Mythic Mastery Missing Mythic Magic Volume XIV



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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.

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*.

MIND BLANK

You can target up to one creature per 3 caster levels, as long as each of those creatures is within range at the time the spell is cast. Additionally, any time that one of the targets fails a saving throw to resist a mind-affecting spell or effect, you can expend one use of mythic power in order to allow them to reroll that saving throw. You can use this ability only once per spell or effect.

Finally, each target can choose to empty her mind completely in order to protect herself from harmful mindaffecting effects. Whenever she would be affected by a charm or compulsion effect, she may choose to shut down her mind, instead. This is not an action, and takes place just before the charm or compulsion takes hold, allowing her to do so even if the effect would otherwise interfere with her judgment or free will. Shutting down her mind in this way renders the target stunned for the duration of the charm or compulsion effect, but she is completely immune to the effects of the charm or compulsion effect.

MIND FOG

Creatures that succeed on their saves still suffer a -2 penalty on Wisdom checks and Will saves as long as they remain within the fog, and for 2d6 rounds thereafter. Additionally, even if a creature succeeds on its saving throw, he must continue to make new saving throws each round as long as he remains within the *mind fog*'s area. Finally, you are immune to the *mind fog*'s effects.

Augmented: If you expend 2 uses of mythic power, the *mind fog* also obscures vision, as an *obscuring mist* spell.

Augmented (3rd): If you expend 3 uses of mythic power, you can make the *mind fog* more subtle, and all but undetectable. Creatures cannot see the *mind fog* unless they succeed on a Perception check (DC 10 + your caster level + your primary spellcasting ability score modifier). Additionally, the mind-numbing effects of the fog are more subtle as well, and creatures that make a saving throw to resist the fog's effects are not aware that they made a saving throw unless they succeed on a DC 10 Wisdom check (any penalties from the *mind fog* effect apply on this Wisdom check).

MINOR CREATION

You can create objects of great beauty or complexity without needing to make a Craft check. Additionally, the spell can create objects made of other organic materials, such as furs, meat, bone, and so on. Finally, items created by this spell can be used as material components for spellcasting, although they cannot replace costly material components.

Augmented: If you expend 2 uses of mythic power, the spell's duration changes to instantaneous, and the object created lasts indefinitely (it can still be destroyed, and decays at the normal rate for an object of its sort).

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.

MINOR 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.

Augmented (2nd): If you expend 2 uses of mythic power, then for the spell's duration, you can see what the figment sees, and you can hear what the figment hears. If the figment takes the image of a creature with special hearing or vision, you do not gain the benefits of those senses. On the other hand, you can still see and hear as though you were the figment even if the figment's form is something that could not see or hear, 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.

MIRACLE

A mythic miracle can do any of the following things.

- Duplicate any non-mythic spell.
- Duplicate the mythic version of any cleric spell of 8th level or lower.
- Duplicate the mythic version of any other spell of 7th level or lower.
- Undo the harmful effects of spells and abilities, including most mythic spells and mythic abilities.
- Duplicate any of the effects of a non-mythic *miracle* spell, including powerful requests that would normally cost 25,000 gp.

Unlike a normal *miracle*, you do not need to provide material components for duplicated spells unless those material components exceed 25,000 gp. Alternatively, you can make a mythic request. Using a mythic *miracle* in this way is a much more involved process, and is not guaranteed. First, you must declare what it is that you hope to accomplish with the spell. Then, based on the power and complexity of your request, the GM determines a DC for the effect. DCs should range anywhere from 40 (for effects that are only slightly more powerful than those that can be granted with a normal mythic *miracle*) to 100. While the GM is the final arbiter of an effect's DC, and can also declare that certain effects cannot be accomplished at all (especially if they are out of line with the deity or alignment that is granting the mythic *miracle*), for the most part, there should be no limits to what a determined caster can do with this spell.

In order to determine if the effect that you requested is granted, make a special check (1d20 + caster level + mythic tier). However, before doing so, there are a number of steps that you can take in order to modify this roll, as outlined on the table below.

