MYTHIC MINIS 14 ARCHMAGE PATH ABILITIES

By Jonathan H. Keith and Jason Nelson



Mythic Minis 14: Archmage Path Abilities

By Jonathan H. Keith and Jason Nelson

WELCOME TO MYTHIC MINIS!

The mythic rules system introduced in the *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything. Sometimes there are large areas to cover with extensive rules adaptations, but sometimes what you need is a power-packed punch of tightly focused rules content that contains exactly what you need for your character, creature, or whatever it may be. A half-dozen feats, a set of linked spells, a group of magic items, 5 mythic path abilities, and so on; that's where *Mythic Minis* come in. *Mythic Minis* are not about exposition, philosophy, and campaign-building; they are just flat-out fantastic ideas and great mechanics for GMs and players alike, written by the same designers that helped create the official mythic rules.

Follow Legendary Games on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

MYTHIC MINIS 14: ARCHMAGE PATH ABILITIES

Mythic characters define themselves largely by their path abilities, and this product provides new and unique path abilities for masters of arcane magic from the Archmage mythic path, as described in the *Pathfinder Roleplaying Game Mythic Adventures* rulebook.

1ST-TIER ARCHMAGE PATH ABILITIES

Alchemical Archmagery (Ex): You treat extracts as if they were spells for the purpose of mythic feats, path abilities, and all other effects. You may also select a number of mythic alchemical extracts equal to your tier and can expend mythic power when using them to enhance the results. This ability otherwise functions as the mythic spellcasting universal path ability in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.

Arcane Naturalist (Sp): You gain the ability to use *detect animals or plants* at will as a spell-like ability, save that when you activate this ability you may expend one use of your mythic power in order to specify any one type or subtype of creatures to be detected. Thereafter, you may continue using that detection as often as desired; mythic power must be spent only when changing the type or subtype you wish to detect. You gain an insight bonus on Knowledge checks made to identify creatures of the type and/or subtype you are able to detect.

Explosive Alchemy (Su): If you expend one use of mythic power, any bombs or alchemical splash weapons you use for a number of rounds equal to your tier explode with greater effect, increasing the radius of your splash damage by 5 feet. Add your mythic tier to the damage dealt by a direct hit and one-half your tier to the splash damage dealt by your bomb or splash weapon.

Spell Dilation (Ex): When casting a spell that affects an area, you can increase or decrease the spell's radius, length, height, or width by 5 feet, plus 5 feet for every 5 mythic tiers you possess. You cannot use this ability to reduce any dimension of a spell's area below 5 feet, nor to increase any dimension by more than 50%. If you use this ability in conjunction with the Widen Spell metamagic feat, apply the effects of that feat before you apply the effects of this path ability.

DATHFINDER

3RD-TIER ARCHMAGE PATH ABILITIES

Dirty Bombs (Su): Your base bomb damage die is increased by d8's instead of d6's. In addition, if you expend one use of mythic power while using a bomb to attack, its damage dice are increased to d10s and they ignore energy resistance or immunity.

Eldritch Dread (Su): When you cast a spell or use a spell-like ability, you may expend one use of your mythic power to activate an aura of fear affecting all creatures within a radius of 5 feet plus 5 feet per level of the spell that lasts until the beginning of your next turn. Each round, you may continue exuding this aura of fear by spending a move action to do so, up to a maximum number of rounds equal to your mythic tier. If do not maintain the aura during any round, you cannot resume it unless you cast another spell and expend another use of your mythic power. Enemies within the aura are shaken (or panicked if they have fewer Hit Dice than your mythic tier) as long as they remain within this radius and for a number of rounds thereafter equal to your mythic tier. A Will save (DC 10 + 1/2 your Hit Dice + your mythic tier) negates the effects of this aura.

Oozechemist (Su): You gain the bottled ooze alchemist discovery, and you can create an ooze by expending a spell or alchemical extract whose level is equal to the ooze's CR. In addition, if you expend one use of mythic power while creating a bottled ooze, you can create a mythic ooze, either applying the **savage** template as described in the Mythic Monster Advancement section of chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures* or using one of the mythic oozes described *Mythic Monsters: Oozes* or *Mythic Monsters: Oozes Too* from Legendary Games. Note that applying the savage template increases an ooze's CR, which increases the level of spell or extract that must be used to bottle it.

If you already have the bottled ooze discovery, you can spend one or more uses of mythic power when using that discovery. Each use of mythic power you expend reduces the level of extract that you must expend to bottle an ooze by two. This allows you to bottle oozes with a CR that exceeds the highest-level extract you can use, provided you reduce its effective CR to be equal to or less than the highest level of extracts you can use.

Wallbuilder (Su): When you cast a spell that creates a wall effect, you may add your mythic tier to your caster level to determine the wall's thickness and the size of the wall's effect, as well as the caster level check to dispel the wall if it is not an instantaneous creation. If the wall is solid, you also add your mythic tier to itshardness and break DC. If the wall deals damage, you add your mythic tier to that damage. As a standard action, you may expend one use of mythic power to relocate the wall from its current location to another valid location within range.

6TH-TIER ARCHMAGE PATH ABILITIES

Arcanist's Escape (Su): Whenever you are entangled, grappled, or pinned, you may expend two uses of mythic power as a free action on your turn to teleport to safety, as if using *dimension door*. If you are affected by a non-mythic effect that blocks teleportation, such as *forbiddance, dimensional anchor*, or *antimagic field*, you can double the cost to four uses of mythic power to make a caster level check with a bonus equal to your mythic tier to bypass that effect for the purpose of this teleportation. The DC for this check is equal to 15 plus the caster level of that effect. This ability can be used to escape from an effect or area that blocks teleportation, but it cannot be used to enter such an area from outside it.



the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and Interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which

portions of the work that you are distributing are Open Game Content.

 Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

Mythic Minis 14: Archmage Path Abilities © 2014, Legendary Games; Authors Jonathan H. Keith and Jason Nelson.

-System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson, The Hypertext d20 SRD. © 2004, Jans W Carton.

Pathfinder Roleplaying Game Advanced Player's Guide: © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland,

Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Mythic Adventures. © 2013, Paizo Publishing, LLG; Lead Designer: Jason Bulmahn; Design Team: Stephen Radney-MacFarland and Sean K Reynolds; Authors: Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Mackdin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Artist: Hugo Solis Design and Layout: Richard Kunz Legendary Games Team Members: Clinton J. Boomer, Matt Goodall, Jim Groves, Tim Hitchoock, Jonathan Keith, Jason Nelson, Tom Phillips, Alistair Rigg, Neil Spicer, Todd Stewart, Russ Taylor, Greg Vaughan, and Clark Peterson Proofreading: Alistair Rigg

Credits

Authors: Jonathan H. Keith and Jason Nelson

Publisher: Jason Nelson

Executive Partner: Neil Spicer

Business Director: Rachel Ventura

Special Thanks: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent Pathfinder Roleplaying Game Mythic Adventures hardback.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Mythic Minis 14: Archmage Path Abilities*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent ** such content, does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

 The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of