

MYTHIC HERITAGE:





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Introduction

This book introduces rules for mythic heritages, which allow players to further customize their mythic characters and explore the source of their mythic power. It also includes the demonic heritage, and a number of mythic abilities associated with that heritage.

Mythic Heritage Rules

A mythic heritage is similar in many ways to a mythic path, but instead of representing a character's mythic destiny, it instead represents that character's mythic origins. Any given character can only have one mythic heritage, and once the character's mythic heritage is chosen, it cannot later be changed, but a mythic character's player need not choose which mythic heritage the character possesses as soon as the character becomes mythic. Indeed, in many cases a character's mythic heritage is not immediately apparent, and can serve as a dramatic revelation later on.

Whenever a mythic character would gain a path ability from his chosen mythic path, he can instead choose to take an ability associated with his mythic heritage. Some mythic heritages have a prerequisite. If the mythic character ever fails to meet this prerequisite, he loses access to all abilities he gained from his mythic heritage. If he meets the prerequisite again later he regains these abilities, or he can retrain them the next time he gains a level or a mythic tier.

Fire Heritage

Characters with a fire heritage are in some way intrinsically connected to fire. They might be related through blood to a fiery creature, such as an elemental, or might be the child of a powerful spellcaster who is devoted to fire. They might have otherwise gained their mythic power from fire, having it bestowed upon them by a fire giant queen, or by purifying themselves in supernatural or magical fire. However they came about, those touched by mythic fire have dominion over flame and are able to imbue weapons with fire and enhance fire spells.

1st-Tier Mythic Abilities

Blazing Touch (Su): You can light objects and people on fire with your mere touch. As a standard action, you can expend 1 use of mythic power. If you do, you may make a touch attack (as part of the same action) which, if successful, deals 1d6 points of fire damage per 2 mythic tiers you possess. Additionally, the target must succeed on a Reflex save (DC 10 + your mythic tier + your Charisma modifier) or catch fire, suffering damage each round for a number of rounds equal to your mythic tier. A successful Reflex save at the same DC, made as a full-round action, extinguishes the flames.

Burning Spell (Su): You can infuse a fire spell with metamagic more easily. By expending 1 use of mythic power

when you cast a spell with the fire descriptor, as a free action, you can choose to apply a number of metamagic feats you possess to the spell without increasing the spell's casting time or causing it to take up a higher level spell slot. You can apply any number of metamagic feats you know to the spell, so long as the combined total number of levels the feats would normally add to the spell does not exceed your mythic tier.

Enhance Fire (Su): You can cause a non-magical fire to do more damage. As a standard action, you can expend 1 use of mythic power in order to cause a single non-magical fire to deal an additional amount of fire damage equal to your mythic tier and increase the saving throw DC to avoid catching fire and to put out the fire (if applicable) by an amount equal to ½ your mythic tier. These effects last for 1 minute.

Extinguish Fire (Su): The mythic power of fire allows you to put out flames. As a standard action, you can expend 1 use of mythic power in order to put out an amount of non-magical fire equal to one 5-foot cube per mythic tier. When your mythic tier reaches 5, you can also extinguish magical fire in this way.

Ever-Burning (Su): You can infuse any flame with mythic power in order to make it burn for an unnaturally long time. As a standard action, you can expend 1 use of mythic power in order to make a single fire burn for an additional day per mythic tier you possess. This causes the affected fire to remain lit and to be harder to extinguish through non-magical means. The DC of any skill check made to put out the fire during this time is increased by an amount equal to your mythic tier.

Fire Resistance (Su): The power of the mythic flame fills you, allowing you to resist the perils of fire to the body. You gain an amount of fire resistance equal to 5 + your mythic tier. As an immediate action, you can expend 1 use of mythic power in order to increase your resistance by 20 for 1 round.

Fire's Friend (Su): Your mythic power is tied to flame and grants you some ability to shrug it off. You gain a bonus on saving throws made to resist fire spells and effects (including breath weapons which deal fire damage and saves to avoid catching on fire) and a deflection bonus to your AC against spells and attacks which exclusively deal fire damage (such as a *scorching ray* spell) equal to ½ your mythic tier (rounded down, minimum 1.) Additionally, by expending 1 use of mythic power, you can instantly extinguish the flames on yourself or any creature you can touch.

Lesser Flaming Weapon (Su): You can infuse a weapon, including unarmed strikes and natural attacks, with mythic fire. By expending 1 use of mythic power, you cause the affected weapon to gain the *flaming* weapon special quality for a number of rounds equal to your mythic tier. During this time, all damage dealt by the weapon is fire damage.

