to or absorbed by the communal spell that had been affecting the target, such as the hit points of a *phantom steed* or damage absorbed by *communal protection from arrows*, *protection from energy*, or *stone-skin*.

FEATS

COMMUNAL SPELL (METAMAGIC)

You can share spells between multiple targets.

Benefit: You can alter the duration and targets of a harmless spell with a range of touch in order to affect multiple targets, treating each target as a subject of the spell. You must split the spell's duration in whole increments equal to the duration increment listed in the spell's duration. Hence, if a spell's duration is 1 minute per level, you must allocate the split dura-

tion in 1-minute increments, divided as evenly as possible. Some targets may be assigned one additional duration increment if some are left over after equal distribution, or the remainder can be wasted. A communal spell uses up a spell slot one level higher than the spell's actual level.

COMMUNAL SPELL, MYTHIC (METAMAGIC, MYTHIC)

You may expend one unit of your mythic power when casting a communal spell in order to divide the spell's duration as you wish, including sharing its duration with additional targets after the spell has been cast, as described above.



SPELL LISTS BY CLASS

This product provides mythic versions of the spells from the *Pathfinder Roleplaying Game Ultimate Combat* rulebook, but you will still need to refer to the standard versions of those spells to resolve their effects, as adjusted by the mythic rules presented in this product. As such, it is assumed you have access to that rulebook and the spell lists contained in **Chapter 6: Spells** of that book, and those lists are not repeated here. For ease of electronic reference, you may also link to the [Spells by Class](#) page of the online Pathfinder Reference Document for full spell lists for each spellcasting class referenced in this book.

SPELL LIST (ALPHABETICAL)

[ablative barrier](#)
[absorb toxicity](#)^A
[abundant ammunition](#)
[adjuring step](#)^A
[adoration](#)
[air bubble](#)^A
[air walk, communal](#)
[animal aspect](#)
[animal aspect, greater](#)
[ant haul, communal](#)
[arcane cannon](#)
[bestow weapon proficiency](#)^A
[blistering invective](#)^A
[bowstaff](#)
[brow gasher](#)
[bullet shield](#)^A
[burst of speed](#)^A
[caging bomb admixture](#)
[certain grip](#)^A
[chain of perdition](#)^A
[companion mind link](#)
[compel hostility](#)
[damp powder](#)^A
[darkvision, communal](#)
[daybreak arrow](#)
[deadly juggernaut](#)^A
[deadeye's lore](#)^A
[debilitating portent](#)
[delay poison, communal](#)
[destabilize powder](#)^A
[discovery torch](#)
[divine arrow](#)
[dust form](#)^A

[effortless armor](#)
[endure elements, communal](#)
[energy siege shot](#)
[energy siege shot, greater](#)
[fabricate bullets](#)^A
[fiery shuriken](#)^A
[find quarry](#)
[flash fire](#)
[forest friend](#)
[frightful aspect](#)
[frost fall](#)
[haunted fey aspect](#)
[healing thief](#)^A
[heroic invocation](#)^A
[hostile juxtaposition](#)^A
[hostile juxtaposition, greater](#)^A
[hostile levitation](#)^A
[illusion of calm](#)
[instrument of agony](#)
[jolting portent](#)
[judgment light](#)
[jury-rig](#)
[kinetic reverberation](#)^A
[languid bomb admixture](#)
[liberating command](#)
[life conduit](#)
[life conduit, improved](#)
[life conduit, greater](#)
[lightning lash bomb admixture](#)^A
[litany of defense](#)
[litany of eloquence](#)
[litany of entanglement](#)
[litany of escape](#)^A
[litany of madness](#)
[litany of righteousness](#)
[litany of sight](#)
[litany of sloth](#)
[litany of thunder](#)
[litany of vengeance](#)
[litany of warding](#)
[litany of weakness](#)^A
[locate weakness](#)
[lock gaze](#)
[longshot](#)
[magic siege engine](#)
[magic siege engine, greater](#)
[mask dweomer, communal](#)
[mind blank, communal](#)
[mirror strike](#)
[moment of greatness](#)
[mount, communal](#)
[mutagenic touch](#)^A
[named bullet](#)^A
[named bullet, greater](#)
[negative reaction](#)

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obsidian flow
peacebond
pellet blast
phantom chariot
phantom driver
phantom steed, communal
pilfering hand
protection from arrows, communal
protection from chaos, communal
protection from energy, communal
protection from evil, communal
protection from good, communal
protection from law, communal
pup shape^A
qualm
recoil fire^A
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reloading hands
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returning weapon^A
returning weapon, communal
ricochet shot^A
see alignment^A
shadow bomb admixture
share language, communal
shock shield
shocking image
siege of trees^A
siege of trees, greater^A
spell immunity, communal
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spider climb, communal
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thunder fire
tongues
touch injection
twisted space^A
unerring weapon
viper bomb admixture
walk through space
warding weapon

water walk, communal
weaken powder^A
wilderness soldiers
wreath of blades^A

SPELL DESCRIPTIONS

ABSORB TOXICITY

You add your tier to the Save DC against your transferred affliction.

Augmented (6th): If you expend three uses of mythic power, the spell is not discharged until a creature fails its save and becomes afflicted or the duration expires. You may only target each creature once.

Augmented (9th): If you expend four uses of mythic power, the spell does not discharge after the first creature fails its save. After a second creature fails its save the spell is discharged.

ABUNDANT AMMUNITION

Every container of nonmagical ammunition within 20 feet is affected by the spell. Any such container that leaves the area immediately loses the effect.

ADJURING STEP

The duration of the spell increases to 1 min./level. None of your actions provoke attacks of opportunity as long as you move 5 feet or less for each action.

