Mythic Mastery Missing Mythic Magic Volume XV



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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*.

PERMANENCY

Add your mythic tier to your caster level for the purposes of determining what spells you are able to make permanent. Additionally, you do not have to be the caster of the spell that is to be made permanent. Further, the spells that are normally only able to be made permanent when cast on you, can be made permanent when cast on others. Finally, if a spell that is made permanent by mythic *permanency* is dispelled, it is merely suppressed for 1d4 minutes, instead. A *disjunction, limited wish, miracle*, or *wish* spell can permanently dispel the affected spell, as can *dispel magic* or more powerful effects cast by a caster whose mythic tier is equal to or greater than yours was at the time the spell was made permanent.

Augmented (5th): If you expend one additional use of mythic power per 5,000 gp in the cost of diamond dust required to make the target spell permanent (rounded up), you can ignore that material component. If you do, the spell remains indefinitely, but not actually permanently. You must continue to expend one use of mythic power per 5,000 gp in the cost of the diamond dust required to make the spell permanent each day, when you regain your use of mythic power. If you do not, then the *permanency* effect ends, and so does the affected spell, if its duration has already elapsed.

PERMANENT IMAGE

Add your mythic tier to your caster level for the purposes of determining how many 10-foot cubes the image can occupy. In addition to controlling the image directly by concentrating on it, you can also issue it a general command, as a move action, which it then follows to the best of its limited ability, without any intervention from you. This functions identically to determining a script for a *persistent image*, except that the script cannot exceed 50 words per consecutive move action spent issuing the command.

Augmented (2nd): If you expend two uses of mythic power, then you gain the ability to 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 *permanent image* also knows the mythic version of *persistent image*, as long as that character also knows the non-mythic version of both spells.

PERSISTENT IMAGE

Add your mythic tier to your caster level for the purposes of determining how many 10-foot cubes the image can occupy, and the spell's duration. In addition to allowing the image to follow its predetermined script, you can gain direct control over its actions by concentrating on it. Further, you can alter the script at any time as a move action, although each such alteration must be 50 words or less.

Augmented (2nd): If you expend two uses of mythic power, then you gain the ability to 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 *persistent image* also knows the mythic version of *permanent image*, as long as that character also knows the non-mythic version of both spells.

PHANTOM TRAP

The presence of another *phantom trap* within 50 feet does not cause the spell to fail. Additionally, the "trap" created by this spell is capable of producing one of the following effects when it is sprung, chosen by you at the time the spell is cast:

- Activating a mental alarm, as the spell *alarm*, which alerts you to the fact that the trap has been sprung.
- Producing a bright flash of light, which forces each creature within 5 feet of the trap to succeed on a Will save (DC equal to *phantom trap*'s saving throw DC) or be blinded for 1 round.
- Producing a loud bang, which has no effect other than to alert nearby creatures that the trap was sprung (DC -10 Perception check to hear the noise, modified by distance and any obstacles in the area).

Augmented (4th): If you expend four uses of mythic power, you can instead use this spell to create a quasi-real trap made of shadow stuff. This changes the spell's subschool to shadow, and causes it to gain the shadow descriptor. Choose a single trap whose CR is no greater than 1/3 your caster level (to a maximum of CR 5 at 15th level), which could conceivably be placed on the target object. You create a shadow version of that trap, which is 20% real. If the trap is sprung, the target is entitled to a Will save to disbelieve the trap, and any spell resistance that the victim has also applies. If the target successfully disbelieves the trap, it deals only 20% damage, or has only a 20% chance of affecting the target, if it does not deal damage (this functions similarly to a *shadow evocation* spell). Any saving throw that the trap normally allows also applies (similarly, if the trap requires an attack roll, it may still miss, etc.). Once the trap is triggered, the spell's effect ends. You cannot have more than one such *phantom trap* on the same object at the same time: attempting to do so just causes the second *phantom trap* to replace the first.

PHASE DOOR

The spell can be used to create a *phase door* in any inanimate object, regardless of what material it is made of, including a *wall of force* and similar effects. The material in question must still be tangible, so while it can pass through a *wall of force*, it cannot be used on the edge of a *cloudkill* spell, for example. Further, each time you use the *phase door*, you can bring a number of creatures with you equal to your mythic tier, although each such creature counts as an additional use.

Augmented (6th): By expending three uses of mythic power, you can create a larger opening with the phase door. This allows you to 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. 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).

PLANAR ALLY

As the mythic version of *lesser planar ally*, with the following additional augmentation.

