# Mythic Mastery Missing Mythic Magic Volume XVI



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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*.

#### PROGRAMMED IMAGE

The spell's duration increases to 1 minute per caster level. Add your mythic tier to your caster level when determining the spell's duration and the number of 10-footcubes that comprise the effect's maximum size. Further, you have more freedom when determining the spell's triggering condition: in addition to the normal conditions, you can also have the spell be triggered at a specific pre-determined time (such as "ten minutes from now" or "next Friday at high noon"). Alternatively, you can choose a trigger that is not normally obvious to the senses, as long as that trigger is something that can be obvious to the senses with the benefit of a divination spell of 2<sup>nd</sup>-level or lower (for example, it could be triggered by the presence of an evil creature, as a creature's alignment can be easily detected with *detect evil*).

Augmented (4<sup>th</sup>): If you expend 2 uses of mythic power, you can imbue the image with an imprint of your personality and knowledge. If you do, then once it is triggered, the *programmed image* is treated as having your mental ability scores (Intelligence, Wisdom, and Charisma), as well as your personality and all knowledge you possessed at the time the spell was cast, including what you hoped to accomplish with the illusion. This allows the *programmed image* to alter the nature of the illusion that it produces once per round, giving it the ability to respond intelligently if unexpected events occur after it is triggered. Because the *programmed image* can produce intelligible speech, this also allows it to carry on an intelligent conversation with creatures that encounter it.

#### PROJECT IMAGE

The spell's duration increases to 1 minute per caster level. Additionally, you do not need to maintain line of effect at all times: as long as there is an unobstructed path (one without any physical barriers that would block a line of effect) between you and the image that is no longer than the spell's range, the spell does not end. This allows you to use *project image* from around one or more corners. Finally, it is a swift action, rather than a move action, to direct the projected image to act differently from you, and your body is no longer considered blinded or deafened when you are using the projected image's senses (allowing you to use both your senses and the image's at the same time).

**Augmented** (4<sup>th</sup>): If you expend 2 uses of mythic power, you can create a number of projected images up to 1/2 your mythic tier. Each projected image mimics your actions, though you can direct each of them to act differently from both you and each other with a single move action (or a swift action to direct only one image). Whenever you choose to have a spell that you cast originate from one of these projected images, you must choose which projected image it originates from. Alternatively, for each use of mythic power that you expend when casting a spell, you can have an additional copy of that spell originate from another one of these projected images (to a maximum of one copy of the spell per image).

Augmented (8<sup>th</sup>): If you expend 4 uses of mythic power, you can project your image at extreme ranges, and even through solid barriers. This allows you to project an image to any location that you could reach with a *teleport* spell (as with a *teleport* spell, there is a chance that the projected image arrives at a different destination than the intended one). While using this version of the spell, any spells that you cast that originate from the projected image allow a Will save (at their normal saving throw DC) to disbelieve, in addition to any saves normally offered by the spell. If this saving throw succeeds, the target is unaffected by the spell. Further, all spells cast in this way offer spell resistance, even if they would not normally. Additionally, for every mile of distance between you and the projected image, the saving throw DCs of all spells that you cast that originate from the projected image (including the Will saves to disbelieve those spells, described above) suffer a -1 penalty (to a maximum penalty of -10 at 10 miles of distance).

#### PROTECTION FROM ENERGY

Add your mythic tier to your caster level when determining the spell's duration and the number of points of energy damage that the spell can absorb before being expended. Additionally, the spell is able to convert the energy it absorbs into protective energy. For every 10 points of energy damage absorbed by the spell, the target gains a single ward point. As an immediate action, the target can expend a ward point in order to gain a resistance bonus equal to 1/2 your mythic tier on a single saving throw, or a deflection bonus equal to 1/2 your mythic tier to his AC against a single attack. The target must declare that he is using this ability before the saving throw or attack roll is made. Any remaining ward points at the end of the spell's duration are wasted (though they remain and can continue to be used even after the energy immunity granted by the spell is expended).

**Augmented** (3<sup>rd</sup>): If you expend 2 uses of mythic power, this spell grants protection from all of the following energy types: acid, cold, electricity, fire, and sonic. The total number of points of energy damage that the spell can absorb remains the same.

Augmented (7<sup>th</sup>): If you expend 3 uses of mythic power, there is no maximum amount of energy damage that the spell can absorb before being expended: you gain immunity to the chosen type of energy damage until the spell's duration expires, or the spell is dispelled. This reduces the spell's duration to that of the non-mythic version of the spell (10 min./level).

