Mythic Mastery Missing Mythic Magic Volume VII



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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.

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*.

DETECT SECRET DOORS

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 still must concentrate in order to gain detailed information; however, during the spell's duration, you are always alerted to the presence of a secret door within the area. Additionally, when you discover the location of a secret door with this spell, you can choose to have that object be revealed with a halo of glowing yellow light visible for all to see, which persists for as long as the door remains within the area of the spell. You can suppress or resume this effect as a free action. Finally, when you learn the mechanism or trigger for a portal you have closely examined, you also learn how to safely manipulate the trigger or mechanism, including the method to bypass any traps designed to trigger when opening the portal in this way.

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

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 ft. + 40 ft./level), allowing you to detect the presence of secret doors in all directions.

DETECT SNARES AND PITS

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 still must concentrate in order to gain detailed information; however, during the spell's duration, you are always alerted to the presence of a snare or pit (as defined by the spell) within the area. Additionally, when you discover a snare or pit with this spell, you gain some insight into how to bypass the hazard, granting you a circumstance bonus on all Disable Device checks made to bypass or disable the hazard equal to twice your mythic tier. Natural hazards which cannot be disabled or bypassed are not affected this way. Augmented: If you expend two uses of mythic power, this spell can penetrate any amount of stone, metal (including lead), dirt, or wood within the spell's range.

Augmented (3rd): If you expend four uses of mythic power, this spell can discover complex and mechanical traps in the spell's area, including magical traps.

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 ft. + 40 ft./level), allowing you to detect the presence of snares or pits in all directions.

DETECT THOUHGTS

You instantly are aware of any and all surface thoughts within the spell's area, as though you had studied thoughts in that area for a full three rounds, and you can simultaneously listen to and discern the thoughts of all creatures in the area. Additionally, this version of the spell reveals the existence of all thinking minds in the spell's area, as well as their locations (creatures you cannot see still have 50% miss chance), provided they are on the same plane as you.

Augmented (3rd): By expending 2 use of mythic power when you cast this spell, you can delve into an affected creature's memories, reading his mind like an open book. You can study the memories of any creature within the area by focusing on him as a standard action. You can observe any memory the target has, except those it had while under the influence of a *mind blank* spell, which is no older than 1 day per mythic tier you possess.

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

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 ft. + 40 ft./level), allowing you to detect the thoughts of creatures in all directions.

DETECT UNDEAD

You instantly detect the presence of all undead creatures within the spell's area, including their exact locations (undead you cannot see still have 50% miss chance). Additionally, this spell provides you with more detailed information about the strength of undead creatures within the spell's area, providing you with knowledge of the exact number of Hit Dice possessed by each undead detected. This version of the spell can penetrate any amount of stone, metal (including lead), dirt, or wood within the spell's range.

Augmented (1st): You may choose to expend an additional use of mythic power at any time during the spell's duration in order to glean more information about the observed undead. If you do, you immediately make a Knowledge (religion) check about the creature in question with a bonus equal to twice your mythic tier, and you count as



being trained in Knowledge (religion) for the purposes of this check.

Augmented (3rd): By expending eight uses of mythic power when you cast this spell, you can choose to be made aware of the presence of undead creatures within a number of miles equal to your mythic tier of you at the time of the spell's casting. This provides you with a general idea of the location of the undead creatures, including distance and direction of the creatures, but not their exact locations. You can discern the type of undead (such as zombie, vampire, ghost, etc.), their numbers, and their relative strength expressed as Hit Dice.

DIMENSIONAL ANCHOR

If you can see creatures on the Ethereal or Astral Plane, you may target them with this spell even if you are not on that plane. If the attack is successful, the creature is pulled to the equivalent squares on the Material Plane, or, if no equivalent space is available, the creature is pulled to the nearest unoccupied squares on the Material Plane for the spell's duration. The spell's effects then take place as normal. Additionally, if cast on a summoned outsider on the Material Plane, the subject becomes tethered to the spot where he is standing for a number of rounds equal to your mythic tier. Creatures affected in this way can still act normally, but are unable to take any action that would cause them to leave their current square. **Augmented** (**1**st): By expending two uses of mythic power when you cast this spell, you can choose to anchor an interdimensional or planar avenue of travel open or shut for a number of minutes equal to your mythic tier. This effects *gate* spells and *teleportation circles*, as well as certain portals and magical gates at the GM's discretion. An avenue anchored open can be freely used by anyone not under the effects of a *dimensional anchor* spell or similar effect, while one anchored closed cannot be used at all.

DIMINISH PLANTS

This spell's effects are greatly enhanced. If you choose the prune growth version of the spell, non-magical plants are reduced to a height of one inch, automatically dispelling any plant-enhancing spell and removing plantbased obstacles and difficult terrain that is created as a result of vegetation. If you choose the stunt growth version of the spell, then plant growth within a 1-mile area becomes completely impossible for a number of months equal to your mythic tier, during which time the plants' potential productivity is reduced to zero, instead of being halved. After this time, the plants' productivity is halved for the remainder of the year that the spell's effect normally lasts.

Augmented (1st): By expending two uses of mythic power when you cast this spell, you can choose to target a number of plant creatures equal to your mythic tier. Affected creatures are greatly reduced in size, causing them to be treated as 1 size category smaller and imposing a -8 penalty on their Strength scores. Augmented (3rd): By expending eight uses of mythic power when you cast this spell, you can use the stunt growth version of this spell to affect an area whose radius is a number of miles equal to your mythic tier.