Table: Mythic Miracle Supplemental Actions Supplemental Action Bon

Supplemental Action	Bonus
Additional Components	
Expend 3 additional uses of mythic power*	+1
Expend 25,000 gp worth of material	1.5
components*	+5
Expend specific additional material	Varies
components specified by the GM (unicorn	(typically 1
tears, milk from a virgin cow, etc.)*	- 5)
Perform a specific ritual or activity to gain the	Varies
favor of your deity, and/or symbolically related	(typically 1
to the miracle (live human sacrifice, ritual	
cleansing, etc.)*	- 5)
Timing	
Increase casting time to 3 rounds.	+1
Increase casting time to 1 minute.	+3
Increase casting time to 10 minutes.	+5
Increase casting time to 1 hour.	+7
Increase casting time to 24 hours.	+9
Cast the spell at a time of day with special	Varies
significance (e.g., midnight for dark or secret	(typically 1
purposes, dawn for cleansing or renewal, etc.).	- 3)
Cast the spell on a date with a special	Varies
significance (e.g., your deity's holy day, the	(typically 3
target's birthday, etc.).	- 5)
Additional Participants	
Involve 2 additional worshippers of your deity	
in the ritual.	+1
Involve 5 additional worshippers of your deity	
in the ritual.	+3
Involve 12 additional worshippers of your deity	1.5
in the ritual.	+5
Involve 20 additional worshippers of your	17
deity in the ritual.	+7

Any item marked with an asterisk (*) is cumulative, and the bonus applies once each time you perform the action in question. For anything else, use the highest appropriate bonus (so increasing the casting time to 24 hours would grant a total bonus of +9, rather than +25). In the case of entries whose point values vary, it is up to the GM to determine how many points are awarded. In all such cases, it is possible that the GM may rule that there are no particular components, ritual actions, times of day, or special dates for which any points would be granted. In this case, those options do not apply for that casting of the spell. In the case of additional participants, these participants do not need to be able to cast mythic *miracle*, or even be able to cast spells at all, but they must be present and participate the entire time that the spell is being cast.

If you succeed on the check, the mythic *miracle* has the intended effect. Otherwise, it either has a lesser effect or no effect, at the GM's discretion. Unlike a *wish* spell, there is no such thing as a dangerous *miracle*, and even if the check is a failure, the result is never a perversion of the requested effect.

MIRAGE ARCANA

Add your mythic tier to the number of 20-foot cubes you can affect with the spell. Additionally, any structures that you create with this spell are fully able to support weight, in addition to providing tactile sensations. The means that creatures can climb illusory stairs created by this spell, stand on top of illusory walls or towers, and so on. Creatures that succeed on their saving throw to disbelieve the spell can choose whether they want to be physically supported by it, or whether they would prefer to pass through it, and can change this decision at any time as a swift action.

Finally, at any time during the spell's duration, you can alter the illusory appearance of the spell's area, changing the existing illusion or replacing it with a different one altogether. Doing so requires a full minute of concentrating on the spell's effects, and this concentration does not count as concentrating on the spell for the purposes of determining its duration.

Augmented: If you expend 2 uses of mythic power, you can also affect the appearance of up to 1 creature per caster level, as though with the spell *veil*. Any time spent concentrating on this spell also provides concentration for the *veil* effect. The affected creatures do not need to be within 30 feet of each other, but they must all be within the spell's area. You can choose not to determine all of your targets at the time the spell is cast, and affect creatures with the *veil* effect at a later time (allowing you to affect creatures who were not in the spell's area at the time the spell was cast), however, the duration of the effect is based on when the spell was cast, not on when the target was chosen. As with the rest of the spell's effects, you can change the appearance of any individual creature affected by this *veil* effect at any time with one minute of concentration.

MISDIRECTION

You no longer need to choose a second object within range when you cast this spell. Instead, you can simply decide what properties you want the target's aura to have



(for example, you choose whether the target registers as evil, whether he registers as lying, whether he registers as magical, and so on). Any properties that you do not state are altered remain the same, or, if you prefer, are copied from an object of your choosing within range, as the non-mythic version of *misdirection*. As a standard action, you can focus on the spell in order to change the properties that the target's aura possesses. Finally, the spell can now affect *detect thoughts*, and can provide whatever surface thoughts you choose, or provide the surface thoughts (if any) of a chosen object within range.

