Mythic Mastery Missing Mythic Magic Volume XVIII



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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. *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*.

SCULPT SOUND

You can affect different targets in different ways, deadening the sounds made by one target, altering the sounds made by another, and amplifying sounds made by a third. You can also choose to have different sounds made by the creature or object be affected differently; for example, you could have the target's footsteps be deadened, his voice amplified, and the sound of his breathing changed to sound like ocean waves. Further, at any time during the spell's duration, as long as you are within close range, you can concentrate on the spell as a standard action, allowing you to change the way that a spell affects one of the targets. Finally, you do not need to choose all of the spell's targets at once. As a standard action, at any time during the spell's duration, you can concentrate on the spell in order to target an additional creature within close range. The new target does not need to be within 30 feet of any other targets, but you cannot exceed the normal number of targets the spell allows in this way (1/level). The spell's duration is unaltered, and ends at the same time for all targets, even those who were not targeted until later.

SECRET CHEST

The chest can store a number of cubic feet of material equal to your mythic tier multiplied by your caster level, instead of the normal amount. The chest is automatically affected by *arcane lock*, and a special version of *alarm* which functions as the mental version of the *alarm* spell, except that you can hear the alarm at any distance, and even while the chest is on another plane. Further, the spell's duration is changed to permanent, and there is never any chance of the chest becoming irretrievable.

Additionally, you may choose to store the chest on any plane other than the one on which you cast the spell, rather than always storing it on the Ethereal Plane. In the case of planes with more distinct geography than the Ethereal Plane (such as most outer planes), if you want to store the chest in a particular location, you can designate that specific location as the place where the chest will be sent. This decision must be made when the spell is cast, and cannot later be changed; no matter how many times you recall the chest and send it back, it will always go to the chosen location on the chosen plane. The likelihood that the chest becomes linked with the correct location, instead of somewhere else on the chosen plane, depends on your familiarity with the location in question. This functions identically to a *teleport* spell, with the chances to arrive on target, off target, in a similar area, or have a mishap being the same as that spell for each level of familiarity with the chosen location. If you do not choose a location on the plane, the chest is stored in a random location on that plane. Note that some planes may have a higher risk of the chest being found or destroyed than other planes.

SECRET PAGE

You can affect a number of pages equal to your caster level multiplied by your mythic tier, provided that all of these pages are part of the same book or other bound document. Additionally, you can cause the writing to take on any handwriting style that you are familiar with, allowing you to imitate the handwriting of specific individuals. A casual observer will be unable to distinguish this handwriting from the one you are imitating, and more detailed scrutiny requires a successful Perception check (DC 10 + your caster level + your primary spellcasting ability score modifier) to notice any differences.

Further, the pages are also affected by a *magic aura* effect which obscures this spell from *detect magic* and similar effects, and the affected pages are immune to the non-mythic version of *erase*. Finally, when you cast the spell, you can also specify certain conditions that cause the page to revert to its original contents without you speaking the command word. Such conditions could include (but are not limited to): other creatures speaking the command word, a particular individual picking up the paper, the paper being exposed to moonlight, one week passing, and so on.

SECURE SHELTER

The size of the hut increases to a 40-foot-square structure. The hut gains a second floor, accessible by a ladder that reaches a trapdoor in the ceiling. This second floor has another window (which is also shuttered and affected by *arcane lock* and *alarm*) and several comfortable beds. Additionally, once during the spell's duration, you can speak a command word while within the hut to affect its entire interior with a *guards and wards* spell, which lasts for up to 1 hour.

Augmented (4th): If you expend 3 uses of mythic power, the conjured hut possesses a pair of massive chicken legs, which it can use to walk and dance about. The hut remains stationary unless you command it to move, and while stationary, it folds its legs beneath it, effectively hiding them from view. The hut has a movement speed of 40 feet, and can be commanded to stroll (taking a single move action each round), hustle (taking two move actions each round) or run (taking the run action each round). You can either issue orders to the hut directly, by looking out the window or standing on its roof and telling it exactly where to go, or you can provide it with simple instructions (such as "head east" or "head to the nearest town,") and it will follow them, as though it had an Intelligence score of 8. The hut instinctively avoids crashing into buildings, creatures, and other objects of at least Small size, and it cannot make attacks or be made to damage such creatures or objects. The interior of the hut remains perfectly calm and steady, regardless of the rate at which the hut moves.

