Mythic Mastery Mythic Curses

Volume II



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

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Credits

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Introduction

Curses—powerful magic of malicious intent that have a lasting and lingering effect on their victim—are a major part of the fantasy genre. From the curses of folklore and fairytales, typically inflicted by witches and wise men to punish those who wronged them, to the legendary curses of ancient pharaohs and kings that punish trespassers, graverobbers, and archaeologists alike, curses serve not only as powerful magical deterrents against all kinds of mischief, but also have the potential to be great encounters and exciting story elements in your game. In some cases, curses can act as a sort of antagonist in and of themselves, albeit a disembodied one.

Why, then, don't curses see more use at the game table? The short answer is because mechanically, curses in *Pathfinder*, and the 3.5 OGL that it's based on, simply aren't that interesting. Few curses can claim to have the same level of complexity as the average disease or poison—other afflictions in the game that are not particularly known for being terribly fun and engaging at the table.

This book attempts to make use of the mythic rules, presented in *Mythic Adventures*, to truly bring to life the potential that curses have to be an active and engaging element in the game. Our approach treats mythic curses almost as though they were intelligent entities, granting them uses of mythic power each day, and allowing them to use this mythic power to hinder their victims in a variety of ways. Further, mythic curses capitalize on an aspect of curses not explored by the curses in the *Pathfinder Roleplaying Game Core Rulebook*, which is the curse's role as a punishment, rather than a weapon, and the way that curses shape—and are shaped by—the behavior of their victims.

This book includes rules for mythic curses, introduced in *Mythic Mastery: Mythic Curses*, as well as five sample mythic curses. Also included are five sample moral axioms, which are the sources from which mythic curses derive their power.

Mythic Curses

Mythic curses are powerful, magical afflictions which act in some ways more as intelligent characters than as simple afflictions. Each magical curse has an effect that functions more or less like a standard curse, but they each also gain a number of uses of mythic power each day, which they can expend to inflict a variety of different negative effects on their victim, as described in the individual curse's description. It is up to the GM to "roleplay" the mythic curse, and determine when and how the curse expends its daily uses of mythic power.

Mythic Rank

Each mythic curse has a mythic rank, which affects how powerful the curse is, how difficult it is to resist and remove, and how many daily uses of mythic power the curse gains. Each day, a mythic curse gains enough uses of mythic power to bring its current number of uses of mythic power to be equal to its mythic rank + 1. Depending on the mythic curse's moral axioms, and the actions of the creature affected by the curse, the curse may gain more additional uses of mythic power, or may lose some of its daily uses of mythic power. See Moral Axioms and Mythic Power, below, for more information.

The saving throw DC to resist a mythic curse also depends on its mythic rank. By default, a mythic curse's saving throw DC is equal to 20 + the mythic curse's mythic tier.

While there are some exceptions, in general, a mythic curse gains a number of mythic powers equal to its mythic rank +1. These mythic powers allow the mythic curse to expend daily uses of mythic power in order to affect the cursed creature.

Carrying Over Mythic Power

Typically, a mythic curse expends all uses of mythic power that it gains each day, but sometimes, due to various circumstances, a mythic curse may not expend all of its uses of mythic power in a given day. If this occurs, then the next day, when it regains uses of mythic power, it only gains enough to return it to its normal daily amount (typically its mythic rank +1). If the mythic curse begins a day with more uses of mythic power than that amount (typically due to gaining additional uses of mythic power from its moral axioms), it does not gain or lose any uses of mythic power as a result of it being a new day.

Certain mythic curses function differently, and are able to amass more uses of mythic power over the course of several days. In such cases, the description of the individual mythic curse explains how this functions.

Moral Axioms

A moral axiom represents a particular set of behaviors that a mythic curse either rewards or punishes, and serves as a source of power for a mythic curse, as well as a potential way for a creature to free himself from the curse. Whenever a character is affected by a mythic curse, the mythic curse's source can choose a number of moral axioms to apply to the curse, up to a maximum amount equal to the curse's mythic tier. While the mythic curse's source can choose to apply fewer moral axioms than the maximum amount, he or she must choose at least one moral axiom to associate with the mythic curse.

