Mythic Mastery Missing Mythic Magic Volume XXI



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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*.

TELEKINETIC SPHERE

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

Additionally, all creatures and objects caught within the globe created by the spell are made completely weightless, and you can telekinetically lift the contents of the sphere regardless of their normal weight. Further, the range of your telekinetic control of the sphere increases to long range (400 feet + 40 feet per caster level), and it takes only a move action to concentrate on moving the sphere up to 60 feet, instead of the normal action and speed required. Finally, add your mythic tier to your caster level when determining the sphere's diameter.

Augmented (5th): If you expend two uses of mythic power, you can turn the sphere into an effective ram, allowing you to make bull rush and overrun attempts with it. When performing a combat maneuver in this way, use your caster level as your base attack bonus, and your primary spellcasting ability score instead of your Strength score. You also gain a size bonus to CMB based on the size of the sphere: if it is at least 10 feet in diameter, you gain a +1 bonus, as though it were Large, if it is at least 15 feet in diameter you gain a +2 bonus, as though it were Huge, if it is at least 20 feet in diameter, you gain a +4 bonus, as though it were Gargantuan, and if it is 30 feet in diameter, you gain a +8 bonus, as though it were Colossal. If a combat maneuver check made to perform a bull rush or overrun in this way beats the target's CMD by 5 or more, the target also suffers 4d6 points of bludgeoning damage.

TELEPATHIC BOND

A mythic *telepathic bond* can affect targets at any distance, as long as you have either spoken with or telepathically communicated with each target at some point previously (any target with which you have not previously spoken or telepathically communicated with can still be affected, but is subject to the spell's normal range and targeting requirements, though such targets must only be within 30 feet of you and each other, not targets you can target regardless of range). Additionally, the spell's effects work across planar boundaries, allowing you to remain in contact with creatures on other planes. Finally, the mental bond carries additional information about each target's status and well-being, affecting each target as though they had cast *status* on each other target.

TELEPORT

You can bring up to 1 additional Medium creature per caster level with you (or the equivalent number of larger creatures), instead of the normal amount. Additionally, you can teleport beyond the normal boundaries of the spell, although doing so decreases the accuracy of your teleportation. You can attempt to teleport to locations on other planes, and locations beyond the spell's range.

Locations Beyond the Spell's Range: You can choose to teleport to locations outside the spell's range of 100 miles per caster level. If you do, roll twice when determining whether you arrive on target or not. The GM chooses which result to use. If your destination is not on the same planet or similar celestial body as the one on which the spell was cast, roll three times, instead.

Locations on Other Planes: You can choose to teleport to locations on other planes. First, roll a d% to determine whether or not you arrive on the correct plane. This uses the normal table for teleportation. For the purposes of this roll, a result of "off target" deposits you on a different plane of existence from your intended destination, but within 10100 miles of a portal, gateway, or similar feature that can transport you to that plane. A result of similar area takes you to either a random location on a similar plane, or a location similar to the specific place on the intended plane, but on a plane that may be wildly different (for example, instead of a dungeon in Hell, you might arrive at a jail in some heavenly realm). The GM determines which of these two occurs. Mishaps remain the same. If the result of this initial roll is on target, you arrive on the intended plane, but must then roll again to determine if you arrive in the correct location on that plane.

TELEPORT, GREATER

You can bring up to 1 additional Medium creature per caster level with you (or the equivalent number of larger creatures) instead of the normal amount. Additionally, you can attempt to teleport to locations on other planes, using the method described in *mythic teleport*. If you choose to do so, you must roll both to determine if you arrive on the correct plane and again to determine if you arrive in the correct location on that plane, even though *greater teleport* normally has no chance of arriving off target. Augmented (8th): If you expend four uses of mythic power, you gain the ability to teleport several times. For 10 minutes per caster level after you cast the spell, you can teleport again as a standard action, up to a total number of teleportations equal to your mythic tier. Each teleportation can be to a different location, and you can bring different creatures with you each time.