SEE INVISIBILITY

You can see creatures that have been made invisible by the mythic version of *invisibility*, or by dust of disappearance. Rather than seeing invisible creatures as translucent shapes, you are able to make out details of the invisible creatures, seeing them exactly as though they were not invisible, although you are still able to distinguish invisible, ethereal, and visible creatures from one another automatically. By concentrating on the spell as a standard action, you can detect the lingering aura of invisibility left by an invisible creature's passing, allowing you to detect whether an invisible creature or object has been within the area within 1 hour per mythic tier, and you can follow this lingering trail with Survival as though it were tracks (for this purpose, the base DC is 10 + 2 per hour that has passed, and the conditions of the ground and weather have no effect). Finally, you gain a +4 bonus on Perception checks made to notice hidden or concealed creatures or objects, as well as on Will saves made to disbelieve illusions that are hiding or obscuring creatures, objects, doorways, and so on.

SEEMING

The bonus on Disguise checks is increased by an amount equal to twice your mythic tier. Additionally, each target can appear as a creature of any creature type and of up to 1 size category smaller or larger than they actually are. Finally, you do not need to choose all of the spell's targets at once. As a standard action, at any time during the spell's duration, you can concentrate on the spell in order to target an additional creature within close range. The new target does not need to be within 30 feet of any other targets, but you cannot exceed the normal number of targets the spell allows in this way (1 per 2 levels). The spell's duration is unaltered, and ends at the same time for all targets, even those who were not targeted until later.

Augmented (3rd): By expending 3 uses of mythic power, you can choose to have the spell also mimic either the auditory or tactile features of whatever forms the targets assume while under the effects of the spell. Thus, a creature assuming the form of a dog could feel furry, and a creature assuming the form of a hill giant could speak with an unnaturally deep voice. By expending 5 uses of mythic power, you can have the spell mimic both auditory and tactile features of any form assumed by a target under the effects of the spell.

SEPIA SNAKE SIGIL

The sepia snake does not immediately disappear if its initial attack misses, but remains for 1 round per level and attempts to attack the creature that triggered the spell during that time. The snake can move at a speed of 30 feet, and can make an attack against an adjacent creature as a standard action (this is resolved as a Reflex save, the same as the initial attack). It can also move up to twice its speed in a straight line and make such an attack as a full-round action, similar to the charge action, but without any bonuses or penalties. The sepia serpent has an initiative bonus equal to your primary spellcasting ability score modifier, an AC equal to 12 + your primary spellcasting ability score modifier, and a number of hit points equal to your caster level multiplied by 3. A successful dispel magic causes the sepia snake to vanish, which it also does if it successfully strikes the target, or after 1 round per caster level passes without it being able to do so, or if it is reduced to o hit points. Additionally, the DC to affect the mythic sepia snake sigil with erase is increased by an amount equal to your mythic tier.

Augmented (4th): If you expend 3 uses of mythic power, the bite of the sepia snake also delivers a potent version of black adder venom. The saving throw DC for the venom increases to match the spell's DC. The poison does not affect the target while he is held in suspended animation, but kicks in immediately upon the target being released.

Augmented (6th): If you expend 5 uses of mythic power, the magic of the *sepia snake sigil* is not consumed when the spell is triggered. The sigil fails to function for 24 hours after being triggered, but once this time has passed, the spell resumes functioning, as though it had never been triggered (this does not interfere with creatures that have been placed in suspended animation by the spell).

Augmented (8th): If you expend 8 uses of mythic power, creatures engulfed in the amber field of force created by the spell remain that way until you command them to be released or until the effect is successfully dispelled; they are not automatically released after any amount of time. You can pick up and move the suspended creatures (their weight is unaffected by the spell).

