Mythic Mastery Missing Mythic Magic Volume V



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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*.

CONTINUAL FLAME

The light created by this spell is far brighter and extends over a larger distance. Instead of shedding light like a torch, it increases the light level to bright light within 20 ft. + 10 ft. per mythic tier you possess. Additionally, it raises the light level by one step for an additional 20 ft. + 10 ft. per mythic tier you possess beyond that.

Augmented (3rd): If you expend three uses of mythic power and an additional 100 gp worth of ruby dust when you cast this spell, you can create true fire which lingers permanently. This flame gives off heat as appropriate for a mundane torch, but the heat produced is magical in nature and harmful to creatures vulnerable by fire. Any creature with vulnerability to fire (regardless of its source) that begins its turn within the area of light produced by your continual flame spell suffers an amount of fire damage equal to your mythic tier. Though flames produced by this spell give off heat, they still consume no oxygen and cannot be doused or smother, meaning that they function underwater and in vacuums. Finally, any fire set by a torch affected by this spell is exceptionally hard to put out and cannot be extinguished by any means unless a successful dispel magic spell is first cast upon the fire. Once dispelled, the fire must still be put out normally.

CONTACT OTHER PLANE

This version of the spell protects you from the damaging effects of contacting extraplanar entities and provides you with more information. You may ask any number of questions to the extraplanar entity of your choice and assume no risk of Intelligence or Charisma penalty. For every question you ask beyond your mythic tier, you must succeed on an Intelligence check (DC equal to the Intelligence check required by the entity +1 per previous check made as part of this casting of the spell) or suffer 1 point of Intelligence and Charisma damage.

Augmented (4th): Each time you ask a question of an extraplanar force using this spell, you may expend one additional use of mythic power. If you do, you automatically receive a true answer to your question from the extraplanar source. The entity answering your question may not know the information you seek, in which case you are made aware of this fact. This divination can still fail due to the interference of divine agents and similar entities.

CONTROL PLANTS

You add your mythic tier to the number of total Hit Dice of plant creatures affected by this spell. Additionally, you can control all plants under the influence of this spell by thought, allowing you to issue complex and individualized commands to all creatures affected by this spell without revealing your plans to listeners. Commanding the plants in this way is instantaneous and requires no action on your part. You can control the plants in this fashion, even while silenced or otherwise unable to vocalize. You may still control the plants verbally, if you wish. Finally, at the end of the spell's duration, the attitudes of all affected plant creatures towards you improves by 1 step, though it remains free to resume its normal behavior.

Additionally, you can use this spell on non-creature plants in order to coax them to do your bidding. Each 5-ft. square of non-creature plants is treated as 5 Hit Dice worth of plant creatures. This allows you to animate such plants, who will attack creatures in their squares, dealing 1d4 points of bludgeoning damage. You can cause plants in an affected square to aid your crossing, allowing you to avoid the effects of difficult terrain. You can force the plants in a given square to become difficult terrain. You can animate trees so that they either do not provide cover, or provide improved cover, at your discretion.

CONTROL UNDEAD

You add your mythic tier to the number of total Hit Dice of undead creatures affected by this spell. Additionally, undead creatures under the influence of this spell cannot be turned or commanded by non-mythic creatures, or by mythic creatures whose mythic tier is lower than yours. Finally, undead creatures under the influence of this spell use either their Will save bonus or your Will save bonus, whichever is higher.

Augmented (5th): When this spell's duration ends, you may expend 1 use of mythic power in order to make an individual intelligent undead affected by this spell lose his memory of his time under the spell's influence. The target does not remember that you controlled him, and does not remember what he did while under the influence of the spell. However, he may be aware that time has passed and that he is in a different location than before he was affected by the spell, or that he has been injured when he wasn't before, and so on.

CONTROL WATER

You gain far greater control over water with this version of the spell, and in addition to causing it to rise or fall, you can manipulate its form for the spell's duration in a manner similar to the spell *stone shape*. This allows you to create tunnels or part water, to form stairs out of water, or create any similar shape you desire. You can more finely create whirlpools in this way and can create them wherever you please. Ships and similar floating devices displaced by this spell travel harmlessly along the borders of the water and out to the nearest unaffected square. Ships unable to travel in this way simply fall, and suffer fall damage as normal. Finally, when a water elemental or similar creature made wholly of water is affected by this spell, he is paralyzed for the spell's duration, even if he would normally be immune to paralysis.

Augmented (5th): By expending 5 uses of mythic power, you may instead choose to make the water violently churn and roil, dealing idio points of damage to all creatures and objects within the spell's area each minute. Additionally, ships and floating objects of less than colossal size within the area immediately capsize, unless they succeed on a Fortitude saving throw.

