# Mythic Mastery Missing Mythic Magic Volume VIII



## 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

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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*.

#### DIVINATION

The chance of receiving a meaningful reply is increased by 2% per mythic tier you possess (to a maximum of 95%). Additionally, the *divination* can see further into the future than normal, and can give meaningful answers about goals, events, or activities up to 1 week in the future per mythic tier you possess. The reply you receive is more meaningful and easier to intuit as well, and you can ask for clarification: if you do not understand the initial result, you can make a Wisdom check (DC 20). Success indicates that the result is rephrased in a manner that makes it easier to understand.

Finally, even if you inquire about a topic that you have already inquired about, you still receive a new die roll to determine whether or not you receive a meaningful reply.

**Augmented** (4<sup>th</sup>): If you expend three uses of mythic power, you may ask a number of questions equal to 1/2 your mythic tier. Treat each question as a separate *divination*, rolling separately to determine the chance of a meaningful reply for each one.

#### **DIVINE POWER**

The bonus you receive to attack and damage rolls is increased by +2 for attacks made with your deity's favored weapon. Additionally, add your mythic tier to your caster level when determining the bonus that the spell grants (this doesn't apply to other aspects of the spell that depend on caster level, such as its duration).

**Augmented (5<sup>th</sup>):** If you expend two uses of mythic power, you radiate a holy (or unholy) aura that is frightening to those opposed to your deity. For the spell's duration, whenever you cast a spell or use the full-attack action, you may choose to exude a frightening divine aura. If you do, each creature within 60 feet of you that has an alignment element that is opposed to your deity's alignment must succeed on a Will save (DC 10 + your mythic tier + your Charisma modifier) or be frightened for 2d4 rounds (*for example, if your deity was chaotic good, then all characters whose alignments were lawful good, lawful neutral, lawful evil,*  neutral evil, or chaotic evil would be affected). You can use this ability a total number of times equal to your mythic tier, and any remaining uses at the end of the spell's duration are wasted.

#### DOMINATE ANIMAL

The DC of Sense Motive checks made to identify that the target is dominated increases by an amount equal to twice your mythic tier. Additionally, if the target succeeds on a Will save to break your control, as an immediate action you can expend one use of mythic power to force it to reroll the saving throw and take the worse result.

Further, the spell's duration is increased to be equal to a number of hours equal to your caster level + your mythic tier, and you can give the animal more complex commands: generally, any command that is not too complex to be given for a *dominate person* spell can be administered in this way, and the spell ensures that the animal is able to understand them.

Finally, by concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, allowing you to effectively see through the target's eyes.

**Augmented:** If you expend two uses of mythic power, you can target magical beasts and vermin with this spell, in addition to animals.

**Augmented (5<sup>th</sup>):** If you expend three uses of mythic power, the target will obey all commands, even suicidal or self-destructive ones.

#### DOMINATE MONSTER

The DC of Sense Motive checks made to identify that the target is dominated increases by an amount equal to twice your mythic tier. You can give orders to the target even if it's protected by non-mythic effects that block magical control, such as *protection from evil*. If the target is protected by a mythic effect, you can attempt to overcome this defense with a caster level check (DC 15 plus the caster level of the effect); add your tier to your roll and the opposing caster's tier to the DC. If the target succeeds on a Will save to break your control, as an immediate action you can expend one use of mythic power to force it to reroll the saving throw and take the worse result.

Augmented (10<sup>th</sup>): If you expend five uses of mythic power, you can affect creatures that are normally immune to mind-affecting effects, enchantment spells, and/or compulsion effects with this spell. Such creatures receive a +2 bonus on their saving throw.



#### DOOM

The target is sickened in addition to being shaken. Additionally, if the target is non-mythic, he must roll his saving throw twice and take the worse result.

Augmented (4<sup>th</sup>): By expending five uses of mythic power, you can seal the target's fate. For the spell's duration, any time the target make a d20 roll of any kind, you can force him to roll twice and take the worse result. You can do this a number of times equal to your mythic tier, but cannot use the ability more than once on the same roll. You do not need to be able to see the target to use this ability, and can do so from any distance, but you must have some way of knowing what the target is attempting, and when he is attempting it.

#### EAGLE'S SPLENDOR

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 Charisma check or Charisma-based skill check as though the result were a natural 20. This ability must be used before making the Charisma check or Charisma-based skill check.

**Special:** Any character that knows the mythic version of *eagle's splendor* also knows the mythic version of *mass eagle's splendor*, as long as that character also knows the non-mythic version of both spells.

#### EAGLE'S SPLENDOR, MASS

As the mythic version of *eagle's splendor* except that any target that chooses to expend the spell's effect in order to treat his next Charisma check or Charisma-based skill 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 *mass eagle's splendor* also knows the mythic version of *eagle's splendor*, as long as that character also knows the non-mythic version of both spells.