Spread Fire (Su): You can cause a fire to spread rapidly, growing in size. As a standard action, you can expend 1 use of mythic power in order to cause an existing nonmagical fire to spread to a number of adjacent 5-foot squares equal to your mythic tier. Objects and creatures in that area suffer damage as normal and must succeed on a Reflex save (DC 10 + your mythic tier + your Charisma modifier) or catch fire.

Purify Flames (Su): You can use mythic power to infuse pure holy energy into flame. As a free action made as part of making an attack or casting a spell that deals fire damage, you transform the fire damage dealt by the spell or special attack into purifying damage (see Sidebar: Purifying Damage), and you can apply purification feats to the attack, if you possess any (see *A Necromancer's Grimoire: The Book of Purifying Flames* for more information on purifying damage and purification feats). Additionally, as a standard action, you can cause a single fire to deal purifying damage. In either case, the effects last for the spell's duration, or for 1 minute per mythic tier you possess if the spell or attack has no duration.

3rd-Tier Mythic Abilities

Fire Breath (Su): You can use the mythic power of fire to breathe out a deadly gout of flame. As a standard action, you can expend 1 use of mythic power in order to breathe fire in a 30-foot cone. Creatures within the flame suffer 1d10 points of fire damage per mythic tier you possess and catch on fire, suffering an additional 1d6 points of damage per 2 mythic tiers you possess each round they remain on fire. A successful Reflex save (DC 10 + 1/2 your mythic tier + your Charisma modifier) reduces the fire damage by half.

Fire Spell Focus (Su): You use the great power of mythic fire to make your spells and effects with the fire descriptor more powerful. As a free action made as part of casting a spell with the fire descriptor, you may expend mythic power in order to increase the saving throw DC of the spell by an amount equal to ½ your mythic tier. The cost to do so depends on the level of the spell in question. Spells of levels 1-3 require you to expend 1 use of mythic power, while spells of levels 4-6 require you expend 2 uses of mythic power, and spells of levels 7-9 require you to expend 3 uses of mythic power.

Fire Spell Power (Su): You have inner mythic power which you can channel into your fire spells to make them more effective. As a free action, whenever you cast a spell with the fire descriptor, you may expend 1 use of mythic power in order to add your mythic tier as a bonus to your caster level for the purposes of that spell. This bonus can allow you to exceed the cap on any level-dependant effects on the spell, but only by an amount up to your mythic tier. (*For example, a* 20th-level wizard with mythic rank 5 using this ability when casting a fireball spell would be able to deal 15d6 points of fire damage.)

Ignore Resistance (Su): The mythic fire in your body allows you to ignore the fire resistance of other creatures. You treat other characters as having an amount of fire resistance equal to the amount of fire resistance they normally possess minus your mythic tier for the purposes of all spells, special abilities, and other attacks you make against that character which deal fire damage (including weapon attacks made with a *flaming* weapon). Additionally, as a standard action, you can expend 1 use of mythic power in order to reduce the target's

Sidebar: Purifying Damage

Some of the abilities in this book refer to purifying damage, a concept first introduced in A Necromancer's Grimoire: The Book of Purifying *Flames*. In the examples in this book, this damage is treated as being both purifying damage and fire damage, to represent the magical qualities of purifying flames. In most respects, purifying damage is like any other energy damage, but there are a few key differences, which are described here in full. Note that in cases where damage is both purifying and fire (or another energy type), the creature should apply the highest relevant energy resistance it possesses, and if it is immune to one of the two energy types, it is immune to all of the damage (for example, if an effect deals 13 points of damage, which is both fire and purifying damage, to a demon that has resistance to fire 10, the creature would take a total of 3 points of damage, which is both purifying and fire. By contrast, the same effect would deal no damage to a devil that was immune to fire).

Second, only evil creatures are susceptible to purifying damage. Any non-evil creature that would be damaged by purifying damage simply ignores that damage. Some feats and abilities may allow a creature wielding purifying fire to damage neutral creatures with it (or certain sub-groups of good creatures, etc.). In the case of damage which is both purifying and another type, such as fire, a non-evil creature is immune to all of the damage (*for example, if an effect deals 22 points of damage, which is both purifying and fire damage, to a lawful-good hound archon, it would instead deal no damage. If only 5 of that damage were purifying damage, however, the archon would still take the remaining 17 damage).*

resistance to fire by 20 for 1 minute. A successful Fortitude save (DC 10 + your mythic tier + your Charisma modifier) negates this effect.