SEQUESTER

Add your mythic tier to your caster level when determining the spell's duration and the maximum size of a targeted object. The target cannot be found by non-mythic *discern location* spells. Further, the target is also affected by the non-mythic version of *antipathy*, which affects all creatures that are actively seeking the target, instead of the normal restrictions on what *antipathy* can affect.

Augmented (8th): By expending 5 uses of mythic power, you can target an unwilling creature with this spell. The target is entitled to a Will save to resist the effect. Because the target is held in suspended animation, he cannot be harmed while under the spell's effects, though he can be moved.

SHADES

You can mimic conjuration or evocation spells of up to 9th level, and the illusory effect is 90% real, rather than 80% real. When used to mimic evocation spells, it functions as *shadow evocation* instead of *shadow conjuration*.

Augmented (10th): If you expend 2 uses of mythic power, the spell mimics the mythic version of *shadow conjuration* or *shadow evocation*, instead. You can use the augmented version of the mythic spell, if desired, but must expend additional uses of mythic power to do so.

Special: Any character that knows the mythic version of *greater shadow conjuration* and *greater shadow evocation* also knows the mythic version of *shades*, as long as that character also knows the non-mythic version of *shades*.

SHADOW CONJURATION

You can mimic conjuration spells of up to 4th level, and the illusory conjurations are 30% real, rather than 20% real.

Augmented (3rd): If you expend 2 uses of mythic power, the spell mimics the mythic version of the spell, instead. You can use the augmented version of the mythic spell, if desired, but must expend additional uses of mythic power to do so.

Special: Any character that knows the mythic version of *greater shadow conjuration* also knows the mythic version of *shadow conjuration*, as long as that character also knows the non-mythic version of *shadow conjuration*.

SHADOW CONJURATION, GREATER

You can mimic conjuration spells of up to 7th level, and the illusory conjurations are 70% real, rather than 60% real.

Augmented (5th): If you expend 2 uses of mythic power, the spell mimics the mythic version of the spell, instead. You can use the augmented version of the mythic spell, if desired, but must expend additional uses of mythic power to do so.

Special: Any character that knows the mythic version of *shadow conjuration* also knows the mythic version of *greater shadow conjuration*, as long as that character also knows the non-mythic version of *greater shadow conjuration*.

SHADOW E<u>VOCATION</u>

You can mimic evocation spells of up to 5th level, and the illusory conjurations are 30% real, rather than 20% real.

Augmented (3rd): If you expend 2 uses of mythic power, the spell mimics the mythic version of the spell, instead. You can use the augmented version of the mythic spell, if desired, but must expend additional uses of mythic power to do so.

Special: Any character that knows the mythic version of *greater shadow evocation* also knows the mythic version of *shadow evocation*, as long as that character also knows the non-mythic version of *shadow evocation*.

SHADOW EVOCATION, GREATER

You can mimic evocation spells of up to 8th level, and the illusory conjurations are 70% real, rather than 60% real.

Augmented (3rd): If you expend 2 uses of mythic power, the spell mimics the mythic version of the spell, instead. You can use the augmented version of the mythic spell, if desired, but must expend additional uses of mythic power to do so.

Special: Any character that knows the mythic version of *shadow evocation* also knows the mythic version of *greater shadow evocation*, as long as that character also knows the non-mythic version of *greater shadow evocation*.

SHADOW WALK

You can cast the spell even in areas of bright light, as you summon shadows to you to open a doorway to the Plane of Shadow. This also results in a *deeper darkness* effect, centered on the location you were in when you cast the spell, which lasts for 3 rounds, and obscures your departure from view.

