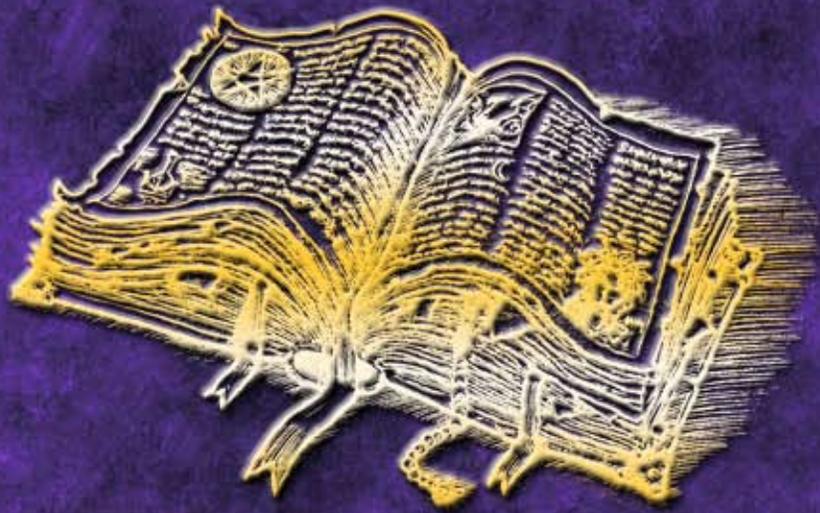


Mythic Mastery

Missing Mythic Magic

Volume XVII



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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Introduction

The *Pathfinder Roleplaying Game: 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. *Pathfinder Roleplaying Game: 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 *Pathfinder Roleplaying Game: Mythic Adventures*.

REMOVE DISEASE

You automatically succeed on all caster level checks made to remove non-mythic diseases. Additionally, you grant the target immunity to any disease that is removed in this way for a number of weeks equal to your mythic tier (the target is only immune to that particular disease, and is still subject to other diseases).

REMOVE FEAR

Add your mythic tier to the number of creatures that you can target. Additionally, the target becomes completely immune to all fear effects from non-mythic sources, though he only gains the normal +4 bonus on saving throws against fear effects from mythic sources. Further, the DC for any Intimidate check made against an affected creature is increased by an amount equal to twice your mythic tier.

Mythic *remove fear* counters mythic *cause fear*.

REMOVE PARALYSIS

Each creature targeted by the spell is automatically cured of paralysis. Additionally, each cured creature becomes immune to paralysis for 1 minute. This bonus lasts for 1 minute. Finally, if any of the targets have had their Strength or Dexterity score reduced to less than 1 by ability damage or ability drain, this spell restores that character’s ability score to 1.

REPEL METAL OR STONE

The waves of energy are more powerful, allowing you to affect larger objects. You can affect fixed metal or stone objects as long as their diameter is no greater than 3 inches + 2 inches per mythic tier you possess, and you can affect loose objects weighing up to 500 pounds + 100 pounds per mythic tier you possess.

Additionally, you gain some ability to control the flight of these objects, and if their movement would cause them to pass within 5 feet of a creature or object, you can

attempt to divert the moving object to strike the creature or object that it is passing near. Doing so requires a successful attack roll (using your base attack bonus modified by your primary spellcasting ability score modifier). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). If the object is the same size category or larger than the target, then if you successfully hit the target, you can have the object make a bull rush attempt as a free action (using your base attack bonus, your primary spellcasting ability score as its Strength score, and whatever size bonus or penalty is appropriate for the object).

Augmented (9th): If you expend 6 uses of mythic power, you cause the spell’s energy to exude in all directions. The spell’s area changes to a 60-foot-radius emanation centered on you, with affected objects being pushed away from you in every direction.

REPEL VERMIN

Add your mythic tier to your caster level when determining the Hit Dice limit for which vermin are able to cross the barrier with a successful Will save. Additionally, the damage dealt to a vermin that successfully crosses the barrier increases to 2d6 per mythic tier. Finally, the spell’s area increases to a 15-foot-radius emanation.

Augmented (4th): If you expend 3 uses of mythic power, the spell’s area increases to a 30-foot-radius emanation. Additionally, any vermin that fails to pass through the barrier created by the spell must succeed on a secondary Will save or act as though panicked for 1d4 minutes, even if it is immune to fear effects.

REPULSION

Add your mythic tier to your caster level for the purposes of determining the spell’s maximum area and its duration. Additionally, whenever a creature begins its turn in the spell’s area, he must succeed on a secondary Will save or be compelled to move outside the spell’s area (the creature is unable to move towards you as part of this movement).