CONTROL WINDS

You add your mythic tier to your caster level when determining the change in strength you can make to the winds. Additionally, the area of winds, as well as any "eye" of calm air you create, moves with you. Finally, by spending a move action to concentrate each round, you can use the winds to allow you to fly throughout the area of the spell at a speed of 100 feet with perfect maneuverability.

Augmented (7th): As a standard action, you can expend 1 use of mythic power in order to create a deadly tornado within the area of your *control winds* spell. This tornado can strike any square you desire and deals 6d10 points of bludgeoning damage to everything in a 10-ft.-radius cylinder 100 feet tall. The tornado lasts a single round before vanishing.

Augmented (10th): When you cast this spell, you may expend 15 uses of mythic power. If you do, increase the area of the spell to 1 mile per caster level you possess. When you cast this version of the spell, the winds do not move with you; however, an eye of calm air created by the spell does move with you, allowing you to move about safely.

CREATE FOOD AND WATER

You add your mythic tier to the number of humanoids or horses that can be fed by the spell per level (for example, a creature with mythic tier of 3 could create food to sustain 6 humanoids or 4 horses per level for 24 hours). Additionally, the food and water created by this spell is delicious and highly desirable, and can be of any sort you can imagine. You could even create chocolate cakes and strong alcohol with this spell, yet the food and drink created is always highly nutritious, providing nutrition and nourishment suitable to sustain the consumer for 24 hours. Alcohol created by this spell can be produced so that it never causes drunkenness, though in such cases it cannot offer any benefit to creatures who gain benefits by consuming alcohol. If this spell is used to create alcohol, it creates enough for 4 drinks per creature sustained. Additionally, any creature consuming this food gains a +2 bonus on all Fortitude saves made to resist becoming fatigued or exhausted, as well as on Constitution checks made to continue a forced march or hold one's breath.

Augmented (3rd): When you cast this spell, you may choose to give the food and drink created by it ambrosia-like



qualities, instilling it with magical power capable of greatly empowering those who consume it. By expending 1 use of mythic power when you cast this spell, any creature who consumes food and beverages created by this spell gains a morale bonus on all skill and ability checks equal to 1/2 your mythic tier, rounded down, for 24 hours.

CREATE GREATER UNDEAD

This version of the spell functions like the mythic version of *create undead*, except that more powerful creatures can be created, as per the non-mythic version of *create* greater undead.

Augmented (7th): When you create an undead with this spell, you may choose to expend 2 uses of mythic power in order to not have the undead produced by this spell count against the number of Hit Dice worth of creatures you can control with the *animate dead* spell for 24 hours. Once per day, at midnight, you may choose to expend 2 uses of mythic power in order to renew this benefit.

CREATE UNDEAD

You add your mythic tier to your caster level when determing the type of undead you can create with this spell. Additionally, undead creatures created by this spell gain an amount of channel resistance equal to your mythic tier. Finally, if you know the mythic version of the *animate dead* spell, then undead creatures created by this version of the spell automatically fall under your control and obey spoken commands to the best of their ability. These undead count against the number of Hit Dice worth of undead you can



control with animate dead. Undead created by this spell which exceed this limit are not under your direct control; however, they can still be controlled through other means.

Augmented (5th): When you cast this spell, you can expend mythic power in order to empower the creature created by the spell. By expending 1 use of mythic power, you can create a giant version of the summoned undead, applying the giant creature template to the created undead. By expending 3 uses of mythic power, you can imbue the created undead with your own mythic essence, granting it the mythic simple template. However, if you do so, the amount of mythic power you can expend in a day is reduced by 1 for as long as that creature survives.

CREATE WATER

Water created by your *create water* spell lasts for 1 week per mythic tier you possess or until consumed. Additionally, water created by your spell is exceptionally pure, preventing it from ever becoming poisoned or diseased, except by mythic sources with a higher mythic rank than you possessed when you cast the spell. Finally, water created by this spell is sufficient to sustain life entirely on its own, and for every 10 gallons of water created by this spell, you can sustain 1 Medium humanoid for 24 hours without needing to consume any other food or water. **Augmented** (1st): Instead of creating water in a small area, you produce a steady torrent of water. By expending 2 uses of mythic power when you cast this spell, you can create a torrent of water in a line 10 feet wide and 40 feet long, which produces 50 gallons of water per round. Creatures caught in this stream must succeed on a Reflex save or be knocked prone. A creature that succeeds on his save can move out of the stream's area as a free action. The stream lasts for as long as you concentrate on it, to a maximum number of rounds equal to 3 + your mythic tier.

CREEPING DOOM

Increase the number of swarms created by the spell by 1 per two mythic tiers you possess (rounded down, minimum of 1 additional swarm). Additionally, swarms created by this spell gain resistance 5 to all energy types, and spell resistance equal to 10 + your caster level + your mythic tier. Poisons inflicted by the swarm always inflict the maximum amount of ability damage. Finally, the swarms are exceptionally deadly to plant life, entirely devouring nonmagical non-creature plants in their area within 1 round, and inflicting 8d6 points of damage to plant creatures within their area, instead of their normal swarm damage.