MNEMONIC ENHANCER

The spell's casting time is reduced to 1 round. Additionally, the effects of the two versions of the spell are enhanced as follows:

Prepare: Add your mythic tier to the number of additional levels of spells that you can prepare. You cannot use this version of the spell to prepare spells of 4^{th} level or higher.

Retain: The maximum spell level of the spell that you can retain with this version of the spell increases by an amount equal to 1/2 your mythic tier, rounded down.

MOMENT OF PRESCIENCE

In addition to the spell's normal effects, the sixth sense granted by the spell is always active, allowing you to benefit from it, to a lesser extent, for the entirety of the spell's duration. The first time each round that you are attacked, make a saving throw, make an attack roll, make a combat maneuver, or make a skill check, you gain an insight bonus equal to 1/2 your mythic tier (to AC, on the saving throw, on the attack roll, to CMB, and on the skill check, respectively). This bonus applies only to the first time that one of these actions occurs each round (so *if a creature attacks you before your turn in a given round, the bonus will apply to your AC for that attack, and cannot later be used on your own attack roll later in the round*). The spell is still discharged when you choose to gain the insight bonus equal to your caster level described in the non-mythic version of the spell.

Finally, at any time during the spell's duration, as an immediate action, you can peer briefly into the future, gaining the benefits of an *augury* spell. If you do, you lose all other benefits of this spell (including the ability to gain an insight bonus equal to your caster level, as described in the non-mythic version of the spell) for 1 minute.

MOUNT

The summoned light horse or pony is of exceptional quality. Its base speed is increased by 20 feet, it has maximum hit points for its Hit Dice, it gains a +4 bonus on all saving throws, and it gains an amount of DR equal to your mythic tier, which can only be overcome by epic weapons. Additionally, it gains a +10 bonus on Acrobatics checks. Further, you gain a +5 bonus on all Ride checks involving the summoned mount.

Augmented (3rd): If you expend 2 uses of mythic power, the summoned mount is a pegasus, instead. The benefits described above still apply.

Augmented (4th): If you expend 5 uses of mythic power, you can provide enough mounts for 10 people per mythic tier you possess. This augmentation cannot be used in conjunction with other augmentations.

Augmented (5th): If you expend 3 uses of mythic power, the summoned mount is a nightmare, instead. The benefits described above still apply.

NEUTRALIZE POISON

The spell's range increases to close (25 ft. + 5 ft./2 levels). When targeting an object, add your mythic tier to your caster level for the purposes of determining how many cubic feet can be affected. Additionally, if the target is a creature, and the poison is successfully neutralized, the cured creature is immediately healed of a number of points of ability damage caused by the poison equal to your mythic tier. If the target has suffered ability score damage to multiple abilities as the result of the same poison, you choose how this healing is distributed.

If the spell is cast on a poisonous creature, and that creature succeeds on its Will save to resist the spell, the saving throw DC of that creature's poison is reduced by 4 for 1 round per caster level.

NONDETECTION

Add your mythic tier to the DC of any caster level check made to overcome the mythic *nondetection*'s effects. Additionally, if the spell is cast on an object, then any creature that has the object in their possession or is currently touching the object also benefits from the spell's effects, and if the spell is cast on a creature, then the spell also affects all objects in that creature's possession (including objects that were not in the creature's possession at the time the spell was cast, although objects that leave the creature's possession lose these benefits). Finally, the spell's effect is expanded, granting the target a +4 bonus on any saving throws made to resist divination spells or effects that are not expressly prevented by a *nondetection* spell, and increasing the DC of any Perception or Sense Motive checks made against the target by an amount equal to your mythic tier. **Augmented** (3rd): If you expend 2 uses of mythic power, the spell's duration increases to 24 hours. Further, when the spell's duration would elapse, you can expend 1 use of mythic power and a spell slot that you could use to cast *nondetection* in order to extend the spell's duration for another 24 hours. You can do this regardless of your distance from the target, as long as you are both on the same plane of existence.

