Mythic Mastery Missing Mythic Magic Volume VI



Alex Riggs, Joshua Zaback



Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Tredits

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

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*.

CURE MODERATE 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): If you expend 3 uses of mythic power, you can heal all creatures in a much larger area. If you do, every non-hostile living creature within a 1-mile radius heals a number of hit points equal to 2d8 + your mythic tier.

Augmented (7th): If you expend 5 uses of mythic power, you can fully restore a single moderately-wounded creature to perfect health. If the target of this version of the spell has at least 50% of his maximum hit points when the spell is cast, then he is immediately healed to his maximum hit point total, regardless of how many hit points of damage he may have. This augmented version has no effect on creatures that have less than 50% of their maximum hit points, and cannot be used offensively to harm undead creatures.

CURE SERIOUS 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): If you expend 3 uses of mythic power, you can heal all creatures in a much larger area. If you do, every non-hostile living creature within a 1-mile radius heals a number of hit points equal to 3d8 + your mythic tier. **Augmented** (7th): If you expend 5 uses of mythic power, you can restore a single seriously-wounded creature to reasonable health. If the target of this version of the spell has less than 50% of his maximum hit points when the spell is cast, then he is immediately heals enough hit points to make his current hit point total equal to 1/2 his maximum hit points (rounded up), regardless of how many hit points of damage he may have. This augmented version has no effect on creatures that have more than 50% of their maximum hit points, and cannot be used offensively to harm undead creatures.

CURSE WATER

Unholy water created by this spell is more potent. It deals an amount of damage equal to 2d4 + twice your mythic tier to good outsiders, instead of the normal amount. Additionally, it deals 2d4 points of damage to clerics, paladins, and similar characters who worship good-aligned deities. Finally, it deals 1d4 points of damage to other creatures of good alignment, such as good humanoids.

Augmented: If you expend two uses of mythic power, then any creature damaged by the unholy water created by this spell must succeed on a Fortitude save (DC equals the spell's saving throw DC) or be weakened by the water's insidious evil nature. Mythic creatures that fail this saving throw are sickened for 1d4 rounds, while non-mythic creatures that fail this saving throw are nauseated for 1d4 rounds, instead.

Augmented (3rd): If you expend three uses of mythic power, you can transform a much larger body of water into unholy water, although if you do so, the transformation is temporary. The amount of water to be transformed cannot exceed one 5-foot cube of volume per mythic tier you possess, and the transformation lasts for a number of minutes equal to your mythic tier. During this time, any character can fill an empty vial from the affected water as a move action, after which point the vial can be thrown as normal for unholy water (it still deals more damage, as outlined above). Alternatively, good outsiders, as well as clerics that worship good-aligned deities, that are submerged in the water suffer 10d6 points of damage each round that they remain submerged, while other good creatures suffer 5d4 points of damage each round that they remain submerged. When the effect ends, all water affected by this spell returns to normal, even if it was already put in a vial.

DANCING LIGHTS

The spell's duration increases to concentration + 1 minute (it is still dismissible). Additionally, you may choose to have the lights cast light like a torch regardless of what configuration you choose. If you choose to have the lights take the form of four lanterns or torches or the form of four glowing spheres, the lights do not need to remain within 10 feet of each other, and can move freely and independently throughout the spell's range. If you choose to have the lights take the form of a single glowing, humanoid shape, you may choose to have that shape take on the appearance of any Small or Medium humanoid creature. Anyone that observes the light in this form can clearly tell that it is not a physical creature, but may be able to be convinced that it is some sort of incorporeal creature or similar. You can even attempt to make the lights resemble a specific individual, but doing so requires a Disguise check (opposed by the observer's Perception check) in order to make the resemblance convincing.

Augmented (3rd): If you expend two uses of mythic power, then the dancing lights created by the spell have a hypnotic, siren-like effect on those who see them, compelling such creatures to move towards the lights. Any creature that sees the lights must succeed on a Will save or become fascinated by the lights. Creatures fascinated in this way are compelled to move towards the lights. Affected creatures will not subject themselves to obvious dangers (such as moving through the threat range of hostile creatures, crossing deep chasms, etc.) in order to follow the light. Anything that ends the fascination effect (including any obvious threat) also ends the compulsion to move towards the lights.

DARKVISION

While affected by the spell, you can see perfectly in darkness of any sort, including magical darkness that normally prevents even darkvision. Additionally, the range of the darkvision increases by 5 feet per mythic tier you possess. Further, the darkvision provided by this spell does not depend on normal, mundane eyesight, and even if you are blinded (whether before the spell is cast or during the spell's duration), you are able to see with the darkvision granted by this spell.