Each moral axiom specifies a number of general and/or specific behaviors that cause the mythic curse to gain additional daily uses of mythic power, if the cursed character engages in them, as well as a number of general and/or specific behaviors that cause the mythic curse to lose daily uses of mythic power if the cursed creature engages in them. In this way, moral axioms can also serve as a means of lifting a mythic curse (see Lifting Mythic Curses).

The cursed character does not automatically know what moral axiom(s) the curse possesses, though the curse's source will often provide at least some clues on this topic. The cursed character does automatically know whenever the curse gains or loses a daily use of mythic power as a result of his actions, and may be able to determine the curse's moral axiom(s) in this fashion. While the character is not aware of abstract concepts like "daily uses of mythic power," this knowledge represents a certainty that the power of the curse is growing or weakening.

Moral Axioms and Mythic Power

Whenever a character affected by a mythic curse performs an action that is in alignment with one of the mythic curse's moral axioms, the mythic curse loses one of its daily uses of mythic power. If the curse doesn't have any remaining uses of mythic power, then it gains one fewer daily use of mythic power than it normally would at the beginning of the next day. The character can reduce the number of uses of mythic power that the curse will gain on the following day to o in this fashion, but gains no benefit from any further actions in alignment with the curse's moral axiom for that day.

On the other hand, whenever a character affected by a mythic curse performs an action that is in opposition with one of the mythic curse's moral axioms, the mythic curse gains an additional daily use of mythic power.

Lifting Mythic Curses

Once a character is affected by a mythic curse, there are a few ways that it can be removed. The following section presents rules for lifting mythic curses in a variety of ways.

Spellcasting

The most straightforward way to remove a mythic curse is with magic. The type of magic that is required to remove a mythic curse depends on the mythic curse's mythic rank, as outlined below:

Minor (MR 1 – MR 3): Minor mythic curses can be removed with a *remove curse* spell, or more powerful magic. The DC for a caster level check to remove a minor mythic curse with *remove curse*, or similar spells, is equal to 15 + twice the mythic curse's mythic rank.

Medium (M4 – MR 7): Medium mythic curses can be removed with a *break enchantment* spell, or more powerful magic. The DC for a caster level check to remove a medium mythic curse with *break enchantment*, or similar spells, is equal to 20 + twice the mythic curse's mythic rank. Alternatively, a mythic character that casts *remove curse* can expend a daily use of mythic power while doing so in order to allow the spell to affect a medium mythic curse. The caster must still succeed on a caster level check in order to remove the mythic curse, and the DC remains the same (20 + twice the mythic curse's mythic rank).

Major (MR 8 – **MR 10):** Major mythic curses can be removed with a *limited wish*, *wish*, or *miracle* spell. Even with such powerful magic, the caster must succeed on a caster level check (DC 20 + twice the mythic curse's mythic rank) in



order to successfully lift the curse in this way. Alternatively, a mythic character that casts *break enchantment* can expend three daily uses of mythic power while doing so in order to allow the spell to affect a major mythic curse. The caster must still succeed on a caster level check in order to remove the mythic curse, and the DC remains the same (20 + twice the mythic curse's mythic rank).

Loss of Mythic Power

A character can also lift a mythic curse by performing a large number of actions that are in alignment with the curse's moral axiom, effectively "starving" the mythic curse of daily uses of mythic power. In order to accomplish this, the cursed character must prevent the mythic curse from regaining any daily uses of mythic power for a number of consecutive days equal to the curse's mythic tier (for example, in order to lift a mythic curse with mythic rank 2 in this way, the character would need to perform three actions that were in alignment with the curse's moral axiom each day for two consecutive days, without performing any actions that were opposed to the curse's moral axiom).

Unique Removal Methods

In addition to the methods outlined above, each mythic curse's description includes information on a specific activity that the victim can undertake in order to lift the curse, which is unique to that particular mythic curse. Unless the curse's description indicates to the contrary, a character can identify this method of removing the curse with a Knowledge (arcana) or Knowledge (religion) check (DC 15 + twice the mythic curse's mythic rank).