Augmented (4th): If you expend two uses of mythic power, your allies do not provoke attacks of opportunity while adjacent to you.

ADORATION

You add half your tier to the morale bonuses granted by the spell. Any creature that attempts to harm the target of the spell must make a Will save. If it fails, it may not harm

the target that round but may do so in subsequent rounds.

AIR BUBBLE

The air bubble encompasses the entire creature, keeping it and its effects dry.

Augmented (3rd): If you expend two uses of mythic power, the spell targets a number of willing touched creatures equal to your mythic tier.

AIR WALK, COMMUNAL

See notes on communal spells. The mythic version of *air walk* is described in *Mythic Magic: Core Spells* from Legendary Games.

ANIMAL ASPECT, GREATER

You may freely shift your chosen *animal aspect* (or aspects, if you have chosen to gain two different aspects) as a swift action as often as desired during the spell's duration. You may instead cast the non-mythic version of this spell on a touched willing creature. If that creature is a mythic creature, it can expend one use of its mythic power to change its *animal aspect* as a swift action.

ANT HAUL, COMMUNAL

See notes on communal spells. The mythic version of *delay poison* is described in *Mythic Magic: Advanced Spells I* from Legendary Games.

BESTOW WEAPON PROFICIENCY

Target creature gains a +1 competence bonus on attacks made with the held weapon.

Augmented (3rd): If you expend two uses of mythic power, target creature gains proficiency and a +1 competence bonus for any weapon it wields.



BOWSTAFF

Target weapon becomes a magic weapon and gains an additional 20 points of hardness. If a quality of the weapon cannot be applied to melee weapons, the weapon gains an additional enhancement bonus equivalent to the inapplicable ability.

BROW GASHER

The duration of the spell does not end when it is discharged—if you hit the same creature again during the duration, each further hit that deals damage increases the creature's penalty to the creature's attacks by 1.

BULLET SHIELD

The base deflection bonus from this spell increases to +6. There is a 50% chance that any ranged critical hit or ranged sneak attack is negated and treated as a normal hit.

Augmented (5th): If you expend two uses of mythic power, you gain concealment against firearm and ranged attacks as well as ranged touch attacks made to subject you to spell effects.

BURST OF SPEED

The movement bonus granted by this spell increases to +30 ft. and is not affected by type of armor worn.

Augmented (3rd): If you expend two uses of mythic power, you gain the benefits of the spring attack feat for the round.

Augmented (6th): If you expend three uses of mythic power, you gain an additional +10 ft. bonus to speed.

CAGING BOMB ADMIXTURE

Your *caging bomb admixture* affects creatures that take splash damage from the bomb even on a missed attack,

affecting any creature(s) that fit inside its

splash radius. The cage of force created by the bomb is as strong as a *mythic wall of force*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

CERTAIN GRIP

You add your tier to the competence bonus granted by this spell. Bullrush attempts against the target creature may move it no more than 5 feet.

Augmented (5th): If you expend three uses of mythic power, the subject may sacrifice a move action next round to add its mythic tier to any failed roll affected by this spell or to add its mythic tier to its CMD if an opponent would otherwise succeed in a combat maneuver against it.

CHAIN OF PERDITION

You add your tier as a deflection bonus to the chain's Armor Class, to its combat maneuver bonus and combat maneuver defense, and to the DC for caster level checks to dispel it.

Augmented: If you expend two uses of mythic power, the chain gains the benefits of cleave. 4th: If you expend three uses of mythic power, you may move the chain as a swift action.

COMPEL HOSTILITY

The spell affects creatures 5 ft. outside of threatening range, in which case your immediate action includes a free 5-ft. step to enter the creatures threatening range.

DAMP POWDER

The spell targets a number of firearms equal to your mythic tier.

Augmented (6th): If you expend two uses of mythic power, you may instead target an ammo pouch or other receptacle that contains firearm ammunition. Ammunition in that pouch that is fired during the next 5 rounds

has a 50% chance of being affected by the spell.

DARKVISION, COMMUNAL

See notes on communal spells. The mythic version of *darkvision* is described in Mythic Magic: Core Spells from Legendary Games.

DEADLY JUGGERNAUT

If you reach the spell's maximum bonus you immediately add your mythic tier to the luck bonus and DR.

Augmented (3rd): If you expend two uses of mythic power, you may make a free 5 ft. step every time you reduce a qualifying opponent to 0 or fewer hit points and may make a single melee attack on another creature.

Augmented (5th): You may expend up to three extra uses of mythic power. For each extra use of mythic power you expend, the luck bonus for each qualifying opponent increases by 1.

DEADEYE'S LORE

You add half your mythic tier to the sacred bonus granted by this spell. If you move at half speed while traveling you automatically find enough food to feed yourself in any environment where that is possible.

Augmented (5th): If you expend two uses of mythic power, if you move at half speed while traveling you automatically find enough food to feed up to six people in any environment where that is possible. You must travel to a new location at least two miles away each day to find new sources of sustenance.

DEBILITATING PORTENT

Any time the subject fails its Will save, you may dismiss the spell as an immediate action to deal 1d3 Wisdom damage to the subject.

DELAY POISON, COMMUNAL

See notes on communal spells. The mythic version of *delay poison* is described in Mythic Magic: Core Spells from Legendary Games.

DESTABILIZE POWDER

The spell targets a number of firearms equal to your mythic tier.

Augmented (6th): If you expend two uses of mythic power, you may instead target an ammo pouch or other receptacle that contains firearm ammunition. Ammunition in that pouch that is fired during the next 5 rounds has a 50% chance of being affected by the spell.

DISCOVERY TORCH

The spell counters and dispels any non-mythic darkness spells in its area of effect. Secret doors within the area are limned in light, lowering the DC of perception checks to discover them by 20.