DAZE

Add your mythic tier to the number of Hit Dice the target can possess before becoming immune to the spell (for example, if you are mythic tier 1, the spell can affect creatures of up to 5 Hit Dice, and if you are mythic tier 6, the spell can affect creatures of up to 10 Hit Dice, and so on). This only applies to non-mythic creatures. Mythic creatures with 5 or more Hit Dice remain unaffected.

Augmented: If you expend two uses of mythic power, the target is stunned for 1 round, instead of dazed (being stunned causes the target to drop all held items, suffer a -2 penalty to AC, and lose his Dexterity bonus to AC, in addition to being unable to act).

DAZE MONSTER

This spell can affect any non-mythic creature whose Hit Dice are less than or equal to twice your mythic tier, instead of only being able to affect creatures of 6 Hit Dice or less (it can still affect any creature of 6 Hit Dice or less, regardless of your mythic tier). Augmented: If you expend two uses of mythic power, the target is stunned for 1 round, instead of dazed (being stunned causes the target to drop all held items, suffer a -2 penalty to AC, and lose his Dexterity bonus to AC, in addition to being unable to act).

Special: Any character that knows the mythic version of *daze* also knows the mythic version of *daze monster*, as long as that character also knows the non-mythic version of both spells.

DEATH WARD

The target is completely immune to death effects and spells with the death descriptor. He also gains immunity to ability drain (but not ability damage).

Augmented (3rd): If you expend two uses of mythic power, you also ward the target, to a limited extent, against other forms of death. The first time that the target would be reduced to o or fewer hit points during the spell's duration, he immediately heals a number of hit points equal to your caster level + your mythic tier, and he gains fast healing 5 for a number of rounds equal to your mythic tier thereafter. These benefits only apply the first time that the target is reduced to o or fewer hit points, and if he is reduced to o or fewer hit points again during the spell's duration, he does not receive any special protection.

DEATHWATCH

The spell's duration increases to 1 hour/level. Further, in addition to the information normally granted by the spell, you also learn if the target is currently affected by any diseases or poisons, although you do not learn the exact nature of any diseases or poisons that may be detected. Finally, the mythic version of *deathwatch* can also detect the frequency with which the creature has metaphysically brushed with death, by detecting the taint of death upon their aura. This falls into one of several categories, as outlined below:

Light: The target has been in very few life-or-death situations, is not in imminent danger of death, and has never killed a sentient creature.

Moderate: The target may have been in a handful of life-or-death situations, or there may be a reasonable likelihood that he will die in the near future, or he may have killed a small number of sentient creatures.

Heavy: The target is likely in life-or-death situations fairly often, and has almost certainly killed at least a few sentient creatures (possibly dozens). Alternatively, he is very likely to die in the very near future.

Extreme: The target has a combination of the following factors: is frequently in life-or-death situations, has killed many (20+) sentient creatures, and/or is likely to die in the near future.



DEEPER DARKNESS

The illumination level in the spell's area automatically drops to supernatural darkness, regardless of the existing light conditions. Even creatures that can normally see in supernatural darkness find their vision cloudy and obscure, imposing a 20% miss chance on any attacks that they make. This does not apply to mythic creatures that can see normally in supernatural darkness.

Augmented: If you expend two uses of mythic power, then instead of centering the effect on an object, you can center it on any point you desire within medium range (100 feet + 10 feet/level) at the time that you cast the spell. If you do, the radius of the darkness effect increases by 5 feet per mythic tier you possess.

DELAY POISON

The spell also temporarily halts the effects of any diseases that the target might be suffering from, in addition to poisons. Further, while the spell does not actively cure

any ability damage or other effects inflicted by poisons or diseases, the mythic version does temporarily suspend them, effectively "curing" the target of such ability damage for the spell's duration. The ability damage returns at the end of the spell's duration, however. Finally, because the target is able to recover and rest from the effects of the poison and/or disease, the spell also aids the target's body in combatting these effects, and the target gains a bonus equal to your mythic tier on his next saving throw to resist the effects of any poisons or diseases that he was suffering from when the spell was initially cast.

DELAYED BLAST FIREBALL

The damage dealt increases to 1d10 points of fire damage per caster level (maximum 20d10). Any creature that fails its Reflex saving throw catches on fire, taking 2d6 points of fire damage each round until the fire is extinguished. Attempts to extinguish this fire use the spell's save DC.