Augmented (4th): If you expend one additional use of mythic power for every 5 Hit Dice of called creatures (rounded up), you can convince them to perform a task that takes no more than 1 round per caster level for free, without needing to pay for their services. While the creature will perform the task, there is no guarantee that it will not take offense at this, and may bear a grudge, depending on the nature of the creature and the nature of the task. The normal restrictions on what the called creature is and is not willing to do (such as actions that go against its nature, or which are clearly suicidal) still apply.

Special: A character that knows the mythic version of *planar ally* also knows the mythic versions of *lesser planar ally* and *greater planar ally*, provided that he also knows the non-mythic versions of those spells.

PLANAR ALLY, GREATER

As the mythic version of *planar ally*, with the following additional augmentation.

Augmented (6th): If you expend five uses of mythic power, you can call a creature for a truly lengthy task, lasting up to one week per caster level. This increases the cost of the creature's services to 2,500 gp per Hit Dice, plus an additional, non-monetary form of payment. This non-monetary payment almost always takes the form of an infusion of mythic power, and the number of uses of mythic power that you gain each day are reduced by 1 per 5 Hit Dice the creature possesses (rounded up), for as long as the creature continues to serve you. Once the service has ended (whether the creature is slain, or you release it from service, or the task is completed), you regain the lost uses of mythic power for that day.

Special: A character that knows the mythic version of *greater planar ally* also knows the mythic versions of *lesser planar ally* and *planar ally*, provided that he also knows the non-mythic versions of those spells.

PLANAR ALLY, LESSER

Add your mythic tier to the total number of Hit Dice worth of outsiders that you can call with this spell. Additionally, you can call the mythic version of the type of outsider that you call, rather than the non-mythic version. Mythic creatures called in this way count as having a number of additional Hit Dice equal to twice their mythic tier for the purposes of determining what you can summon, as well as the cost to purchase their services.

Special: A character that knows the mythic version of *lesser planar ally* also knows the mythic versions of *planar ally* and *greater planar ally*, provided that he also knows the non-mythic versions of those spells.

PLANAR BINDING

As the mythic version of *lesser planar binding*, with the following additional augmentation.

Augmented (3rd): If you expend two uses of mythic power when you cast the spell, then as long as the target remains trapped by the spell, you can magically interrogate it. Once per day per two mythic tiers you possess, you can force the target to succeed on a Will save (saving throw DC equal to *planar binding's* saving throw DC) or answer any single question that you ask it to the best of its ability. This is a mind-affecting compulsion effect.

Special: A character that knows the mythic version of *planar binding* also knows the mythic versions of *lesser planar binding* and *greater planar binding*, provided that he also knows the non-mythic versions of those spells.

PLANAR BINDING, GREATER

As the mythic version of *planar binding*, with the following additional augmentation.

Augmented (6th): If you expend one use of mythic power per 3 Hit Dice of the called creature, you can cause the *planar binding* effect, including the *magic circle* and the *dimensional anchor*, to last indefinitely. The creature is still entitled to attempt to break free via spell resistance or Charisma checks once per day each, as normal, but remains trapped until it is either released or it succeeds on one of these attempts.

Special: A character that knows the mythic version of greater planar binding also knows the mythic versions of *lesser planar binding* and *planar binding*, provided that he also knows the non-mythic versions of those spells.

PLANAR BINDING, LESSER

Add your mythic tier to the total number of Hit Dice worth of outsiders that you can call with this spell. Additionally, you can call the mythic version of the type of outsider that you call, rather than the non-mythic version. Mythic creatures called in this way count as having a number of additional Hit Dice equal to twice their mythic tier for the purposes of determining what you can summon. Further, add your mythic tier to the number of days that a creature with an open-ended task can be forced to perform it before the spell ends.

Additionally, the mythic version of the spell creates a *magic circle* of a type that you specify, with a calling diagram already added to it, and a *dimensional anchor* effect already in place, without the need to cast those additional spells.

Special: A character that knows the mythic version of *lesser planar binding* also knows the mythic versions of *planar binding* and *greater planar binding*, provided that he also knows the non-mythic versions of those spells.

PLANT GROWTH

The effects of a mythic *plant growth* spell depends on which version of the spell you cast, as outlined below.

Overgrowth: Add your mythic tier to your caster level when determining the spell's range. Further, the spell no longer requires that there already be brush and trees in the spell's area in order to take effect, although the spell's effect only functions in areas where there is soil soft enough for plants to grow from (which they do when the spell is cast). If there were already brush and trees in the area, however, then the overgrowth is even more difficult to move through: creatures of Medium size or smaller are unable to move through it without succeeding on a Strength check (DC 20). Success allows them to move 5 feet. Alternatively, a single 5-foot-square of overgrown terrain can be cleared by inflicting 10 points of acid, fire, or slashing damage. Creatures of Large or Huge size have their speed reduced to 5 feet in the area. Creatures of Gargantuan or Colossal size have their speed reduced to 10 feet in the area.