DIVINE ARROW

This spell affects a number of projectiles equal to your mythic tier. On a critical hit, the projectile shines brightly for one round, causing undead within 30 ft. to flee unless they succeed on a Will Save.

DUST FORM

Your physical attacks do full damage. While in dust form your base speed increases by 10 ft.

Augmented (3rd): If you expend two uses of mythic power, when the spell ends all creatures adjacent to you must make a Fort Save or be blinded for 1d4 rounds.

EFFORTLESS ARMOR

The reduction in armor check penalty increases by half your mythic tier and you are not subject to the max Dexterity of your armor.

ENDURE ELEMENTS, COMMUNAL

See notes on communal spells. The mythic version of endure elements is described in *Pathfinder Roleplaying Game Mythic Adventures*.

ENERGY SIEGE SHOT

You may expend one use of mythic power as a move action to change the energy type. You may do so once per round.

ENERGY SIEGE SHOT, GREATER

You may expend one use of mythic power as a move action to change the energy type. You may do so once per round. The radius of any effect created by this spell increases by 5 ft.

FABRICATE BULLETS

You may use any metal weapon that weighs at least one pound as the material component.

Augmented (3rd): If you expend two uses of mythic power, ammunition created by this spell is +1 ammunition for the next hour.

Augmented (6th): If you expend three uses of mythic power, ammunition created by this spell is +1 ammunition for the next hour and has the bane weapon quality (you pick the designated foe when you cast the spell) during that time.

FIERY SHURIKEN

The shuriken deal 2d8 damage +1d10 on a critical hit.

Augmented (4th): If you expend two uses of mythic power, you can fire any of your shuriken at an adjacent attacking creature as an immediate action. That creature takes a -2 penalty on that attack roll whether the shuriken hit them or not.

FIND QUARRY

The base radius of this spell increases to 30 miles. When moving towards your quarry you may move through up to 10 ft. of difficult terrain per round without slowing.



FLASH FIRE

You add your mythic tier to the duration of blindness resulting from this spell. The target firearm is too hot to handle for the next round and loading it requires its bearer to make a Will save with the same DC as the Fort save. If its bearer fails the Will save by 5 or more, it drops the firearm.

FOREST FRIEND

When adjacent to a tree or in undergrowth, the subject has concealment against all non-adjacent creatures.

FRIGHTFUL ASPECT

You add your mythic tier to the size bonuses and natural armor bonus granted by this spell.

Augmented (6th): If you expend two uses of mythic power, add your mythic tier to your DR. Enemy creatures within the aura that hit you but do not damage you are panicked for 2d4 rounds.

FROST FALL

The spell's damage increases to 2d10 when cast and 1d10 on subsequent turns. Each turn you may designate one further adjacent 5 ft. square which becomes part of the spell's area of effect. Creatures in those squares when you designate them are affected by the initial damage of the spell.

HAUNTED FEY ASPECT

You add half your mythic tier to the DR granted by this spell.

HEROIC INVOCATION

You add your mythic tier to the morale bonuses granted by this spell. Targets gain a morale bonus equal to your mythic tier on all Will saves against mind-affecting effects.

Augmented (6th): If you expend two uses of

mythic power, any creature that casts a fear spell on the target creatures must save against its own spell or be affected by it.

HOSTILE JUXTAPOSITION

You may switch places with the target as a move action on your turn.

Augmented (5th): If you expend two uses of mythic power, you may switch places with the target a second time before the spell is discharged.

HOSTILE JUXTAPOSITION, GREATER

You may switch places with any of the targets as a move action on your turn.

Augmented (5th): If you expend two uses of mythic power, you may switch places with any one target a second time before the spell is discharged.

HOSTILE LEVITATION

You can affect a number of targets up to your caster level, but their total weight can be no more than 100 pounds per caster level.

Augmented (4th): If you expend two uses of mythic power, you may move any single target creature up or down 10 ft. as a move action. You may take this action once per round. If you move the target down so that its feet touch the ground, the levitation effect ends for that creature.

ILLUSION OF CALM

As a move action you can direct the illusory double to move up to 15 ft. a round, which it does at a stately unhurried pace. When the illusory double first leaves your space you may make a stealth check with a bonus equal to twice your mythic tier to hide in plain sight.

INSTRUMENT OF AGONY

You add your mythic tier to the morale bonus granted by this spell. The DC of any of your spells targeting a creature nauseated by this spell is increased by 5.

JOLTING PORTENT

Any time the subject fails its Fortitude save, you may dismiss the spell to deal 1d3 Dexterity damage to the subject.

JUDGMENT LIGHT

When you cast this spell, you may immediately activate another judgment. This does not count against your judgment limit for the day if it is the first time you've cast this spell today.

Destruction: Enemies in the area take 8d8 points of damage.

Healing: Allies in the area regain hit points equal to 2d8 + the caster's Wisdom modifier.

Justice: Incorporeal creatures within the burst may be attacked by non-magical weapons.

Piercing: The spell resistance of enemies within the burst is reduced by 10 for 1 round per caster level.

Protection: Allies in the burst gain a +4 sacred bonus to AC and CMD, and a +6 sacred bonus to AC against critical confirmation attack rolls for 1 round per caster level.

Purity: Each ally within the burst may attempt a saving throw against every effect that allows a saving throw with a +4 sacred bonus on the roll.

Resiliency: Allies within the burst gain DR 5/magic or the alignment your judgment allows for 1 round per caster level.

Resistance: Allies within the burst gain resistance 10 against the energy the judgment protects the inquisitor against when she casts this spell for 1 round per caster level.

Smiting: Allies' weapons within the burst count as magic, the alignment her weapon is, and adamantite for purposes of overcoming damage reduction for 2 rounds per caster level.