Augmented (6th): When you cast this spell, you may choose to expend 3 uses of mythic power. If you do, the area each swarm covers grows, increasing each swarm's space to 15 feet. Apart from this change in space, the swarms' statistics remain unchanged and they retain the same hit points, AC, saving throws, and damage numbers.

CRUSHING DESPAIR

This version of the spell imposes a -4 penalty to attack rolls, saving throws, skill and ability checks, and weapon damage rolls, instead of a -2 penalty. Additionally, creatures affected by a mythic *crushing despair* spell must succeed on an additional Will save made after suffering penalties as a result of this spell or be forced to cower in fear for a number of rounds equal to your mythic tier. This aspect of the spell is treated as a fear effect. Creatures who fail this additional Will save cannot move and are denied their Dexterity bonus to AC. Finally, any creature that fails its saving throw against this spell loses any morale bonuses he is currently benefiting from, and cannot benefit from morale bonuses for the duration of the spell.

This version of *crushing despair* can only be countered and dispelled by a mythic *good hope* spell, or a *mage's disjunction* spell.

CRUSHING HAND

The hand created by this spell is more powerful. The hand receives a bonus to its Strength and Dexterity scores equal to your mythic tier (increasing its CMB and CMD accordingly). When the *crushing hand* deals damage to the target with a successful grapple check, you may choose to have it also inflict that much damage to each object that the target is wearing or holding, as well.

Further creatures that are successfully grappled by the hand are unable to breathe and must hold their breath each round that the grapple continues. Whenever the crushing hand deals damage to the grappled creature, the number of rounds that that creature can continue to hold its breath before needing to make Constitution checks to do so is reduced by 1d4. If the creature already needs to make Constitution checks to continue holding its breath, then each time the hand deals damage to the grappled creature, that creature needs to make an additional Constitution check (the DC continues to increase with each check, as normal).

Additionally, you can direct the *crushing hand* to pick up and otherwise handle unattended objects. Once per round, it can perform a single action that can be performed with a single hand, such as pull a lever, lift an object, open a door, and so on. Treat the hand as having a Strength score of 35 for the purposes of determining how much it can lift, pull, drag, carry, and so on.

Augmented (10th): By expending 5 uses of mythic power when you cast the spell, you can make the *crushing hand* exceptionally more resilient. This has the effects of increasesing the duration of the spell to 1 minute/level, granting the hand DR 10/epic, allowing the hand enter an *antimagic field* (except those created by a mythic caster), and granting it 100 additional hit points. Finally, only a mythic *disintegrate* spell or successful *dispel magic* spell or effect from a mythic source can instantly destroy the hand.

Special: If you know the mythic version of *clenched fist*, *interposing hand*, *grasping hand*, or *forceful hand*, you can apply the benefits of those spells to the *crushing hand*. Similar benefits overlap, and do not stack.

CURE CRITICAL WOUNDS, MASS

You add your mythic tier to the number of hit points cured by the spell. Additionally, you add your mythic tier to the number of targets you can affect with this spell, and you can target any creature you can see, regardless of distance between them and yourself or any other creature affected by this spell.

Augmented (5th): When you cast this spell, you may expend 7 uses of mythic power in order to heal a much larger area. If you do, every non-hostile living creature within a 1 mile radius recovers a number of hit points equal to 4d8 + your mythic tier.

Augmented (7th): You can expend 4 uses of mythic power when you cast this spell. If you do, then for a number of rounds equal to your mythic tier, affected creatures automatically and instantly recover any dire wound they suffer. The first time they suffer a critical hit within that time, the wound instantly heals, effectively causing them to suffer no damage from that attack.

CURE LIGHT WOUNDS, MASS

You add your mythic tier to the number of hit points cured by the spell. Additionally, you add your mythic tier to the number of targets you can affect with this spell, and you can target any creature you can see, regardless of distance between them and yourself or any other creature affected by this spell.

Augmented (5th): When you cast this spell, you may expend 3 uses of mythic power in order to heal a much larger area. If you do, every non-hostile living creature within a 1 mile radius recovers a number of hit points equal to 1d8 + your mythic tier.



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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 Magie 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 15 mythic spells, from continual flame to eure light wounds, mass. With the spells in this book, you can provide healing to entire armies with a single spell using mythic cure light wounds, mass or mythic cure eritical wounds, mass. Or instead, just blow away the opposing forces with a 20mile-radius hurricane using mythic control winds. If you don't need such a grand scale, shape water in any way you desire, including tunnels, bridges, statues, and more, with mythic control water. Mythic control plants allows you to command not just plant creatures but whole swatches of undergrowth, and between mythic control undead, mythic create undead, and mythic create greater undead, necromancers have plenty to be excited about, as well. 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.