Enrichment: The range of the spell increases to one mile per mythic tier you possess, and the amount by which the potential productivity of plants in the area is increased for the next year is equal to 50% per mythic tier (so a 2nd-tier caster could increase the productivity to 200%, or twice the normal amount, while a 10th-tier caster could increase the productivity to 500%, or five times the normal amount).

PLANT SHAPE

The spell's bonuses to ability scores increase by 2, the natural armor bonus increases by 1, and the ability score penalties decrease by 2 (minimum penalty of o). Choose one natural attack type the plant form has. The critical threat range for this attack type increases by 1. This bonus is applied after any other affect that alters the threat range, such as Improved Critical.

Augmented (2nd): If you expend two uses of mythic power, the ability score bonuses increase by an additional 2. During each casting of the spell, a number of times equal to your tier, you can act as if you had the Natural Spell feat for 1 round. For example, if you are 2nd tier, you can use the Natural Spell feat for 2 rounds per casting of mythic *plant shape*.

Augmented (4th): If you expend two uses of mythic power, you gain some additional benefits of the plant type, including immunity to paralysis, sleep effects, and stunning.

PLANT SHAPE II

As the mythic version of *plant shape*, with the following additional augmentation.

Augmented (6th): If you expend three uses of mythic power, you gain some additional benefits of the plant type, including immunity to paralysis, poison, sleep effects, and stunning. Further, you gain a +5 bonus on saving throws made to resist mind-affecting effects.

PLANT SHAPE III

As the mythic version of *plant shape II*, with the following additional augmentation.

Augmented (8th): If you expend four uses of mythic power, you gain some additional benefits of the plant type, including immunity to mind-affecting effects, paralysis, poison, sleep effects, and stunning. Further, your plant anatomy is particularly resilient, and you are affected as though by the *moderate fortification* armor special ability.

POISON

The number of rounds that the poison persists increases to be equal to 6 + your mythic tier. Additionally, the target must succeed on two consecutive saving throws to end the poison's effect, although a successful save still negates Constitution damage inflicted by the spell for that particular round.

Augmented (3rd): If you expend two uses of mythic power, you can cause this spell to replicate the effects of any poison. For every 1,000 gp in the cost of the poison to be replicated, you must expend one additional use of mythic power. The poison must still be delivered via a touch attack, has no onset period, and uses the spell's saving throw DC, but otherwise functions as a normal dose of the chosen poison.

Augmented (6th): If you expend two uses of mythic power, this spell bypasses the poison immunity of living creatures. Mythic creatures that are immune to poison gain a +4 bonus on their saving throw to resist the spell's effects.

POLYMORPH

Whichever spell the *polymorph* spell would function as, it instead functions as the mythic version of that spell (mythic *beast shape II* for animals, mythic *elemental body I* for elementals, or mythic *alter self* for humanoids). Additionally, the target can attempt to change his shape from one form to another while under the spell's effect. Doing so is a full-round action that provokes attacks of opportunity, and requires a successful Wisdom check (DC 15). Failure indicates that the target remains in his current form. Success allows him to choose a different form that he could be transformed into with *polymorph*, and change into that, instead.

POLYMORPH ANY OBJECT

If desired, you can increase the duration factor of the spell's effect by an amount equal to 1/3 your mythic tier (rounded down). Additionally, if used to replicate *baleful polymorph*, *greater polymorph*, *flesh* to *stone*, *stone* to *flesh*, *transmute mud* to rock, *transmute metal* to wood, or *transmute rock* to *mud*, it replicates the mythic version of that spell. Finally, the spell can also be used to replicate the non-mythic version of any spell with the polymorph subschool that is of 7th level or lower on the sorcerer/wizard spell list.

Augmented (7th): If you expend two uses of mythic power, you can transform objects into much more powerful living creatures than you would ordinarily be able to. Instead of having the object's physical ability scores become 10, and its mental ability scores become 5, you can grant it the following array, assigned as you choose amongst its ability scores: 18, 16, 16, 14, 12, 10. Ability scores can only be assigned to this array if the target of the spell has no ability scores at all (such as most inanimate objects).