Additionally, while on the Plane of Shadow, you can extend your senses into the Material Plane in the form of an animated shadow. Doing so is a standard action and causes an animated shadow to appear in a random location on the Material Plane that is 50100 feet from the corresponding point to where you are standing in the Plane of Shadow. This shadow is incorporeal and moves at a rate of 30 feet, but cannot move more than 120 feet from the location where it was created. While using this ability, you see through the shadow's eyes, as though you were in its location, but your vision is hazy and dim, and you suffer a -10 penalty on Perception checks, and, due to the strange nature of the Plane of Shadow, are unable to see any living creatures on the Material Plane in this way (although you can see constructs and undead normally). While using this ability, you are considered blind and deaf on the Plane of Shadow. You can end the effect as a standard action.

Finally, there is no danger of you becoming fatigued when you return from the Plane of Shadow, even if you are shunted from a solid object.

SHAMBLER

The spell's range increases to long (400 feet + 40 feet/level). Additionally, the shambling mounds created by this spell also gain the giant creature template, in addition to being advanced. Further, each shambling mound created by the spell is infested with a symbiotic swarm of army ants. These army ant swarms generally remain within the shambling mound's space, even during combat, and do not harm the shambling mound or its opponents. Any creature grappling or grappled by the shambling mound, however, is subject to the swarm's swarm damage (3d6 plus distraction DC 15, or 6d6 if the creature is helpless). The swarm is considered to have total cover from attacks as long as the shambling mound is alive. If the shambling mound is killed, the army ant swarm emerges from its corpse and attacks any creatures nearby.

Augmented (9th): If you expend 4 uses of mythic power, this spell does not count against the normal limit of having only one *shambler* spell active at a time. The spell's duration changes to 24 hours. You can extend the duration each day when you prepare spells by an additional 24 hours, but in order to do so you must expend 3 uses of mythic power.

SHAPECHANGE

The spell can function as any spell with the polymorph subschool of 8th-level or lower, instead of just the spells listed in the spell's description. Whichever spell it would function as, it instead functions as the mythic version of that spell.

SHIELD

The shield bonus granted by the spell increases to +5. Additionally, you can use the *shield* to grant yourself total cover, as though it were a mundane tower shield. Finally, in addition to granting immunity to *magic missile* attacks directed at you, the *shield* also reduces all force damage you suffer from any source by 10 (to a minimum of o).

SHIELD OF LAW

The deflection and resistance bonuses granted by the spell increase by +1. If your mythic tier is 6 or higher, they increase by +2, instead. Further, you add your mythic tier to the spell resistance granted by this spell. Finally, the spell grants complete immunity to any charm or compulsion effects with the chaos descriptor, or which were cast by a chaotic creature, in addition to the mental protection aspect of *protection from chaos*.

Augmented (5th): If you expend 2 uses of mythic power, then any chaotic creature that succeeds on a melee attack against the warded creature must succeed on a Will save or be nauseated for 1 round per caster level you possess. Creatures nauseated in this way also suffer a -2 penalty on attack rolls, AC, and Reflex saves, for the same duration, and move at half their normal speed. This counts as a *slow* effect, and replaces the normal chance of affecting a chaotic creature that hits the target with a *slow* spell.

SHILLELAGH

The affected weapon is also treated as being made of adamantine for the purposes of overcoming damage reduction or stopping regeneration, or overcoming hardness. If you are good-aligned, it is treated as being good-aligned for the purposes of overcoming damage reduction and stopping regeneration, and the same is true for chaos, evil, and law. Finally, the spell works even if the touched weapon already has an enhancement bonus or other magical effect. In this case, the weapon does not gain the enhancement bonus listed in the spell, but it does still deal damage as though it were two size categories larger.

SHOUT, GREATER

The duration that creatures in the area are deafened increases to 10 minutes, and the damage dealt increases to 10d8 points of sonic damage. The damage dealt to crystalline creatures and exposed brittle or crystalline objects increases to 1d8 points of sonic damage per caster level (maximum 20d8). Crystalline creatures reverberate with sonic energy, taking 4 points of sonic damage each round on your turn for a number of rounds equal to your tier. A mythic greater shout is not impeded by a silence spell, and dispels any such spells or effects in its area. In the case of a mythic silence spell, you must succeed on a special caster level check (1d20 + your caster level + your mythic tier, with a DC equal to 11 + the mythic *silence*'s caster's caster level + the mythic *silence*'s caster's mythic tier). If you succeed, the mythic greater shout functions normally, and the mythic silence is dispelled. Otherwise, the mythic silence blocks the mythic greater shout.