RESILIENT SPHERE

The *resilient sphere* is not subject to *dispel magic*, unless the source of the *dispel magic* spell is mythic. Additionally, a *disintegrate* from a non-mythic source does not automatically destroy the *resilient sphere*, although it does deal damage to it as though it were a creature (the *resilient sphere* automatically fails its saving throw, but its hardness applies to the damage). A *rod of cancellation* has no effect on the *resilient sphere*.

Augmented (3rd): If you expend 2 uses of mythic power, you can cause the sphere to be mobile in nature, rather than being anchored in place. This causes the sphere to be a free-rolling ball of force, which can be moved by creatures inside or outside the sphere, at up to half their speed (or 1/4 their speed when travelling uphill, or up to twice their speed when travelling downhill). If two creatures

try to move the sphere in different directions, they must make opposed Strength checks to determine which way the sphere goes. Creatures attempting to move the sphere from the inside suffer a -4 penalty on such checks.

RESISTANCE

The resistance bonus on saving throws increases to an amount equal to 1/2 your mythic tier. Additionally, at any time during the spell's duration, as an immediate action when forced to make a saving throw, the target can choose to expend the spell's remaining energy in order to gain a boost on that saving throw. This functions as the surge ability, using either your bonus dice or the target's, whichever is higher. The target does not need to spend an additional use of mythic power in order to use this ability, but once he uses it, the spell immediately ends.

RESTORATION

In addition to the benefits of a mythic *lesser restoration*, the spell can be used to remove any number of permanent negative levels. For each negative level beyond the first that is removed, the cost of the material components increases by 500 gp.

Augmented (5th): If you expend 3 uses of mythic power, the target is also cured of all ability score drain to each of his ability scores (instead of all ability score drain to a single ability score), and he is cured of the blinded, deafened, and paralyzed conditions. This spell does not regrow body parts, so blindness caused by a lack of eyes, or a similar condition, is not cured.

Special: Any character that knows the mythic version of *restoration* also knows the mythic version of *lesser restoration* and *greater restoration*, as long as that character also knows the non-mythic version of those spells.

RESTORATION, GREATER

The spell's duration is reduced to 1 standard action. The spell also stops any bleed damage that the target is suffering from, unless that bleed damage came from a mythic source and has special requirements that must be met for it to be stopped. Additionally, the target gains a new saving throw to resist any curse, disease or poison he is currently suffering from, with a +4 bonus: success on this saving throw counts towards the number of successes needed to be rid of the curse, disease, or poison, but failure has no negative consequences. The target is also cured of the blinded, deafened, paralyzed, and petrified conditions.

Augmented (7th): If you expend 4 uses of mythic power, you can target up to 1 creature per 3 caster levels each time you cast this spell.

Special: Any character that knows the mythic version of *greater restoration* also knows the mythic version of *lesser restoration* and *restoration*, as long as that character also knows the non-mythic version of those spells.

RESTORATION, LESSER

The spell's casting time is reduced to 1 standard action. In addition to removing the fatigued condition and reducing exhaustion to fatigue, it also removes the sickened condition, and reduces the nauseated condition to sickened. It also stops any bleed damage that the target is suffering from, unless that bleed damage has special requirements that must be met for it to be stopped. Finally, the target gains a new saving throw to resist any disease or poison he is currently suffering from: success on this saving throw counts towards the number of successes needed to be rid of the disease or poison, but failure has no negative consequences.

Augmented (3rd): If you expend 2 uses of mythic power, you remove all temporary ability score damage from all of the target's ability scores, instead of 1d4 points of ability score damage from 1 of the target's ability scores, and the target is completely cured of exhaustion and nausea (rather than having them reduced to fatigued or sickened, respectively).

Special: Any character that knows the mythic version of *lesser restoration* also knows the mythic version of *restoration* and *greater restoration*, as long as that character also knows the non-mythic version of those spells.

RESURRECTION

The spell's casting time is reduced to 1 round. Any ability score damage the subject possessed is removed as part of the *resurrection*, as are any non-mythic curses or magical diseases.

Augmented (3rd): If you expend 3 uses of mythic power, and the target has been dead for no more than 1 hour 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 (7th): If you expend 5 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.*)

Augmented (8th): If you expend 8 uses of mythic power, this spell can be used to resurrect creatures whose souls are either not free or are unwilling to return. In the case of a soul that is not free, you must succeed on a special caster level check (1d20 + your caster level + your mythic tier, with a DC equal to 11 + the caster level of the spell effect that imprisoned the target's soul or the Hit Dice of the creature whose supernatural ability imprisoned the target's soul + the mythic tier of the creature that imprisoned the target's soul). Success indicates that you are able to free the soul and resurrect the creature. Failure indicates that you failed, and

cannot try again on the same creature until the next time you gain a mythic tier. In the case of a soul that is unwilling, the target is entitled to a Will save (using the bonus they possessed when they were alive) to resist being returned to life.

