Mythic Mastery Missing Mythic Magic Volume XX



Alex Riggs, Joshua Zaback



Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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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*.

STONE TO FLESH

The target is no longer required to succeed on a Fortitude save in order to survive being unpetrified. Additionally, you can affect up to one additional creature per mythic tier you possess. Further, the spell can be used to grant a spark of life to objects that are rendered into flesh, and, if you use this spell to transform a non-creature object into flesh, you may choose to have the flesh be created in the form of a hungry flesh ooze (*Pathfinder Bestiary 4*), rather than as an inert mass. If the object is humanoid in shape (such as a statue), you can choose to have it transform into a flesh golem, instead (and, at the GM's discretion, certain objects may be able to be transformed into other specific flesh-based monsters). If you do, you can direct the ooze's actions for up to 1 round per caster level, after which time it becomes free to act on its own volition.

Alternatively, this spell can be cast on a creature whose body is made of stone or a stone-like substance (such as earth elementals, caryatid columns^{B3}, and so on). If such a creature fails a Fortitude save to resist the spell, its natural armor bonus to AC is reduced by 5 (minimum o), and any damage reduction it may possess is negated for 1 round per caster level.

Augmented (5th): If you expend three uses of mythic power, you can affect much larger objects with this spell. Instead of affecting a cylinder of stone from 1 foot to 3 feet in diameter and up to 10 feet long, you can affect one 5-foot cube of stone per caster level. If you choose to make this flesh animated, you create one hungry flesh per 5 foot cube affected in this way.

SUGGESTION, MASS

A mythic mass suggestion loses the languagedependent descriptor. Additionally, the targets can be up to 60 feet apart from one another, rather than 30 feet apart. Further, you can impose different suggestions on different targets.

Augmented (8th): If you expend five uses of mythic power, you can cause your suggestion to affect a much

larger group of creatures. This version of the spell affects all creatures in an area centered on you, with a radius of any size you choose, up to 1 mile. You can select up to 1 creature per caster level within this area to be immune to the spell. Unlike the base version of *mythic mass suggestion*, when augmented in this way, all targets must receive the same suggestion.

SUMMON INSTRUMENT

The instrument summoned by the spell is a particularly impressive specimen of its kind, and grants a +4 competence bonus on any Perform check made using it. Additionally, a magical link between yourself and the instrument allows you to play it with your mind. This still requires the same type of action as playing it normally, but you do not need to hold the instrument, freeing your hands for other purposes, and can play it from up to 120 feet away. Unlike the non-mythic version of the spell, you can summon instruments that are too large to be held in two hands, but not one that is longer than 20 feet in any dimension. If the space the instrument is summoned into is not large enough to hold it, or is unable to support its weight, the spell fails. Finally, the spell's duration increases to 10 minutes per caster level.

Augmented (2nd): If you expend two uses of mythic power, you can summon up to one musical instrument per caster level. You can choose to allow these instruments to be played by others, if desired, or you can play them all mentally simultaneously (as described above). For every 3 additional instruments you add to a performance in this way, the competence bonus the spell grants on the associated Perform check increases by 1. Finally, as a swift action, you can allow the instruments to play themselves, completely independent of you. This allows them to continue performing without you spending any actions to continue the performance. If a Perform check is necessary, roll 1d20 and add the competence bonus granted by the spell, but the maximum possible result is 15. You cannot use bardic performance, raging song, or similar abilities through instruments summoned in this way.

Augmented (5th): If you expend one additional use of mythic power per 5,000 gp of the item to be summoned, you can use this spell to summon any wondrous item that is a musical instrument, instead (such as *pipes of the sewers*, or a *horn of Valhalla*).

SUMMON MONSTER I

The summoned creature gains a single use of mythic power, and gains one of the following mythic universal monster abilities of your choice: fortification, mistsight, powerful blows, second save, or surge. Alternatively, instead of one of the above mythic universal monster abilities, you can choose to have the creature gain the absorb blow or sudden block path ability of the guardian mythic path.

Special: Any character that knows the mythic version of any of the *summon monster* spells also knows the mythic version of all of the other *summon monster* spells for which she also knows the non-mythic version.

