



# BOOK OF BEYOND: HERALD

MYTHIC PATH



BY CHRISTEN N. SOWARDS

**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

**ULTIMATE  
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Lost Spheres



Publishing





# BOOK OF BEYOND: HERALD MYTHIC PATH

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## INTRODUCTION

Welcome to the second mythic supplement in the Book of Beyond series, Book of Beyond: Herald Mythic Path. The Book of Beyond is a collection of new and expanded rules elements to support the Pathfinder Role Playing Game.

The Occult rule-set as presented in *Pathfinder Roleplaying Game Occult Adventures* rulebook, adds aspects to the game that allow for characters with deeper connections between their world and their own internal energies. Among the classes introduced were those with greater connections to spiritual realms and the beings of the Beyond. The powers of the of the psychic classes do find some support in the *Pathfinder Roleplaying Game Mythic Adventures* book, but no one specific path is dedicated to characters that channel the energies of beings greater than themselves. Beyond even the common spirits of the medium there are those who serve powers cosmic, ancient or forgotten. These mythic paragons channel and serve the Master (see Source Entity sidebar).

They are Heralds.

The Herald path is for characters who focus on the a direct link with their Source Entity. An Entities identity informs and shapes the abilities available to and chosen by the Herald. Not always the divine beings of the planes, the Master of the Herald may be a outsider, primal creature or even a terrifyingly powerful mortal. Regardless of their natures every Source Entity always has an agenda.

Additionally, the Herald path also supports multiclass characters allowing for truly unique integrations of class features, powers and spells to allow your Herald to bring all of their power to bear when doing the work of the Master!



## THE LOST SPHERES

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

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

Visit our website for more information about the Lost Spheres and other related products: [www.lostspherespublishing.com](http://www.lostspherespublishing.com)

## SOURCES OF POWER

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

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

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

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

powers from this Source.

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

**Mental** - The introduction of the Pathfinder Roleplaying Game Occult Adventures rules presents some difficulty regarding the exact nature of this source. Psychic magic and psionic power may be presented as rival Sources or sides of the same coin. Making this decision for your game is a GMs prerogative but it might have far stretching impact for your characters. The power of the mind unlocked through self-awareness or rigorous study. Psions, Wilders and similar classes fit this power source. Some campaigns may wish to assign ki using classes like monk or stalker to this Source.

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

## HERALD

Agents of forgotten cosmic horrors. Messengers of the divine. Living vessels of powers too terrible to comprehend.

Those who walk the starry voids of this path are heralds. As varied and unknowable as the powers they represent, no one Herald is exactly like another. There are often however commonalities to their empowerment in relationship with their source entity.

Heralds are often sole examples of the investiture of their source entity, though this need not be the case. Singular heralds might be seen as serial successions, highest honors or even experimentation by their respective source entities. Multiple heralds still tend to work alone to further their Master's causes on as many fronts as possible. Woe be to the being who summons the attentions of many.

**Role:** As a Herald you are primarily a defender with a specialty in channeling the vicarious energies of your source entity. Mirroring your master(or former master) you use the cosmic energies instilled in your form to further their agendas and your own. You may come into conflict with GodHunter's and other mythic beings bent on claiming your master's power but most often welcome these challenges with zeal.

**Classes:** Heralds often rise from the flocks of the faithful of a God or ancient entity of power. A good deal of them are clerics or oracles that are no stranger to being empowered as a vessel of another creature. Many heralds are simply the being chosen by their source entity and can arise from nearly any class. Traditionally warriors are chosen by aggressive entities while psychics and mages are favored by more passive and contemplative creatures.

**Worlds and Cabals:** Heralds are predominantly creatures of sole investiture or created in small groups. Particularly powerful

source entities will sometimes create packs, squads or even armies of heralds to go forth into the multi-verse at their command. The Emperor of the Black Banner is one such entity using his stolen powers to create heralds seeking new worlds for conquest.

**Bonus hit points:** whenever you gain a Herald tier, you gain five bonus hit points. These hit point stack with themselves, and don't affect your overall hit dice or other statistics.

