

# Mythic Mastery

## Missing Mythic Magic

### Volume XII



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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# Credits

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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*.

### INCENDIARY CLOUD

The amount of damage inflicted by the spell each round increases to 6d8. Further, evasion and improved evasion do not apply to this spell’s effects. The cloud is also much more resistant to wind, and severe winds (31+ mph) are required in order to disperse it, rather than moderate winds, as is normal for the spell.

**Augmented (5<sup>th</sup>):** If you expend 2 uses of mythic power, then rather than moving away from you at 10 feet per round, the cloud actually grows each round, instead. Each round, the cloud’s radius and height increase by 5 feet. The cloud does not move on its own, but can still be moved by concentrating on the spell.

### INFLECT CRITICAL WOUNDS, MASS

Add your mythic tier to the number of points of damage inflicted 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 the distance between them and yourself or any other creature affected by this spell.

**Augmented (5<sup>th</sup>):** If you expend 7 uses of mythic power, you can heal undead creatures in a much larger area. Each undead creature within a 1-mile radius that is not hostile towards you recovers a number of hit points equal to 4d8 + your mythic tier.

**Augmented (7<sup>th</sup>):** If you expend 3 uses of mythic power, each living creature affected by the spell that fails its Will save also suffers 4 points of Strength and Dexterity damage, and is permanently blinded by the spell, as their eyes shrivel and rot in their head.

### INFLECT LIGHT WOUNDS, MASS

Add your mythic tier to the number of points of damage inflicted 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 the distance between them and yourself or any other creature affected by this spell.

**Augmented:** If you expend 2 uses of mythic power, each living creature affected by the spell that fails its Will

save is also sickened for a number of rounds equal to your mythic tier.

**Augmented (5<sup>th</sup>):** If you expend 3 uses of mythic power, you can heal undead creatures in a much larger area. Each undead creature within a 1-mile radius that is not hostile towards you recovers a number of hit points equal to 1d8 + your mythic tier.

### INFLECT MODERATE WOUNDS, MASS

Add your mythic tier to the number of points of damage inflicted 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 the distance between them and yourself or any other creature affected by this spell.

**Augmented (3<sup>rd</sup>):** If you expend 2 uses of mythic power, each living creature affected by the spell that fails its Will save is also nauseated for 1 round, and then sickened for a number of rounds equal to your mythic tier.

**Augmented (5<sup>th</sup>):** If you expend 3 uses of mythic power, you can heal undead creatures in a much larger area. Each undead creature within a 1-mile radius that is not hostile towards you recovers a number of hit points equal to 2d8 + your mythic tier.

### INFLECT SERIOUS WOUNDS, MASS

Add your mythic tier to the number of points of damage inflicted 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 the distance between them and yourself or any other creature affected by this spell.

**Augmented (5<sup>th</sup>):** If you expend 3 uses of mythic power, you can heal undead creatures in a much larger area. Each undead creature within a 1-mile radius that is not hostile towards you recovers a number of hit points equal to 3d8 + your mythic tier.

**Augmented (5<sup>th</sup>):** If you expend 3 uses of mythic power, each living creature affected by the spell that fails its Will save also suffers 4 points of Strength and Dexterity damage.

### INSANITY

The spell is more difficult to remove, and can only be removed by a *greater restoration*, *heal*, or *limited wish* spell cast by a character whose mythic rank is equal to or greater than yours was at the time *insanity* was cast. The caster does not need to use the mythic version of those spells. A *miracle* or *wish* spell, even if cast by a non-mythic character, can still remove the mythic *insanity*.

Affected creatures also use the table used for mythic *confusion* to determine their actions each round, rather than the normal table for confusion effects.

**Augmented:** If you expend 2 uses of mythic power when casting the spell, you can force the target to roll twice

each round, and take the worse result (generally the higher roll). If you are within 60 feet of the target and spend a move action to focus on the spell, then on the target's next turn, when he rolls to determine his action, you can choose which of the two results he uses, instead.

**Augmented (3<sup>rd</sup>):** If you expend 3 uses of mythic power when casting the spell, you can cause the spell to affect all creatures in a 30-foot-radius burst, rather than affecting a single target.