#### ELEMENTAL SWARM

You can choose to summon ice, lightning, magma, or mud elementals, in addition to the types of elementals that you can normally summon. Additionally, the summoned elementals do not all need to be of one type: you can summon a mix of different elementals, and choose which types to summon when they appear (a cleric casting this as a domain spell is still restricted in what elementals he can summon: the air domain can summon air or lightning elementals, earth has access to earth and mud elementals, fire has access to fire and magma elementals, and water has access to ice and water elementals).

Further, you summon more elementals. For the first 10 minutes of the spell, each minute you summon an additional 1d4 Large elementals. You cannot have more Large elementals summoned in this way at any one time than 1/2 your caster level, but additional elementals summoned in this way can replace those who have already been destroyed. Similarly, for the next 10 minutes, each minute you summon 1 additional Huge elemental. You cannot have more Huge elementals summoned in this way at any one time than 1/4 your caster level.

**Augmented:** By expending three uses of mythic power, you also summon 4d4 Medium elementals on the first round of the spell. Augmented (10<sup>th</sup>): By expending five uses of mythic power, you summon a veritable army of elementals. Add your mythic tier to the number of Large elementals summoned, add half your mythic tier to the number of Huge elementals summoned, and add 1/4 your mythic tier to the number of greater elementals summoned. Round down in all cases. Additionally, all summoned elementals appear immediately, with no need to wait, and all the additional elementals in the mythic version of the spell are summoned once per minute for the first 10 minutes, regardless of their size.

#### ENERGY DRAIN

The number of negative levels the target gains increases to 2d6. Additionally, if the target is non-mythic, he must roll all Fortitude saves to remove the negative levels twice, and take the worse result. An undead creature affected by the spell gains the advanced template for 1 hour.

Augmented (5<sup>th</sup>): If you expend four uses of mythic power, you can create an explosion of enervating energy, instead of a ray. This version of the spell has an area of a 20-foot-radius burst and a range of medium (100 feet + 10 feet/level). Each creature in the burst is affected by the spell, but such creatures may make a Reflex save in order to suffer only half the number of negative levels they otherwise would.

**Augmented** (9<sup>th</sup>): If you expend six uses of mythic power, all negative levels inflicted by this spell are automatically permanent negative levels. Further, they cannot be removed by non-mythic sources, even if those sources could normally remove permanent negative levels.

#### ENLARGE PERSON, MASS

You can increase the size of each affected creature by up to two size categories, to a maximum of Huge. If a creature grows two sizes, its weight increases by a factor of 25, it gains a +4 size bonus to Strength, and takes a -4 size penalty to Dexterity and a -2 penalty on attack rolls and to AC because of its increased size. A Medium humanoid creature whose size increases to Huge has a space of 15 feet and a natural reach of 10 feet. Additionally, add your mythic tier to the number of creatures that can be affected, and the affected creatures can be up to 120 feet apart, instead of needing to be within 30 feet of each other.

**Augmented** (4<sup>th</sup>): If you expend two uses of mythic power, *enlarged* items that leave an affected creature's possession remain enlarged for a few moments, allowing thrown and projectile weapons to deal damage appropriate for the creature's current size.

#### ENTHRALL

The number of Hit Dice a creature must possess in order to remain aware of its surroundings increases by an amount equal to your mythic tier, and the Wisdom score required to remain aware of its surroundings increases to 20 (the creature still must meet only one of these criteria). Additionally, you gain a +10 bonus on Charisma checks made to oppose jeering and heckling. Finally, if a member of the audience is attacked or subjected to some other overtly hostile act, affected creatures do not necessarily become unfriendly or hostile towards you, unless you are obviously responsible for the attack or in league with those who are (the spell still ends immediately if this occurs).

Augmented (3<sup>rd</sup>): If you expend two uses of mythic power, you can implant a suggestion (as the spell *suggestion*) in the minds of one or more creatures affected by this spell. To do so, you must perform for at least a full minute. All creatures that receive suggestions must receive the same suggestion, but you can choose to only give suggestions to certain affected creatures, while not affecting others. Affected creatures are not entitled to an additional saving throw to resist this effect unless they are mythic, in which case they may make a Will save to negate the *suggestion* effect. Affected creatures carry out the *suggestion* immediately once the spell ends. Creatures that are still aware of their surroundings cannot be affected in this way.

**Augmented** (5<sup>th</sup>): If you expend four uses of mythic power, this spell loses the language-dependent descriptor, although affected creatures must still be able to hear you, even if they don't understand you. Further, this spell can even affect non-mythic creatures that are immune to mindaffecting effects, as the nature of your performance is so great that it stirs their hearts. Such creatures must be living in order to be affected in this way, and receive a +4 bonus on their saving throw.

#### ERASE

You can erase non-mythic *illusory script* and *symbol* spells, although in order to do so you must succeed at a caster level check (DC 11 + the caster level of the effect to be erased). Additionally, if you erase non-magical writing, you erase it so fully that you remove it from the memories of those who read it recently. Each creature that read the erased text within 1 hour per caster level you possess of the time that you erased it must succeed on a Will save or lose all memory of what the text contained (although they remember the act of reading it). Non-mythic creatures must roll twice and take the worse result.

