Mythic Mastery Missing Mythic Magic Volume X



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*.

GATE

When you create the *gate*, you can choose to allow only certain, designated creatures to pass through it. If you do, you can choose up to one creature per caster level who can use the *gate*, or you can choose a single observable trait (such as "half-orcs" or "non-evil creatures," but not "people I like," or "fighters"), and all creatures who match the chosen trait are able to use the *gate*. Creatures that are not able to use the *gate* pass through either side of the *gate* as though it were not there.

For the purposes of the calling creatures aspect of the spell, add your mythic tier to your caster level when determining the number of Hit Dice worth of creatures you can call, and the maximum Hit Dice of creatures that you can control.

Augmented (3rd): If you expend 2 uses of mythic power, the *gate* can open to other locations on the same plane.

Augmented (5th): If you expend 3 uses of mythic power, the *gate* that you create slices through solid matter in the area where it is created, allowing it to be used like a weapon. Any creature occupying a square in which you create the *gate* must succeed on a Reflex save or suffer 10d6 points of damage as the *gate* rips through their body.

Augmented (7^{th}) : If you expend 5 uses of mythic power, the *gate* remains in place for 1 hour per caster level, and you do not need to maintain concentration in order for it to do so. You can dismiss the *gate* at any time as a fullround action, but must be within 30 feet of it to do so. This augmentation does not allow you to call any additional creatures, but it is possible that creatures from the other side may wander through of their own accord.

GEAS/QUEST

The spell's casting time is reduced by 1 minute per mythic tier you possess, to a minimum casting time of 1 minute. Add your mythic tier to your caster level for the purposes of determining the maximum duration of the spell's effect. At any time, you can choose to temporarily relieve the target of any ability score penalties that it has accrued as a result of being unable to obey the *geas*. Doing so is a full-round action that you can perform regardless of distance. If you choose to do so, you can resume the ability score penalties at any time with another full-round action. The ability score penalties continue to accrue while they are suppressed. A mythic *geas* can only be broken by a mythic *limited wish, miracle*, or *wish*.

Augmented (6th): At any time during the spell's duration, you can expend 2 uses of mythic power to change the command that the target must carry out. Doing so has no effect on the spell's remaining duration.

Augmented (8th): If you expend 7 uses of mythic power, you can cause the *geas* to last indefinitely, until the target succeeds on the given command. If the command is open-ended, or otherwise cannot be completed by the target's own actions, he gains a +5 bonus on his Will save to resist the spell. If you use this augmentation, you cannot use the augmentation that allows you to change the command at a later time.

Augmented (**10**th): If you expend 4 uses of mythic power, you can reduce the spell's casting time to 1 full round.

Special: Any character that knows the mythic version of *geas/quest* also knows the mythic version of *lesser geas*, as long as that character also knows the non-mythic version of both spells.

GEAS, LESSER

Add your mythic tier to your caster level for the purposes of determining the maximum duration of the spell's effect. At any time, you can choose to temporarily relieve the target of any ability score penalties that it has accrued as a result of being unable to obey the *lesser geas*. Doing so is a full-round action that you can perform regardless of distance. If you choose to do so, you can resume the ability score penalties at any time with another full-round action. The ability score penalties continue to accrue while they are suppressed. A mythic *lesser geas* can only be broken by mythic versions of the spells that can normally break a *lesser geas*, or by a non-mythic *miracle* or *wish*.

Augmented (4th): If you expend 3 uses of mythic power, you can affect any living creature whose Hit Dice are less than your caster level, provided that that creature is not mythic. The creature is still entitled to a Will save to resist the effect.

Augmented (6th): At any time during the spell's duration, you can expend 2 uses of mythic power to change the command that the target must carry out. Doing so has no effect on the spell's remaining duration.

Special: Any character that knows the mythic version of *lesser geas* also knows the mythic version of *geas/ quest*, as long as that character also knows the non-mythic version of both spells.

GENTLE REPOSE

The spell's duration increases to 1 week per caster level. Additionally, the spell actually rejuvenates the flesh of the corpse, and each casting effectively decreases the amount of time that the corpse has been dead by 1 day (so a corpse that had died one day ago would be in the same condition it was in right after dying).

Mythic gentle repose can also target a corporeal undead creature that still possesses flesh. If cast on an undead creature in this way, that creature gains a +5 bonus on Disguise checks made to appear to be alive. This bonus lasts for 24 hours.

Augmented (2nd): If you expend 3 uses of mythic power, the target corpse is shrunk down to one-twelfth their normal size (so a corpse that was six feet tall would be shrunk down to be six inches tall) and encased in a glass dome, coffin, or similar small container. The creature remains both miniaturized and preserved indefinitely, as long as the container remains unopened. If the container is opened or broken, the spell ends immediately. The container has hardness 2 and 1 hit point per caster level you possess. You can choose to make a container that cannot be opened without breaking it, if you desire.