**Augmented (5<sup>th</sup>):** If you expend 3 uses of mythic power when casting this spell, instead of the spell's normal effect, you can cause the target to immediately gain 1d3 madneses of your choice. The saving throw DC for the madneses is equal to the spell's saving throw DC, instead of the normal amount. For more information on madneses, see the *Pathfinder RPG GameMastery Guide*.

### INSECT PLAGUE

You summon one additional swarm per two mythic tiers you possess (rounded down, minimum 1). Further, the swarms are capable of independent movement, and do not need to remain in place for the spell's duration. They attack your enemies, and do not harm you, even if you occupy the same area as the swarm. While they do not go out of their way to attack creatures that are not your enemies (including your allies), they will still damage such creatures if they occupy the same area as the swarm. You can provide the swarms with telepathic commands, and can direct them to pursue certain targets, patrol, hide, or similar strategic commands, as a standard action. You can give different commands to different swarms with a single standard action. The swarms do not obey obviously suicidal commands (such as "swim to the bottom of this lake,") but will attack any creature, regardless of size or combat ability, and may obey certain suicidal commands, if the nature of the danger is not immediately apparent to them (such as flying into a cloud of poison gas, or flying underneath a flame trap, etc.).

**Augmented (varies):** If you expend additional uses of mythic power, you can summon more powerful swarms, instead of wasp swarms. The other types of swarms that can be summoned are summarized on the table below.

**Table 1-1: Insect Swarm**

Swarm Type	Mythic Rank	Mythic Uses
Centipede	3rd	2
Ant	4th	3
Hellwasp <sup>B3</sup>	8th	10

On the table, mythic rank indicates the minimum mythic rank you must have in order to use this ability to summon swarms of that type, and mythic uses is the total number of mythic uses that you must expend in order to use this spell to summon swarms of that type.

### INSTANT SUMMONS

You do not need to crush the gem used in the spell in order to summon the item. Instead, you can simply hold the gem and speak the special word, allowing you to summon the

item multiple times. You can summon the item a number of times equal to twice your mythic tier, after which the magic from the gem is drained, and the spell ends. Further, if the item is in the possession of another creature at the time that you attempt to summon it, that creature must succeed on a Will save, or the item is summoned to you anyway (the possessor is left behind). If the creature succeeds on the Will save, he can choose to allow himself to be transported to you, along with the item, or he can stop the effect entirely. Regardless of the result of the Will save, you still learn who the possessor was and roughly where that creature was located when the summoning occurred. This also functions if the item is on another plane.

**Augmented (6<sup>th</sup>):** If you expend 5 uses of mythic power, you can use this spell on an object that weighs up to 200 lbs. per mythic tier you possess, whose longest dimension is no greater than 5 feet per mythic tier you possess.

### INTERPOSING HAND

The *interposing hand's* AC increases by an amount equal to your mythic tier, and it gains DR 5/epic. The hand is not subject to a *dispel magic* spell, but can still be destroyed by a *disintegrate* spell.

Further, the hand is much more capable at holding opponents at bay: any creature attempting to push past the hand must succeed on an opposed combat maneuver check to do so. The hand's CMB for the purposes of this ability is equal to your caster level, and it gains a +6 bonus for its Strength score (23), and a +1 bonus for being Large. Failure on this check prevents the creature from moving past the hand at all. Even if the creature succeeds on this check, its speed is halved unless the result of its combat maneuver check exceeds the hand's result by 10 or more.

Finally, you can direct the *interposing 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 23 for the purposes of determining how much it can lift, pull, drag, carry, and so on.

### INVISIBILITY PURGE

Add your mythic tier to your caster level when determining the size of the spell's radius. Additionally, the spell even reveals creatures that are not normally subject to *invisibility purge*, such as invisible stalkers. Such creatures appear as opaque, colorless, featureless silhouettes, but lose all benefits of invisibility for as long as they remain within the spell's area.

**Augmented (3<sup>rd</sup>):** If you expend 2 uses of mythic power, you can imbue the sphere of power created by the spell with divine energy that punishes those whose invisibility is stripped of them by this spell. Any invisible creature made visible by this spell suffers 1d10 points of damage per mythic tier you possess. Creature's that leave the spell's area and enter it again later suffer the damage each time they become visible as a result of the spell.