SUMMON MONSTER II

As mythic summon monster I, with the following exceptions: you can summon one creature from the 2nd-level list, or 1d3 creatures of the same kind from the 1st-level list, as normal for summon monster II. If you choose to summon 1d3 creatures from the 1st-level list, only one of them gains a use of mythic power and a special ability.

Additionally, when choosing what special ability the summoned creature gains, you may choose any 1sttier guardian path ability for which the creature meets the prerequisites, instead of the options listed for *mythic summon monster I*.

SUMMON MONSTER III

As mythic summon monster I, with the following exceptions: you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list, as normal for summon monster III. If you summon one creature from the 3rd-level list, that creature gains two uses of mythic power, and you may choose two abilities for the creature to gain. If you summon creatures from a lower-level list, you may divide two uses of mythic power and two abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon monster II*.

SUMMON MONSTER IV

As mythic summon monster I, with the following exceptions: you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list, as normal for summon monster IV. If you summon one creature from the 4th-level list, that creature gains two uses of mythic power, and you may choose two abilities for the creature to gain. If you summon creatures from a lower-level list, you may divide two uses of mythic power and two abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon monster III*, plus the block attacks universal monster ability.

SUMMON MONSTER V

As mythic summon monster I, with the following exceptions: you can summon one creature from the 5thlevel list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list, as normal for summon monster V. If you summon one creature from the 5th-level list, that creature gains three uses of mythic power, and you may choose three abilities for the creature to gain. If you summon creatures from a lower-level list, you may divide three uses of mythic power and three abilities amongst those creatures as you see fit. Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon monster IV*.

SUMMON MONSTER VI

As mythic summon monster I, with the following exceptions: you can summon one creature from the 6thlevel list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list, as normal for summon monster VI. If you summon one creature from the 6th-level list, that creature gains three uses of mythic power, and you may choose three abilities for the creature to gain. If you summon creatures from a lower-level list, you may divide three uses of mythic power and three abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon monster V*, plus any of the 3rd-tier guardian path abilities, although such abilities count as two abilities for the purposes of how many abilities you can grant.

SUMMON MONSTER VII

As mythic summon monster *I*, with the following exceptions: you can summon one creature from the 7th-level list, 1d₃ creatures of the same kind from the 6th-level list, or 1d₄₊₁ creatures of the same kind from a lower-level list, as normal for summon monster VII. If you summon one creature from the 7th-level list, that creature gains four uses of mythic power, and you may choose four abilities for the creature to gain. If you summon creatures from a lower-level list, you may divide four uses of mythic power and four abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon monster VI*.

SUMMON MONSTER VIII

As mythic summon monster I, with the following exceptions: you can summon one creature from the 8thlevel list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list, as normal for summon monster VIII. If you summon one creature from the 8th-level list, that creature gains four uses of mythic power, and you may choose four abilities for the creature to gain. If you summon creatures from a lowerlevel list, you may divide four uses of mythic power and four abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon monster VII*, plus the dual initiative universal monster ability, although this counts as three abilities for the purposes of how many abilities you can grant.

SUMMON MONSTER IX

As mythic summon monster I, with the following exceptions: you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list, as normal for summon monster IX. If you summon one creature from the 9th-level list, that creature gains four uses of mythic power, and you may choose four abilities for the creature to gain. If you summon creatures from a lower-level list, you may divide four uses of mythic power and four abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon monster VIII*, plus any of the 6th-tier guardian path abilities, although such abilities count as three abilities for the purposes of how many abilities you can grant.

SUMMON NATURE'S ALLY I

The summoned creature gains a single use of mythic power, and gains one of the following mythic universal monster abilities of your choice: greensight, mistsight, poisonous blood (your choice of giant wasp poison or medium spider venom, DC equal to 10 + 1/2 the summoned creature's Hit Dice + the summoned creature's Constitution modifier), powerful blows, sand glide, or surge. Alternatively, instead of one of the above mythic universal monster abilities, you can choose to have the creature gain the absorb blow or sudden block path ability of the guardian mythic path.