JURY-RIG

Every object within a 30' radius loses the broken condition. If objects in the area becomes broken, you may expend an additional use of mythic power to negate the broken condition.

KINETIC REVERBERATION

If a creature's weapon takes damage from this spell, that creature suffers a -5 penalty on attacks with that weapon next round.

Augmented (3rd): If you expend two uses of mythic power, non-magical weapons that take damage from this spell gain the broken condition.

Augmented (6th): If you expend three uses of mythic power, non-magical weapons that take damage from this spell are destroyed. If a creature attacks with a natural attack or unarmed strike, they must succeed on a Fort save or take damage and suffer a -5 penalty on attacks with that attack next round.

LANGUID BOMB ADMIXTURE

Your *languid bomb admixture* affects creatures that take splash damage from the bomb even on a missed attack, affecting a number of targets equal to one-half your mythic tier (minimum 1), or increasing the number of targets it can affect on a direct hit by an amount equal to one-half your mythic tier, though only targets that take splash damage from the bomb can be affected.. In addition, a creature that takes a direct hit from your bomb becomes exhausted on a failed Will save, and is fatigued even if its save is successful.

LIBERATING COMMAND

The target adds twice your mythic tier on his Escape Artist check to escape confinement. If the target is affected by a temporary paralysis effect, it can instead attempt a new saving throw as an immediate action to negate that effect. This does not affect paralysis based on ability drain or damage.

LIFE CONDUIT

The hit points you can transfer increase to 1d10. When you transfer hit points to your eidolon, you gain hit points equal to your mythic tier. When you transfer hit points to or from your eidolon, whichever of you lost hit points gains a +1 deflection bonus to AC for the next round.

LIFE CONDUIT, IMPROVED

The hit points you can transfer increase to 2d10. When you transfer hit points to your eidolon, you gain hit points equal to your mythic tier. When you transfer hit points to or from your eidolon, whichever of you lost hit points gains a +1 deflection bonus to AC for the next round.

LIFE CONDUIT, GREATER

The hit points you can transfer increase to 3d10. When you transfer hit points to or from your eidolon, whichever of you lost hit points gains a +1 deflection bonus to AC for the next round. When you transfer hit points to your eidolon, you gain hit points equal to your mythic tier.

LIGHTNING LASH

BOMB ADMIXTURE

Your *lightning lash bomb admixture* affects creatures that take splash damage from the bomb even on a missed

attack, affecting a number of targets equal to one-half your mythic tier (minimum 1), or increasing the number of targets it can affect on a direct hit by an amount equal to one-half your mythic tier, though only targets that take splash damage from the bomb can be affected. In addition, the spell deals 1d10 points of electricity damage to affected creatures each time they move. If two creatures affected by your *lightning lash bomb admixture* move adjacent to one another or remain adjacent at the end of their turns after being affected by this bomb, an additional jolt of electricity arcs between them, forcing them to make an additional saving throw or take damage.

Augmented (3rd): If you expend two uses of mythic power, the damage from this spell bypasses electricity resistance or electricity immunity, and creatures failing their Reflex save take 1 point of Dexterity damage for each failed save.

LITANY OF DEFENSE

The maximum dexterity of your armor improves by your mythic tier, and your armor gains the moderate fortification armor property.

LITANY OF ELOQUENCE

You can target a number of creatures equal to your mythic tier. Targeted creatures will follow you up to 30 ft. a round.



LITANY OF ENTANGLEMENT

The target cannot leave its square. Add your mythic tier to the attack penalty imposed by the entanglement.

LITANY OF ESCAPE

Any creature that was grappling the target must make a Fortitude save or be stunned for one round.

Augmented (6th): If you expend two uses of mythic power, any creature that was grappling the target must make a Fortitude save or be stunned for a number of rounds equal to your mythic tier.

LITANY OF MADNESS

When the target rolls its confusion roll, as an immediate action you may dictate one action (other than acting normally) that the target may not take.

LITANY OF RIGHTEOUSNESS

The target of the spell takes double damage and is dazzled when it takes damage from good weapons or creatures with good auras.

LITANY OF SIGHT

The spell lasts for a number of rounds equal to your mythic tier. Creatures who were in the range and invisible at the time the spell was cast must make a Fortitude save or be staggered.

LITANY OF SLOTH

The target loses any dodge bonus to AC that it possesses and its base speed is decreased by 10 feet.

LITANY OF THUNDER

You may target a number of creatures equal to your mythic tier, all of whom must be within 10 feet of each other.

LITANY OF VENGEANCE

The sacred or profane bonus is increased by your mythic tier. On a critical hit, all of the damage acts as damage dealt by a good or evil-aligned weapon, depending on the alignment of the caster.

LITANY OF WARDING

The sacred bonus to AC is increased by your mythic tier. You may make as many attacks of opportunity as you wish.

LITANY OF WEAKNESS

The target is exhausted for 1 round and fatigued for a number of rounds equal to half your mythic tier.

Augmented (6th): If you expend two uses of mythic power, the target is exhausted for a number of rounds equal to half your mythic tier.

LOCATE WEAKNESS

You add your mythic tier on any roll to confirm a critical hit. You become aware of the vulnerabilities of every creature within 30 ft.

LOCK GAZE

The target takes a penalty on all Will saves against your spells equal to your mythic tier. If the target fails the Will save to negate this spell by 10 or more, it is fascinated for the duration.

LONGSHOT

The range-increment bonus granted by this spell is equal to your mythic tier times 10 feet.

MAGIC SIEGE ENGINE

The enhancement bonus granted by this spell is equal to half your mythic tier rounded down (max +5). If half of your mythic tier rounded down is greater than 5, the enhancement bonus is +5 and the excess enhancement bonus may be used to pay for any of the following qualities: Seeking (+1), Thundering (+1), Endless Ammunition (+2), Igniting (+2) or Speed (+3).