### INVISIBILITY SPHERE

The spell's area increases by 5 feet per mythic tier you possess. Additionally, whenever any creature enters the area, you can choose whether or not to cause them to become invisible, allowing you to grant invisibility to creatures that enter the area after the spell was cast. If a creature attacks and negates the invisibility for itself, it cannot regain invisibility later from the same casting of the spell, even if it leaves the area and re-enters it. Finally, each creature rendered invisible by this spell can see each other creature that was rendered invisible by the same casting of the spell.

**Special:** If you also know the mythic version of *invisibility*, then its benefits apply to this spell, as well.

### INVISIBILITY, GREATER

The invisible target can't be detected with *detect magic* or other spells that detect magic auras. The *invisibility* can't be penetrated, revealed, or dispelled by spells of 2<sup>nd</sup> level or lower (such as *see invisibility* or *glitterdust*). Even *true seeing* and *dust of appearance* can do nothing more than reveal the invisible target's presence: the target appears as a hazy and transparent outline, and still has total concealment (50% miss chance), although creatures that can see the invisible creature in this way are not denied their Dexterity bonus to AC, and the invisible creature does not gain a +2 bonus on attack rolls made against them.

**Augmented (3<sup>rd</sup>):** If you expend 2 uses of mythic power, the invisible target is undetectable by blindsense, blindsight, scent, and tremorsense.

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

### INVISIBILITY, MASS

Once the spell is cast, affected creatures do not need to remain near each other, and can go where they please without ending the effect. Further, if a member of the group attacks, only the attacking creature ceases to be invisible: other targets are unaffected.

**Augmented (5<sup>th</sup>):** If you expend 4 uses of mythic power, each invisible target is undetectable by blindsense, blindsight, scent, and tremorsense.

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

### IRON BODY

The damage reduction granted by the spell increases by an amount equal to 1/2 your mythic tier (rounded down, minimum increase of +1), and the damage reduction can only be overcome by epic sources (those sources do not need to also be able to bypass DR/adamantine). You gain immunity to cold, and take only half damage from sonic effects.

### IRONWOOD

The affected wood is stronger than steel. It has hardness 20, and 30 hit points per inch of thickness. Further, weapons affected by this spell overcome damage as though they were either silver or cold iron (this choice must be made when the spell is cast, and cannot later be changed). Finally, the item gains a bonus on saving throws equal to your mythic tier, making it exceptionally resilient even to magical attacks and environmental hazards.

**Augmented:** If you expend 2 uses of mythic power, this spell can instead affect an existing living tree. When used in this way, the tree's hardness increases to 20, and it gains 30 hit points per inch of thickness. This effect lasts indefinitely, but anything removed from the tree no longer benefits from the spell, and if the tree dies, the spell ends immediately.

### JUMP

For the spell's duration, as a full-round action, the target can make an incredible leap. Doing so does not require an Acrobatics check, and allows the target to jump up to 10 feet per mythic tier you possess vertically, or up to 40 feet per mythic tier you possess horizontally.

### KEEN EDGE

The weapon's critical multiplier is increased by 1. This does not stack with the benefits granted by Mythic Improved Critical. Additionally, the number of projectiles that can be affected increases by an amount equal to 10 per mythic tier.

**Augmented:** If you expend 2 uses of mythic power, then this spell can affect up to two weapons, but only as long as both of those weapons are wielded by the same individual. If the weapons are separated at any time during the spell's duration, only one of them (determined randomly) retains the benefits of the spell.

### KNOW DIRECTION

This spell functions even in extraplanar settings and other environments in which there is no clear "north." In these cases, a different directional marker is used. The exact directional marker varies from plane to plane, but is usually a major geographical or cosmological feature of notable import, and it remains consistent as long as you remain in that plane. This spell does not provide you any insight into the nature of this directional marker, but it can still be used to learn your direction and location relative to this fixed point.

Alternatively, when you cast the spell, you can choose a major geographical feature, or a settlement that is a large town or larger, and the spell tells you the direction of the chosen geographical feature or settlement, rather than the direction of north. It does not provide you with any idea of the distance to that location, nor does it give any indication of the best path to take in order to reach it. The GM is the final arbiter of which geographical features are considered "major," but generally anything that appears on a map should suffice.