New Mythic Curses

The following section presents rules for five new mythic curses. They are presented in alphabetical order.

CURSE OF COWARDICE

MR 5

Type curse; **Save** Will DC 25 negates, a character immune to fear is immune to this curse and any bonus on saving throws against fear affects applies to this curse, no save to avoid effects

The afflicted target feels a constant and overwhelming sense of weakness and impotence, which fills him with dread. As a result of this curse, the target becomes fearful and is prone to flights of panic.

The chief effect of the curse of cowardice is a burning and overwhelming sense of terror which makes even the mightiest of stalwart souls somewhat timid. The target suffers a -4 penalty on all saving throws made to resist fear effects.

Mythic Powers: At any time, the curse of cowardice can expend a daily use of mythic power in order to perform one of the following:

- Fill the cursed creature with a sense of paranoia and dread. The cursed creature gains the shaken condition for 1d4 hours. Additionally, he is filled with a sense of paranoia regarding his own imminent death, causing him to be highly mistrustful of others and imposing a -4 penalty on all Charisma-based skill checks made to interact with another creature.
- Fill the cursed creature with dread regarding another target creature for 1d4 rounds. Each round the cursed creature remains within 30 feet of the target creature, he must succeed on a Will save (DC 10 + the target creature's CR) or become frightened for 1d4 rounds. This is a mind-affecting fear affect.
- Cause the cursed character to cower in fear for 1 round, exactly as though he were panicked and unable to flee from the source of his terror.
- Fill the cursed creature with a sense of dread regarding a specific object or place for 1d4 days. The cursed creature is unable to approach the target object or place and must remain at least 10 feet away from the source of this terror for the duration of that time. If the cursed creature is forced within 10 feet of the target object or place, he must take steps to get away. If he cannot, then he may act normally but gains the shaken condition.
- Cause the cursed creature to suffer an intense wave of fear, causing him to run from nothing at all. The curse of cowardice can cause the cursed creature to do nothing but run forward in a straight line for 1 round. While this ability can be used to put the cursed creature into dangerous or harrowing situations, it cannot be used to force him to commit an action which would certainly result in injury, such as causing him to run off a high cliff or into a pool of acid. This ability costs 2 uses of mythic power to use.

• Fill the cursed creature with a sense of helplessness and worry, making it very difficult to fight. The target suffers a -6 penalty to AC and on all attack rolls and weapon damage rolls for one minute. This ability costs 2 uses of mythic power to use.

Lifting the Curse: In addition to the normal means of removing a mythic curse, you can remove a curse of cowardice by undertaking an oath of service to someone or something which does not directly serve your own interests. So long as the oath remains unbroken and you remain in faithful service to the entity to which you have sworn, performing all tasks asked of you, the curse's power is suppressed. For each month of service rendered, the curse permanently loses 1 use of mythic power. When the curse has no uses of mythic power, it is lifted.

Typical Moral Axioms: Control Your Fear, Tell No Lies.

CURSE OF IDIOCY

MR 2

Type curse; **Save** Will DC 22 negates (DC increases by 5 if the target is an arcane spellcaster), no save to avoid effects

A character affected by this curse has his mental faculties greatly reduced, as his mind is contained by the curse. While the curse's affects are harshest for arcane casters, it can affect characters of any sort.

The cursed creature suffers a -1 penalty on all Intelligence-, Wisdom-, and Charisma-based skills, and ceases to benefit from any feat which improves Intelligence-, Wisdom-, or Charisma-based skills for so long as he is affected by the curse. Finally, when the cursed creature gains a new level, he gains only half the normal number of skill points he should otherwise receive, rounded down (minimum 1).

Mythic Powers: At any time, the curse of idiocy can expend a daily use of mythic power in order to perform one of the following:

- Prevent the cursed creature from being able to communicate intelligibly. The cursed creature loses id4 languages, determined at random from among all languages the target speaks, for id8 hours. If this would cause him to lose his last language, then he instead suffers a -4 penalty on all languagedependant uses of skill checks while communicating in that language.
- Cause a cursed creature to lose the ability to cast spells for a short time. If the cursed creature has the spellcasting class feature, he loses access to that class feature for a number of rounds equal to 1d4 + the remaining uses of mythic power the curse has. If the target is an arcane spellcaster, then the duration is equal to 1d6 plus the number of remaining uses of mythic power.
- Cause the cursed creature to lose his mind for a short time. The target gains the confused condition for 1d4 rounds.