DISCERN LIES

You can focus your attention on a number of creatures equal to your mythic tier and determine if they are lying. Non-mythic creatures do not receive a saving throw to negate the effects of this spell. Further, in addition to learning whether or not an affected creature speaks deliberate falsehoods, you are also aware if such a creature is deliberately withholding important information, as well. You are still unable to detect any unintentional inaccuracies.

Augmented (1st): As an immediate action, at any time during the spell's duration, you may choose to expend one use of mythic power in order to force any creature who tells a lie to speak the truth regarding whatever he just lied about, unless he succeeds on a Will save.

DISCERN LOCATION

The spell can find a target creature even if you have never met him and do not have an item that once belonged to him. Similarly, you can find a target object even if you have never touched it. You need either the name of the person or object or to be able to clearly describe the person or object in order to target it. Additionally, only a *mind blank* spell cast by a mythic character with a higher mythic rank than you, or the direct interference of a deity, keeps you from learning the exact location of the targeted individual or object. Finally, this version of spell reveals the current appearance and name of the creature or object, in addition to the other information provided by the spell.

Augmented (5th): By expending two uses of mythic power, the spell not only reveals the location of the creature or object at the time of casting, but also grants you the ability to concentrate for a full minute in order to learn the current location of the creature or object. You can use this ability at will for a number of days equal to your mythic tier.

DISGUISE SELF

The bonus on Disguise checks is increased by an amount equal to twice your mythic tier. Additionally, you can appear as a creature of any creature type and of up to 1 size category larger or smaller than you actually are. Finally, you can alter your appearance again at any time during the spell's duration as a full-round action. Creatures observing this change gain a +10 circumstance bonus on Perception checks made to notice the disguise, as well as on Will saves made to disbelieve the spell.

Augmented (3rd): By expending two uses of mythic power, you can choose to have the spell also mimic either the auditory or tactile features of any form you assume while under the effects of the spell. Thus a creature assuming the form a dog could feel furry, and a creature assuming the form of a hill giant could speak with an unnaturally deep voice. By expending three uses of mythic power, you can mimic both the auditory and tactile features of any form you assume while under the effects of the spell.

DISMISSAL

Summoned creatures affected by this spell are not entitled to a saving throw to resist it. Additionally, when you cast this spell, you may choose to eliminate the chance that the target is sent to a plane other than his own. Finally, the spell can also be cast on creatures that are not extraplanar. Such creatures receive a +4 bonus on their saving throws, and if they fail, they are transported to the location of their birth (as the spell greater teleport).

Augmented (5th): By expending two uses of mythic power, you can use this spell to send dismissed creatures to the plane of your choice, instead of to its home plane. A creature affected in this way has a 75% chance of being transported to the plane you choose, and a 25% chance of being returned to its home plane, instead.

DISPEL CHAOS

The spell functions like the mythic version of *dispel evil*, except that it affects chaotic creatures and spells.

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

DISPEL EVIL

In addition to the normal effects of this spell, you gain a bonus on saving throws made to resist spells cast by evil creatures and evil spells equal to your mythic tier. Additionally, any effect which would cause the spell to be discharged can be used a number of times equal to your mythic tier before the spell becomes discharged.

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

DISPEL GOOD

The spell functions like the mythic version of *dispel evil*, except that it affects good creatures and spells.

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

DISPEL LAW

The spell functions like the mythic version of *dispel evil*, except that it affects lawful creatures and spells.



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

DISPEL MAGIC, GREATER

The targeted version of this spell can dispel an additional number of spells and effects affecting the target equal to your mythic tier. Additionally, for every spell dispelled, you absorb some of that magic's power, granting you a +1 bonus to your caster level for every 10 spell levels worth of spells removed this way; this effect lasts for a number of rounds equal to your mythic tier.

Augmented (5th): By expending two uses of mythic power, you can use this spell to dispel any effect which could be removed by a mythic *remove curse* or mythic *break enchantment*. The DC of the check is equal to the curse or enchantment's DC.

DISPLACEMENT

The target of this spell appears to be in two separate locations, each about 2 feet from his current location, making him more difficult to attack. Attackers must roll their miss chance twice and take the worse result. Augmented (10th): By expending ten uses of mythic power when you cast this spell, the target of this spell appears to be 5 feet away from his actual location, appearing in an adjacent square. Attacks against this image deal no damage to the target but dispel the image for 1 round, after which it appears in a square of your choosing which is adjacent to the target. During this time, the target is effectively invisible.

DISRUPT UNDEAD

You deal an additional point of damage to any undead hit with this spell for each mythic tier you possess. Additionally, any undead creature struck with this spell must succeed a Will save or be staggered for 1 minute.

DISRUPTING WEAPON

Add your mythic tier to your caster level when determining whether or not an undead creature has enough Hit Dice to be unaffected by the spell. Additionally, any undead that succeeds its saving throw suffers an additional amount of damage equal to 1d6 per two mythic tiers you possess.

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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 *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 18 mythic spells, from detect secret doors to disrupting weapon. Why settle for merely dispelling your opponents' spells, when you can use mythic greater dispel magic to actually siphon off their power, increasing the potency of your spells based on what you dispel. Or use mythic dismissal to automatically banish summoned creatures (no save), or even "banish" non= extraplanar creatures back to the location of their birth. Those with deception in their hearts will find no end of uses for mythic disguise self, which can not only allow you to take on the form of creatures of any type, and even appear to be notably larger or smaller, but also lets you duplicate tactile and auditory elements, while those who want to uncover the truth will be equally well=served by mythic discern lies, which denies non=mythic creatures a saving throw, and reveals when someone withholds information, as well as when they give false information.

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.