Additionally, the polymorphed object gains a number of Hit Dice of the appropriate type (based on the type of creature it is being transformed into) of your choosing, to a maximum amount of the normal number of Hit Dice for creatures of that type, or your caster level, whichever is lower (for example, a rock transformed into an elephant could gain a maximum of 11 animal Hit Dice, as that is the number of Hit Dice a normal elephant has, while a rock transformed into a pit fiend by an 18th-level caster could only have 18 outsider Hit Dice at most, even though a normal pit fiend has 20 Hit Dice). For every 3 Hit Dice the object gains beyond your mythic tier, you must expend one additional use of mythic power.

POLYMORPH, GREATER

Whichever spell the *greater polymorph* spell would function as, it instead functions as the mythic version of that spell (mythic *beast shape IV* for animals, mythic *elemental body III* for elementals, mythic *alter self* for humanoids, mythic *plant shape II* for plants, or mythic *form of the dragon I* for dragons). Additionally, the target can attempt to change his shape from one form to another. Doing so is a full-round action that provokes attacks of opportunity, and requires a successful Wisdom check (DC 15). Failure indicates that the target remains in his current form. Success allows him to choose a different form that he could be transformed into with *polymorph*, and change into that, instead.

PRESTIDIGITATION

The spell's duration increases to 24 hours. Directing the prestidigitation to perform an effect is reduced to a swift action. Additionally, you can use the spell as a standard action to replicate the effects of a single 1st-level spell from any spell list. You can use this ability a number of times per casting equal to twice your mythic tier, but must wait at least 1 hour between uses.

PRISMATIC WALL

Creatures that are blinded by the wall are blinded permanently. Additionally, the colors of the wall move in fascinating patterns, similar to a *scintillating pattern* spell. Creatures of 9 – 16 Hit Dice other than you that look at the wall must succeed on a Will save, or be affected by the pattern of colors (creatures with more than 16 Hit Dice are immune to this effect, while creatures with fewer than 9 Hit Dice will be blinded automatically by the wall). The consequences of failing this Will save depend on the exact number of Hit Dice the creature possesses, as outlined below.

9 – **11 Hit Dice:** Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds (treat an unconscious result as stunned for nonliving creatures).

12 – 14 Hit Dice: Stunned for 1d4 rounds, then confused for an additional 1d4 rounds.

15 – 16 Hit Dice: Confused for 1d4 rounds.

Augmented (7th): If you expend 2 uses of mythic power, you can alter the conditions required to negate the

wall's effects. This makes it slightly easier to overcome the wall by casting different spells to defeat each individual color, but makes it all but impossible to dispel the wall in a single go. The *prismatic wall* is no longer affected by a *rod of cancellation* or a *mage's disjunction* spell. A mythic *mage's disjunction* spell cast by a creature whose mythic tier is equal to or greater than your own mythic tier can potentially dispel the *prismatic wall*, but only if the caster succeeds on a caster level check (DC 11 + your caster level + your mythic tier). However, the type of spell required to defeat each particular color changes dramatically, as outlined below.

Red: Any evocation spell.

Orange: Any conjuration spell.

Yellow: Any illusion spell.

Green: Any necromancy spell.

Blue: Any transmutation spell.

Indigo: Any enchantment spell.

Violet: Any divination spell.

A character that succeeds on a Spellcraft or Knowledge (arcana) check (DC 25) while observing the *prismatic wall* is able to identify the changes caused by this augmentation (including the new requirements for defeating each color, and the fact that *mage's disjunction* and *rod of cancellation* do not affect the wall normally).

PRODUCE FLAME

The spell's duration is no longer reduced by making attacks with the flames that are created. Additionally, any creature damaged by the flames must succeed on a Reflex save or catch fire, taking damage each round as though hit by the spell, for the next 1d4 rounds. The flames can be put out through the normal methods of extinguishing a character that has caught fire (see the *Pathfinder Roleplaying Game Core Rulebook* for more information). Finally, when used to damage objects, fire damage inflicted by this spell is not halved before applying hardness, and any object that suffers at least 1 point of fire damage in this way catches on fire. Unlike creatures that catch fire as a result of this spell, objects that catch fire continue to burn until they are completely destroyed, or until the flames are put out. The flames do not extinguish automatically. 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 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 *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 22 mythic spells, from permanency to produce flame. A mythic phantom trap can create the effects of a real trap, allowing any object to be easily trapped by magic. A mythic planar ally can get the summoned creature's allegiance for free, whereas a mythic great planar ally allows you to call outsiders for a greater period of time. Meanwhile, a mythic planar binding can potentially hold bound outsiders indefinitely, and a mythic plant shape grants plant traits that are not granted by the normal version of 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 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.