MAGIC SIEGE ENGINE, GREATER

The enhancement bonus granted by this spell is equal to your mythic tier (max +5). If your mythic tier is greater than 5, the enhancement bonus is +5 and the excess enhancement bonus may be used to pay for any of the following qualities: Seeking (+1), Thundering (+1), Endless Ammunition (+2), Igniting (+2), Speed (+3) or Brilliant Energy (+4).

MASK DWEOMER, COMMUNAL

See notes on communal spells. The mythic version of *delay poison* is described in *Mythic Magic: Advanced Spells I* from Legendary Games.

MIND BLANK, COMMUNAL

See notes on communal spells. The mythic version of *mind blank* is described in *Mythic Magic: Core Spells* from Legendary Games.

MIRROR STRIKE

If you hit both of your selected opponents you add your mythic tier to damage dealt to each.

MOMENT OF GREATNESS

The morale bonus modifier provided by this spell is increased from x2 to x3. The spell does not discharge until the target has modified two rolls with the spell.

MOUNT, COMMUNAL

See notes on communal spells. The mythic version of *mount* is described in *Mythic Magic: Core Spells* from Legendary Games.

MUTAGENIC TOUCH

If you expend one use of your mythic power, you can pass on the effect of your mutagen to a creature you touch while retaining the effect of the mutagen on yourself. You can do this multiple times, expending one use of your mythic power each time you share your mutagen. When you do this, you choose how much of your mutagen's remaining duration you wish to share with the target, with a minimum of 10 minutes. The remaining duration of your own mutagen is reduced by twice this amount, so if you share 1 hour of your mutagen's duration with the target, the remaining duration of your own mutagen is reduced by 2 hours.

Augmented: If you expend two uses of mythic power when sharing your mutagen, the target must succeed on a Will save against the spell's save DC or become filled with affection for you, seeing you as its mutant "parent." You may choose to affect the target as *charm monster* or as *reckless infatuation*. You must choose the desired effect before the creature makes its saving throw, and the effect lasts only as long as both you and it remain affected by the mutagen.

NAMED BULLET, GREATER

You increase the critical multiplier of the target weapon by 1 (maximum of x6), and if the attack roll with the target weapon indicates a miss the wielder gains a premonition of this failure before the weapon is thrown or shot and can choose not to follow through and make that attack. That particular attack is wasted but the weapon remains in the wielder's hand and ammunition (and black powder for firearms) is not expended. The wielder may continue making any additional attacks it is allowed that round.

NEGATIVE REACTION

The duration of the spell does not elapse immediately but instead is delayed up to a number of hours equal to your mythic tier, triggering the first time the target makes a Bluff, Diplomacy, or Intimidate check or performance combat check. If the target is a non-mythic creature, you add your level to the penalty it takes on checks affected by this spell.

NONDETECTION, COMMUNAL

See notes on [communal spells](#). The mythic version of *nondetection* is described in [Mythic Magic: Core Spells](#) from [Legendary Games](#).

OBSIDIAN FLOW

The area of the *obsidian flow* remains searing hot for a number of rounds equal to your mythic tier. Creatures entering or remaining within the area take 1d6 points of fire damage per round (2d6 if prone). Creatures entangled by the spell are anchored to the spot and cannot move (though they are not paralyzed or helpless). One successful Strength check or Escape Artist check enables an immobilized creature to move again, but the creature retains the entangled condition until it succeeds on a second Strength check or Escape Artist check. The DC of these Strength and Escape Artist checks is increased by an amount equal to your mythic tier.



PEACEBOND

The DC of the Strength check to draw the affected weapon is increased by an amount equal to your mythic tier. In addition, any attacks of opportunity provoked by trying to draw the weapon gain a bonus on attack and damage rolls equal to one-half your mythic tier (minimum +1).

PELLET BLAST

The *pellet blast* can bypass an amount of damage reduction (of any type) or hardness equal to your mythic tier.

PHANTOM CHARIOT

The *phantom chariot* gains a deflection bonus to AC equal to your mythic tier, and it gains additional hit points equal to twice your mythic tier. If you use the chariot's scythes to attack, they gain an enhancement bonus equal to one-half your mythic tier (minimum +1). If the enhancement bonus is at least +2, you may choose to exchange one point of enhancement bonus to grant the scythes the keen or ghost touch property. You may grant both properties to the scythes, as long as this does not reduce their enhancement bonus below +1.

PHANTOM DRIVER

The *phantom driver* gains a deflection bonus to AC equal to your mythic tier, and it gains additional hit points equal to twice your mythic tier. It makes all driver skill checks with a bonus equal to your mythic tier.

PHANTOM STEED, COMMUNAL

See notes on [communal spells](#). The [mythic version of *phantom steed*](#) is described in *Pathfinder Roleplaying Game Mythic Adventures*.

PILFERING HAND

Add your mythic tier on combat maneuver checks or Sleight of Hand checks made against non-mythic creatures with this spell, or one-half your mythic tier against mythic targets. Add one-half your mythic tier on Disable Device checks you make with the *careful maneuver* version of this spell.

PROTECTION FROM ARROWS, COMMUNAL

See notes on [communal spells](#). The [mythic version of *protection from arrows*](#) is described in *Pathfinder Roleplaying Game Mythic Adventures*.

PROTECTION FROM CHAOS, COMMUNAL

See notes on [communal spells](#). The [mythic version of *protection from chaos*](#) is described in *Pathfinder Roleplaying Game Mythic Adventures*.

PROTECTION FROM ENERGY, COMMUNAL

See notes on [communal spells](#). The [mythic version of *protection from energy*](#) is described in *Mythic Magic: Core Spells* from *Legendary Games*.