TELEPORT OBJECT

You can teleport up to one object per 3 caster levels, instead of only a single object. The combined weight of these objects must not exceed 200 lbs. per caster level, and the total volume of these objects must not exceed 10 cubic feet per caster level. Objects stored inside other objects (such as coins in a chest) do not count against the total number of objects you can transport or the total volume, but do count against the total weight.

Augmented (10th): If you expend additional uses of mythic power, you can increase the maximum number of objects, maximum weight, and maximum volume allowances of the spell. For each additional use of mythic power you expend, you can target 1 additional object per 2 mythic tiers you possess, the maximum weight allowance increases by 1,000 lbs. per mythic tier you possess, and the maximum volume of the objects increases by 500 cubic feet per mythic tier you possess. If there are creatures inside the object, they are teleported with it, but are entitled to a Will save to remain behind. Creatures that are not teleported are deposited harmlessly on the ground where the object once was.

TELEPORTATION CIRCLE

You can increase the size of the *teleportation circle*'s radius to be up to 20 feet. Additionally, if desired, you create a matching *teleportation circle* at the destination, which teleports creatures that activate it to the location of the initial *teleportation circle*. Creatures that arrive in either circle via teleportation do not activate it unless they exit it and reenter it normally. Finally, you may choose to make the circle's border have an obvious visual effect (such as runes, light, etc.) to mark the circle without you needing to take additional action to do so.

TEMPORAL STASIS

When you cast the spell, you can determine a specific trigger that will cause it to end automatically. This trigger can be the passage of a specific amount of time (such as, after 5 days), or it can be when certain events occur (such as "when King Richard dies," or "when the door of this tomb is opened," etc.). If the event in question occurs secretly, and is warded from divination magic, it may occur without the temporal stasis effect ending (generally, anything that could not be learned with a contact other plane spell cannot be used to trigger the end of the *temporal stasis*). Finally, if you desire, you can choose to make the target conscious and selfaware while under the spell's effects. If you do, the creature is unable to move or speak, but can take purely mental actions (including communicating telepathically, if they are able to do so, and casting spells without verbal, somatic, or material components). If the target takes any actions other than communicating telepathically, the magic of the *temporal* stasis is weakened, and she is able to be harmed, although

she gains hardness 10. For each month that the creature remains in *temporal stasis* while conscious, she must succeed on a Will save (at the spell's saving throw DC) or suffer 1 point of Wisdom drain, as the experience drives her slowly insane.

TINY HUT

You can set the tiny hut's radius to be anywhere from 5 feet to 30 feet. This decision is made when the spell is cast, and cannot later be changed. You can fit as many creatures within the sphere as its area will accommodate. Additionally, you can leave and re-enter the hut without ending its effect. Further, if the exterior temperature is below o° or above 100°, the temperature inside the hut is adjusted at a rate of only 1° internally per 5° externally. Hurricane-force winds (75+ mph) do not destroy the hut; however, the wind speed within the hut is equal to the wind speed outside the hut minus 75 mph. You also have greater control over the lighting within the hut, and can increase the light level up to bright light, if desired. Finally, the borders of the hut are semi-solid: it costs two squares of movement to enter the hut, and any ranged attack that passes through the hut's border from the outside suffers a -4 penalty, although creatures leaving the hut and projectiles that pass through the hut's border from the inside are unaffected.

TONGUES

You can affect up to 1 target per mythic tier you possess, and the spell's duration increases to 24 hours. Additionally, the spell grants greater insight into the meaning behind a person's words, and also improves the target's own speech in the ears of those who hear it, granting a +4 bonus on Diplomacy and Sense Motive checks. Finally, the spell allows you to speak with animals and other creatures that do not normally speak. While the spell allows communication with such creatures, it does not enhance their intelligence, which may limit the range of conversational topics.

TOUCH OF FATIGUE

If the target is already fatigued, this spell makes him exhausted, instead. Additionally, the spell's duration increases to 10 minutes per caster level. Even if the target succeeds on his saving throw, he is still fatigued for 1 round.

TOUCH OF IDIOCY

The penalty imposed on the target's Intelligence, Wisdom, and Charisma scores increases by an amount equal to 1/2 your mythic tier (rounded down, minimum 1). Further, these penalties are doubled for the purposes of any Intelligence-, Wisdom-, or Charisma-based skill check the target makes.