**Augmented:** If you expend two uses of mythic power, you can choose to preserve non-magical text that you erase, and are able to perfectly reproduce it later. Reproducing it takes 10 minutes, and doing so not only matches the wording of the erased text perfectly, but also the handwriting, spacing, and so on, creating a perfect duplicate. You can do this as many times as desired, and can mentally store a number of pieces of non-magical text in this way at any one time equal to 3 times your Intelligence modifier. Reproducing text in this way requires the normal expenditure of paper and ink.

Augmented (5<sup>th</sup>): If you expend three uses of mythic power, you can choose to preserve certain magical texts that

you erase, and reproduce them later. If you use the spell to remove an *explosive runes, glyph of warding, sepia snake sigil,* or *arcane mark* spell, or to erase text from a scroll, you can immediately prepare the erased spell in your mind, even if that spell is not on your spell list, and even if you do not normally prepare spells. Spells prepared in this way use your caster level and primary ability score modifier, and do not use up spell slots. As with all prepared spells, once the spell is cast, it is lost. If you do not cast the prepared spell before the next time you rest and regain your spells, it is lost.

#### ETHEREAL JAUNT

Add your mythic tier to your caster level when determining the spell's duration. Additionally, at any time during the spell's duration, you can move from the Ethereal Plane to the Material Plane or back again as a standard action. Finally, if you become material while inside a solid object, you do not take damage as a result of being shunted to the nearest unoccupied space.

Augmented: If you expend two uses of mythic power, the spell's duration increases to 1 minute per 2 caster levels.

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

#### ETHEREALNESS

Add your mythic tier to your caster level when determining the spell's duration and the number of additional creatures you can affect. Additionally, at any time during the spell's duration, affected creatures can move from the Ethereal Plane to the Material Plane or back again as a standard action. Finally, if an affected creature becomes material while inside a solid object, they do not take damage as a result of being shunted to the nearest unoccupied space.

Augmented: If you expend two uses of mythic power, the spell's duration increases to 10 minutes per 2 caster levels.

Augmented (5<sup>th</sup>): If you expend two uses of mythic power, you can use this spell to affect unwilling creatures, as well. Such creatures are entitled to a Will save to resist the effect, but are not able to return to the Material Plane as a standard action throughout the spell's duration. If used in this way, you can choose not to travel to the Ethereal Plane along with the creature.

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

#### EXPLOSIVE RUNES

The amount of damage inflicted by the runes increases to 6dio. Additionally, when you cast the spell, you can choose to exempt the object on which the runes are scribed from the damage inflicted by the runes. In this case, the explosion the runes create is focused away from the object, and the object is unharmed by them.

**Augmented** (4<sup>th</sup>): If you expend two uses of mythic power, you can create the runes in such a way that they are triggered upon magical inspection, even if they are not actually read. A creature that views the runes with *detect magic*, or a similar spell, causes them to explode on the third round of concentration.

#### EYEBITE

The number of Hit Dice the target must have in order to be affected in various ways by the spell increases by an amount equal to your mythic tier (for example, a character whose mythic tier was 5 would cause creatures with 9 Hit Dice or less to be comatose, panicked, and sickened, creatures of 10 – 14 Hit Dice to be panicked and sickened, and creatures of 15 or more Hit Dice to be sickened). Additionally, instead of using the ability as a swift action on subsequent turns, you can use it as a standard action in order to increase its potency. This requires that you expend two or more rounds of the spell's duration, reducing the remaining duration by that amount. For every 2 rounds that you expend in this way, you can treat the target as though he had 1 less Hit Dice than he actually does for that use of the ability, to a maximum expenditure of 10 rounds (treating the target as though he had 5 fewer Hit Dice).

#### FABRICATE

Add your mythic tier to your caster level when determining how many cubic feet of material the spell can affect. Additionally, you gain a competence bonus on all Craft checks made with the spell equal to twice your mythic tier.

#### FALSE VISION

The illusion is treated as a *programmed image* instead of a *major image*, meaning that you do not need to concentrate in order to keep it from being static. The condition that triggers the programmed image is the act of being scryed upon, and the duration that the image lasts for is increased to be up to 1 minute per caster level, after which the illusion begins to cycle through a loop, starting again at the beginning, for as long as you continue to be scryed on or until *false vision*'s effect ends. You can still alter the nature of the *programmed image* at any time during the spell's duration. Further, you can choose to have the spell be centered on you, rather than being stationary. If you do, the effect moves with you, but the radius of the area remains the same.

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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 divination to false vision. A mythic divine power does more than just make you more formidable on the battlefield: it causes you to exude a holy (or unholy) aura of divine wrath that strikes fear into the hearts of your deity's enemies. A mythic dominate monster can truly allow you to gain control of anything and anyone, with the ability to affect even creatures that are normally immune to compulsions and mind=affecting effects, although doing so is costly. Mythic elemental swarm summons continual reinforcements to replace elementals that have been slain, and expands the selection of elementals you can choose from. Even the lowly erase becomes potent with mythic power, allowing you to erase magical text, but also allowing you to reproduce any text you erase perfectly, and eventually even store magical writings in your mind. This tome contains all that, and much, much more!

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.