SHRINK ITEM

The spell's range changes to close (25 feet + 5 feet/2 levels), and the spell can target objects of up to 10 cubic feet per level, plus an additional 10 cubic feet for every mythic tier you possess. You can reduce objects of Large size or larger that are affected by the spell to Fine size, even though that is more than four size categories (you can instead reduce them by only the normal four size categories, if you prefer). Finally, if you separately make a mythic version of *shrink item* permanent with the *permanency* spell, you can choose to allow anyone, not just you, to be able to shrink and expand the item by speaking the appropriate command word.

Augmented (8th): If you expend 9 uses of mythic power, you can use this spell to affect entire buildings, though this only shrinks the building to 1/16 its size, and cannot reduce it to Fine size. The building is always entitled to a saving throw (it gains a +1 bonus for every 2,000 cubic feet of space it normally occupies). All objects and creatures within the building are shrunk along with it, on such a scale that any Medium creatures or objects in the building become Fine, Large creatures or objects become Diminutive, and so on, with Small and smaller creatures and objects still being Fine, but retaining their relative size in comparison to the Medium and larger creatures and objects. Creatures within the building are entitled to separate saving throws to resist this effect; creatures that succeed are shunted harmlessly to the nearest unoccupied space without damaging the shrunken building or any creatures or object inside it.

SIMULACRUM

You gain a bonus equal to 1/2 your caster level + your mythic tier on the Disguise check to determine how good the simulacrum's likeness to the original is. You can repair damage dealt to the simulacrum without needing to expend gold to do so, but you must still spend 24 hours tending to it in order to repair it in this way. Finally, you can issue the simulacrum telepathic commands and can receive full sensory input from the simulacrum, as though you were controlling it with *dominate person*.

Augmented (7th): If you expend 1 additional use of mythic power for every 4 Hit Dice the original creature possesses, you can create a simulacrum with the same levels and Hit Dice as the original, up to a maximum number of Hit Dice equal to your caster level minus 3. You must continue to infuse the simulacrum with mythic power in order for it to remain this potent, however, and must expend 1 use of mythic power for every 4 Hit Dice the original creature possessed at the time the spell was cast each day when you rest and regain your uses of mythic power, or the simulacrum's additional Hit Dice fade, reducing it to only half the real creature's level or Hit Dice.

SLAY LIVING

Instead of having to touch the target, you can discharge the eerie dark fire created by the spell as a ray. The ray has a maximum range of 60 feet, and if you choose to use the spell in this way, you must succeed on a ranged touch attack to hit the target, instead of a melee touch attack. Additionally, whether you fire the spell as a ray or you touch the target, he suffers 12d8 points of damage + 1 point per caster level on a failed save, instead of the normal amount, and if he succeeds on his saving throw, he suffers 3d8 points of damage + 1 point per caster level + 1 point per mythic tier you possess, instead of the normal amount.

Augmented (7th): If you expend 2 uses of mythic power, non-mythic creatures whose Hit Dice are no greater than your caster level + 4 that fail their saving throw die instantly.



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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 XVIII*, 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 23 mythic spells, from sculpt sound to slay living. A mythic secure shelter is not only larger. more comfortable, and far more secure, but can also be made to grow legs and move about at the caster's command. A mythic sepia snake sigil is far more persistent than the non-mythic version, and can be used to also poison the victim, to be reusable after being triggered, or even to hold victims in suspended animation indefinitely. Mythic shadow conjuration and shadow evocation can replicate the effects of mythic spells (even if you don't know the mythic versions of those spells), while mythic shrink item can miniaturize even entire buildings and other structures, shrinking all the creatures inside along with them. 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.

