Mythic Mastery Missing Mythic Magic Volume XIII



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.

Credits

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*.

LONGSTRIDER

The bonus to movement speed increases to 20 feet, and applies to one additional form of movement (burrow, climb, fly, swim, etc.) for every mythic tier you possess.

Augmented: If you expend two uses of mythic power, then movement augmented by mythic *longstrider* is not slowed by natural difficult terrain such as brambles, snow, or sand. When your mythic tier reaches 4th, movement augmented by mythic *longstrider* is not slowed by difficult terrain of any kind.

Augmented (4th): If you expend three uses of mythic power, then as long as you are affected by the spell, whenever you use the 5-foot step action, you can move up to 10 feet, instead of moving 5 feet.

MAGE HAND

You can target one or more magical or non-magical unattended objects weighing up to 5 lbs. per mythic tier you possess. Additionally, moving an object requires only a swift action, instead of a move action.

Augmented (3rd): If you spend two uses of mythic power, you gain far greater control over the mythic mage hand, allowing you to do more with it. When you successfully concentrate on the spell, you may use the mythic mage hand to attack, perform combat maneuvers, or manipulate objects, in addition to allowing you to telekinetically move objects. An attack with mythic mage hand uses your base attack bonus + your primary spellcasting ability score modifier, and deals 1d4 points of nonlethal damage (or damage as appropriate for a weapon currently manipulated with mythic mage hand). These attacks receive no bonus to damage as a result of either your Strength score or your primary spellcasting ability score. The mythic mage hand can also perform disarm or steal combat maneuvers, and uses your caster level + your primary spellcasting ability score modifier as its CMB. If the attempt is successful and the item is within the weight limit of mythic *mage hand*, it also becomes a target of the spell. Mythic mage hand can also be used to manipulate objects in a purely

physical fashion if they are within the spell's weight limit; for instance, you could make a door open and close or a clock chime, but could not activate a magical wand.

MAGE'S FAITHFUL HOUND

You can choose a number of creatures besides yourself equal to 3 + your mythic tier which are never considered intruders and thus do not cause the hound to start barking. These creatures can see the hound as though it were not invisible. Additionally, the hound's bite attack gains a bonus on attack rolls equal to your mythic tier and overcomes all forms of damage reduction. Further, once the hound begins barking, it can freely move anywhere within 30 feet of where it originally appeared, allowing it to follow and attack intruders within this range. Treat the hound as having a movement speed of 30 feet for this purpose. Finally, the spell never ends as a result of you being more than 100 feet away from the hound.

Augmented (5th): If you spend three uses of mythic power, the hound gains the ability to follow you. It will not move on its own, but at any time, as a swift action, you can direct the hound to move 30 feet towards you. You must be within 100 feet in order to give this command. If the hound is within 30 feet of a creature other than you or one of the designated individuals at the end of its movement, it begins barking.

MAGE'S LUCUBRATION

You may prepare the chosen spell twice, effectively granting you an additional spell slot of the same spell level in which to prepare the spell a second time.

Augmented (3rd): If you spend two uses of mythic power, you may choose to prepare the mythic version of any spell prepared in this way, even if you do not know the mythic version of that spell. You may choose whether to have both copies of the spell be prepared as the mythic version, or just one. You must still expend a use of mythic power in order to cast the mythic version of the spell.

Augmented (7th): If you spend three uses of mythic power, you may prepare any spell you know of the appropriate level in the chosen spell slot.

MAGE'S MAGNIFICENT MANSION

Add your mythic tier to the number of 10-foot cubes which comprise the mansion, and to the number of servants which staff the mansion. You also gain one semi-translucent butler, which is more powerful than the other servants; this butler functions as an *unseen servant* with a Strength score of 18 and an Intelligence score of 14, and speaks all languages you know. Finally, you can choose to replace the magnificent foyer with a magnificent courtyard. If you choose to do so, this increases the size of the door to any dimensions you see fit, up to a total area of twice your caster level squared (so that the height and width are each equal to twice your caster level), such as to admit horses and other unusually-sized creatures. Once inside, you can make the entrance visible or invisible at will. Augmented (3rd): If you spend two uses of mythic power, the mansion remains for one day per caster level, and the entire structure can be made visible or invisible at will (a standard action, which you must be within sight of the mansion to make). Similarly, the mansion's foodstuffs are refreshed each day at dawn, and can contain any foods or drinks of a non-magical nature that you choose.