Improved Flame Weapon (Su): You can infuse a weapon with the mystical power of flame in order to deal extra fire damage. As a standard action, you can cause any weapon with the *flaming* weapon special quality to deal an additional amount of fire damage equal to your mythic tier for 1 minute. If the target weapon ceases to have the *flaming* weapon special quality, this ability immediately ends, even if it has been less than 1 minute. You may use this ability as a free action whenever you use the lesser flame weapon mythic power.

Inner Fire (Su): You have a fire inside of you which keeps you warm and helps fight the cold. You gain an amount of cold resistance equal to 5 + your mythic tier. Additionally, as a standard action, you can expend 1 use of mythic power in order to cause your inner fire to manifest as a shell of blazing crimson flames which deals 1d6 points of fire damage plus 1 additional point of fire damage per mythic tier you possess to adjacent creatures who strike you with a natural attack or melee attack for 1 round.



Sanctify Flames (Su): You can use the mythic power of fire in order to infuse any attack you make which deals fire damage with holy or unholy energy. Whenever you make an attack which deals fire damage, including casting a spell or using a spell-like ability, you may expend 1 use of mythic power as a free action made as part of the attack or spell in order to cause all fire damage dealt by the attack or spell to instead deal half fire damage and half holy or profane damage (your choice). The holy or profane damage is not subject to fire resistance. Additionally, the fire damage deals double damage against creatures vulnerable to fire damage, instead of 1.5 the normal amount of fire damage.

6th-Tier Mythic Abilities

Become Fire (Su): You can unleash the mythic power of fire within you in order to become a living mass of raging flame that consumes your foes. As a swift action, you can expend 1 use of mythic power in order to temporarily transform yourself into living fire. This is a polymorph effect. When you transform in this way, you gain the fire and swarm subtypes, immunity to weapon damage, and a swarm attack which deals an amount of fire damage equal to 1d6 per 2 mythic tiers you possess and causes characters damaged by the flames to succeed on a Reflex save (DC 10 + your mythic tier + your Constitution modifier) or catch on fire, suffering an additional 1d6 points of fire damage every round. While in this form, you cannot cast spells without the fire descriptor, though you may cast spells with the fire descriptor as normal. You can speak, hear, and see normally while in this form. While in this form, you have a fly speed of 30 feet with perfect maneuverability. This effect lasts for a number of rounds

equal to your mythic tier. As a standard action, you can return to your normal form. If you are reduced to o or fewer hit points while this effect is active, you are returned to your normal form.

Rise from the Ashes (Su): You have the gift of the mythical phoenix, allowing you to be reborn from fire. When you die, you explode in a 20-foot radius of fire which deals 1d6 points of fire for each remaining use of mythic power you had when you died. These uses of mythic power are expended at the time of your death. You are then returned to life with hit points equal to the amount of total damage dealt this way (up to your normal maximum hit points). You may use this ability only once every 1d4 days.

Summon Fire Elemental (Su): You can channel the mythic flame within you to open a gate to the Plane of Fire in order to summon a powerful elemental servitor for a short time. As a full-round action, you can expend 1 use of mythic power in order to summon a fire elemental to serve you. This ability replicates a summon nature's ally spell of a level equal to your mythic tier, except that it can only summon fire elementals, and your caster level for this effect is equal to your character level. When your mythic tier reaches 10, you can use this ability to replicate *elemental swarm* instead (you are only able to call fire elementals using this ability). In addition, you can expend 1 use of mythic power as a standard action in order to gain control of a fire elemental unless it succeeds on a Will save (DC 10 + your mythic tier + your Charisma modifier). This effect lasts for 1 round per mythic tier you possess, but otherwise functions as dominate monster.

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Unlock a New Kind of Mythic Power!

Sure, your character's mythic path tells you about the kinds of abilities in which he specializes, and perhaps even gives some clue as to his ultimate mythic destiny, but it doesn't say anything about where he came from, and what made him mythic in the first place. For that, you can turn to a mythic heritage. This new aspect of mythic characters allows for further customization of your mythic character. A mythic character can choose a mythic heritage in addition to his or her mythic path, and doing so grants him access to a number of unique abilities that are designed to reflect the flavor of his heritage, while also being of value to characters of every mythic path.

This installment explores the fire heritage, and characters that are in some way intrinsically connected to fire. They might be related through blood to a fiery creature, such as an elemental, or might be the child of a powerful spellcaster who is devoted to fire. They might have otherwise gained their mythic power from fire, having it bestowed upon them by a fire giant queen, or by purifying themselves in supernatural or magical fire. However they came about, those touched by mythic fire have dominion over flame and are able to imbue weapons with fire and enhance fire spells.

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.