Special: Any character that knows the mythic version of any of the *summon nature's ally* spells also knows the mythic version of all of the other *summon nature's ally* spells for which she also knows the non-mythic version.

SUMMON NATURE'S ALLY II

As mythic summon nature's ally *I*, with the following exceptions: you can summon one creature from the 2nd-level list, or 1d3 creatures of the same kind from the 1st-level list, as normal for summon nature's ally *II*. If you choose to summon 1d3 creatures from the 1st-level list, only one of them gains a use of mythic power and a special ability.

Additionally, when choosing what special ability the summoned creature gains, you may choose any 1sttier guardian path ability for which the creature meets the prerequisites, instead of the options listed for *mythic summon nature's ally I*.

SUMMON NATURE'S ALLY III

As mythic summon nature's ally I, with the following exceptions: you can summon one creature from the 3rdlevel list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list, as normal for summon nature's ally III. If you summon one creature from the 3rd-level list, that creature gains two uses of mythic power, and you may choose two abilities for the creature to gain. If you summon creatures from a lowerlevel list, you may divide two uses of mythic power and two abilities amongst those creatures as you see fit. Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon nature's ally II*.

SUMMON NATURE'S ALLY IV

As mythic summon nature's ally I, with the following exceptions: you can summon one creature from the 4thlevel list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list, as normal for summon nature's ally IV. If you summon one creature from the 4th-level list, that creature gains two uses of mythic power, and you may choose two abilities for the creature to gain. If you summon creatures from a lowerlevel list, you may divide two uses of mythic power and two abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon nature's ally III*, plus the feral savagery universal monster ability (the extra attack occurs whenever the creature uses the full-attack action).

SUMMON NATURE'S ALLY V

As mythic summon nature's ally *I*, with the following exceptions: you can summon one creature from the 5th-level list, 1d₃ creatures of the same kind from the 4th-level list, or 1d₄₊₁ creatures of the same kind from a lower-level list, as normal for summon nature's ally *V*. If you summon one creature from the 5th-level list, that creature gains three uses of mythic power, and you may choose three abilities for the creature to gain. If you summon creatures from a lower-level list, you may divide three uses of mythic power and three abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon nature's ally IV*.

SUMMON NATURE'S ALLY VI

As mythic summon nature's ally I, with the following exceptions: you can summon one creature from the 6th-level list, 1d₃ creatures of the same kind from the 5th-level list, or 1d₄₊₁ creatures of the same kind from a lower-level list, as normal for summon nature's ally VI. If you summon one creature from the 6th-level list, that creature gains three uses of mythic power, and you may choose three abilities for the creature to gain. If you summon creatures from a lower-level list, you may divide three uses of mythic power and three abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon nature's ally V*, plus any of the 3rd-tier guardian path abilities, although such abilities count as two abilities for the purposes of how many abilities you can grant.

SUMMON NATURE'S ALLY VII

As mythic summon nature's ally *I*, with the following exceptions: you can summon one creature from the 7thlevel list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list, as normal for summon nature's ally VII. If you summon one creature from the 7th-level list, that creature gains four uses of mythic power, and you may choose four abilities for the creature to gain. If you summon creatures from a lowerlevel list, you may divide four uses of mythic power and four abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon nature's ally VI*.

SUMMON NATURE'S ALLY VIII

As mythic summon nature's ally I, with the following exceptions: you can summon one creature from the 8th-level list, 1d₃ creatures of the same kind from the 7th-level list, or 1d₄₊₁ creatures of the same kind from a lower-level list, as normal for summon nature's ally VIII. If you summon one creature from the 8th-level list, that creature gains four uses of mythic power, and you may choose four abilities for the creature to gain. If you summon creatures from a lowerlevel list, you may divide four uses of mythic power and four abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon nature's ally VII*, plus the dual initiative universal monster ability, although this counts as three abilities for the purposes of how many abilities you can grant.

SUMMON NATURE'S ALLY IX

As mythic summon nature's ally I, with the following exceptions: you can summon one creature from the 9thlevel list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list, as normal for summon nature's ally IX. If you summon one creature from the 9th-level list, that creature gains four uses of mythic power, and you may choose four abilities for the creature to gain. If you summon creatures from a lowerlevel list, you may divide four uses of mythic power and four abilities amongst those creatures as you see fit.