#### **PROTECTION FROM SPELLS**

Whenever an affected creature succeeds on a saving throw to resist a spell or spell-like ability, if the affected creature was the spell's only target, the spell's energy is absorbed into the diamond that serves as the spell's focus for that creature. As a full-round action, the creature can attempt to cast a spell that was absorbed this way. Only spells with a casting time of 1 round or less which do not have costly material components or focuses can be cast this way. The spell uses the highest of the creature's Intelligence, Wisdom, and Charisma modifiers to determine its saving throw DC. Each time a spell is cast in this way, mythic *protection from spells*' remaining duration decreases by 15 minutes. If the spell's remaining duration is less than 15 minutes, casting a spell in this way ends the mythic *protection from spells* effect immediately.

#### PRYING EYES

For each mythic rank you possess, each eye's Dexterity score increases by 2 (granting a +1 bonus to its AC, Fly checks, and Stealth checks), and its hit points increase by 2. Additionally, each eye gains a deflection bonus to AC equal to 1/2 your mythic tier (rounded down). Finally, an eye that returns to you and relays its findings is not immediately destroyed. Instead, you can issue new orders to such an eye, allowing you to use each eye created by the spell multiple times, provided that time allows.

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

#### PRYING EYES, GREATER

For each mythic rank you possess, each eye's Dexterity score increases by 2 (granting a +1 bonus to its AC, Fly checks, and Stealth checks), and its hit points increase by 2. Additionally, each eye gains a deflection bonus to AC equal to 1/2 your mythic tier (rounded down). Further, an eye that returns to you and relays its findings is not immediately destroyed. Instead, you can issue new orders to such an eye, allowing you to use each eye created by the spell multiple times, provided that time allows. Finally, the maximum distance that an eye can travel from you before disappearing increases to 1 mile per mythic tier, and whenever an eye is destroyed, it telepathically transmits the last 6 seconds of its existence to you, allowing you to see what it experienced during those last moments. This occurs regardless of whether the eye is dispelled, destroyed, or moves out of range.

**Augmented** (9<sup>th</sup>): If you expend 2 uses of mythic power, each eye created by the spell can see through solid objects for up to 10 minutes during the spell's duration, as though using a *ring of x-ray vision*. The eyes will not use this ability unless instructed to do so, but such instructions can be included in those given to the eyes when they are released. **Special:** Any character that knows the mythic version of *greater prying eyes* also knows the mythic version of *prying eyes*, as long as that character also knows the non-mythic version of both spells.

#### PURIFY FOOD AND DRINK

The affected food and drink is rendered spiritually pure, as well as physically pure. A creature who has consumed at least one meal's worth of food purified in this way in the last 24 hours, and who has not consumed any non-purified food, drink, or similar substances (including potions) during that time gains a +1 sacred bonus on saving throws. This bonus increases to +4 on saving throws made to resist diseases and poisons.

#### **PYROTECHNICS**

The target fire source is not extinguished as a result of the spell, unless you wish it to be, in which case magical fires can also be extinguished, provided that they are not also mythic, and are not the product of a spell whose spell level is greater than your mythic tier. Additionally, the fireworks version of the spell is no longer subject to spell resistance, and non-mythic creatures are blinded for 1 round even if they succeed on their saving throw. Similarly, the smoke cloud version of the spell has the radius of its spread increased by 5 feet per mythic tier you possess, and the penalties to Strength and Dexterity are increased to -6. Non-mythic creatures that succeed on their Fortitude save to resist the smoke's effects still suffer a -3 penalty to their Strength and Dexterity scores.

Augmented (2<sup>nd</sup>): If you expend 2 uses of mythic power, the spell has an additional effect, depending on which version is chosen.

> *Fireworks:* You conjure one fiery rocket per mythic tier, which shoots out to strike a target of your choice within 60 feet of the target fire source. For each such rocket, make a ranged touch attack. If the attack hits, it deals 1d6 points of fire damage to the target, and each creature adjacent to the target must succeed on a Reflex save or suffer 1d6 points of fire damage, as well (a creature that succeeds on its save suffers no damage). You can choose to have multiple rockets target the same creature, if desired.