Augmented (4th): If you expend two uses of mythic power, you may choose one of the following effects to apply to the target, in addition to the spell's normal effect. For every additional 2 uses of mythic power spent beyond that, you may choose an additional effect, but you can't choose the same effect twice.

Amnesia: The target must succeed on a Will save or suffer complete memory loss of his own identity, as well as the identities of every other individual he knows. He still retains his knowledge of famous people and places, but forgets any connection they may have had to him. This has no impact on his class features, feats, skills, or spells known or prepared. The target retains a vague but undeniable memory that you are its enemy. When the spell ends, the target's memories are restored.

Foolish Suggestion: You can implant a foolish idea in the target's head. This functions as suggestion, except that the suggestion must involve foolish or imbecilic behavior (such as behaving like a chicken, dancing in place, hitting oneself in the face with a pastry, and so on). The target is entitled to a Will save to resist the suggestion effect (although the penalty to his Wisdom score applies), and the duration of the effect is equal to the mythic touch of idiocy's duration.

Render Dumb: You can rob the ability of the target to speak. He can still understand any languages he understood before, but is unable to create understandable sentences. He can still pantomime, write, communicate telepathically (if he is able to do so), and use other means to convey messages. This does not interfere with casting spells with verbal components.

TRANSMUTE METAL TO WOOD

Add your mythic tier to any caster level checks made to overcome the spell resistance of magic items made of metal that would be affected by this spell. Weapons affected by this spell have their edges dulled, and any damage rolls made with them are halved or suffer a -2 penalty, whichever results in a lower damage amount. Armor affected by this spell becomes inflexible and difficult to wear, reducing the armor's maximum Dexterity penalty by 2, in addition to the spell's normal effect.

Augmented (9th): If you expend five uses of mythic power, the spell's area changes to a burst centered on you with a radius equal to 400 feet + 40 feet per caster level you possess.

TRANSMUTE MUD TO ROCK

Add your mythic tier to your caster level when determining the spell's range and area. Additionally, the spell's duration changes from permanent to instantaneous, preventing it from being dispelled (although nothing prevents the newly-hardened rock from being affected by *transmute rock to mud*, the same as any other rock). The rock is supernaturally hard, and has hardness 10. Finally, you have an incredible level of control over the spell's area, allowing you to shape the spell with dimensions as small as 1 inch.

TRANSMUTE ROCK TO MUD

Add your mythic tier to your caster level when determining the spell's range and area. Additionally, the spell's duration changes from permanent to instantaneous, preventing it from being dispelled (although nothing prevents the newly-softened mud from being affected by *transmute mud to rock*, the same as any other mud, and the evaporation described in the spell's description still occurs). Further, you have an incredible level of control over the spell's area, allowing you to shape the spell with dimensions as small as 1 inch.

The spell works on worked stone and magical stone, although magical stone may be treated as though it had spell resistance equal to 20 + its caster level, at the GM's discretion. You can create the mud to whatever depth you desire, within the limits of the spell's area. Nothing prevents creatures in the mud from sinking further than chest-deep in the mud, and creatures that are unable to successfully swim in the mud (DC 15) sink at a rate of 5 feet per round.

TRANSPORT VIA PLANTS

Each time you cast this spell, you gain the ability to transport yourself via plants a number of times equal to 1 + 1/2 your mythic tier (rounded down, minimum 2 times). You retain the uses for up to 1 hour. You can bring different creatures or objects with you each time you are transported, and can travel through different types of plants each time you are transported. You are not slain if a plant you occupy is destroyed, and instead suffer only 3d6 points of damage before being ejected from the plant.

TRAP THE SOUL

If the gem used as a focus for the spell is worth at least 15,000 gp, it can be used to trap the soul of creatures of any Hit Dice, and the gem never shatters as a result of failing to affect the target. Any creature freed from imprisonment in a gem in this way can be forced to perform a service upon being freed, rather than just powerful creatures from other planes, and this effect functions as a *geas/quest* on the freed creature.