## LEGEND LORE

The spell's casting time is halved. Further, the spell can provide you with stories and rumors about more obscure subjects than a non-mythic *legend lore* can. Instead of only being able to tell you about people, places, and things that are associated with characters of 11<sup>th</sup> level or higher, the spell can provide information about people, places, and things that are associated with a character of 11 minus your mythic tier level or higher (so a caster of mythic tier 5 would treat anything of 6<sup>th</sup> level or higher as "legendary" for the purposes of this spell).

## LIGHT

The light created by the spell can be more or less intense, as you desire. When you cast the spell, you can choose whether it creates the normal amount of light, or sheds normal light in a 10-foot radius and increases the light level for an additional 10 feet by one step (up to normal light), or sheds normal light in a 30-foot radius and increases the light level for an additional 30 feet by one step (up to normal light). Further, you can choose to give the light any coloration you desire, and can change this coloration at any time as a free action, though this has no impact on the light level it provides. Finally, the duration is increased to 24 hours, though you can dismiss the spell at any time, and a mythic *light* spell does not count against the number of *light* spells you can have active at any one time.

**Augmented:** If you expend 2 uses of mythic power, the spell raises the light level in its initial radius to bright light, and raises the light level in the area beyond that by two steps (to a maximum of bright light).

## LIVEOAK

The affected tree is treated as a mythic treant, rather than a non-mythic treant. Unlike the non-mythic version of the spell, it can also be cast on unhealthy trees, trees of Large size, trees that are not oaks, and trees that meet any two (but not all three) of these conditions. In these cases, the tree is still treated as a non-mythic treant, as the material the spell has to work with is not as good. A mythic *liveoak* spell can only be dispelled by a mythic caster.

**Augmented (5<sup>th</sup>):** If you expend 7 uses of mythic power, the spell can be used to animate a small army of trees, albeit for a much shorter time. The casting time for this version of the spell is 2 rounds, and it can animate a maximum number of trees equal to  $3 + 1/2$  your mythic tier. One of the animated trees is a mythic treant, while the others are all non-mythic treants. All of the treants created by this spell obey your verbal commands, and remain animated for 2 rounds per caster level, after which they take root wherever they are and return to being trees.

## LOCATE CREATURE

By focusing on the spell as a full-round action, you can expand the spell's range by 10 feet per mythic tier you possess. Focusing on the spell in this way for multiple rounds increases the range still further, though no amount of concentration can expand the range beyond 1 mile. If you go a full round without focusing on the spell in this way, the

spell's range returns to normal, and you must begin focusing on the spell again in order to increase the range again.

Further, the spell can find a kind of creature that you have not seen close up, as long as you have a good description or image of such creatures to work off of. Similarly, when searching for a specific creature, as long as you can either provide an accurate physical description of the creature or the name of the creature, the creature does not need to be personally known to you (for example, you could search for the Duke of Pembroke, or a tall bald man with tan skin and a dragon-shaped scar on his forehead, but you could not search for "the person who murdered the king."). Finally, add your mythic tier to your caster level on caster level checks made to overcome defenses such as *nondetection*.

**Augmented:** If you expend 2 uses of the mythic power, the spell is not blocked by any amount of lead, nor is it blocked by running water.

## LOCATE OBJECT

By focusing on the spell as a full-round action, you can expand the spell's range by 10 feet per mythic tier you possess. Focusing on the spell in this way for multiple rounds increases the range still further, though no amount of concentration can expand the range beyond 1 mile. If you go a full round without focusing on the spell in this way, the spell's range returns to normal, and you must begin focusing on the spell again in order to increase the range again.

Further, you can search for specific items even if you have not seen them firsthand. You must still have observed the item in some fashion, but doing so via divination, or from a very accurate picture or sketch, or, if it is extremely thorough and accurate, even from a verbal description, is sufficient.

**Augmented:** If you expend 2 uses of the mythic power, the spell is not blocked by any amount of lead.



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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 23 mythic spells, from *incendiary cloud* to *locate object*. A mythic *insect plague* not only summons more swarms, but also allows the caster to summon swarms of far more powerful creatures, including hellwasp swarms. A mythic *invisibility purge* punishes creatures that it strips invisibility from, inflicting severe damage on them, while a mythic *know direction* not only functions in places without a true North, but can also provide the direction of major geographical features. 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.