Lifting the Curse: In addition to the normal means of removing a mythic curse, you can remove a curse of idiocy by reading any book of moderate length and complexity aloud, first in the normal order and then again backwards. A suitable work can usually be purchased for 25 gp, and the process typically requires 3d8 hours of attention. You need not attempt the task all at once, and you can continue to read while walking at half speed, eating, or performing any other non-strenuous activity.

Typical Moral Axioms: Be Open-Minded, Respect for the Elderly, Reverence for Knowledge.

CURSE OF SHRINKING

MR 3

Type curse; Save Will DC 23 negates, no save to avoid effects

A character that falls victim to the curse of shrinking loses control over his very being, as his size and physical power are overwhelmed by the curse's malicious influence.

The primary aspect of the curse of shrinking is a marked decrease in the size of the cursed creature. This results in the cursed creature being treated as though he were one size category smaller than he actually is for the purposes of wielding weapons.

Mythic Powers: At any time, the curse of shrinking can expend a daily use of mythic power in order to perform one of the following:

- Cause the cursed creature to physically shrink to Small size for 24 hours. This results in the cursed creature suffering a -2 size penalty to his Strength score, in addition to the normal adjustments for being Small that apply to space and reach, attack rolls, AC, CMB, CMD, Fly checks, and Stealth checks, as well as what weapons he is capable of wielding, and the damage dice for his natural attacks, if he has any.
- Extend the reach of its magic to any object held by the cursed creature. The curse of shrinking can cause any item held by the cursed creature to shrink to 1/16th size, as though it were affected by the spell *shrink object*, except that no saving throw is allowed. A magic item returns to its normal size after 1d6 hours, but non-magical items affected in this way have their size reduced until the curse is lifted.
- Cause the cursed creature to shrink to Diminutive size, imposing a -6 size penalty to his Strength score, in addition to the normal adjustments for being Diminutive that apply to space and reach, attack rolls, AC, CMB, CMD, Fly checks, and Stealth checks, as well as what weapons he is capable of wielding, and the damage dice for his natural attacks, if he has any. This lasts for 1 hour. The curse of shrinking may only use this ability once each day. This ability costs 2 uses of mythic power to use.
- Cause the cursed creature to permanently shrink to the next smallest size category. This results in the cursed creature gaining a +2 size bonus

to his Dexterity and suffering a -2 size penalty to his Strength score, in addition to the normal adjustments for the new size category that apply to space and reach, attack rolls, AC, CMB, CMD, Fly checks, and Stealth checks, as well as what weapons he is capable of wielding, and the damage dice for his natural attacks, if he has any. Once the cursed creature has been affected by this ability, he is immune to this ability. This ability costs 6 uses of mythic power to use.

Lifting the Curse: In addition to the normal means of removing a mythic curse, you can remove a curse of shrinking through the power of the large folk. By convincing 3 individuals of any of the following types of giants to say aloud, "You are large of heart," the curse can be lifted. The types of giants that can lift this curse are: cloud giants, fire giants, frost giants, and storm giants. Each individual giant must belong to a different race of giants.

Typical Moral Axioms: Control Your Temper, Don't be a Miser.

CURSE OF TRANSFIGURATION

Type curse; Save Fortitude DC 26 and Will DC 26 negates

This is a favored curse of fey and the most dangerous witches. By its dread power, the victim is transformed into an animal and is left under the influence of the curse's magic, allowing his form to be further altered.

Upon initially becoming affected the cursed creature is transformed into animal, as though by the spell *beast shape III*. If the cursed creature succeeds on one of the saving throws against this curse, he is still transformed, but may choose his initial form from the options available through the spell *beast shape III*.

