Mythic Mastery Missing Mythic Magic Volume XXII



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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*.

UNDETECTABLE ALIGNMENT

In addition to hiding your alignment from magical means of detection, you also obscure your morals and ethics, or lack thereof, from mundane detection. The DC of Sense Motive checks to get a hunch about you increases by an amount equal to twice your tier. Additionally, if your words or actions would cause a creature to make any conclusions about your alignment (including determinations that the you are trustworthy or untrustworthy, good-natured or sadistic, and so on, in addition to conclusions about whether abilities like smite evil will work against you), that creature must succeed on a Will save or simply fail to come to that conclusion. This does not cause the character to forget the chaotic, evil, good, or lawful actions you took, but simply causes the character not to make any judgments about you based on those actions.

Augmented (4th): If you expend two uses of mythic power, you can affect up to one creature or object per mythic tier you possess.

UNHALLOW

The DC to resist negative channeled energy in the affected area is increased by an additional amount equal to 1/3 your tier (rounded down, minimum 1, maximum +7 at 9th tier). The DC to resist positive energy is similarly reduced by an additional amount equal to 1/3 your tier. Additionally, any dead body that is interred in a site affected by mythic *unhallow* for a year and a day has a 50% chance of rising as an undead creature on its own. The exact type of undead creature depends on a wide variety of factors, and is ultimately determined by the GM, but generally, creatures with fewer than 5 Hit Dice become zombies or skeletons, while creatures with 6 or more Hit Dice become more powerful undead.

Additionally, for one month after casting a mythic *hallow*, the affected area is warded by a *forbiddance* effect, which only affects good clerics, paladins, and good outsiders. These creatures are treated as having alignments different

with respect to both law/chaos and good/evil, even if this is not the case. The *forbiddance* effect does not prevent the planar travel of creatures other than these.

Augmented (4th): By expending 4 uses of mythic power, you can cause the *magic circle against good* and any spell fixed to the *unhallowed* site (as described in the nonmythic version of the spell) to use the mythic version of that spell, instead of the non-mythic version. Any augmentations for these mythic spells must be paid for separately.

UNHOLY AURA

The deflection and resistance bonuses granted by this 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 good descriptor, or which were cast by a good creature, in addition to the mental protection aspect of *protection from good*.

Augmented (5th): If you expend two uses of mythic power, then any good creature that succeeds on a melee attack against the warded creature suffers id8 points of Strength and Dexterity damage, instead of id6 points of Strength damage. Additionally, this ability damage cannot be removed magically unless the caster succeeds on a caster level check (DC 11 + your caster level + your mythic tier), although it can be healed through natural means.

UNSEEN SERVANT

The unseen servant has a Strength score of 12, instead of 2, increasing the amount that it can lift and drag, as well as the maximum force it can exert, accordingly. Similarly, it can perform tasks with a DC of up to 15, although it still cannot make checks using skills that cannot be used untrained. Finally, the spell's range increases to long (400 feet + 40 feet per level).

Augmented (3rd): If you expend two uses of mythic power, you create 1d4 *unseen servants* per mythic tier you possess, each of which can be assigned to different tasks.

VEIL

You can target objects as well as creatures, and the targets of the spell do not need to be within 30 feet of each other at the time the spell is cast, and you can affect any number of targets within the spell's range, regardless of how far they are from each other. Additionally, by concentrating on an affected creature as a move action, you can change what the spell makes that creature appear as. Further, slain creatures continue to be affected by the spell for as long as the spell remains in effect. Finally, the spell also alters evidence the targets leave behind to make it match the illusion, including (but not necessarily limited to) changing the shape of footprints they make, altering the color or appearance of hairs they leave behind, and so on. **Augmented** (**7th**): If you expend three uses of mythic power, unwilling creatures are not entitled to a saving throw to resist the spell's effects.

VENTRILOQUISM

When you speak or otherwise make noise using this spell, you may choose to hide the fact that you are doing so, keeping your lips and mouth from moving at all. No amount of non-magical scrutiny can determine that you are the source of the sounds that you make. Additionally, you are affected as though by *vocal alteration*^{UM} for the spell's duration, and can change the way in which your voice is altered at any time as a move action.