Smoke Cloud: The smoke is super-heated, and burns the skin and lungs of the creatures within it. Each creature that begins its turn within the cloud suffers 1d6 points of fire damage. A successful Fortitude save halves this damage.

#### QUENCH

You automatically succeed on dispel checks made to dispel non-mythic fire spells, as well as fire spells cast by a character whose mythic tier is less than your own. Further, any creature of the fire subtype that is damaged by this spell must succeed on a Fortitude save or be stunned for 1d4 rounds. Non-mythic fire creatures damaged by the spell are stunned for 1 round even if they succeed on their saving throw. Finally, if you use this spell to suppress the abilities of a non-mythic non-artifact magic item with fire-related abilities, you can choose to permanently dispel that magic item, instead, causing it to lose all of its magical abilities forever.

Mythic *quench* can be used to counter any nonmythic spell with the fire descriptor. It can also be used to counter any mythic spell with the fire descriptor, but only if you succeed on a special dispel check (1d20 + your mythic tier + your caster level; DC 11 + the spell's caster's mythic tier + the spell's caster's caster level).

#### RAGE

You may choose to target unwilling creatures with the spell. Such creatures are entitled to a Will save to resist the effect. Additionally, the rage that the creatures enter is much more intense. This has one of the following effects, which applies to all targets of the spell, and is chosen by you at the time the spell is cast.

- The morale bonuses to Strength and Constitution granted by the spell increase to +4, and the morale bonus on Will saves increases to +2.
- The target treats the critical multiplier of any weapon he wields as one higher than it actually is.
- The penalty to AC increases to -4.
- The target must succeed on a Will save each round or be forced to attack either the nearest creature, or the last creature that damaged him (the target chooses which of these two he attacks, but he must do one or the other, and if he cannot attack one of them, he must attack the other).

**Augmented** (3<sup>rd</sup>): If you expend 3 uses of mythic power, you may choose one barbarian rage power per 2 mythic tiers you possess. These rage powers must have no prerequisites, other than rage powers that you have also selected with this spell. Each creature affected by the spell gains the chosen rage powers for as long as the *rage* spell lasts.

#### RAINBOW PATTERN

Creatures that succeed on their saving throw, or are unaffected due to spell resistance, immunity to mindaffecting effects, or similar reasons, do not count towards the number of Hit Dice of creatures that the spell can affect. Additionally, the spell's effect increases to colorful lights within a 6o-foot-radius spread, and the maximum number of Hit Dice of creatures that can be affected increases by 2 per mythic tier you possess. Finally, as a standard action at any time before the end of the spell's duration, you can expend the spell in a dazzling burst of colors, forcing each creature within the spread of lights to succeed on a Fortitude save or be blinded. Creatures with 7 Hit Dice or fewer that fail their saving throws are blinded permanently, while creatures with 8 or more Hit Dice that fail their saving throws are only blinded for 1d4 rounds.

#### RAISE DEAD

The spell's casting time is reduced to 1 round. The target regains a number of additional hit points equal to 10 per mythic tier you possess (giving them a total number of hit points equal to their Hit Dice + 10 times your mythic tier). The target does not lose any prepared spells or unused spell slots as a result of being returned to life in this way. This spell can be used to raise creatures that were turned into undead creatures (provided they are no longer undead), as long as the spell or ability that transformed them into an undead creature is non-mythic. Similarly, creatures slain by death effects can be restored to life in this way, but not if the death effect was from a mythic spell or creature.

**Augmented** (3<sup>rd</sup>): If you expend 5 uses of mythic power, and the target has been dead for no more than 1 minute at the time that the spell is cast, the spell has no material component, and the target does not gain any negative levels or Constitution drain as a result of this spell.

**Augmented** (7<sup>th</sup>): If you expend 8 uses of mythic power, this spell can be used to raise constructs, elementals, outsiders, and undead creatures that have died or been destroyed (the undead creatures are returned to their undead state). Similarly, it can be used to raise creatures that died of old age. For such creatures, determine a new maximum age. To do so, consult the Aging Effects table in the *Pathfinder Roleplaying Game Core Rulebook* (or whatever source lists the maximum age for the race in question), and substitute the creature's current age for the first part of the equation to determine the maximum age (for example, a human's maximum age is typically 70 + 2d20 years. If the creature was 93 when he died of old age, his new maximum age after being raised by this spell would be 93 + 2d20 years).