Mythic Powers: At any time, the curse of transfiguration can expend a daily use of mythic power in order to perform one of the following:

- Alter the animal form the cursed creature assumes for 24 hours. The form must still be one which could be gained with *beast shape III*.
- Limit the powers granted by transforming into an animal. For 1 hour, the cursed creature loses any beneficial adjustments to his Strength and Dexterity scores received as a result of this curse.
- Further alter the form of the cursed creature, as though by the spell *beast shape IV*. This transformation lasts for 1 hour, after which time the cursed creature returns to his initial animal form.
- Rob the cursed creature of his normal intellect, imposing animal instincts instead. The cursed creature must succeed on a Will save (DC 26) or have his intellect is stripped away for 1d4 hours, as though he were affected by the spell *feeblemind*. This ability costs 3 uses of mythic power to use.
- Cause a fierce swelling of animal rage in the cursed creature causing him to go into a temporary berserk

fury. The cursed creature must succeed on a Will save (DC 26) or be forced to attack the nearest living creature each round for 1 minute. This ability costs 2 uses of mythic power to use.

- Transform the cursed creature as though by the spell polymorph any object. The effects are temporary, however, and last for only 10 minutes before the cursed creature returns to his initial animal form. This ability costs 3 uses of mythic power to use.
- Cause the cursed creature to lose all memory from before he was transformed into an animal. This effect lasts for 24 hours and does not result in the cursed creature losing any class features, skill points, or feats. This ability costs 2 uses of mythic power to use.

Lifting the Curse: In addition to the normal means of removing a mythic curse, you can remove a curse of transfiguration by convincing someone you never met before that you are not an animal, but are in fact an intelligent humanoid.

Typical Moral Axioms: Respect for the Elderly, Reverence for Knowledge, Tell No Lies.

CURSE OF WITHERING SENSES

MR₄

Type curse; Save Will DC 24 negates, no save to avoid effects

A curse of withering senses causes the victim to lose much of his ability to interact with the world. Unless reversed, over time the curse will result in the victim losing his sense of taste, touch, smell, hearing, and eventually his sight.

While the curse's most dangerous effects come from its dread mythic powers, the cursed creature is constantly immersed in a dim state of dulled senses, resulting in a -4 penalty on all Perception checks.

Mythic Powers: At any time, the curse of withering senses can expend a daily use of mythic power in order to perform one of the following:

- Cause the cursed creature to lose his sense of taste until the curse is lifted. Because of his inability to taste the subtle differences in food and drink, the cursed creature suffers a -2 penalty on saving throws made to resist ingested poisons.
- Cause the cursed creature to lose his sense of smell for 1 hour. The cursed creature loses the scent special quality and suffers a -2 penalty on all saving throws made to resist inhaled poisons or diseases spread through the air; he also becomes immune to the stench special attack and similar effects which rely on olfactory components. If the cursed creature has also lost his ability to taste until the curse is lifted, this effect instead lasts until the curse is lifted.
- Cause the cursed creature to lose his sense of touch for 24 hours. This causes the cursed creature to suffer a -1 penalty to AC and on all attack rolls due to the lack of sensation. If the cursed creature has also lost his sense of taste and smell until the curse is lifted,

this effect instead lasts until the curse is lifted.

- Cause the cursed creature to lose his hearing for 1 hour, gaining the deafened condition for 1 hour. If the cursed creature has also lost his sense of touch until the curse is lifted, this effect instead lasts until the curse is lifted. This ability costs 2 uses of mythic power to use.
- Cause the cursed creature to lose his sense of sight, gaining the blind condition for 10 minutes. If the cursed creature has also lost his sense of hearing until the curse is lifted, this effect instead lasts until the curse is lifted. This ability costs 3 uses of mythic power to use.

Lifting the Curse: In addition to the normal means of removing a mythic curse, you can remove a curse of withering sense by abstaining from the use of your senses, proving to the curse that you have no need of them and that it cannot hurt you. To accomplish this, you must close your eyes while remaining awake for 24 hours, abstain from food or drink, willingly touch no object or creature, and ignore any sound or speech your hear. Finally, you must not speak or make any noise.

Typical Moral Axioms: Reverence for Knowledge, Tell No Lies.