PROTECTION FROM EVIL, COMMUNAL

See notes on [communal spells](#). The [mythic version of *protection from evil*](#) is described in *Pathfinder Roleplaying Game Mythic Adventures*.

PROTECTION FROM GOOD, COMMUNAL

See notes on [communal spells](#). The [mythic version of *protection from good*](#) is described in *Pathfinder Roleplaying Game Mythic Adventures*.

PROTECTION FROM LAW, COMMUNAL

See notes on [communal spells](#). The [mythic](#)

version of *protection from law* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

PUP SHAPE

If the target is injured while in pup shape, any of its allies that are adjacent must succeed at a Will save against the spell's DC or be affected as *compassionate ally* for a number of rounds equal to your mythic tier. An ally that saves is immune to this effect for the remainder of the spell's duration.

Augmented: If you expend two uses of mythic power the duration becomes permanent.

QUALM

Spending an entire turn doing nothing allows a new saving throw but does not automatically discharge the spell. If the target is a non-mythic creature, you add one-half your mythic tier to the penalty on ability checks, skill checks, and concentration checks.

RECOIL FIRE

The wielder of the target weapon is knocked prone and is both staggered and flat-footed until the end of its next turn on a failed save. If the target is a non-mythic creature, it is staggered until the end of its next turn even on a successful save.

Augmented: If the weapon is loaded, you may expend two uses of your mythic power to cause the weapon to target its wielder (using your base attack bonus and your Intelligence or Charisma modifier for the attack roll).

REINFORCE ARMAMENTS

The duration of this spell is increased to 1 hour per level, and You add your mythic tier to the hardness of the target items. This increase is applied after the item's normal hardness is doubled.

REINFORCE ARMAMENTS, COMMUNAL

See notes on *communal spells*. The mythic version of *delay poison* is described in this product.

RELOADING HANDS

Your *reloading hands* can reload a firearm or ranged weapon a number of times each round equal to 1 plus one-half your mythic tier. In addition, if the wielder of the affected weapon uses a different firearm or ranged weapon, or if she is adjacent to one or more allies using firearms or ranged weapons, as a swift action she can redirect the *reloading hands* to affect a different firearm or ranged weapon or even split their reloading between several weapons. Creatures sharing the use of the *reloading hands* must remain adjacent in order to benefit from the spell.

RESINOUS SKIN

The damage reduction provided by this spell is increased by an amount equal to one-half your mythic tier, and the DC of any combat maneuver check made to disarm you or escape your grapple, Escape Artist checks to escape your grapple, Reflex saves to avoid having a weapon become stuck to you, or Strength checks made to free a stuck weapon are likewise increased by an amount equal to one-half your mythic tier.

Augmented: As long as the spell remains in effect, you can expend one use of your mythic power as a free action to exude a glob of sticky goo equivalent to a tanglefoot bag, which you may use to make a melee touch attack or ranged touch attack. Your attack roll with this resinous glob and the save DC to avoid becoming stuck or to break free from it gains a bonus equal to one-half your mythic tier. The resinous glob has hardness equal to one-half your mythic tier and has 15 hit points, plus 2 hit points times your mythic tier.

You can exude this resinous glob as an immediate action when a creature hits you with an unarmed strike, natural weapon, or melee touch attack. Your attacker must succeed on a Reflex save against the spell's save DC to avoid being entangled by it. If your attacker does become entangled, you can use an attack of opportunity to make a combat maneuver check to grapple that creature; this does not provoke attacks of opportunity. Your attacker otherwise does not become stuck to you and does not need to save to avoid becoming stuck to the ground.

RESIST ENERGY, COMMUNAL

See notes on communal spells. The mythic version of *resist energy* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

RETURNING WEAPON

As a swift action, the wielder of the target weapon can command it to return immediately after resolving the attack roll, instead of returning 1 round later, just before the wielder's next turn begins.

Augmented (3rd): If you expend two uses of mythic power, the weapon always returns immediately after resolving the attack, without requiring an action by the wielder.

RETURNING WEAPON, COMMUNAL

See notes on communal spells. The mythic version of *delay poison* is described in this product.

SEE ALIGNMENT

You may select a number of alignments equal to your mythic tier to detect. Each alignment glows with a different ghostly radiance that clearly distinguishes between alignments.

If a non-mythic effect would obscure a creature's alignment from you and that effect allows a caster level check to overcome it, you add your mythic tier on your caster level check.

Augmented (3rd): If you expend two uses of mythic power, you automatically bypass non-mythic effects that obscure alignment.

SHADOW BOMB ADMIXTURE

Your *shadow bomb admixture* affects creatures that take splash damage from the bomb even on a missed attack, affecting a number of targets equal to one-half your mythic tier.



ic tier (minimum 1), or increasing the number of targets it can affect on a direct hit by an amount equal to one-half your mythic tier, though only targets that take splash damage from the bomb can be affected.. In addition, creatures that fail their Fortitude save against the *shadow bomb admixture* still gain concealment but they treat all other creatures as having total concealment. If an invisible creature fails its save against your *shadow bomb admixture*, they are coated in your admixture; they remain invisible, but other creatures can clearly see their location and treat them only as having concealment instead of total concealment.

SHARE LANGUAGE, COMMUNAL

See notes on [communal spells](#). The mythic version of *delay poison* is described in *Mythic Magic: Advanced Spells I* from Legendary Games.

SHOCK SHIELD

Your *shock shield* grants you electricity resistance 10, though this resistance does not apply against effects delivered by touch. Each time your shield protects you from at least 5 points of electricity damage, it adds 1d6 to the damage it deals if you dismiss it (up to a maximum of 5d6). You never take damage from your own *shock shield* when you dismiss it.