RIGHTEOUS MIGHT

In addition to the spell's other effects, you are particularly effective at meting out your deity's divine wrath. You gain a +2 sacred bonus (or profane if you channel negative energy) to attack rolls made against creatures whose alignments include an element that is directly opposed to your deity's alignment (for example, the cleric of a lawful good deity would gain this bonus against any creature that was chaotic or evil). You also gain a sacred bonus on damage rolls against such creatures equal to your mythic tier. At the GM's discretion, these bonuses may also apply to creatures whose alignments are not opposed to your deity's, but who have directly angered, offended, or otherwise gained the ire of your deity in some fashion other than simply being your foe.

Augmented (5th): If you expend 2 uses of mythic power, then you grow even larger than normal, increasing your size by two categories, instead of one. This increases the size bonuses the spell grants to Strength and Constitution to +8, and the size penalty imposed to Dexterity to -4. It also increases the natural armor bonus the spell grants to +3, and alters your space, reach, weapon damage dice, and modifiers to attack, AC, CMB, and CMD as appropriate for your new size category.

Augmented (9th): If you expend 3 uses of mythic power, you gain all the benefits associated with the previous augmentation. Additionally, when the spell is cast, you may declare your deity's wrath, and demand that all creatures within 30 feet of you convert to the worship of your deity on the spot. Each creature within range can immediately choose to convert, in which case they are affected as though by the redemption or temptation version of *atonement*, and have their alignment changed to match your deity's. For each creature that does not do so, the sacred bonuses granted by this spell applies to attack and damage rolls made against them, even if the creature's alignment is not in opposition to your deity's. If the creature refuses and its alignment is in opposition to your deity's, the bonuses are doubled.

ROPE TRICK

The maximum length of the rope that you can use increases by 5 feet per mythic tier you possess (to a maximum possible length of 80 feet). The extra-dimensional space created by the *rope trick* is much larger and more comfortable. The interior of the *rope trick* is an area of up to one 10-foot cube of space per caster level, arranged as you choose in any floor plan you desire. The place is furnished and contains sufficient foodstuffs to serve a single meal to up to 1 creature per caster level. A single near-transparent butler, liveried and obedient, waits upon all who enter. The butler functions as *unseen servant*, except that it is visible and can go anywhere within the *rope trick*.

Additionally, as a standard action, you can affect the rope used in the *rope trick* spell in one of the following ways: you can make it invisible (as the spell *invisibility*), you can

make it slick and greasy, increasing the DC of Climb checks made to climb the rope by +10, you can make it particularly tough, increasing its hardness to 15 and its hit points to 10 per caster level, or you can make it painfully hot to the touch, inflicting 1d4 points of fire damage to each creature that touches it for each round of contact (this forces you to make an additional Climb check to avoid falling from the rope each round, as normal for taking damage while climbing). You can have only one of these effects active at any given time. Activating or deactivating one of these abilities is a standard action, which can only be performed if you are at least partially outside the extra-dimensional space created by the spell.

Augmented (3rd): If you expend 2 uses of mythic power, you can have any number of the listed effects applied to the rope at the same time, and can do so from within the *rope trick*. Further, the *invisibility* effect on the rope lasts indefinitely. Finally, you can also affect the rope as though by *animate rope* in the same way, although one end remains tethered to the extra-dimensional space at all times.

RUSTING GRASP

The spell can affect other metals besides iron and iron alloys, although it cannot affect objects made of adamantine. Magic items can be affected, but they may make a Fortitude save to resist the spell's effects, and objects with an enhancement bonus equivalent (including all armor, shield, and weapon special abilities it possesses) equal to or greater than your mythic tier are immune.

When used against a suit of metal armor, the spell now reduces the armor's bonus to AC by 2d4 points, rather than 1d6. The spell can also be used against shields in the same way, provided that the shield is made of metal.

When used against a weapon, you do not provoke an attack of opportunity.

When used against a metallic creature, whenever you successfully damage the creature, it must succeed on a Fortitude save or suffer 1d4 points of ability damage to your choice of its Strength, Dexterity, or Constitution score.

Augmented (8th): If you expend 5 uses of mythic power, you can choose to unleash a blast of rusting energy, instead of the spell's normal effect. This changes the spell's range to 60 feet, it changes from having a target to having an area of a 60-foot-radius burst centered on you, and it changes the duration to instantaneous. All metal objects within the spell's area are destroyed. Magical metal objects, and those made of adamantine, may make a Fortitude save to resist this effect. Magical objects whose enhancement bonus equivalent is equal to or greater than your mythic tier, and magical items that are also made of adamantine, gain a +4 bonus on their saving throws. Legendary items, and other objects of mythic significance, as well as artifacts, are immune. Metal creatures in the spell's area suffer 2d6 points of damage per caster level. A successful Fortitude save halves this damage.