VIRTUE

The spell's duration increases to 1 hour. Further, In addition to the spell's normal effect, you may choose one of the following seven virtues, and grant the target the bonus associated with that virtue.

Charity: The next time the target casts a beneficial spell on another creature that does not affect herself, that spell's caster level is increased by +2.

Chastity: The target gains a +4 bonus on the next saving throw she makes to resist the effects of one of the following: alcohol, charm effects, compulsion effects, diseases, drugs, or poisons.

Diligence: The target gains a number of temporary hit points equal to 10 + twice your mythic tier, instead of the normal amount.

Humility: The target gains a +4 bonus on the next saving throw she makes to resist any spell or effect with the emotion or fear descriptor.

Kindness: The target gains a +4 bonus on the next Diplomacy or Charisma check she makes.

Patience: The next time the target readies an action or uses the delay action, they also gain the benefits of a total defense action.

Temperance: At any point in time during the spell's duration, the target can expend the spell in order to roll 1d4 and add the result to a single d20 roll she just made. This is a free action taken after the result of the original roll is revealed. This can change the outcome of the roll, and stacks with the surge mythic ability, if the target has that ability as well.

VISION

Add your mythic tier to your caster level to determine whether or not you receive a vision. Additionally, you are not fatigued after the spell is complete. Further, instead of only being able to tell you about people, places, and things that are associated with characters of 11th level or higher, the spell can provide information about people, places, and things that are associated with a character of 11 minus your mythic tier level or higher (so a caster of mythic tier 5 would treat anything of 6th level or higher as "legendary" for the purposes of this spell).

Augmented (5th): If you expend two uses of mythic power, you may inquire about up to three different subjects, and you automatically succeed on all caster level checks made to receive visions about them.

WAIL OF THE BANSHEE

You choose the order in which creatures in the spell's area are affected, rather than affecting the closest creatures first (you may not choose to affect fewer than the maximum number of creatures, however). Additionally, creatures that succeed on their saving throw are sickened for one minute and suffer 1d4 points of damage per caster level. Further, the spell's sound is supernaturally powerful, causing it to penetrate spells of 7th level or lower that create areas of magical silence. Finally, creatures that are immune to death effects are not entirely immune to the spell, as half of the damage inflicted by the spell is sonic damage, and affects such characters normally.

Augmented (9th): If you expend three uses of mythic power, any female creatures slain by this spell rise as banshees on the following round. They are under your control and obey your commands for one hour, after which they become free-willed undead. Once you cease controlling them, they are indifferent towards you, and will not take hostile actions against you unless they are given a reason to do so (such as if you attack them, or get in the way of their plans or desires).

WARP WOOD

Add your mythic tier to your caster level when determining the number of small objects you can affect with this spell. Additionally, you can choose to increase or decrease the hardness of affected objects by an amount equal to your mythic tier, and you can change the shape of any warped object, as though with the spell *wood shape*.

Augmented (5th): If you expend two uses of mythic power, this instead functions as *animate objects*, except that it can target only objects made primarily of wood, and the duration is one minute per caster level.

Augmented (9th): If you expend eight uses of mythic power, you can choose to affect all wooden objects within one mile. You may choose to specify certain types of wooden objects to include or exclude from the effect (such as "doors," "buildings," "boats," and so on), but cannot include or exclude specific objects (such as "the front door of that building," "my house," etc.). All affected objects are either warped or unwarped (your choice), and if you choose to increase or decrease the hardness of the objects, or change their shape, that decision is applied to all of the affected objects. For example, you could choose to increase the hardness of all doors, warp them to make them stuck, and shape them to create a small window, if you desired. You cannot use this augmentation in conjunction with the other augmentation for this mythic spell.

WATER BREATHING

The spell's range increases to close (25 ft. + 5 ft./2 levels), and the duration is not divided amongst the recipients: instead, the duration is 2 hours per level for each recipient. Additionally, the targets can speak and hear normally underwater.