New Moral Axioms

The following section provides a few example moral axioms, to be used in conjunction with the mythic curses in this product, and to serve as a template for GMs to use in creating their own moral axioms for use at their table.

Be Chaste and Pure: The cursed creature must refrain from carnal activities, but more than that, must also refrain from even suggesting or pursuing such activities. Whenever the creature turns down a guaranteed opportunity for such activities, when there is little to no risk of any repercussions, the curse loses one daily uses of mythic power. On the other hand, whenever the cursed creature attempts to flirt with or seduce another creature, or objectifies another creature, the curse gains a daily use of mythic power. If the cursed creature actually engages in carnal activities with another creature, the curse gains two daily uses of mythic power.

Be Open-Minded: The cursed creature must be open to new concepts. This axiom particularly discourages adherence to immoral traditions. The cursed creature is rewarded for trying to learn new things, accepting new ideas and rejecting traditions which have no basis in fact or practical purpose. Whenever the cursed creature acquires a rank in a skill he did not previously possess, makes peaceful contact with someone from another culture, or campaigns against an old idea, the curse loses one daily use of mythic power. If the cursed creature holds fast to tradition, refuses to listen to another character's ideas, or is dismissive of new information, the curse gains one daily use of mystic power.

Reverence for Knowledge: The cursed creature must respect both the pursuit of knowledge and its fruits. Reading a scholarly book, gaining one or more ranks in a Knowledge skill, and collecting scrolls or other rare pieces of information causes the curse to lose a daily use of mythic power. Certain actions may cause the curse to lose more daily uses of mythic power; for example, teaching a class or searching for a rare tome and then donating it to a public library (rather than selling it for a hefty sum) might cause the curse to lose 2 daily uses of mythic power. Meanwhile, any action which shows a disrespect for knowledge, such as selling a book without reading it, refusing to pick up scrolls or other objects of learning, killing a sage, or burning a book or tome (regardless of its nature) will cause the curse to gain one (or in extreme cases, multiple) daily uses of mythic power.

Tell No Lies: The cursed creature must perform acts of honesty and speak the truth. Simply avoiding telling falsehoods is not enough to cause the curse to lose mythic power. One must avoid acts of deception altogether: this generally includes all uses of the Bluff skill (including those made to feign in combat), as well as any other act which would knowingly deceive another, even if the cursed creature technically *speaks* only the truth. For each week the cursed creature goes without deceiving another creature, the curse loses one daily use of mythic power. Additionally, the curse loses one daily use of mythic power whenever the cursed creature exposes a truth that was covered up. The curse gains one daily use of power if the cursed creature willingly tells a lie.

Work Hard: The cursed creatire must demonstrate a willingness and ability to roll up his sleeves and perform difficult manual labor. Each day in which the cursed creature spends at least one hour performing strenuous manual labor (such as tilling or ploughing a field, chopping wood, laying bricks, mining, and so on), the curse loses one daily use of mythic power. Certain feats of great strength or endurance (always requiring a successful ability check) may also qualify, at the GM's discretion, even if they do not last a full hour, or can't quite be categorized as work. For each day during which the cursed creature undergoes less than 10 minutes of strenuous activity (including combat, hiking through difficult terrain, climbing, swimming, and activities such as setting up camp, etc.), the curse gains a single daily use of mythic power.

Sidebar: Using Mythic Curses in Your Game

Incorporating mythic curses into your game may be incredibly simple, or somewhat difficult, depending on your style of GMing. There are no spells that allow characters to impose mythic curses on each other, and mythic curses (much like the curses in the *Pathfinder Roleplaying Game Core Rulebook*) don't have a CR. Ultimately, like most of the curses in the *Pathfinder Roleplaying Game Core Rulebook*) don't have a CR. Ultimately, like most of the curses in the *Pathfinder Roleplaying Game Core Rulebook*, it is up to the GM to determine when a mythic curse is appropriate, and when it is not, and there are no specific rules governing which NPCs can inflict a mythic curse, or ward a building such that a mythic curse is laid upon those who dare enter it, just like there are no specific rules explaining why a particular villain is able to muster so many henchmen without the Leadership feat, for example.

