# Mythic Mastery Missing Mythic Magic Volume II



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### Introduction

The Mythic Adventures book provides a large number of mythic versions of existing spells, which grant mythic spellcasters the ability to cast super-charged versions of spells that they know. While the list of spells that were "mythified" is impressive, many spells fell through the cracks. *Missing Mythic Magic* is an attempt to take these spells and give them the mythic treatment as well, eventually giving every spell in the game a mythic version.

## New Mythic Spells

All of the mythic spells in this book are based on spells from the *Pathfinder Roleplaying Game Core Rulebook*. The spells are presented in alphabetical order. For more information on mythic spellcasting or mythic tiers in general, see *Mythic Adventures*.

#### ANTIPATHY

The discomfort felt by creatures that succeed on their saving throw and choose to either remain in the affected location or touch the affected object increases. In addition to the normal -4 Dexterity penalty, this discomfort forces the creature to make a Fortitude save each round that he remains in the location or in contact with the object, or be nauseated for 1 round. Even if the creature succeeds on this check, he is still sickened for as long as he remains in the affected area or in contact with the affected object.

Augmented: If you expend two uses of mythic power, you may choose a creature subtype for the type of creature to be affected, rather than having to name a specific kind of creature. Alternatively, you can name a single alignment element (such as "evil" or "chaotic") instead of having to name a specific alignment (such as "chaotic evil"), although you cannot choose "neutral" in this fashion.

#### ANTIPLANT SHELL

The area of the spell increases to be a 20-foot-radius emanation, and the spell's duration increases to 10 minutes per caster level. Additionally, plant creatures are unable to enter the spell's area (although if you move the barrier such that they are already within it, they can move normally).

**Augmented** (3<sup>rd</sup>): If you expend two uses of mythic power, you may choose to have the spell's effect be stationary, rather than centering it on you. If you do so, then the spell's duration increases to 1 hour per level.

#### ARCANE EYE

The eye created by this spell has its movement speeds doubled (60 feet per round if viewing as a human would; 20 feet per round if examining the ceiling and walls). Additionally, when you cast the spell, you can choose one of the following spell effects: *detect magic, detect poison, detect secret doors*, or *detect undead*. While viewing through the *arcane eye*, you also see as though under the effect of that spell. This only affects sights seen through the *arcane eye*, and not your normal vision. Finally, the *arcane eye* can enter other planes of existence, provided a means of doing so (such as a *gate* or similar magical portal) is available.

#### **ARCANE LOCK**

The DC to open the lock is increased by an amount equal to your mythic tier (increasing an existing lock's DC by an amount equal to 10 + your mythic tier, or creating a lock with a DC equal to 20 + your mythic tier). Additionally, the hardness of the affected object is increased by an amount equal to 1/2 your mythic tier (rounded down, minimum 1). Finally, the mythic version of *arcane lock* is not subject to being dispelled or suppressed by non-mythic versions of *dispel magic* or *knock*.

Augmented: If you expend two uses of mythic power, you can also place a permanent *alarm* effect on the affected item. If any creature opens the locked object or door by disabling the lock, breaking the door or object, or dispelling or suppressing the *arcane lock* effect, you receive a mental "ping" that immediately alerts you to that fact, regardless of your distance from the object.

#### ARCANE MARK

For the purposes of spells whose effects are dependent on your knowledge of or connection to a specific creature or object (such as *scrying*, *teleport*, and similar spells and effects), you treat any creature or object on which you have affixed a mythic *arcane mark* as though you had the highest possible familiarity or connection to them. Additionally, mythic *arcane mark* spells are not subject to non-mythic versions of the *erase* spell.

#### ARCANE SIGHT

You can identify the properties of legendary items, as well as minor and major artifacts, in addition to standard magic items. You also automatically identify the school of magic involved in each aura that you see with this spell, without needing to make a Spellcraft check, and gain a bonus equal to your mythic tier on all Spellcraft checks made to identify ongoing spell effects or spells being cast.

Additionally, while under the effects of this spell, you can identify mythic creatures and items. If you concentrate on a specific mythic creature within 120 feet of you as a standard action, you can determine that creature's mythic tier (or mythic rank, as appropriate).

#### ARCANE SIGHT, GREATER

You gain all the benefits described in the mythic version of *arcane sight*. Additionally, when you concentrate on a mythic creature, in addition to learning that creature's mythic tier or mythic rank, you learn what mythic path it belongs to (if any), as well as how many uses of mythic power it currently has remaining. Finally, if the target knows the mythic version of any spells, you learn which ones it knows.

Augmented (4<sup>th</sup>): If you expend three uses of mythic power, the spell's duration is increased to be 24 hours.

#### ASTRAL PROJECTION

You are better protected from many of the dangers of astral projection. If your second body or astral form is slain, you do not gain any negative levels as a result. Additionally, while you are away from your body, it is protected as though by a *temporal stasis* spell, and cannot be harmed or destroyed unless the effect is dispelled by a mythic spell or effect.