GHOST SOUND

Non-mythic creatures attempting to disbelieve the spell must roll their saving throw twice and take the worse result. Additionally, you can choose to have the spell impose a penalty to hearing-based Perception checks on all creatures that can hear it, whether they disbelieve the spell or not. This penalty is directly related to the volume of the noise: for every four humans' worth of noise the spell creates, the penalty increases by -1. Additionally, each time you cast a mythic *ghost sound*, you can have it have one of the following effects:

- On the first round of the spell's effect, it inflicts 1 point of sonic damage per four humans' worth of noise the spell creates (to a maximum of 10 points of sonic damage) to each creature other than you that can hear the noise. A successful Fortitude save halves this damage.
- On the first round of the spell's effect, each creature that can hear it must succeed on a Fortitude save or be deafened for 1d4 rounds, even if they succeed on their Will save to disbelieve. This option can only be selected if you choose to make the spell produce as much noise as at least 20 normal humans.
- Each creature that fails to disbelieve the sound must succeed on a Will save or be fascinated by the sound. Fascinated creatures receive a new saving throw to end the effect each round.



GHOUL TOUCH

The spell's duration increases by 1 round per 2 mythic tiers you possess (to a maximum of 1d6+7 rounds). Creatures affected by the target's stench are nauseated, instead of sickened. Finally, the radius of the stench effect is increased to 20 feet.

Augmented (4th): If you expend 2 uses of mythic power, you are able to deliver one touch attack per 2 mythic tiers you possess, allowing you to affect more than one target. Each touch attack requires a separate attack action (or separate attacks made as part of a full-attack action).

Augmented (6th): If you expend 4 uses of mythic power, the spell effectively becomes contagious, spreading from victim to victim. Any creature that is affected by the target's stench becomes paralyzed as though he were the target of the spell. This causes him to create his own stench, which may paralyze other creatures, and so on. Any creature that has already been paralyzed by the spell cannot be paralyzed again, and is nauseated by the stench, instead.

GIANT FORM I

The size penalty to Dexterity decreases to o, the size bonus to Constitution increases to +6, and the natural armor bonus increases to +6. Additionally, the critical multiplier of any melee weapon you wield for the spell's duration increases by 1. Finally, for the spell's duration, you gain Awesome Blow, Improved Bull Rush, and Power Attack as bonus feats, even if you do not meet the prerequisites.

Augmented (3rd): If you expend 2 uses of mythic power, the damage inflicted by the rock throwing ability granted to you by this spell is increased to 3d6.

Augmented (5th): If you expend 3 uses of mythic power, the ability score bonuses increase by an additional 2. Additionally, during each casting of the spell, a number of times equal to your tier, when you successfully hit a creature one or more size categories smaller than you with a melee attack, you can choose to have that attack deal maximum damage. You must declare that you are using this ability before rolling damage for the attack.

Special: Any character that knows the mythic version of *giant form I* also knows the mythic version of *giant form II*, as long as that character also knows the non-mythic version of both spells.

GIANT FORM II

The size penalty to Dexterity decreases to o, the size bonus to Constitution increases to +8, and the natural armor bonus increases to +8. Additionally, the critical multiplier of any melee weapon you wield for the spell's duration increases by 1. Finally, for the spell's duration, you gain Awesome Blow, Improved Bull Rush, and Power Attack as bonus feats, even if you do not meet the prerequisites.

Augmented (3rd): If you expend 2 uses of mythic power, the damage inflicted by the rock throwing ability granted to you by this spell is increased to 3d10.

Augmented (5th): If you expend 3 uses of mythic power, the ability score bonuses increase by an additional 2. Additionally, during each casting of the spell, a number of times equal to your tier, when you successfully hit a creature one or more size categories smaller than you with a melee attack, you can choose to have that attack deal maximum damage. You must declare that you are using this ability before rolling damage for the attack.

Special: Any character that knows the mythic version of *giant form II* also knows the mythic version of *giant form I*, as long as that character also knows the non-mythic version of both spells.

GLIBNESS

The bonus granted by the spell also applies to Diplomacy checks made to influence a creature's attitude and to gather information (but not to make a request). Additionally, for the spell's duration, you are immune to non-mythic effects that would detect your lies or force you to speak the truth. Against mythic effects, the normal protection granted by the spell against such effects still applies (the user of the effect must succeed on a caster level check). **Augmented** (3rd): When you cast this spell, you can expend any number of additional uses of mythic power. For each additional use of mythic power expended in this way, during the spell's duration, you can reroll a single failed Bluff or Diplomacy check. You keep the better result, whether it is the original result or the reroll.