Augmented (4th): If you expend two uses of mythic power, you can make the spell harmful, making each affected creature succeed on a Fortitude save or lose the ability to breathe air at the same time that they gain the ability to breathe water. This version of the spell retains the range and duration of the non-mythic version of the spell.

Augmented (9th): If you expend five uses of mythic power, instead of affecting individual creatures, you can create an area in which all creatures can breathe water as easily as air. This version of the spell does not have targets, but instead has an area of a 1-mile radius emanation centered on the touched point, and all creatures within the spell's area are able to breathe water freely, as well as speak and hear normally underwater. This version of the spell has a duration of 24 hours, and you can renew the effect each day by expending three uses of mythic power, without needing to recast the spell. You cannot use this augmentation in conjunction with the other augmentation for this mythic spell.

WATER WALK

The spell's range increases to close (25 ft. + 5 ft./2 levels), and it targets one creature per caster level. Additionally, affected creatures can suppress and resume the effects of the spell as a swift action, allowing them to walk on the water to a certain point, suppress the spell's effects to dive beneath the surface, then reactivate the spell to return rapidly to the surface. The spell's duration continues to elapse even when its effects are suppressed. Finally, the spell grants a bonus equal to twice your mythic tier on all Acrobatics checks made while walking on liquid surfaces.

WAVES OF EXHAUSTION

You may choose to have the spell manifest as either of the following, instead of a 6o-foot cone: a 12o-foot line, or a 3o-foot-radius burst centered on you. Additionally, if a creature that is already exhausted would be affected, that creature suffers 1d4 points of Strength and Dexterity damage, instead.

Augmented (7th): If you expend two uses of mythic power, this spell can affect even creatures that would normally be immune to exhaustion (including constructs and undead), although such creatures are entitled to a saving throw to resist the effect. **Special:** Any character that knows the mythic version of *waves of exhaustion* also knows the mythic version of *waves of fatigue*, as long as that character also knows the non-mythic version of those spells.

WAVES OF FATIGUE

You may choose to have the spell manifest as either of the following, instead of a 30-foot cone: a 60-foot line, or a 15-foot-radius burst centered on you. Additionally, if a creature that is already fatigued would be affected, that creature suffers 1d2 points of Strength and Dexterity damage, instead.

Augmented (5th): If you expend two uses of mythic power, this spell can affect even creatures that would normally be immune to fatigue (including constructs and undead), although such creatures are entitled to a saving throw to resist the effect.

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

WEIRD

Creatures that succeed on their Fortitude save must make another Fortitude save on the following round. Success indicates that they take another 3d6 points of damage, while failure means they die from fear. A creature that dies from a mythic *weird* and is later returned to life is plagued by troubling nightmares, and is subject to a *nightmare* spell each night for a number of days equal to your caster level. This can be removed with *break enchantment*, *limited wish*, *miracle*, or *wish*, but the caster must succeed on a caster level check (DC 11 + your caster level + your mythic tier), or the attempt fails.

Augmented (9th): If you expend two uses of mythic power, the spell can affect a living target that is immune to fear, illusions, or mind-affecting effects.

WHISPERING WIND

The spell's range increases to 10 miles per level, and you can choose to increase its area to be up to a 100-footradius spread. Additionally, the message can be up to 150 words in length, and you can choose to allow anyone present when the message is delivered to provide a response, which is carried back to the location where the spell was cast (although, if this would cause the total distance traveled round-trip to exceed the spell's range, or the total amount of time since the spell was cast to exceed the spell's duration, the second message is not delivered).

Augmented (2nd): If you expend two uses of mythic power, you can choose to have the spell target a specific individual, delivering the spell to that individual's location, wherever she may be. You must have seen the creature up close (within 30 feet) at least once, and any effect that would block the creature from being found with a *locate creature* spell prevents the mythic *whispering wind* from finding them (although the spell's range is not limited by that of *locate creature*). The message is audible to the target and anyone within 10 feet of the target at the time the message is delivered.