**Augmented** (4<sup>th</sup>): If you expend four uses of mythic power, then when you end the spell, if you concentrate, you may be able to retain some of the gear that your astral body was wearing or carrying. This only affects items that your astral body found or picked up during your travels, not gear that was created as a result of casting the spell. In order to retain the gear, you must succeed on a Will save. The saving throw DC for this Will save is based on the market price of the item in question, as indicated on the table below. If you are attempting to retain multiple items, use the DC for the highest item, and add +2 for each item beyond the first. You cannot retain items whose value is greater than 100,000 gp in this way. Items that you successfully retain appear on your person, in your hand, or (if no other option is available) at your feet when you return to your body.

#### Table 1: Item Retention DCs

| Item Value              | DC |
|-------------------------|----|
| 20,000 gp or less       | 18 |
| 20,001 gp - 25,000 gp   | 20 |
| 25,001 gp - 30,000 gp   | 22 |
| 30,001 gp - 35,000 gp   | 24 |
| 35,0001 gp - 40,000 gp  | 26 |
| 40,001 gp - 45,000 gp   | 28 |
| 45,001 gp - 50,000 gp   | 30 |
| 50,001 gp - 60,000 gp   | 35 |
| 60,001 gp - 70,000 gp   | 40 |
| 70,001 gp - 80,000 gp   | 45 |
| 80,001 gp - 90,000 gp   | 50 |
| 90,0001 gp - 100,000 gp | 55 |
|                         |    |

Augmented (7<sup>th</sup>): If you expend four uses of mythic power, then in addition to using astral projection to access other planes, you can also use it to access the minds and dreams of sentient creatures. This functions as the normal version of the spell, except that once in the astral plane you must seek out an entrance to the specific mind that you seek to enter. You cannot simply search for any open mind: it is only by concentrating on a specific individual that you can find a way from the astral plane into their thoughts. In order to do so, you must succeed on a Will save. The base DC for this Will save is 20, but it is modified based on your knowledge of and connection to the target creature, as indicated on the table below. A success indicates that you find the entrance to the target's mind. Otherwise, you fail, and cannot try again without recasting the augmented version of the spell.

#### Table 2: Mental Familiarity DCs

| Item Value                                   | DC  |
|--|-----|
| Knowledge                                    |     |
| None (you must have a connection, see below) | +10 |
| Secondhand (you have heard of the subject)   |     |
| Firsthand (you have met the subject)         | +0  |
| Familiar (you know the subject well)         | -5  |
| Connection                                   |     |
| Likeness or picture                          | -2  |
| Possession or garment                        | -4  |
| Body part, lock of hair, bit of nail, etc.   | -10 |

Once you gain entrance into a target's mind, you form an astral body just like you had entered a plane of existence. The exact landscape, features, and characters found within a creature's mind vary dramatically from one creature to the next, and may not be immediately obvious based on the creature's apparent personality and mental state. Actions taken within a target's mind can influence his attitude and actions, but it is very difficult to predict the effects of any given action (the effects of actions taken in a target's mind are entirely subject to GM discretion).

#### ATONEMENT

In addition to the normal options for atonement, the mythic version allows you to instill a potential seed of change even in creatures that do not already desire to change their alignment. When used in this way, the spell has a casting time of 1 round, instead of the normal casting time, and the target is entitled to a Will save to resist the effect. Even if the target fails the Will save, their alignment does not automatically change. Instead, you choose one of the following alignment elements: chaos, evil, good, or law. For a number of days equal to your caster level, whenever the target would perform an action that goes against the tenets of that alignment element (such as selfless generosity if evil was chosen, or blind obedience if chaos was chosen, etc.), the target must succeed on a secondary Will save (same DC). If the target fails this saving throw, he hesitates, and cannot perform the action for 1d4 rounds. After the 1d4 rounds have passed, he can take the action without needing another saving throw.

While this version of the spell has no direct ability to instill long-term change in the target's alignment, many characters will find their moral views changing as the spell forces them to consider their actions from another point of view. Such changes are purely at the discretion of the GM (or, if the target is a player character, the target's player).

Augmented (3<sup>rd</sup>): If you expend two daily uses of mythic power, you can use this spell to strip a character of their class abilities or spellcasting, even if he is unwilling, provided that that character's class requires that he or she adheres to a strict code of conduct in order to gain the class's benefits (such as a cleric, druid, or paladin). The target is entitled to a Will save to negate the effect. While the target does not technically need to be helpless in order to use the spell in this way, the casting time remains 1 hour, making it difficult to use on characters that are not either willing or helpless. By expending two additional daily uses of mythic power (for a total expenditure of four daily uses of mythic power), you can reduce the casting time of this version of the spell to 1 round.

#### AUGURY

The chance of receiving a meaningful reply is increased by 2% per mythic tier you possess, though the maximum chance of a meaningful reply remains 90%. Additionally, you can automatically tell the difference between a "nothing" result that is caused by a failed augury and a "nothing" result that indicates that an action will not have especially good or bad results. Finally, the augury can see much further into the future than a normal augury, potentially taking into account events a number of hours into the future equal to your mythic tier.