SCARE

Non-mythic creatures are panicked, rather than frightened, if they fail their saving throw. Additionally, if a creature succeeds on his saving throw, he is shaken for 1d4 rounds, instead of 1 round. Further, the spell can affect creatures with a number of Hit Dice up to 5 + your mythic tier. Finally, the targets do not need to be within 30 feet of one another, and can be anywhere within range.

Augmented (2nd): If you expend 2 uses of mythic power, then mythic creatures that fail their saving throw are also panicked, instead of frightened.

Augmented (5th): This spell can affect creatures that are immune to fear effects. Such creatures receive a +4 bonus on their saving throw to resist the spell.

SCINTILLATING PATTERN

Creatures that are unaffected due to spell resistance, immunity to mind-affecting 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 60-foot-radius spread, and the maximum number of Hit Dice of creatures that can be affected increases by 2 per mythic tier you possess (to a maximum of 40 Hit Dice for a 20th level caster with 10 mythic ranks). 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 12 Hit Dice or fewer that fail their saving throws are blinded permanently, while creatures with 13 or more Hit Dice that fail their saving throws are only blinded for 1d4 rounds.

Augmented (4th): If you expend 2 uses of mythic power, then each creature in the spell's area must succeed on a Will save or be fascinated by the spell's effect for as long as they remain within its area. This applies both to creatures that are affected by the spell's other effects, and to any other creatures in the area, beyond the maximum Hit Dice limit of the spell.

SCREEN

You can change the nature of the illusion created by the spell at any time during its duration as a full-round action. The spell fools blindsight, blindsense, scent, and most other extraordinary or supernatural senses. Even a *true seeing* spell does not penetrate a mythic *screen*, although it does grant an observer an automatic saving throw (instead of only allowing one if the illusion is interacted with), and grants a +4 bonus on saving throws to see through the mythic *screen*. A mythic *true seeing* sees through the mythic *screen* normally.

Augmented (4th): If you expend 2 uses of mythic power, you can make the illusion a phantasm, instead of a glamor. This allows you to cause different creatures to observe different things within the spell's area. You must declare a basic illusion that is observed by all creatures viewing the area by default. Then, as long as you are concentrating on the spell, you can cause up to 1 creature per mythic tier to observe something else. You do not need line of sight or line of effect

to these creatures, but you must be aware that they exist. You can determine completely different illusions for each creature that you affect in this way, causing them to each sense entirely different things from one another and from the basic illusion, if desired. As soon as you stop concentrating, each of these creatures resumes seeing the basic illusion. Transitioning from one illusion to another in this way automatically grants a saving throw. In order to avoid such a transition when the creature first sees the affected area, you can begin concentrating on what they will observe before they are actually in the spell's area, but doing so has no effect until they are able to see (or otherwise sense) the affected area.

Augmented (9th): If you expend 8 uses of mythic power, the spell's area increases to one 1-mile square per caster level.

SCRYING

The spell's casting time is reduced to 10 minutes, and the spell can be cast with either the material component (a pool of water) or the focus component (a silver mirror worth 1,000 gp). Having both increases the spell's saving throw DC by +1. Additionally, the subject no longer gains a +5 bonus on its saving throw if it is on another plane, and any of the spells that normally have a 5% chance per caster level of functioning through the sensor automatically function through the sensor. Finally, you can scry on the subject even if he succeeded on his saving throw to resist a previous *scrying* in the past 24 hours, but he gains a cumulative +2 bonus on his saving throws to resist the spell for each previous *scrying* that he successfully resisted in the last 24 hours.

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

SCRYING, GREATER

As the mythic version of *scrying*, except that the casting time is reduced to 1 minute, and the spell's duration remains 1 hour per caster level. Additionally, for the purposes of determining what effects work through the magical sensor, the sensor is treated as a window in space, allowing nearly all sensory effects to function through it, including spell effects such as *detect secret doors*, *detect thoughts*, *locate creature*, and others that are not directly called out in *scrying* or *greater scrying*.

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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 *Pathfinder Roleplaying Game: Mythic Adventures*, the sourcebook that introduced mythic power to the *Pathfinder Roleplaying Game*, dozens of spells were left behind. *Missing Mythic Magic Volume XVII*, and its predecessors, 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 20 mythic spells, from *remove disease* to *scrying*, *greater A mythic repel metal or stone* can affect objects of much greater size, and grants much greater control over how they are repelled, including allowing you to make ranged attacks with them. A mythic *resilient sphere* can be created so that it is not anchored in place, allowing you to roll it about freely, and is much more resistant to damage. A mythic *resurrection* can not only bring back outsiders, constructs, and undead, it can even bring back those whose souls are unwilling or imprisoned, and a mythic *rusting grasp* can affect a much wider array of objects, and can even take the form of a 60-ft.-radius burst. 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 *Pathfinder Roleplaying Game: 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.