Additionally, you can delay the detonation up to 1 minute per mythic tier you possess, rather than up to 5 rounds. Further, if you choose, when you cast the spell, you can designate a specific trigger that will cause the bead to detonate at an earlier time than the chosen amount of delay. There are three types of triggers from which to choose, each of which is outlined below.

Command: This causes the bead to detonate as soon as a specific command word (chosen by you at the time you cast the spell) is spoken aloud within earshot of the bead. Any creature can speak this command word to cause the bead to detonate.

Proximity: This causes the bead to detonate as soon as any creature comes within 10 feet of it.

Violence: This causes the bead to detonate if any creature within 20 feet makes an attack of any kind, or casts a spell, or uses a spell-like or supernatural ability. The explosion occurs before any triggering spell is actually cast, and may require the caster to succeed on a concentration check to avoid losing the spell.

DEMAND

Add your mythic tier to the number of words that can be included in the *suggestion* effect. Additionally, you can send the *demand* to an unfamiliar creature. You must either describe the intended recipients in general or specific terms (such as "orcs," "the queen of this country," or "left-handed half-elven males") or specify restrictions such as range, creature type, and alignment (such as "all good-aligned humanoids in the castle on the hill"). If a greater number of creatures meet your description than the maximum number you can send to (normally one, if the spell is unaugmented), the closest ones to you receive the message.

Augmented (5th): If you expend three uses of mythic power, you can send the *demand* to a number of creatures

equal to your mythic tier. Each affected creature must receive the same *suggestion*.

Augmented (7th): If you expend five uses of mythic power, you can cause the spell to carry the effect of a *geas*/ *quest* spell, instead of a *suggestion*. This also allows you to create as detailed and lengthy instructions as you like. The target is still entitled to a saving throw to resist the effect.

Special: Any character that knows both the mythic version of *sending* and the mythic version of *suggestion* also knows the mythic version of *demand*, as long as that character also knows the non-mythic version of all three spells.

DESTRUCTION

Add your mythic tier to your caster level to determine the amount of damage the target suffers if he fails his saving throw. The amount of damage that he suffers if he succeeds his saving throw increases to 10d10. If the target dies as a result of the spell (whether he succeeds on his saving throw or not), you may choose to have his equipment and carried possessions be destroyed along with his body, in which case any and all non-artifacts in his possession are completely and irrevocably destroyed. Finally, the creature's soul is destroyed, preventing him from becoming a ghost or similar undead creature, and preventing any method of resurrection, including true resurrection, from working on the creature without first using a wish or miracle to restore the target's soul. Restoring the soul of a creature who was destroyed by a mythic destruction counts as a very powerful request for miracle (and therefore requires the expenditure of 25,000 gp).

DETECT ANIMALS OR PLANTS

The spell no longer requires your concentration to maintain, and lasts for 10 minutes per caster level even if you cease concentrating on it. You must still concentrate in order to gain information however, and if you stop concentrating, the spell effectively becomes dormant until you resume concentration. Additionally, the "kind" of animal or plant that you can choose to detect becomes somewhat more relaxed, allowing you to specify "dog-sized mammals" or "birds" or "fruit-bearing plants," instead of having to specify the exact species of animal or plant. Finally, when you learn the condition of a plant or animal, you also learn whether it has more Hit Dice than you, fewer Hit Dice than you, or the same number of Hit Dice as you.

Augmented: If you expend two uses of mythic power, the spell's area takes the shape of a circle centered on you, rather than a cone (the radius of the circle is equal to 400 feet + 40 feet/level), allowing you to detect the presence of plants or animals in all directions.

DETECT CHAOS

This functions as the mythic version of *detect evil*, except that it detects chaotic creatures, rather than evil ones, and the augmented version of the spell gives an accounting of chaotic acts, rather than evil acts.

Special: Any character that knows the mythic version of *detect chaos*, *detect evil*, *detect good*, or *detect law* also knows the mythic versions of each of the other three spells that he also knows the non-mythic versions of.

DETECT EVIL

The spell no longer requires your concentration to maintain, and lasts for 10 minutes per caster level even if you cease concentrating on it. You must still concentrate in order to gain information however, and if you stop concentrating, the spell effectively becomes dormant until you resume concentration.

In addition to detecting the strength of an evil aura, you can also detect the type of evil aura that it is, meaning that you can easily distinguish the difference between the aura of an evil creature, an evil outsider, a cleric of an evil deity, and so on. Combined with the strength of the aura, this also provides you with a rough idea of how many Hit Dice or class levels the aura's source possesses. Further, you can also identify the difference between creatures that are actually evil-aligned and those that have actively evil intents at the moment but are not necessarily evil-aligned. Finally, you can detect lingering auras for 10 times longer than normal (1d6 minutes for auras that were originally faint, 1d6 x 10 minutes for auras that were originally moderate, and so on).