TABLE 1-1: HERALD

Tier	Path Features
1st	Path Ability, Channel the Master
2nd	Path Ability
3rd	Path Ability
4th	Path Ability
5th	Path Ability
6th	Path Ability
7th	Path Ability
8th	Path Ability
9th	Path Ability
10th	Path Ability, Walking Avatar





**Channel the Master:** Select one of the following abilities. Once chosen, it cannot be changed:

***Fist of the Master (Su):*** You gain a slam attack as appropriate to your size. You may expend a use of mythic power to ignore hardness and DR as though your slam and melee attacks were made of adamantite for 1 round. During this round slam attacks you make add your tier to damage rolls.

***Breath of the Master (Su):*** The power of your Source Entity allows you to endure things no other being could. As a free action you can expend a use of mythic power to ignore a condition for 1 round per tier. This condition need not be the same one from activation to activation of this ability.

***Dreams of the Master (Su):*** The empowerment of the Herald is such that the Master can inspire small bursts of cosmic versatility and small scale miracles. As a standard action you may expend a use of mythic power to manifest a power or spell of your choosing. This power can emulate any spell or power of a level equal to half your tier.

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

**Living Avatar (Ex):** At 10th tier, when ever you make an attack roll against a non-mythic foe of your Source Entity, you may roll twice and take the better result. Creatures attempting to confirm criticals you must roll twice and take the worse result. Once per round on the successful confirmation of a critical hit against a mythic creature that opposes your Source Entity, regain a use of mythic power.

## 1ST-TIER HERALD PATH ABILITIES:

You can select these path abilities at any tier.

**Additional Channel (Ex):** You learn an additional Channel the Master ability.

**Alien Presence (Su):** You gain an alien presence of 30' per your tier. Select one power or spell of half your tier possessed by your source entity that has the [mind-affecting] descriptor, creatures must make a Will save equal to 10+1/2 your HD plus your tier or be effected by the chosen effect, even if the original effect does not allow a save. You may spend a use of mythic power to activate or suppress this aura. It remains in effect until you suppress, deactivate, or you are rendered unconscious. Once a creature successfully saves versus your alien presence they are immune to it for the next 24 hours.

**Call Vassals (Su):** You may select one creature from the *summon monster I* lists or of an appropriate CR if your campaign uses alternate summon monster rules. Alternatively you can select a set conformation of astral construct to manifest from the options from astral construct. You may summon this creature once per day as a spell-like or psi-like ability. At each tier you may select a new creature or astral construct conformation from the summon monster lists of a spell no higher than your tier or as though manifest by 2 power points for each tier after the first in the case of the astral construct power.

**Cosmic Awareness (Su):** You gain access to psychic skill unlocks if you are not already a psychic magic user. Additionally, select 1 divination spell or clairvoyant power. You gain access to that ability as an at will spell-like or psi-like power. At each odd tier, you may select another divination spell or clairvoyant power that you may use at will. Each power selected can have a level no higher than half your tier rounded down (minimum 1st level).

**Cosmic Sheath (Su):** You are constantly protected by your master's power. You gain an armor bonus of 4 to your AC. You gain an

additional +1 to your armor bonus at 2nd tier and every even tier after that. You can expend a use of mythic power to increase this bonus to +1 per tier beyond 1st for 1 minute, if you do so your enhanced unnatural presence penalizes all CHA based skill checks, except Intimidate, by an amount equal to this additional bonus. This is a force effect.

**Cosmic Surge (Su):** You may as a free action spend a use of mythic power to gain a +2 per tier to all dice rolls you make for 1 round. You may use no other mythic abilities while under the effect of Cosmic Surge. At the end of 1 round you may expend another use of mythic power to extend the duration of Cosmic Surge. After you end the duration of Cosmic Surge you are exhausted and lose all mythic abilities for 2 rounds for each round you are cosmic surged. After this period of exhaustion ends you are fatigued for the same period of time. Your mythic abilities become usable once your fatigued state ends.

**Deepened Breath (Ex):** Your Breath of the Master ability now may include a second condition. If your selected first condition inflicts a second condition, this ability must be first used to negate that condition. You can select this ability a second time a 3rd tier and again at 6th tier. Each time you gain another immunity to condition as outlined above.