Additionally, when choosing what special abilities the summoned creature or creatures gain, you may choose from any of the options available for *mythic summon nature's ally VIII*, plus any of the 6th-tier guardian path abilities, although such abilities count as three abilities for the purposes of how many abilities you can grant.

SUNBURST

The spell's area increases to a 100-foot-radius burst. The damage inflicted by the spell increases to 6d8 for most creatures, and 1d8 per caster level (maximum 25d8) for undead, fungi, mold, oozes, and slimes. After the initial burst, a small glowing orb of light hangs in the center of the spell's area, raising the light level within the spell's area to bright, and inflicting 2d8 points of damage per round to undead creatures, fungi, molds, oozes, and slimes that end their turn within the spell's area, and automatically dispelling any darkness spell of 7th level or lower cast within the area, as though that spell had been successfully countered. The orb remains for 1 round per caster level, and light created by it is treated as natural sunlight for the purposes of determining its effect on creatures with weaknesses to sunlight (such as vampires, wraiths, and so on).

SYMBOL OF DEATH

The total number of hit points' worth of creatures that the spell can affect is increased by 5 per caster level you possess (to a maximum of 250 hit points at 20th level), but it cannot affect any given creature with 151 or more hit points. As with a non-mythic *symbol of death*, once triggered, the symbol glows for 10 minutes per caster level or until expended, and any creature that enters the area while the symbol is triggered is affected. However, at the end of this time, if the symbol has not affected the maximum number of hit points' worth of creatures that it is able to, it goes dormant, but the spell does not end, and the *symbol of death* can be triggered again.

You may choose more than one triggering condition, allowing the symbol to be triggered in more than one way. It takes no additional time to attune any number of creatures to the spell, provided that they are all present at the time the spell is cast. Attuning the spell to creatures that are not present affects the casting time normally. Additionally, you add your mythic tier to the DC of dispel checks made to dispel the *mythic symbol of death*.

Augmented (8th): If you expend three uses of mythic power, you can allow the *mythic symbol of death* to create a connection to you, allowing it to siphon magical power from you to last indefinitely. If you do, whenever the *mythic symbol of death* would become dormant after being triggered, it attempts to drain one use of mythic power from you, in order to restore the number of hit points' worth of creatures it can affect back to the maximum amount. The spell is able to draw mythic power from you across any distance, but not if you are on a different plane of existence from the symbol. You can choose to prevent it from doing so, but if you do, or if you do not have a use of mythic power remaining, the spell does not recharge in this way.

SYMBOL OF FEAR

Creatures that are panicked by a *mythic symbol* of *fear* develop an overriding aversion to the symbol, and cannot willingly come within 60 feet of it. Every 24 hours, the creature can attempt a Will save to overcome this aversion, but failure means that they cannot willingly come within 60 feet of the symbol for another 24 hours.

You may choose more than one triggering condition, allowing the symbol to be triggered in more than one way. It takes no additional time to attune any number of creatures to the spell, provided that they are all present at the time the spell is cast. Attuning the spell to creatures that are not present affects the casting time normally. Additionally, you add your mythic tier to the DC of dispel checks made to dispel the *mythic symbol of fear*.



Augmented (8th): If you expend three uses of mythic power, you can allow the *mythic symbol of fear* to create a connection to you, allowing it to siphon magical power from you to last indefinitely. If you do, whenever the *mythic symbol of fear*'s duration would expire after being triggered, it attempts to drain 1 use of mythic power from you, in order to allow it to become dormant, and able to be triggered once more. The spell is able to draw mythic power from you across any distance, but not if you are on a different plane of existence from the symbol. You can choose to prevent it from doing so, but if you do, or if you do not have a use of mythic power remaining, the spell does not recharge in this way.