Augmented (10th): If you expend five uses of mythic power, you can cast the spell with the trigger object method without inscribing any creature's name on the object. If you do, the spell affects the first creature to handle the object after the spell is cast.

TREE SHAPE

While you can still dismiss *tree shape* as a free action, as described in the base spell, you can also transition back from tree form to your normal form as a full-round action without ending the spell, allowing you to resume tree form with another full-round action. Additionally, each time you take on tree form, you may choose a type of tree whose form to take, gaining the benefits listed below. *Fruit Tree:* You sprout magical fruit, which functions similarly to a *goodberry*. Each time you transform into such a tree, you create 2d4 such fruits. Each time one of these fruits is picked (a standard action, which functions as a Steal combat maneuver, if you are not willing), you lose 1 hit point. Picked fruit does not transform back into flesh when you leave tree form. The normal maximum of 8 hit points worth of healing per creature from *goodberries* still applies.

Oak Tree: You gain hardness 8, and the natural armor bonus granted by the spell improves to +12.

Willow Tree: Your Dexterity score is only reduced by 4, instead of being reduced to 0, and your movement speed becomes 5 feet, instead of 0 feet. However, the natural armor bonus granted by the spell is only +4.

Augmented (6th): If you expend two uses of mythic power, this spell instead functions as *plant shape II*, except it can only be used to transform into a treant or similar tree-like creature. The spell's duration changes to 1 minute per caster level.

TREE STRIDE

You can bring up to one creature per 3 caster levels with you each time you travel from one tree to another: the tree needs only have enough girth to accommodate the largest creature transported. Additionally, if you are very familiar with a particular tree of the same kind that you stepped into (using the definition of familiarity found in *teleport*), you can transport yourself to that tree as long as it is within 1,000 miles per caster level (rather than the usual maximum range). Finally, if the tree in which you are concealed is chopped down or burned, you suffer only 3d6 points of damage and are expelled from the tree, rather than being slain.

TRUE RESURRECTION

The spell's casting time is reduced to 1 round. If the target has been dead for no more than 1 minute at the time that the spell is cast, the spell has no material component. Additionally, this spell can be used to raise constructs and undead creatures that have died or been destroyed (you choose whether the undead creatures are returned to their previous undead state or to true life). 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 $70 + 2d_{20}$ 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 four 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.

Augmented (10th): The spell can be used to return a creature to life regardless of how long it has been dead. For every 100 years more than the spell's normal limit of 10 years per caster level, there is a cumulative 5% chance that the spell fails to resurrect the creature (to a maximum of 99% for any creature dead more than 2,000 years + 10 years per caster level). If you fail on this chance, any future attempts for you to resurrect the creature end in the same result.

TRUE SEEING

The target also gains a bonus equal to your caster level on Perception checks, and ignores concealment from mundane sources (such as darkness) in addition to those the spell normally bypasses. Additionally, by scrutinizing a creature as a move action, you can read all aspects of its aura (alignment, emotion, health, and magic), as though with the spell *analyze aura*^{OA}.

Augmented (7th): If you expend four uses of mythic power, you gain the benefits of *mythic true seeing* even when *scrying* or using similar spells, such as *clairaudience/ clairvoyance*.

UNDEATH TO DEATH

The number of Hit Dice worth of creatures destroyed by the spell increases to 1d6 per caster level (maximum 2od6). Add your tier to the maximum HD of creatures that can be affected by the spell (for example, at 3rd tier, a creature with 12 or more HD cannot be affected).

Augmented (6th): If you expend two uses of mythic power, creatures that succeed at their saves against this spell take 1d6 points of damage per tier. 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 21 mythic spells, from telekinetic sphere to undeath to death. A mythic teleport can take you to specific places on other planets or planes, although with decreased accuracy. Mythic temporal stasis can be set to end automatically, and can be made to allow the target to take purely mental actions, while mythic touch of idiocy not only drains mental ability scores, but can also render the target amnesic or mute, or force them to act a fool, and mythic tree shape allows you to take the form of a fruit tree, oak tree, or willow tree, each with specific benefits. 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.