GLITTERDUST

In addition to suffering a -40 penalty on Stealth checks, creatures covered by the dust lose any miss chance or concealment granted by being invisible for as long as they remain covered by the dust. Additionally, for the spell's duration, the spell's area remains filled with the cloud of golden particles, and any creature that enters or begins its turn in that area is covered by the dust and must succeed on a Will save or be blinded. Creatures entering the area can close their eyes to prevent the blindness effect.

Augmented: If you expend 2 uses of mythic power, the golden dust swirls and dances as it floats in the air, creating a mesmerizing effect. Any creature within 30 feet of the affected area that can see it must succeed on a Will save or be fascinated by the cloud. A creature that succeeds on this saving throw (or any subsequent saving throw to end the fascination) is immune to this fascination effect for the spell's duration.

GOOD HOPE

This version of the spell grants a +4 morale bonus to attack rolls, saving throws, skill checks, ability checks, and weapon damage rolls, instead of a +2 bonus. Additionally, for the duration of the spell, any negative spells with the emotion or fear descriptors that the targets may be suffering from are suppressed, as are any morale penalties, and the target is immune to fear effects for the spell's duration.

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

GRASPING HAND

The grasping hand gains a competence bonus to its CMB and CMD equal to your mythic tier. Additionally, while the grasping hand is still unable to damage creatures that it grapples, it can pin them, or move the grapple, and does so at your command (directing the grasping hand to perform certain actions is a free action, although directing it to a new target is still a move action). Alternatively, the grasping hand can also be used to perform drag, reposition, or steal combat maneuvers, instead of grappling. Its CMB is the same for these combat maneuvers as it is for grappling.

Additionally, you can direct the *grasping 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 31 for the purposes of determining how much it can lift, pull, drag, carry, and so on.

Augmented (4th): If the *grasping hand* successfully pins a creature, you can expend a single use of mythic power and expend the spell's remaining energy in order to have the *grasping hand* reshape itself into binding ropes of pure force, which wrap around the target. This functions as the tie up option of a grapple, and the DC to escape these bonds is equal to 20 + the *grasping hand*'s CMB. These magical bindings have hardness 30 and a number of hit points equal to your caster level + your mythic tier, and their break DC is 50. The magic bindings last for up to 1 day per mythic tier you possess before fading.

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

GUIDANCE

The competence bonus increases to +2. If your mythic tier is 3rd or higher, it increases to +1d6, instead. Additionally, the subject can choose whether or not to apply the bonus after learning the result of the roll.

HALLOW

The DC to resist positive channeled energy in the affected area is increased by an additional amount equal to 1/3 your tier (rounded down, minimum 1, maximum +7 at 9th tier). The DC to resist negative energy is similarly reduced by an additional amount equal to 1/3 your tier. Additionally, any dead body that is interred in a site affected by mythic *hallow* for a year and a day is difficult to turn into an undead creature even after being removed from the *hallow*ed site. Doing so requires that the creature attempting to raise the body have a mythic tier equal to or greater than your tier at the time the *hallow* was cast, and that he succeed on a special caster level check (1d20 + his caster level + his mythic tier, DC equals 11 + your caster level + your mythic tier).

Additionally, for one month after casting a mythic *hallow*, the affected area is warded by a *forbiddance* effect which only affects evil clerics and antipaladins, evil outsiders, and undead. These creatures are treated as having alignments different with respect to both law/chaos and good/evil, even if this is not the case. The *forbiddance* effect does not prevent the planar travel of creatures other than evil clerics and antipaladins, evil outsiders, antipaladins, evil outsiders, and undead.

Augmented (4th): By expending 4 uses of mythic power, you can cause the *magic circle against evil* and any spell fixed to the *hallowed* site (as described in the nonmythic version of the spell) to use the mythic version of that spell, instead of the non-mythic version. Any augmentations for these mythic spells must be paid for separately.



HALLUCINATORY TERRAIN

You can affect structures and other non-natural terrain (including buildings, trenches, roads, and, at the GM's discretion, particularly large and slow-moving vehicles). You are still unable to affect creatures or equipment. Additionally, when you cast the spell, you can choose to have it move with you, rather than be fixed in one location. If you do, then you shape the initial area, and as you move, the area moves with you, retaining its shape. In this case, you simply provide a general description of how you want the terrain to be altered, and the nearby terrain is automatically adjusted to conform to that general description as the spell's area passes over it.

Whether you choose to keep the effect in one location or have it move with you, you can change any element of the illusion at any time as a full-round action, affecting up to one 30-foot cube per round.