MAGE'S PRIVATE SANCTUM

The edges of the spell's area form a barrier that is difficult to traverse, and creatures other than you that attempt to do so must succeed on a Will save or be unable to pass the ward's boundaries for 24 hours. At any time, as a standard action, you may choose to exempt a creature from this effect. Additionally, as long as you are within the spell's area, you are always aware of the presence of other creatures within the spell's area. As a standard action, you can learn the number of creatures within the spell's area, as well as their direction. Finally, you alone can use divination scrying effects on creatures within the area, and such creatures receive a -4 penalty on any saving throws to resist those spells.

Augmented (10th): If you spend ten uses of mythic power, the area of the spell increases to a 1-mile cube. This version of the spell can only be made permanent by a mythic *permanency* spell.

MAGE'S SWORD

The sword is particularly difficult to get rid of. The DC of any dispel check made to remove the sword is increased by an amount equal to your mythic tier. Additionally, if attacking a creature with spell resistance, and the check to overcome that creature's spell resistance is failed, the sword is not dispelled, though it cannot attack that creature again for the duration of the spell.

Augmented (4th): If you expend two uses of mythic power, the sword gains an additional number of enhancements. The sword's enhancement bonus increases to be equal to your mythic tier. You can substitute some or all of this enhancement bonus increase in order to add special abilities with an enhancement bonus equivalent to the sword, instead, but the total enhancement bonus plus the enhancement bonus equivalent of these abilities cannot exceed your mythic tier.

MAGIC AURA

This version of the spell can conceal the nature of even exceptionally powerful objects such as artifacts, though doing so reduces the duration to only 1 hour/level. Additionally, you can use this spell in order to alter the auras of creatures and objects, instead of just masking them. This allows you to designate a creature as the spell's target, and also allows you to alter auras. When altering an aura, you can make an object or creature with an alignment that would register to a *detect* spell register as a different alignment, though you cannot change the strength of that aspect of the aura (*for example, you could make a strong evil aura seem like a strong lawful aura, but could not make it seem like an overwhelming evil aura*).

Additionally, you can change the school of magic that a magical item's aura reflects, which causes any creature examining the item to suffer a -2 penalty on his Will save to resist the effect, and, at your discretion, can provide misinformation as to the item's function. If you choose to provide misinformation about the item, as part of casting the spell you must succeed on a Spellcraft check with a DC equal to 10 + the caster level of another item you wish to cause the target item to mimic. If you do, and the creature examining the target item fails his Will save, the item can still be identified, though it will reveal the properties of the item you disguised it as, instead of its true properties. If the chosen item is unrealistic for the disguised item (such as a hat of disguise that was altered to seem to have the properties of a *tan bag of tricks*), any creature examining the item gains a +4 bonus on his Will save.

MAGIC CIRCLE AGAINST CHAOS

All creatures within the circle gain the benefits of a mythic *protection from chaos* spell. Additionally, chaoticallyaligned outsiders have difficultly entering the circle if it is focused outside, regardless of whether or not they were summoned. Any such creature attempting to pass the circle must succeed on a Will save or suffer 1d6 points of damage per mythic tier you possess, and be unable to enter the circle this round. Even if the creature succeeds his Will save, he still suffers 1d6 points of damage per mythic tier you possess as he crosses the threshold of the circle. Finally, creatures within the circle are immune to the confused condition.

Augmented (5th): If you spend three uses of mythic power, you can trap outsiders within the circle. To do this, you must focus the circle inward. You can trap any chaoticallyaligned outsider once he enters the circle, regardless of how he came to be there. The trapped outsider cannot leave unless he succeeds on a Will save, which can be attempted once per hour. Unlike a normal inward-focused circle, the ring of silver dust cannot be broken, except by non-chaotic creatures, and extradimensional travel outside of the circle is very difficult: subjects inside the circle are treated as though they were affected by *dimensional* anchor.

This version of the spell can be made permanent by a mythic *permanency* spell.