SYMBOL OF INSANITY

Creatures affected by a *mythic symbol of insanity* can only be cured of the *insanity* effect by a *greater restoration*, *heal*, or *limited wish* spell cast by a character whose mythic rank is equal to or greater than yours was at the time *mythic symbol of insanity* was cast. The caster does not need to use the mythic version of those spells. A *miracle* or *wish* spell, even if cast by a non-mythic character, can still remove the effect.

Affected creatures also use the table used for *mythic confusion* (found in *Pathfinder Roleplaying Game: Mythic Adventures*) to determine their actions each round, rather than the normal table for confusion effects.

You may choose more than one triggering condition, allowing the symbol to be triggered in more than one way. It takes no additional time to attune any number of creatures to the spell, provided that they are all present at the time the spell is cast. Attuning the spell to creatures that are not present affects the casting time normally. Additionally, you add your mythic tier to the DC of dispel checks made to dispel the *mythic symbol of insanity*.

Augmented (5th): If you expend two uses of mythic power when casting this spell, instead of the spell's normal effect, you can cause the affected creature to immediately gain 1d3 madnesses. You choose three madnesses when the spell is cast, and the order in which they are gained, and each target rolls separately to determine how many madnesses they gain, in the chosen order. The saving throw DC for the madnesses is equal to the spell's saving throw DC, instead of the normal amount. For more information on madnesses, see the *Pathfinder RPG GameMastery Guide*.

Augmented (8th): If you expend three uses of mythic power, you can allow the *mythic symbol of insanity* to create a connection to you, allowing it to siphon magical power from you to last indefinitely. If you do, whenever the *mythic symbol of insanity's* duration would expire after being triggered, it attempts to drain 1 use of mythic power from you, in order to allow it to become dormant, and able to be triggered once more. The spell is able to draw mythic power from you across any distance, but not if you are on a different plane of existence from the symbol. You can choose to prevent it from doing so, but if you do, or if you do not have a use of mythic power remaining, the spell does not recharge in this way.

SYMBOL OF PAIN

Creatures affected by a *mythic symbol of pain* must succeed on a secondary Fortitude save or be wracked with even more intense pain, halving their movement speed and leaving them staggered. Creatures that fail this saving throw by 5 or more pass out from the pain and fall unconscious for 2d4 hours, during which time they can't be awoken by normal means. Once the creature leaves the area of the symbol, he can make a new Fortitude save every 10 minutes to end the staggered condition, although the rest of the negative effects imposed by the spell persist normally.

You may choose more than one triggering condition, allowing the symbol to be triggered in more than one way. It takes no additional time to attune any number of creatures to the spell, provided that they are all present at the time the spell is cast. Attuning the spell to creatures that are not present affects the casting time normally. Additionally, you add your mythic tier to the DC of dispel checks made to dispel the *mythic symbol of pain*.

Augmented (6th): If you expend three uses of mythic power, you can allow the *mythic symbol of pain* to create a connection to you, allowing it to siphon magical power from you to last indefinitely. If you do, whenever the *mythic symbol of pain*'s duration would expire after being triggered, it attempts to drain 1 use of mythic power from you, in order to allow it to become dormant, and able to be triggered once more. The spell is able to draw mythic power from you across any distance, but not if you are on a different plane of existence from the symbol. You can choose to prevent it from doing so, but if you do, or if you do not have a use of mythic power remaining, the spell does not recharge in this way.

SYMBOL OF PERSUASION

In addition to the spell's normal effects, you gain a +10 bonus on all Bluff and Diplomacy checks involving any creature affected by the *mythic symbol of persuasion*. If you are able to communicate with the creature, you can attempt to improve her attitude towards you naturally while she is still under the spell's effects. This functions as normal for changing a creature's attitude with Diplomacy, except that the DC for the check is based on the creature's attitude towards you before being affected by the *mythic symbol of persuasion*. If the check is successful, then at the end of the spell's duration, the creature's attitude towards you remains helpful indefinitely. Additionally, you add your mythic tier to any opposed Charisma checks made to convince the creature to do something it wouldn't ordinarily do.

You may choose more than one triggering condition, allowing the symbol to be triggered in more than one way. It takes no additional time to attune any number of creatures to the spell, provided that they are all present at the time the spell is cast. Attuning the spell to creatures that are not present affects the casting time normally. Additionally, you add your mythic tier to the DC of dispel checks made to dispel the *mythic symbol of persuasion*.