**Enduring Breath (Ex):** Your Breath of the Master ability now extends immunity to the selected condition for 1 minute per tier.

**Energetic Bridge (Su):** You may use your energetic path abilities on another creature you are touching to replenish expended resources or heal their wounds. You must have the Energetic Conversion or Energetic Healing path ability to select this ability.

**Energetic Conversion (Su):** Select one descriptor your source entity is immune to. You can as an immediate action spend a use of mythic power to absorb 10 points per tier of this energy type. If you do, for every 10

points absorbed you can replenish 1 spell level of depleted spell slots or 2 power points. For every 20 points you can instead replenish 1 shadow or radiance pool point. Once per tier per day you may instead take a full-round action to ready yourself to absorb energy. If you do, you do not require a mythic power use to trigger this ability.

**Energetic Healing (Su):** Select one descriptor your source entity is immune to. You can as an immediate action spend a use of mythic power to absorb 10 points per tier of this energy type. If you do, for every 10 points absorbed you heal 1d6 of damage to yourself. Once per tier per day you may instead take a full-round action to ready yourself to absorb energy. If you do you do not require a mythic power use to trigger this ability.

**Energetic Storage (Su):** You may store energy absorbed with energetic path abilities for 24 hours. You may use stored energy to power any energetic ability with a standard action. You may store up to 20 points per tier.

**Expanded Energetics (Su):** Select an additional descriptor your source entity is immune to. You can now use energetic path abilities with this descriptor in addition to your original selection. If you have energetic abilities that have different

## RULES ELEMENT:

**Source Entity** - The Herald mythic path ties the ascendancy of the character to a specific being, be that god, outsider, or unknowable thing from beyond. While it is not 100% necessary to have a complete statistical representation of this entity, partner with the GM to select something appropriate to your campaign. Your GM may provide additional options for bonded items. While they are not exclusively linked to Sources of Power (see introduction) they do often have a single or set Power Source.



descriptors, they can now use each others descriptors.

**Eye of the Master (Su):** By expending a move action you can share experiences you have during the following round with your source entity. The Source Entity experiences all things as you would including any sensory abilities you have, even if it does not normally possess those abilities.

**Fist of the Chosen (Su):** When attacking with your First of the Chosen ability as a swift action you can expend an additional use of mythic power to activate a spell-like or psi-like ability from your Powers of the Chosen, Greater Powers of the Chosen, or True Powers of the Chosen. This does not cover the cost of using these powers after their free daily uses are expend. You must have the Fist of the Master and Powers of the Chosen abilities to select this ability.

**Gaze of Eternity (Su):** You gain access to the mesmerist hypnotic stare class feature as though you are a mesmerist of twice your tier. You may select this ability a second time to gain access to the painful stare or bold stare choices mesmerist class feature at the same level. A third selection grants the other ability (painful or bold).

**Herald's Totem (Su):** Select one implement school and an appropriate item available to an occultist class character. You gain this implement (and access to its base focus power), an additional focus power and a pool of mental focus equal to 3 + your tier to power its abilities. Spells the implement makes available are each made available as a spell-like ability once per day. Your effective occultist level is equal to twice your tier. If you already possess an occultist level, instead add half your tier to your occultist level for effective implement levels and mental focus points. Additional casting of the implement's spells may be fueled by available spell slots from other classes and sources you have access to regardless of Source or by power points at a cost of 2 per spell level.

**Influence of the Master (Su):** Your Source Entity helps you control lesser spirits. You add half your tier to the amount of influence a medium spirit can gain over you before you become an NPC.

**Lore of the Outer Void (Ex):** You may add your tier to all knowledge checks due to the expansive information available to you from otherworldly sources. By expending a use of mythic power you can re-roll any failed knowledge skill roll with an added competence bonus equal to your tier.

**Motion of the Void (Su):** You gain a fly speed of 5' with a maneuverability of perfect per tier. You may expend a use of mythic power to increase your speed by 20' per tier for 1 minute per tier.