OBSCURE OBJECT

The spell's effect expands, preventing any divination spell that would grant information about the object from functioning. In addition to *detect* spells, this also affects spells like *legend lore* or *vision*. Even spells that grant knowledge about the object indirectly, such as *contact other plane* are blocked.

Augmented (3rd): If you expend 2 uses of mythic power, the spell's duration increases to 24 hours. Further, when the spell's duration would elapse, you can expend 1 use of mythic power and a spell slot that you could use to cast *obscure object* in order to extend the spell's duration for another 24 hours. You can do this regardless of your distance from the target, as long as you are both on the same plane of existence.

OPEN/CLOSE

The maximum weight of the object to be affected increases by an amount equal to 30 lbs. per mythic tier you possess. Additionally, the spell has some ability open locked or stuck objects. In order to open a locked or stuck object, the object must either be locked with a lock whose DC is less than or equal to 20 + your mythic tier, or it must have a break DC that is less than or equal to 15 + your mythic tier. Finally, the spell's range increases to medium (100 ft. + 10 ft./level).

OVERLAND FLIGHT

The fly speed granted by the spell increases to 60 feet (40 feet if wearing medium or heavy armor, or if carrying a medium or heavy load), and the bonus on Fly checks is increased by an amount equal to your mythic tier. This increases the distance that you can cover in an 8-hour period to 96 miles (or 64 at a speed of 40 feet). However, the spell also allows you to fly for longer without tiring, enabling you to avoid the effects of a forced march for the spell's duration. This benefit only applies while flying, and the spell does not allow you to avoid the penalties of a forced march if you choose to travel by other means. Finally, should the spell end while you are still aloft, the magic fails slowly. You float downward 60 feet per round for 1d6 rounds. If you reach the ground in that time, you land safely. If not, you fall the rest of the distance, taking damage for the fall normally. This applies whether the spell's duration ends or it is dispelled, but not if it is negated by an *antimagic field*.

Augmented (4th): If you expend 2 uses of mythic power, the spell can target one additional creature per mythic tier you possess. Each such creature must remain within one mile of you at all times, or lose the benefits of the spell.



OWL'S WISDOM

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

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

OWL'S WISDOM, MASS

As the mythic version of *owl's wisdom*, except that any target that chooses to expend the spell's effect in order to treat his next Wisdom check or Wisdom-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 owl's wisdom* also knows the mythic version of *owl's wisdom*, as long as that character also knows the non-mythic version of both spells.

PASS WITHOUT TRACE

The spell is also able to foil magical attempts at tracking, and any such attempt requires a successful caster level check (DC 11 + your caster level), or it automatically fails. Further, your presence is less noticeable to those you encounter, making it more difficult to trace your actions through observers: the DC for Diplomacy checks made to gather information about where you were or what you did during the spell's duration increase by an amount equal to 1/2 your caster level.

PASSWALL

You can create passages through any material whose hardness is less than 15. Additionally, the depth of the passage increases by 5 feet per mythic tier you possess (to a maximum depth of 75 feet for an 18th level character with 10 mythic tiers). A mythic *passwall* never affects the structural integrity of objects or structures that it is made through. Finally, when creating the opening, you can choose to adjust the height and width of the opening, to a maximum of 25-feet-by-40-feet, and a minimum of 1-foot-by-1.-foot. 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.

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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 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 19 mythic spells, from mindblank to passwall. A mythic mind blank grants the additional protection of being able to shut one's mind down entirely in order to avoid harmful mind-affecting effects. A mythic moment of prescience greatly expands the foresight granted by the spell, allowing you to gain a lesser benefit once per round without expending the spell, and also allows you to peer into the future. Mythic mount can not only summon more powerful mounts, like pegasi and nightmares, but can also summon enough mounts to support a small army. Most powerful of all, a mythic miracle can accomplish almost anything the caster can imagine, provided they pour enough effort and magical power into the spell. 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 Hdventures. 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.