Augmented (2nd): If you expend two uses of mythic power, you may choose a single suggestion, as the spell suggestion, at the time you create the symbol. In addition to the spell's other effects, any creature affected by the mythic symbol of persuasion is also affected as though by suggestion, with the chosen suggestion.

Augmented (6th): If you expend three uses of mythic power, you can allow the *mythic symbol of persuasion* to create a connection to you, allowing it to siphon magical power from you to last indefinitely. If you do, whenever the *mythic symbol of persuasion*'s duration would expire after being triggered, it attempts to drain 1 use of mythic power from you, in order to allow it to become dormant, and able to be triggered once more. The spell is able to draw mythic power from you across any distance, but not if you are on a different plane of existence from the symbol. You can choose to prevent it from doing so, but if you do, or if you do not have a use of mythic power remaining, the spell does not recharge in this way.

SYMBOL OF SLEEP

A mythic symbol of sleep can affect creatures whose Hit Dice are less than or equal to 10 + your mythic tier. Additionally, you may choose when you cast the spell to increase the duration of the sleep effect to 10 minutes per mythic tier you possess, instead of the normal time. Finally, when you cast the spell, you can choose to have it affect all creatures that are rendered unconscious by the spell in one or more of the following ways (this choice applies to all creatures affected by the spell, and cannot later be changed):

- The creature is affected as though by the *nightmare* spell (or the mythic version of the *nightmare* spell, if you also know the mythic version of that spell).
- The creature receives a particularly recuperative rest, recovering 2 hit points per Hit Dice and 2 points of ability score damage at the end of the sleep effect.



Creatures that are awoken prematurely by any means do not receive these benefits.

• The creature experiences a dream up to 10 minutes in length, which can have any content or message that you choose. The nature of the dream is determined when the spell is cast, applies to all affected creatures, and cannot later be changed.

You may choose more than one triggering condition, allowing the symbol to be triggered in more than one way. It takes no additional time to attune any number of creatures to the spell, provided that they are all present at the time the spell is cast. Attuning the spell to creatures that are not present affects the casting time normally. Additionally, you add your mythic tier to the DC of dispel checks made to dispel the *mythic symbol of sleep*.

Augmented (6th): If you expend three uses of mythic power, you can allow the *mythic symbol of sleep* to create a connection to you, allowing it to siphon magical power from you to last indefinitely. If you do, whenever the *mythic symbol of sleep*'s duration would expire after being triggered, it attempts to drain 1 use of mythic power from you, in order to allow it to become dormant, and able to be triggered once more. The spell is able to draw mythic power from you across any distance, but not if you are on a different plane of existence from the symbol. You can choose to prevent it from doing so, but if you do, or if you do not have a use of mythic power remaining, the spell does not recharge in this way.

SYMBOL OF STUNNING

Creatures affected by a *mythic symbol of stunning* are paralyzed for 1d4 rounds before being stunned for 1d6 rounds, and after they are stunned, they are still staggered for an additional 1d8 rounds.

You may choose more than one triggering condition, allowing the symbol to be triggered in more than one way. It takes no additional time to attune any number of creatures to the spell, provided that they are all present at the time the spell is cast. Attuning the spell to creatures that are not present affects the casting time normally. Additionally, you add your mythic tier to the DC of dispel checks made to dispel the *mythic symbol of stunning*.

Augmented (4th): If you expend two uses of mythic power, the *mythic symbol of stunning* stuns targets with a powerful burst of electricity, instead of by affecting their minds. Any creature that triggers the symbol or comes within range of it while it is active suffers 1d8 points of electricity damage per mythic tier you possess. Such creatures are not entitled to the Will save normally offered by the spell, but a successful Fortitude save halves this electricity damage and prevents the paralyzed, stunned, and staggered conditions. This version of the spell loses the mind-affecting descriptor and gains the electricity descriptor.