6-02 (B) (B)

That said, it is possible that, after seeing mythic curses in action, and being wielded by your NPCs, that your players may express a desire to be able to use mythic curses themselves. While curses are generally more effective tools for antagonists than for protagonists like player characters, you can still indulge your players in this fashion, if you are so inclined. We recommend making use of the following optional mythic feat in such a situation:

Mythic Curse [Mythic]

You are able to inflict a powerful mythic curse upon your enemies.

Prerequisites: Able to cast bestow curse.

Benefit: Choose a mythic curse whose mythic rank is equal to or less than your mythic tier. Up to three times per week, as a full-round action, you can inflict the chosen mythic curse upon a single creature within 60 feet of you that you can see. You can maintain a total number of mythic curses in this way equal to your mythic rank at any given time. In order to inflict a mythic curse on another individual after that, you must end one of your existing mythic curses. Doing so requires a 10 minutes of meditation.

Special: You may select this feat multiple times. Its effects do not stack. Each time you select this feat, choose an additional mythic curse whose mythic rank is equal to or less than your mythic tier. Whenever you use this feat, you can choose which mythic curse to use from among all of the ones that you have selected. You can still only use this ability three times per week, but you gain one additional weekly use each time you take the feat after the first. You can still only maintain a total number of mythic curses at any given time equal to your mythic 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.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Ope Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Used" "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as de<mark>scribed by the License itself. No other terms or conditions may be applied to any Open Game</mark> Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webs; Based on original content from TSR.
Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Combat. Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic Copyright 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Mythic Adventures Copyright 2013, Paizo Publishing, LLC; Authors: Jason

Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Bestiary 3 Copyright 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Mythic Mastery: The Mythic Glabrezu Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zabac

Mythic Mastery: Missing Mythic Magic Volume I Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Heritages: Demonic Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Archery Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Mythic Succubus Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: The Mythic Balor Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex

Riggs, Joshua Zaback Mythic Mastery: Mythic Items of the Orient Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Traps Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume III Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Draconic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex **Riggs, Joshua Zaback**

Mythic Mastery: Mythic Curses Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Creatures of the Nile Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Missing Mythic Magic Volume IV Copyright 2014, Necromancers of the Northwest,

LLC; Authors: Alex Riggs, Joshua Zabad Mythic Mastery: Mythic Dretches and Quasits Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Pharaonic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume V Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Traps 2 Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Items of the Nile Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Efreeti Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VI Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Sphinxes Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Magic of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex **Riggs, Joshua Zaback**

Mythic Mastery: Mythic Babau and Hezrou Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Missing Mythic Magic Volume VII Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Nabasus and Shadow Demons Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Heritage of the Egyptian Gods Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VIII Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Sci-Fi Relics Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Angelic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Robots Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex

Riggs, Joshua Zaback Mythic Mastery: Missing Mythic Magic Volume IX Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mutant Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex

Riggs, Joshua Zaback Mythic Mastery: Mythic Curses II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex

Riggs, Joshua Zaback

END OF LICENSE

The Dreaded Curses Return!

In folklore and fantasy media, curses are powerful supernatural forces that are not to be trifled with, which can take on lives of their own, and respond to the actions of the poor wretches unfortunate enough to have been accursed. These curses are mysterious and terrifying, punishing transgressors for their misdeeds and reacting to the events that happen to their victims, sometimes even becoming adversaries in and of themselves. In *Pathfinder* and the 3.5 OGL however, curses are just a minor nuisance that is quickly resolved with remove curse or break enchantment.

This book includes all of the rules for mythic curses, originally found in Mythic Mastery: Mythic Curses, but also includes five new mythic curses. Mythic curses use the mythic rules presented in Mythic Adventures as a starting point to create dynamic curses, which respond (positively or negatively) to the actions of their victims, and which generally require a whole lot more than a simple spell to get rid of. Included in this book are such dreaded mythic curses as the curse of cowardice, which fills its victims with overwhelming fear at the worst possible times, the curse of shrinking, which causes the victim to shrink to incredibly tiny sizes, and may even shrink them permanently, the curse of transfiguration, which transforms victims into various beasts and objects, and tampers with his memory and sense of identity, and even more dangerous curses beyond those!

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in 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.