Augmented: If you expend two uses of mythic power, you may cast this spell in such a way that it gives you in-depth knowledge of a single creature's past evil deeds. When cast in this way, the spell has a single target (the range remains unaltered), a duration of instantaneous, and allows the target a Will save to resist the effect. You immediately gain knowledge of the number and types of evil acts that the target has committed in the recent past (1 day per caster level). You do not learn the specifics of such acts: for example, you might learn that the target had committed petty burglary, but you would not know what he stole, or from whom. In addition to knowledge of the target's recent evil acts, you also learn the most evil act that the target has ever performed in his life. Again, this information is vague, and does not include any details. Killing in self-defense is not treated as murder for the purposes of this ability.

Special: Any character that knows the mythic version of *detect chaos*, *detect evil*, *detect good*, or *detect law* also knows the mythic versions of each of the other three spells that he also knows the non-mythic versions of.

DETECT GOOD

This functions as the mythic version of *detect evil*, except that it detects good creatures, rather than evil ones, and the augmented version of the spell gives an accounting of good acts, rather than evil acts. **Special:** Any character that knows the mythic version of *detect chaos*, *detect evil*, *detect good*, or *detect law* also knows the mythic versions of each of the other three spells that he also knows the non-mythic versions of.

DETECT LAW

This functions as the mythic version of *detect evil*, except that it detects lawful creatures, rather than evil ones, and the augmented version of the spell gives an accounting of lawful acts, rather than evil acts.

Special: Any character that knows the mythic version of *detect chaos*, *detect evil*, *detect good*, or *detect law* also knows the mythic versions of each of the other three spells that he also knows the non-mythic versions of.

DETECT MAGIC

The spell no longer requires your concentration to maintain, and lasts for 1 minute per caster level even if you cease concentrating on it. You must still concentrate in order to gain information however, and if you stop concentrating, the spell effectively becomes dormant until you resume concentration. Additionally, you automatically succeed on all Knowledge (arcana) checks made to determine the school of magic that an aura is associated with, and gain a bonus equal to your mythic tier on Spellcraft checks made to identify magic items studied with this spell. Finally, you can detect lingering auras for 10 times longer than normal (1d6 minutes for auras that were originally faint, 1d6 x 10 minutes for auras that were originally moderate, and so on).

Augmented: If you expend two uses of mythic power, this spell can penetrate any amount of stone, metal (including lead), dirt, and wood, within the spell's range.

Augmented: If you expend two uses of mythic power, the spell's area takes the shape of a 6o-foot radius circle centered on you, rather than a cone, allowing you to detect the presence of magic auras in all directions.

DETECT POISON

You can easily discern the difference between creatures that are poisonous and creatures that are poisoned. Additionally, you gain a bonus equal to 5 + your mythic tier on any checks made to determine the type of poison as a result of this spell. If you do successfully identify the poison, this grants you a bonus equal to your mythic tier on Heal checks made to help treat the poison.



Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

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.

2. 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.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of 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.

9. 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.

10. 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.

15. COPYRIGHT NOTICE

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

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn. Pathfinder Roleplaying Game Ultimate Combat. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-

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

Pathfinder Roleplaying Game Mythic Adventures Copyright 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan

Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese. Pathfinder Roleplaying Game Bestiary 3 Copyright 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Mythic Mastery: The Mythic Glabrezu Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume I Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Heritages: Demonic Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Archery Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Mythic Succubus Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Mythic Balor Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Items of the Orient Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Traps Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Missing Mythic Magic Volume III Copyright 2014, Necromancers of the

Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Draconic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Curses Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Creatures of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume IV Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Dretches and Quasits Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Pharaonic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume V Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Traps 2 Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Items of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Efreeti Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VI Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

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 *Mythie Adventures*, the sourcebook that introduced mythic power to the game of *Pathfinder*, dozens of spells were left behind. *Missing Mythie 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 21 mythic spells, from cure moderate wounds, mass to detect poison. Using this book, you can make a delayed blast fireball that is not only much more devastating, but also gives you much greater control over the delay and the conditions that cause it to go off. If you prefer more subtle magic, use demand to send suggestions to several creatures at once, even if you've never met them. Detect evil not only gives you more detailed information about an evil creature's aura, it can even be used to delve into their past and discover what sort of evil deeds they have performed.

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.