**Augmented:** If you expend two daily uses of mythic power, you can make an inquiry about a topic that you have already inquired about with *augury* and receive a new die result, rather than having it be the same as the first casting.

#### AWAKEN

If used to awaken a tree, the resulting creature gains a number of additional construction points equal to 1/2 your mythic tier (rounded down, minimum 1). If used to awaken an animal, the animal gains two additional Hit Dice. For creatures of either sort, any ability scores that would normally be equal to 3d6 are instead equal to 3d8.

Augmented: If you expend two daily uses of mythic power, you can cast a version of this spell that is short-lived and temporary. This version of the spell has no material component, and the casting time is only 1 minute, but the spell's duration is only 10 minutes per caster level you possess, instead of being instantaneous. All other aspects of the spell remain the same.

#### BANISHMENT

If a nonmythic creature is successfully banished with this spell, that creature is unable to return to the plane from which it was banished until a certain amount of time has passed, based on the creature's Hit Dice and your caster level, as outlined on the table below.

#### Table 3: Banishment Duration

| Banished creature's Hit Dice are         | Duration |
|--|----------|
| 5 or more greater than your caster level | 1 hour   |
| 3-4 greater than your caster level       | 12 hours |
| 1-2 greater than your caster level       | 1 day    |
| Equal to your caster level               | 1 week   |
| 1-2 less than your caster level          | 1 month  |
| 3-4 less than your caster level          | 6 months |
| 5-6 less than your caster level          | 1 year   |
| 7-8 less than your caster level          | 5 years  |
| 9 or more less than your caster level    | 10 years |

**Augmented** (3<sup>rd</sup>): For each additional use of mythic power that you expend, you can increase the amount of time for which the creature is unable to return by 100%. You can spend as many uses of mythic power as desired in this way: the effects stack, but are not cumulative (*for example, if the*  target would normally be banished for 1 day, and a total of four uses of mythic power were expended, the target could be banished for four days, instead). You must declare that you are using this ability before attempting to overcome the target's spell resistance and before the target makes any saving throws, and if the target is not successfully affected by the spell, any additional uses of mythic power spent in this way are wasted.

Augmented (5<sup>th</sup>): If you expend three daily uses of mythic power, then even if you are initially unable to affect the target (whether due to failure to overcome the target's spell resistance, or because the target succeeded on its saving throw), you can try again on following rounds, as long as you continue to focus on the spell. Trying again in this fashion is a full-round action that provokes attacks of opportunity, and requires concentration checks as though it were spellcasting. You cannot cast spells in a round in which you concentrate in this way. Each round that you try again, you must attempt to overcome spell resistance, even if you successfully overcame it in previous rounds, and the target is entitled to a new saving throw. You must continue to try again each round, or else you lose the ability to try again on future rounds. You can try again in this way a maximum number of times equal to your mythic tier.

#### **BEAR'S ENDURANCE**

At any time during the spell's duration, as a free action, the target can choose to immediately expend the spell's effect in order to treat his next Fortitude save or Constitution check as though the result were a natural 20. This ability must be used before making the Fortitude save or Constitution check.

#### **BEAR'S ENDURANCE, MASS**

As the mythic version of *bear's endurance*, except that any target that chooses to expend the spell's effect in order to treat his next Fortitude save or Constitution check as though the result were a natural 20 only ends the spell's effect for that individual target, rather than for all the targets.

**Special:** Any character that knows the mythic version of *bear's endurance* also knows the mythic version of *mass bear's endurance*, as long as that character also knows the nonmythic version of both spells.



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# Uncover Forgotten Arcane Lore

Everyone knows that knowledge is power, and that having options is better than not having them. It should come as no surprise, then, that wizards, witches, and other powerful spellcasters are always on the lookout for new and exciting spells to add to their repertoires. While many spells from the *Pathfinder Roleplaying Game Core Rulebook* received a facelift and an upgrade in *Mythic Adventures*, the sourcebook that introduced mythic power to the game of *Pathfinder*, dozens of spells were left behind. *Missing Mythic Magic Volume I*, and its successors, aim to give each and every spell from the core rules a full=fledged mythic upgrade, all the way from A to Z, with a special focus on making mythic spells that feel as over=the=top and larger=than=life as possible.

This installment includes 14 mythic spells, from antipathy to bear's endurance, mass. With the spells in this book you can use mythic astral projection to not only visit other planes, but also visit the minds of other sentient creatures. Or you can use mythic atonement to instill a pseudo-conscience in the target, making it difficult for him to remain his current alignment, even if he is unwilling. Try a mythic banishment that prevents the banished creature from returning for a certain amount of time, or expend your bear's endurance early to achieve an automatic natural 20 on a single Constitution-based roll, among lots of other exciting spells. Don't wait: get your hands on the latest mythic spells now.

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in Mythic Adventures. Each Mythic Mastery provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in Mythic Mastery products requires the use of mythic characters and a mythic adventure, others, such as those focused on exploring mythic monsters, can be used in games of every sort.