HALT UNDEAD

The spell no longer ends immediately if the halted creatures are attacked or take damage, although nonintelligent undead are entitled to a saving throw if that occurs. Additionally, for every three mythic tiers you possess, this spell can affect one additional undead creature.

Augmented (3rd): If you expend 2 uses of mythic power, you can use this spell to instead create a shimmering wall of arcane energy which stops undead creatures, but has no impact on creatures of any other types. This wall takes the form of either a straight line up to 20 feet/level long and 5 feet/level high, or a dome with a radius equal to 10 feet/ level. Unintelligent undead are unable to pass through the wall, and intelligent undead must succeed on a Will save in order to pass through it, and even if they succeed they suffer 1d6 points of damage per caster level and are staggered for 2d6 rounds after passing through. The wall does not prevent extradimensional travel in any way. This version of the spell has a duration of concentration + 1 round/level, with a maximum duration of 1 hour per mythic tier you possess. Spell resistance applies.

HEAL MOUNT

The damage healed increases to 15 points of damage per caster level (to a maximum of 225 points).

Augmented: If you expend 2 uses of mythic power, the spell also acts as *restoration*.

Augmented (3rd): If you expend 3 uses of mythic power, the spell also invigorates the mount, granting it a +4 enhancement bonus to its Strength, Dexterity, and Constitution scores for 1 minute per caster level, and doubling its movement speed for the same duration.

HEAL, MASS

The damage healed by each affected creature increases to 15 points of damage per caster level (to a maximum of 375 points at caster level 25). Additionally, the affected creatures can be up to 60 feet apart from one another.

Augmented (5th): If you expend 5 uses of mythic power, the spell also acts as *restoration* for each affected creature. If used in this way, the spell can remove permanent negative levels even without the material component that *restoration* normally requires to do so.

Augmented (8th): If you expend 13 uses of mythic power, this spell can affect creatures in a much larger area. This version of the spell affects each non-hostile living creature within a 1-mile radius. When used in this way, the spell only restores 5 points of damage per caster level (to a maximum of 100 points at caster level 20), but it still has all of the other effects of a *heal* spell.

HELPING HAND

Add your mythic tier to your caster level when determining the spell's duration. Additionally, the hand is able to find creatures that are much farther away. For every mythic tier you possess beyond first, the hand can find creatures up to an additional mile away from you (to a maximum range of 14 miles at 10th tier). Further, once the *helping hand* locates the creature in question, it can cast any cantrips or orisons that you have prepared once per round in order to aid the subject in reaching you or encourage him or her to follow it. You do not have direct control over how the hand uses these spells, but it generally behaves in roughly the same manner that you do, and with a similar amount of tactical acuity.

Distance	Tier Required	Time to Locate
6 miles	2nd	6 hours
7 miles	3rd	8 hours
8 miles	4th	10 hours
9 miles	5th	12 hours
10 miles	6th	15 hours
11 miles	7th	18 hours
12 miles	8th	21 hours
13 miles	9th	24 hours
14 miles	ıoth	29 hours

Table 1-1: Helping Hand Distances

Augmented (2nd): If you expend 3 uses of mythic power, the hand can attempt to compel the subject to follow it. This functions as a *suggestion* spell, except that the suggestion is always to follow the hand, and the duration is the remaining duration of *helping hand*. If the creature has not reached you by the end of the spell's duration, the compulsion ends when the spell vanishes.

Augmented (5th): If you expend 5 uses of mythic power, the hand can travel much farther, and lasts much longer. The spell's duration is increased to 1 day/level (with your mythic tier still added to your caster level for the purposes of the spell's duration), and there is no longer a maximum distance that the hand can reach, although each mile of distance beyond 14 increases the amount of time required by 5 hours.

Augmented (9th): If you expend 12 uses of mythic power, and know the non-mythic version of the spell grasping hand, you can have the helping hand transform into a grasping hand when it reaches the subject. If you do, then the hand does its best to grapple the subject, and, once the target is grappled, it brings the subject back to you, flying at a rate of 120 feet per round directly to you. Once it arrives at your location, it continues to grapple the subject for up to 1 minute, after which the spell ends, and the subject is released.



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Uncover Forgotten Arcane Lore

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

This installment includes 19 mythic spells, from gate to helping hand. A mythic gate allows you to restrict which creatures can and can't pass through it, and, with the expenditure of additional mythic power, can open to other locations on the same plane, and be held open for hours. They can even be used as weapons, slicing into the fabric of reality in the middle of creatures or objects and rending them asunder. A mythic gentle repose is actually capable of undoing the damage decay has inflicted on a corpse, or, when augmented, can forever preserve the corpse in miniature form. Mythic ghoul touch not only lasts longer and has a wider=reaching stench, but with extra mythic power, it can become contagious, spreading from creature to creature. 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.