**Opening of the Eye (Su):** You may select a single oracle mystery thematically aligned with your source entity. You gain access to one revelation from that mystery as though you were an oracle of twice your tier. You may select this path ability this ability once for each odd tier you have.

**Powers of the Chosen (Su):** You may select 1 spell-like or psi-like ability available to your master. At 2nd and 3rd tier you may select another. Each ability must have a level equal to or less than your tier when selected. You may use each of these abilities once per day for free. You may expend a use of mythic power to use any of these abilities again. You may never use these abilities more often in a single day than your Source Entity.

**Presence of the Master (Su):** You may select one medium spirit that is thematically similar to your Source Entity. You may now channel this spirit as though a medium of twice your tier. If you already possess the ability to channel a spirit you may instead add half your tier to your medium level for determining the strength of the selected spirit.

**Sense the Quarry (Su):** You gain a bonus of twice your tier to Perception and Survival checks. You may expend a use of mythic power

to increase the distance required to raise your Perception checks by a multiple of your tier.

**Teachings of the Ancient (Su):** Select one feat belonging to your source entity per tier. By expending a use of mythic power as a free action you may gain access to one of those feats for 1 minute per tier. Feats in this pool cannot be used as pre-requisites and you do not count as knowing them when not using this ability.

**Transformed Servitude (Su):** You gain a pool of evolution points equal to your tier. You may redistribute these points when you increase your tier. You may spend these points as though you were an eidolon belonging to a summoner of twice your tier.

**Voice of the Master (Su):** You may expend a full round action to allow your master to hear what is said to you and speak in return. You are privy to these conversations if your Source Entity so chooses.

**Weapon of the Master (Su):** Select one weapon enhancement equal to a +1 and an additional +1 equivalent every 2 tiers. These enhancements should mirror the powers of your source entity. By expending a use of mythic power you may add these qualities to a weapon you wield for 1 minute per tier.

**Wordless Harkening (Su):** You gain telepathy at a range of 10' per tier. See the telepathy universal monster ability for more information.

### 3RD-TIER HERALD PATH ABILITIES:

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

**Cosmic Shell (Su):** You are sheathed in a skin of universal protections. You gain a enhancement bonus to natural armor equal to your tier. Select immunity to one environmental condition or environmental effect per tier.

**Cosmic Voyage (Su):** You can survive in the void of outer space and soar through vacuum at incredible speed. Although exact travel times

vary, a trip between two planets within a solar system should take 3d20 days, while one to another system should take 3d20 weeks (or more, at the GM's discretion), provided that you know the way to your destination. This ability does not grant you a flight speed useful for tactical movement.

**Embrace of the Void (Su):** Your Motion of the Void Path ability can now extend to one additional creature per tier. You must have the Motion of the Void path ability to choose this one.

**Energetic Blast (Su):** You can unleash energy stored in your energetic storage power as a blast with a range of 10' per tier. The blast is considered a ranged touch attack ray and can be comprised of any descriptor your energetic powers may absorb. Energy may be discharged in any increment of 10 points generating 1d10 damage per 10 points expended from your storage.

**Enruned Vessel (Su):** Select one armor enhancement equal to a +1 and an additional +1 equivalent every 2 tiers. These enhancements should mirror the powers of your source entity. By expending a use of mythic power you may add these qualities to a your cosmic shell for 1 minute per tier. You must have the cosmic shell path ability to select this one.

**Flaring Aura (Su):** You may add an additional spell or power effect to your alien presence. This second effect must be one level lower than the [mind-affecting] effect of the original alien presence power but is not required to possess that descriptor.

**Greater Powers of the Chosen (Su):** You may select 1 spell-like or psi-like ability available to your master. At 5th and 6th tier you may select another. Each ability must have a level equal to or less than your tier when selected. You may use each of these abilities once per day for free. Powers granted by your Powers of the Chosen Ability may now each be used three times a day. You may expend a use of mythic power to use any of these abilities again. You



may never use these abilities more often in a single day than your source entity. You must have the Powers of the Chosen Ability to select this path ability.