WIND WALK

Affected creatures gain DR 10/epic and magic, instead of the damage reduction normally granted by *gaseous form*, and their fly speed with perfect maneuverability increases to 30 feet. It takes only a full-round action to regain physical form or return to gaseous form, rather than 5 rounds. Additionally, as a standard action, any recipient of the spell can reduce the spell's duration by 1 hour in order to affect themselves with the spell *fickle winds*^{UM}, except that the *fickle winds* effect does not function on any round that the character uses *wind walk*'s option to be wafted by magical winds at up to 600 feet per round. Finally, the character gains a +20 bonus on Fly checks made to avoid being checked or blown away by high-speed winds.

WIND WALL

The effect does not need to take the form of a vertical wall, and can instead form a horizontal surface, or even a diagonal one, although it must form a single straight plane. Medium creatures attempting to pass through the wall must succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check (if airborne), or be unable to pass through the wall. Small or smaller creatures that attempt to pass through the wall must succeed on a DC 15 Strength check (if on the ground) or a DC 25 Fly skill check (if airborne), or be knocked back 1d6 x 10 feet and take 1d6 points of nonlethal damage per 10 feet they are knocked back. Success by 5 or more allows the Small or smaller creature to pass through the wall, otherwise success just indicates it is not blown away. Additionally, all normal ranged weapons passing through the wall are deflected and miss, while massive ranged weapons have a 30% chance of being deflected.

WOOD SHAPE

The spell's range increases to close (25 ft. + 5 ft./2 levels), and you can affect up to one piece of wood per 2 caster levels, as long as their combined area is no more than 10 cubic feet per level (instead of the spell's normal target information). You can shape the wood with exquisite detail, easily creating detailed and intricate shapes and images, such as a lifelike wooden figurine, a book filled with paper-thin sheets of wood to serve as pages, or even a simple lock. The chance that any shape with moving parts simply doesn't work is reduced by 1% per caster level, and a further 1% per mythic tier.

Augmented (4th): If you expend two uses of mythic power, you can increase or decrease a given target object's total mass by up to 20% each time you cast this spell, although neither the starting or ending mass of all targets combined can exceed the limitations outlined above.

WORD OF RECALL

When you cast the spell, you can choose to transport yourself to any place that is very familiar to you that is dedicated to your deity or faith, instead of the sanctuary that you chose when you prepared the spell (you can still choose to return to the chosen sanctuary, if desired). The weight of the objects you can bring with you is increased to be equal to the amount of weight that you can push or drag. Additionally, you do not need physical contact with the other creatures to be brought along, and can bring any creatures within 30 feet (up to the normal restriction of one Medium creature per three caster levels). Further, you can bring unwilling creatures, although they are entitled to a Will saving throw and spell resistance to resist the effect, and if they are mythic, they gain a +4 bonus on this saving throw.

ZONE OF SILENCE

You can suppress or resume the spell's effects at any time as a move action, allowing you to benefit from its effects when you want to, and still be able to converse with creatures to or more feet away without needing to end the spell. Additionally, if desired, each time you resume the spell's effects, you can choose to have it also block sound from outside the effect from reaching you on the inside, potentially protecting those in the spell's area from harmful sonic effects. Each minute that the spell functions in this way counts as an hour for the purposes of determining its duration.

ZONE OF TRUTH

Whenever a creature within the spell's effect is asked a question, it must succeed on a secondary Will save or be forced to answer that question truthfully. If the creature succeeds on this Will save, it automatically succeeds on all subsequent Will saves to resist questions inquiring about the same basic topic. Once a given creature has made a number of Will saves in this way equal to your mythic tier (whether it succeeds on those saving throws or not), it ceases to be affected by this ability.



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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 XXII*, 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 22 mythic spells, from undetectable alignment to zone of truth. A mythic virtue spell lasts for a full hour, and grants one of seven additional benefits, each based on a different virtue. A mythic wail of the banshee gives greater control over which creatures are affected, and can cause those it slays to rise as banshees on the following round, while a mythic weird forces creatures to save a second time on the following round in order to survive, and can permanently haunt the nightmares of creatures that die and are resurrected, and a mythic wind wall blocks creatures from being able to pass through it without making Strength or Fly checks. 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.