#### **RAY OF EXHAUSTION**

You create one additional ray for every 2 mythic tiers you possess (to a maximum of 6 rays at 10<sup>th</sup> tier). You can direct each ray at a different target, or direct multiple rays at the same target. In the latter case, the effects of the rays stack, so a creature that is struck by one ray, succeeds on his Fortitude save and becomes fatigued, and then is struck by a second ray, will become exhausted regardless of the result of his second saving throw. You must determine the target of each ray before any attack rolls, caster level checks to overcome spell resistance, or saving throws are made.

**Augmented** (4<sup>th</sup>): If you expend 2 uses of mythic power, then each ray that strikes a creature that is already exhausted inflicts 1d2 points of Dexterity damage to that creature, unless it succeeds on a Fortitude save.

#### **RAY OF FROST**

The damage inflicted by the spell increases to id8 per mythic tier you possess, and the target must succeed on a Fortitude save or be partially numbed, reducing his speed by half and reducing his Dexterity score by 2. These penalties last for id4 rounds. Additionally, the damage for all nonmythic ray of frost spells that you cast until the next time that you rest and regain uses of mythic power increases to id8 points of cold damage.

#### READ MAGIC

The spell's duration increases to 24 hours. Additionally, this spell allows you to see through the effects of spells like *secret page* or *illusory script*, even if the text contained on that page is not magical in nature. The spell also allows you to automatically identify a *glyph of warding*, *greater glyph of warding*, *symbol* spell, or similar spells, without needing to make a Spellcraft check. Identifying such a *glyph* or *symbol* in this way does not activate its effects, although if you continue to study or examine the *glyph* or *symbol*, it activates normally.

Finally, the spell grants greater comprehension of the underlying principles of spells that are read with it. This allows you to cast divine scrolls as an arcane caster, or arcane scrolls as a divine caster. All other requirements for casting a spell from a scroll (including the requirement that the spell be on your spell list) are unaffected.

#### **REDUCE ANIMAL**

You can target magical beasts and vermin, as well as animals, and the spell can affect non-willing targets. Nonwilling targets are entitled to a Fortitude save to resist the spell's effect. Additionally, you can decrease the target's size by up to two categories, to a minimum of Diminutive. If the target shrinks two sizes, its weight decreases by a factor of 16 and it gains a +4 size bonus to Dexterity, a -4 size penalty to Strength, and a +2 bonus on attack rolls and to AC because of its decreased size.

**Augmented (5<sup>th</sup>):** If you expend 3 uses of mythic power, you can reduce the target to Fine size, regardless of what size it was previously. For each size category that the target is reduced in order to reach Fine, it gains a +2 size bonus to Dexterity, a -2 size penalty to Strength, and a +1 size bonus on attack rolls and AC. Further, for every 2 size categories that the target is reduced in order to reach Fine, it suffers a -2 size penalty to Constitution, and its natural armor bonus to AC, if any, is reduced by 1. These bonuses and penalties are instead of the ones normally granted by the spell.

#### **REDUCE PERSON, MASS**

As the mythic version of *reduce person*, except that it affects up to 1 humanoid creature per caster level. Unlike the non-mythic *mass reduce person*, the targets affected by the spell do not all need to be within 30 feet of each other, though they must all be within range.

**Augmented (6**<sup>th</sup>): If you expend 8 uses of mythic power, this spell affects all humanoid creatures in a 1-mile radius centered on you at the time the spell is cast. You can choose whether or not you are affected, as well. Affected creatures with 4 or fewer Hit Dice have their size reduced permanently. Affected creatures with 5 or more Hit Dice have their sized reduced for the normal duration of the spell.

#### REFUGE

The spell can transport the item's possessor to locations on other planes (or transport you to another plane, if that version of the spell is chosen instead). If you choose to have the item transport its possessor, you can designate any location that you are familiar with as the destination, rather than your home. This has the same chance of causing the possessor to arrive off-target as a *teleport* spell. Further, up to 1 creature per caster level can be transported along with the item's possessor, provided that they are all holding hands at the time the item is used.

If you choose to have the item transport you, you are not forced to be transported if you later decide not to be. Instead, once the item is broken, you are granted the supernatural ability to instantaneously travel to the exact location where it was, as a full-round action. You retain this ability for 1 minute per caster level, and if you do not use it by the end of this time, it is wasted.

Either way, whoever is transported by the spell is also granted the supernatural ability to return to the exact location they were in before they were transported, as a fullround action. The creature or creatures retain this ability for 1 minute per caster level, and if they do not use it by the end of that time, they are unable to return in this fashion.