SHOCKING IMAGE

You add your mythic tier to the electricity damage dealt when a *shocking image* is destroyed. In addition, if you fail to penetrate an attacker's spell resistance when they destroy an image, that prevents damage only from that image. You can attempt a new caster level check to overcome its spell resistance each time it destroys an image. Once you succeed in overcoming its spell resistance, all further checks from that casting of *shocking image* are automatically successful.

SIEGE OF TREES

You add your mythic tier to your caster level to determine how many plants you can affect, and all of the catapults you create with this spell gain an enhancement bonus equal to one-half your mythic tier (minimum +1).

Augmented (3rd): If you expend two uses of mythic power, you may cause any or all of your plants to function as a Large ballista or trebuchet rather than a catapult. Alternatively, they can take the form of a Large assault bridge, gallery, escalade ladder, or ram with a speed of 15 feet.

SIEGE OF TREES, GREATER

You add your mythic tier to your caster level to determine how many plants you can affect, and all of the catapults you create with this spell gain an enhancement bonus equal to one-half your mythic tier (minimum +1).

Augmented (3rd): If you expend two uses of mythic power, you may cause any or all of your plants to function as a Huge or Gargantuan ballista or trebuchet or as a Huge arrow springal rather than a catapult. Alternatively, they can take the form of a Huge or Gargantuan assault bridge, gallery, escalade ladder, ram, or siege tower with a speed of 15 feet.

SPELL IMMUNITY, COMMUNAL

See notes on [communal spells](#). The mythic version of *spell immunity* is described in *Mythic Magic: Core Spells* from Legendary Games.

SPELL IMMUNITY, GREATER COMMUNAL

See notes on [communal spells](#). The mythic version of *greater spell immunity* is described in *Mythic Magic: Core Spells* from Legendary Games.

SPIDER CLIMB, COMMUNAL

See notes on communal spells. The mythic version of *spider climb* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

SPONTANEOUS IMMOLATION

You add your mythic tier to the initial fire damage dealt by the spell. If the target catches on fire, it is dazzled by the flames for as long as the fire continues to burn. If the target is a non-mythic creature, you also add one-half your mythic tier to the Reflex save DC to extinguish the flames.

Augmented: If you expend two uses of mythic power, the initial fire damage is increased to 3d10 plus your mythic tier and the damage per round from catching on fire is increased to 1d10, and any fire damage dealt by the spell bypasses fire resistance and fire immunity. Living creatures that catch on fire are sickened with pain instead of dazzled for as long as they remain on fire.

STABILIZE POWDER

The effect of this spell applies to a number of shots with the target firearm equal to 1 + one-half your mythic tier, as long as all shots are taken within 1 minute.

STONESKIN, COMMUNAL

See notes on communal spells. The mythic version of *stoneskin* is described in *Pathfinder Roleplaying Game Mythic Adventures*.

SUMMONER CONDUIT

Whenever the target creature takes damage from a spell or spell-like or supernatural ability, including area effects as well as targeted effects, its summoner is also affected. If the effect is a targeted spell, the target's summoner takes a penalty on its saving throw equal to one-half your mythic tier.

Augmented: If you expend two uses of mythic power, any creature that was called or summoned as part of the same effect that called or summoned the target is affected by the *summoner conduit* in the same way as the summoner.

SYMBOL OF STRIKING

The number of attacks of opportunity that the *symbol of striking* can make is increased by an amount equal to your mythic tier, and your symbol threatens an area as if it had natural reach of 10 feet, plus 5 feet for every 5 mythic tiers you possess. You may choose to reduce the number of attacks of opportunity your *symbol of striking* can take by half in order to double its reach. Against non-mythic creatures, it gains a bonus on attack and damage rolls equal to one-half your mythic tier. Add your mythic tier to the DC to find or disarm a *mythic symbol of death* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

TACTICAL ACUMEN

You add your mythic tier to your caster level to determine the increased bonus you gain, and the bonus is not limited to +4. In addition, whenever an opponent uses a teamwork feat or the aid another action, as an immediate action you can ignore the effects of that feat or aid another action until the end of your next turn. This feat or action functions normally against other creatures during.

TAR POOL

The damage dealt increases to 1d10 points per 2 caster levels (maximum of 10d10), and bubbles and pops with trapped gases, sending out tarry tendrils and spatters into adjacent squares. After the *tar pool* is created, any creature moving or remaining adjacent it must succeed on a Reflex save with a +2 bonus or be pulled into the *tar pool*. This forced movement does not provoke attacks of opportunity.

Augmented (6th): If you expend two uses of mythic power, the area increases to a 40-foot-radius spread and any fire damage dealt by the spell bypasses fire resistance and fire immunity. In addition, any creature that becomes entangled by the *tar pool* immediately falls prone.

TARGETED BOMB ADMIXTURE

Your attack roll penalty for attacking an opponent that is engaged in melee with your bomb is reduced to -2, and if the target gains a cover bonus to AC you reduce that bonus by an amount equal to your mythic tier (minimum +0).

Augmented (4th): If you expend two uses of mythic power, you may increase your critical threat range with your bombs to 19-20 or your critical multiplier to x3. This does not stack with other effects that increase critical threat range or critical multiplier.

TELEKINETIC ASSEMBLY

You add your mythic tier to your caster level to determine how many workers your spell replaces.

Augmented (4th): You can use this spell to assemble more than one siege engine at a time by expending one use of your mythic power per siege engine.

TELEKINETIC CHARGE

The ally you move with this spell can make a single attack at the end of the *telekinetic charge* as a free action rather than an immediate action, and it gains a dodge bonus to AC equal to one-half your mythic tier against attacks of opportunity provoked by its movement.