Augmented (6th): If you expend 3 uses of mythic power, you can allow the *mythic symbol of stunning* to create a connection to you, allowing it to siphon magical power from you to last indefinitely. If you do, whenever the *mythic symbol of stunning*'s duration would expire after being triggered, it attempts to drain 1 use of mythic power from you, in order to allow it to become dormant, and able to be triggered once more. The spell is able to draw mythic power from you across any distance, but not if you are on a different plane of existence from the symbol. You can choose to prevent it from doing so, but if you do, or if you do not have a use of mythic power remaining, the spell does not recharge in this way.

SYMBOL OF WEAKNESS

The ability damage inflicted by a *mythic symbol of weakness* cannot be healed by any means (including *wish* or *miracle*) as long as the affected creature is still within 60 feet of the symbol and the symbol is still active. Even if the creature moves away from the symbol, this ability damage cannot be healed by magical means unless the caster succeeds on a special caster level check (d20 + the caster's caster level + the caster's mythic tier vs. DC n + your caster level + your mythic tier). The ability damage can still be healed naturally over time.

You may choose more than one triggering condition, allowing the symbol to be triggered in more than one way. It takes no additional time to attune any number of creatures to the spell, provided that they are all present at the time the spell is cast. Attuning the spell to creatures that are not present affects the casting time normally. Additionally, you add your mythic tier to the DC of dispel checks made to dispel the *mythic symbol of weakness*. Augmented (6th): If you expend three uses of mythic power, you can allow the *mythic symbol of weakness* to create a connection to you, allowing it to siphon magical power from you to last indefinitely. If you do, whenever the *mythic symbol of weakness's* duration would expire after being triggered, it attempts to drain 1 use of mythic power from you, in order to allow it to become dormant, and able to be triggered once more. The spell is able to draw mythic power from you across any distance, but not if you are on a different plane of existence from the symbol. You can choose to prevent it from doing so, but if you do, or if you do not have a use of mythic power remaining, the spell does not recharge in this way.

SYMPATHETIC VIBRATION

The spell's range increases to close (25 feet + 5 feet per 2 caster levels), and the sonic damage the spell inflicts each round increases to 5dio. Additionally, the spell can affect structures that are not freestanding, but it deals only 1/2 damage to such structures, and they receive a Fortitude save each round to negate the damage for that round (for the purposes of this spell, a structure receives a +1 bonus on its saving throw for each foot of stone or earth surrounding it, up to a maximum bonus of +10. At the GM's discretion, certain structures may gain additional bonuses or penalties based on their size, the quality of their construction, or similar factors).

Augmented (5th): If you expend two uses of mythic power, you can have the spell deal all of its damage to the structure at once. This reduces the spell's duration to instantaneous, and causes it to inflict 5d10 points of damage per caster level to the structure (ignoring hardness).

Augmented (9th): If you expend eight uses of mythic power, you can cause this spell to affect all freestanding structures within 1 mile of your location at the time you cast the spell.

SYMPATHY

When determining what types of creatures are affected by the spell, you have a greater level of freedom over what types of criteria you use. You can choose to have the spell affect creatures of a certain creature type or alignment, or you can specify more abstract conditions, such as creatures of a certain profession, age, nationality, or gender. You can also choose multiple conditions, if desired (*for example, you could choose to have the spell affect only troglodytes who are old or older, or only humanoids that are bakers*). Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Uncover Forgotten Arcane Lore

Everyone knows that knowledge is power, and that having options is better than not having them. It should come as no surprise, then, that wizards, witches, and other powerful spellcasters are always on the lookout for new and exciting spells to add to their repertoires. While many spells from the Pathfinder Roleplaying Game Core Rulebook received a facelift and an upgrade in 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 XX, and its predecessors, aim to give each and every spell from the core rules a fullfledged 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 33 mythic spells, from stone to flesh to sympathy. A mythic summon instrument can summon entire orchestras of instruments that play themselves, or even wondrous items that are instruments. Mythic summon monster and summon nature's ally spells allow you to grant mythic abilities and uses of mythic power to summoned creatures, while mythic symbol spells can all be recharged and made semi-permanent, in addition to other unique enhancements for each such spell, and a mythic sympathetic vibration can level even sturdy structures instantaneously. 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.