**Greater Vessel (Su):** Your energetic storage power may now store an additional 20 points per tier. You must possess the Energetic Storage ability to select this one.

**Improved Weapon of the Master (Su):** Up to half of the weapon enhancements available to you with your weapon of the master ability are always in effect on any weapon you wield. Expending a use of mythic power now grants all weapon enhancements to a single weapon for 10 minutes per tier. You must have the Weapon of the Master Path ability to select this path ability. These weapon enhancements only last a minute per tier if the weapon leaves your hand. Should it return to your hand before that duration is ended, the original duration is reinstated.

**Pursue the Quarry (Su):** You may expend a use of mythic power as an immediate action when an enemy teleports to make a special Will save against the teleportation effect as though it was a hostile spell targeting you. If successful you learn the type of teleportation effect (such as *psionic teleport*) and the target's destination. As a free action you may then duplicate the teleportation effect for up to one tier per level.

**Surging Transformation (Su):** As a free action you may expend a use of mythic power to target yourself with a *lesser evolution surge* spell as though you were an eidolon belonging to a summoner of twice your tier. You may only have a single instance of this spell in effect at a time. You must have the Transformed Servitude path ability to select this path ability.

**Master's Might (Su):** You can draw upon the strength of your Source Entity in times of need. You can call on the Master's Might three times per day to use the surge mythic ability without expending one use of mythic power. Each time you activate this ability, the surge die gains a bonus equal to the number of times

you have already used this ability that day, to a maximum bonus of your tier. You can select this ability up to three times. Each additional time you select it, you gain three additional uses of Master's Might per day.

**Trance of Communion (Su):** You may spend a minute in a trance like state to activate a link to your source entity. You gain the benefits of a *commune* spell with your source entity as though cast at a caster level equal to twice your tier.

## 6TH-TIER HERALD PATH ABILITIES:

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

**Armies of the Master (Su):** Allies within 10' per tier gain the benefit of your Improved Weapon of the Master and Weapon of the Master abilities. You may select this up to three times. Each additional time adding 10' per tier to the radius of the effect. You must possess the Weapon of the Master ability to select this one.

**Cosmic Imbuement (Su):** You may expend use of mythic power to invest a target with your cosmic powers as your master invested you. Non-mythic creatures gain access to a chosen ability for 1 minute per tier with a mythic tier equal to half your own. If the ability requires mythic points, you may donate up to your limit to the target as you choose, losing those points. Mythic creatures gaining access to your powers retain them for 10 minutes per tier and may use their own mythic points to fuel those abilities.

**Energetic Nova (Su):** You may expend a use of mythic power to unleash all energy currently in your Energetic Storage. The release inflicts full damage to targets within 10' of you, and is reduced by 10 points of damage for each 10' the effected targets are from you. A reflex or fortitude save as appropriate to the descriptor halves this damage against a successful save versus 10 +1/2 your HD + your Tier. You must have the Energetic Storage path ability to select



this power.

**Embrace the Specimen (Su):** You may extend your Cosmic Voyage power to carry up to one other creature per tier with you on your stellar voyage. You may expend a use of mythic power to grant a creature the benefits of your Cosmic Shell path ability if you have it. You must possess the Cosmic Voyage path ability to select this power.

**Flowing Might (Su):** You may use your Master's Might free surges for allies within 10' per tier of you.

**True Powers of the Chosen (Su):** You may select 1 spell-like or psi-like ability available to your master. At 8th and 9th tier you may select another. Each ability must have a level equal to or less than your tier when selected. You may use each of these abilities once per day for free. Powers granted by your Greater Powers of the Chosen ability may now each be used three times a day. Powers granted by your Powers of the Chosen ability may now be used at will. You may expend a use of mythic power to use any of these abilities again. You may never use these abilities more often in a single day than your source entity. You must have the Greater Powers of the Chosen Ability to select this path ability.

**Where the Master Wills (Su):** You gain the ability to journey to where you master most needs you. By expending a use of mythic power, you and up to one creature per tier are taken to a location of your master's choice. This power functions as either interplanetary teleport or plane shift as needed.



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