MAGIC CIRCLE AGAINST EVIL

As mythic *magic circle against chaos*, except against evil outsiders. Additionally, creatures within the circle cannot be made into undead creatures, instead of being immune to the confused condition.

MAGIC CIRCLE AGAINST GOOD

As mythic *magic circle against chaos*, except against good outsiders. Additionally, creatures within the circle gain a +2 bonus to attack and damage rolls against goodaligned creatures, instead of being immune to the confused condition.

MAGIC CIRCLE AGAINST LAW

As mythic *magic circle against chaos*, except against lawful outsiders. Additionally, creatures within the circle



are immune to paralysis, instead of being immune to the confused condition.

MAGIC JAR

You can determine the exact nature of creatures within range, gaining insight into their souls. In addition to being able to determine the exact locations and creature types of creatures, you can see them as though you had eyes, and gain a bonus equal to your mythic tier on all Knowledge checks to identify creatures from within the *magic jar*. Additionally, once you have successfully taken control of a creature's body, you can expend one use of mythic power in order to activate any of the host's extraordinary or supernatural abilities that do not rely on the host's mental power (for example, you could breathe fire or become ethereal, but could not communicate telepathically).

Augmented (6th): If you spend two uses of mythic power, then if the host body dies, you can choose to instantly teleport the receptacle to your location as a free action, allowing you to safely retreat to the receptacle and avoid dying immediately.

MAGIC MOUTH

You can make the mouth say anything you like up to to minutes in length. Additionally, the mythic *magic mouth* can be triggered a number of times equal to your mythic tier before it is expended. The conditions must still be met for each activation, and the *magic mouth* says the same thing each time it is activated. **Augmented (5th):** If you spend three uses of mythic power, you can have the mythic *magic mouth* cast a single spell of 5th level or lower, which has only verbal components, each time it is activated. You must have the chosen spell prepared (or available to cast, if you are a spontaneous caster) and must expend that spell slot when casting the mythic *magic mouth*.

MAGIC STONE

Stones augmented by mythic *magic stone* automatically strike their targets unerringly (you still make an attack roll to see if the attack was a critical threat, and the attack still misses if the target is beyond the attack's maximum range). Additionally, the stones deal an additional amount of damage equal to your mythic tier. Finally, the stones deal double damage against giants as well as undead creatures, and cause such creatures to be staggered for 1 round if the attack is a critical hit.

MAGIC WEAPON

This spell affects an additional number of weapons equal to your mythic tier. Additionally, if you cast *magic weapon* on a weapon that already has an enhancement bonus of +1 or higher, you can have that weapon gain any weapon special ability with an enhancement bonus equivalent of +1. If you cast this spell multiple times on the same weapon, its effects do not stack, and the previous ability is replaced by the new ability.

Augmented: If you expend two uses of mythic power, the weapons targeted by this spell overcome damage

reduction as though they were any one of the following kinds of weapons: cold iron, silver, adamantine, the alignment of your choice, or epic.

MAJOR CREATION

You can even create cold iron items with this spell, and all items created by this spell last for 24 hours per mythic tier, regardless of their composition. Finally, you can create objects of great beauty or complexity without needing to make a Craft check.

Augmented (5th): If you expend ten uses of mythic power, you can create a magic item, as long as that item's caster level does not exceed 1/2 your caster level. Magic items created by this spell last for 10 minutes.

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

MAJOR IMAGE

The spell's duration is increased by a number of rounds equal to your mythic tier. Additionally, you create a number of figments up to your mythic tier, each of which can be moved independently as part of the same action. Finally, the figments can produce intelligible speech, although they can do so only while you concentrate on the spell, and it is difficult to cause more than one figment to speak intelligently at the same time, unless they all say the same thing. In order to do so, you must make a Linguistics check (DC 15 + 3 per speaking figment beyond the first). Failure on this check means that all of the figments speak unintelligible nonsense that round, instead.

Augmented (2nd): If you expend 2 uses of mythic power, then for the spell's duration, you can choose one of the figments and see what it sees, hear what it hears, feel what it feels (including tactile and thermal sensations), smell what it smells, and taste what it tastes. If the figment takes the image of a creature with special hearing, vision, or some other special sense, you do not gain the benefits of those senses. On the other hand, you can still sense as though you were the figment even if the figment's form is something that could not have such senses, such as a stone. It is a standard action to switch between your own senses and those of the figment, and while using the figment's senses, you are unable to use your own, and are treated as blind and deaf.