Augmented (3rd): If you expend two uses of mythic power, you may move two allies instead of one with this spell.

TERRAIN BOND

The duration is increased to 24 hours. Alternatively, you can cast the non-mythic version of this spell on a touched willing creature.



THUNDER FIRE

Creatures deafened by this spell are also staggered for 1 round. In addition, the misfire chance of the creature wielding or carrying the firearm is increased for an additional number of rounds equal to one-half your mythic tier.

TONGUES, COMMUNAL

See notes on [communal spells](#). The mythic version of *tongues* is described in [Mythic Magic: Core Spells](#) from *Legendary Games*.

TWISTED SPACE

In addition to redirecting your target's melee attacks, any ranged attacks your target makes are redirected at a random target within the spell's range (including the target of your spell).

Augmented (6th): If you expend two uses of your mythic power, your target's melee and ranged attacks are redirected to attack itself rather than a random target.

UNERRING WEAPON

You add one-half your mythic tier on attack rolls made to confirm critical hits with the affected weapon (minimum +1). In addition, if the target has an ability that grants it a percentage chance to ignore critical hits, you reduce that chance by 5% per two mythic tiers (or by 5% per tier against non-mythic creatures). This has no effect against creatures that are immune to critical hits, such as oozes and elementals.

VIPER BOMB ADMIXTURE

Your *viper bomb admixture* affects creatures that take splash damage from the bomb even on a missed attack, affecting a number of targets equal to one-half your mythic tier (minimum 1), on a missed attack or increasing the number of targets it can affect on a direct hit

by an amount equal to one-half your mythic tier, though only targets that take splash damage from the bomb can be affected. All targets to be affected must still be in the In addition, the vipers you create gain a bonus on their attack and damage roll and the save DC against their poison is increased by an amount equal to one-half your mythic tier.

WARDING WEAPON

When you cast this spell, instead of having the *warding weapon* protect you from provoking attacks of opportunity when casting spells, you can select a number of combat maneuvers equal to one-half your mythic tier (minimum 1). You do not provoke attacks of opportunity when using those combat maneuvers while the *warding weapon* guards you. Alternatively, you can use the non-mythic version of this spell on a willing touched creature.

WATER WALK, COMMUNAL

See notes on [communal spells](#). The mythic version of *water walk* is described in [Mythic Magic: Core Spells](#) from *Legendary Games*.

WEAKEN POWDER

Instead of merely weakening the powder within the target firearm, you render it totally inert. If the weapon is fired, the attack has no effect and the ammunition is destroyed. Alternatively, you can use the non-mythic version of this spell as an immediate action.

Augmented (4th): If you expend two uses of mythic power, you can use the mythic version of the spell as an immediate action.

WILDERNESS SOLDIERS

Your *wilderness soldiers* gain an enhancement bonus on their attack and damage rolls and a similar bonus on their CMB and CMD equal to one-half your mythic tier. You may also direct your soldiers as a move action rather than a swift or standard action.

WREATH OF BLADES

You can cast this spell with dagger made of any substance, not just with mithral daggers, though all daggers must be crafted of the same material and they bypass damage reduction only as appropriate to the material from which they are constructed. If the daggers are made of mithral, the daggers gain a +1 enhancement bonus and bypass DR/magic.

Augmented (4th): If you expend two uses of mythic power, the daggers gain an enhancement bonus equal to one-half your mythic tier, regardless of their material. You may exchange one or more points of their enhancement bonus in order for them to gain the corrosive, flaming, frost, and/or shock properties, exchanging 1 point of enhancement bonus for each property, as long as this does not reduce their enhancement bonus below +1.



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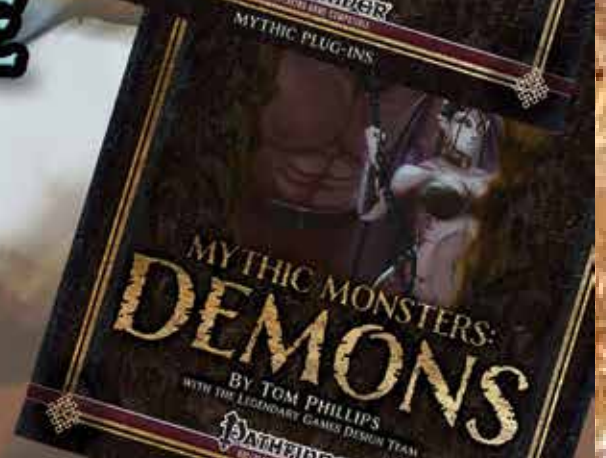
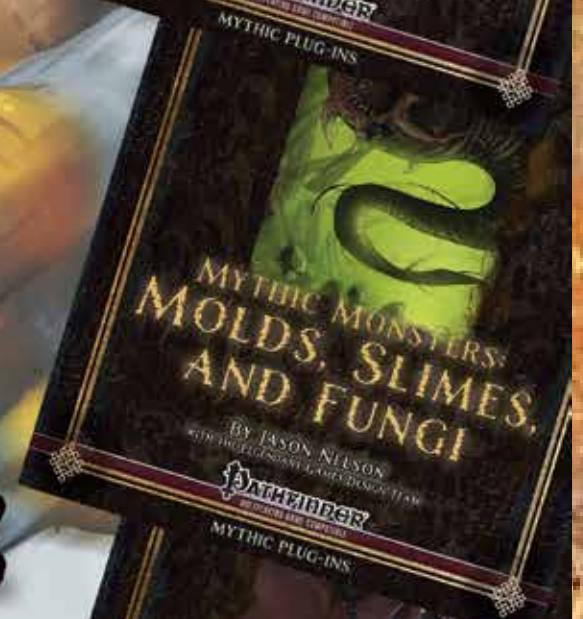
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