#### REINCARNATE

The target does not lose any prepared spells or unused spell slots as a result of being returned to life in this way. This spell can be used to raise creatures that were turned into undead creatures (provided they are no longer undead), as long as the spell or ability that transformed them into an undead creature is non-mythic. Similarly, creatures slain by death effects can be restored to life in this way, but not if the death effect was from a mythic spell or creature. Additionally, when determining what race the creature will be reincarnated as, you may roll twice and take whichever result you prefer.

Augmented (3<sup>rd</sup>): If you expend 3 uses of mythic power, the target does not gain any negative levels or Constitution drain as a result of this spell. Additionally, instead of rolling to determine the target's new race, you can choose to have the target automatically reincarnate as the same race that he was previously.

Augmented (7<sup>th</sup>): If you expend 8 uses of mythic power, you can cause the target to be reincarnated as a creature of another type entirely. Choose a creature whose CR is less than or equal to 1/2 the level of the target. The target is reincarnated as a creature of that kind, even if it is not the same type (for example, a humanoid could be reincarnated as a fire elemental or a bulette). This process is incredibly taxing on the soul and memories of the reincarnated creature, however, and the creature loses a number of class levels equal to the CR of the creature he is reincarnated as. These are not negative levels: the creature's base attack bonus, saving throws, skill ranks, feats, class features, and even the ability score bonuses gained at certain levels are lost as a result of this change, although the target gains any racial Hit Dice of the new creature he becomes. The creature's experience point total remains the same, and he is treated as though he were the same level he was previously (each CR of his new form effectively counts as a class level for the purposes of determining how much experience he needs to gain further class levels).

As with the non-mythic version of *reincarnate*, the target's new physical ability scores are partially determined



by the new type of creature he has become. Subtract 11 from each of the target's Strength, Dexterity, and Constitution scores from his previous body, and add those numbers to the Strength, Dexterity, and Constitution scores of a normal creature of the type that the target has become. The target's Intelligence, Wisdom, and Charisma are also subject to change, although to a lesser extent. The target uses his original Intelligence, Wisdom, and Charisma scores, but if the new form has a negative Intelligence, Wisdom, or Charisma modifier, he suffers a permanent penalty to that score equal to that modifier (*for example, a wizard with* 24 Intelligence who was reincarnated as an animal with 2 Intelligence would suffer a -4 penalty to his Intelligence score, permanently reducing it to 20).

**Augmented** (9<sup>th</sup>): If you expend 3 uses of mythic power, you can *reincarnate* creatures whose souls are not willing. Doing so requires special oils and incense worth 1,000 gp per Hit Dice of the creature to be *reincarnated*, and the target is allowed a Will save to resist the effect, using the bonus he possessed at the time of his death. The soul must still be free and able to return, even if it does so against its will.

#### REMOVE BLINDNESS/DEAFNESS

The target is cured of both blindness and deafness. Further, the spell restores eyes and ears that have been lost. Additionally, it grants affected creatures a +4 circumstance bonus on all saving throws made to resist blindness or deafness for the next 24 hours.

Finally, this spell can be cast on creatures that do not normally have eyes, granting them normal vision for a number of hours equal to your caster level. This version of the spell has a duration of 1 hour/level, rather than instantaneous.

Mythic remove blindness/deafness counters mythic blindness/deafness.

#### **REMOVE CURSE**

You automatically succeed on all caster level checks made to remove non-mythic curses. Additionally, if your caster level is at least 5 higher than the caster level of a cursed magic item that you cast this spell on, you can choose to permanently remove the curse from the cursed item, instead of simply allowing it to be removed from the possession of the person who currently has it. If the cursed item had other magical properties unrelated to the curse, those magical properties are unaffected.

Mythic remove curse counters mythic bestow curse.

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## Uncover Forgotten Areane Lorg

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 21 mythic spells, from programmed image to remove curse. A mythic programmed image gains a limited sentience, and can use its own reasoning, judgment, and knowledge to act out your commands. The mythic version of protection from energy can absorb the power of the elements it protects from, using them to create further defenses, and can also protect from all the elements at once. A mythic rage allows you to grant rage powers to the targets, or cause unwilling creatures to fly into a self-destructive frenzy, while a mythic reincarnate can bring creatures back as creatures of completely different types. 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.