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

MARK OF JUSTICE

In addition to punishing the subject for performing a certain activity, this version of the spell can also make it difficult for the target to perform that activity in the first place. If you choose, you may cause the *mark of justice* to force the target to succeed on a Will save any time he attempts to perform the specified action, or be unable to do so. This is a mind-affectiong compulsion effect. Further, in addition to the *bestow curse* effect, a mythic *mark of justice* can be made to damage those who violate its tenets, dealing 1d6 points of damage per mythic tier you possess when activated. Additionally, any attempt to remove the *mark of justice* with a *remove curse* or *break enchantment* spell fails unless the caster has a mythic tier equal to or greater than your own at the time that *mark of justice* was cast.

Augmented (7th): If you expend five uses of mythic power, you can stipulate an additional number of undesirable behaviors which trigger the mark, up to your mythic tier. For each additional behavior you stipulate, the target gains a +2 bonus on his saving throw.

MELD INTO STONE

While melded into the stone, you can move about as though you had the earth glide ability of an earth elemental of your size. Additionally, you can see out of the stone for up to 5 feet per mythic tier you possess. The stone still blocks your line of effect to creatures not in the stone.

Augmented (3rd): If you expend two uses of mythic power, you can reach out of the stone to touch creatures adjacent to the stony surface. You can target creatures with spells with a range of touch, though doing so temporarily pulls you from the stone, allowing creatures to make an attack of opportunity against you, even if one would not normally be allowed. You are treated as having improved cover against any such attack.

MENDING

You can cast this spell targeting a fragment of an item. Doing so causes the rest of the item to reform from that fragment, although any other fragments of the same item (including larger fragments, if there are any) are destroyed, regardless of distance. Such items cannot regain their magical properties as a result of this spell. Additionally, you can use this spell on a construct with o hit points or fewer; however, it can only affect an individual construct a number of times per day equal to your mythic tier.

Augmented: If you expend two uses of mythic power, this spell can restore the magical properties of a destroyed magical item, provided you have all the parts and the item has a caster level no greater than your mythic tier.

MESSAGE

Your message can only be comprehended by creatures you point at. Nearby creatures can still hear you speaking with a DC 25 Perception check, but the words are garbled and nonsensical. In addition, all messages are conveyed in every language you speak, instantly translating its meaning to those who hear it, provided they understand one of those languages.

Augmented: If you spend two uses of mythic power, then wood, stone and lead barriers cannot stop your message from reaching its intended target; however, magical silence still prevents you from speaking or hearing messages in this way. 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) "Distributer" 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, process and routines to the extent such content does not embody the Product Identity and is an enhancement over the and robuints to the extent such that the extent such as the endody the Product identity and is an enhancement operating and 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) "frademark" 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.

 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.

Dadca on organización tentent nom tente 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,

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 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,

a 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

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

Alex Riggs, Joshua Zabac 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, shua 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

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

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

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

Mythic Mastery: Missing Mythic Magic Volume VII Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Nabasus and Shadow Demons Copyright 2014, Necromancers of the Northwest, LLC;

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

Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VIII Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Sci-Fi Relics Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs,

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

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

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

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

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

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

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

Riggs, Joshua Zaback Mythic Mastery: The Vordis Scourge Volume I Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex

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

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

Mythic Mastery: The Vordis Scourge Volume II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Items of Chance Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Aliens: The Kassars Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex

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

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

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

END OF LICENSE

Uncover Forgotten Areane 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 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 22 mythic spells, from longstrider to message. A mythic mage's lucubration gets you two spells for the price of one, and even allows you to regain any spell you know, instead of one that was prepared and expended. Live in luxury in a mythic mage's magnificent mansion, which is not only larger and longer lasting, but comes with more competent servants, and can be made visible, allowing you to set up shop in style. Among other improvements, a mythic magic circle against chaos allows you to trap any chaotic outsider in the circle, instead of just summoned ones, and a mythic magic jar takes all the guesswork out of picking a target, while also safeguarding you against the dangers of your host dying. 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.

