Mythic Mastery

The Path of

Villainy

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Introduction

Pathfinder Roleplaying Game: Mythic Adventures introduced players to the world of mythic power, with abilities that improved upon their existing resources, and took the game to an entirely new level of play. Mythic characters had to choose between one of six mythic paths, each of which corresponded to certain play styles. This book presents a new mythic path, designed specifically for villainous characters: those who use sneaky tactics and dark magic to achieve their goals, and do so with little thought for the harm they cause to others. Whether they are player characters in an evil campaign, or actual villains, wielded by the GM against the party, they are dangerous and dastardly foes.

Villain

Villains devote themselves to doing whatever it takes to accomplish their goals, without any regard for what the cost might be, who might stand in their way, or what effect they may have on those around them. They will use whatever tools are available, and often delight in what the weak or gullible refer to as "unfair" tactics or "forbidden" magic. By devoting themselves so fully to their cause, they are unlikely to make many friends, but the power that they gain from their villainy is often more than enough to make up for this shortcoming.

Role: At a glance, villains might seem similar to tricksters, as they favor underhanded tactics that give them an advantage. However, villains adopt a wide variety of tactics, and employ both magical and mundane means. Many villains use the mythic path to grant them access to strengths that their non-mythic abilities lack, with villainous spellcasters adopting dirty combat tactics to overcome their martial weaknesses, and those that are not magically inclined dabbling in dark magic. Villains can potentially serve just about every role, and many villains do their best work when acting on their own.

Classes: Villains can be of nearly any class, although some classes lend themselves to the path better than others. Antipaladins, clerics, rogues, and witches all have class features that tie into specific villain path abilities.

Bonus Hit Points: Whenever you gain a villain tier, you gain 4 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

Table: Villain

Tier	Path Features
1St	Path ability, scheme
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Malice, path ability

Villain Features

As you increase in tier, you gain the following abilities.

Villainous Scheme: Select one of the following abilities. Once chosen, it can't be changed.

Drain Magic (Su): As a swift action, you can expend one use of mythic power to drain the life force from a nearby creature and channel that energy into magical power. You can either target a single creature within 30 feet, or make a melee touch attack to deliver the effect. The target suffers 2d6 points of damage per mythic tier you possess. A successful Fortitude save (DC 10 + your mythic tier + the highest of your Intelligence, Wisdom, or Charisma modifier) halves this damage, but if you choose to deliver the effect as a melee touch attack, the target suffers a -4 penalty on his saving throw. If the target fails his Fortitude save, you immediately regain the use of a number of spell levels' worth of expended spell slots equal to your mythic tier plus 1 per 5 points of damage inflicted by the ability. If the target succeeds on his Fortitude save, you regain only a number of spell levels' worth of expended spell slots equal to 1/2 your mythic tier.

Living Shield (Su): As an immediate action, you can expend one use of mythic power to redirect the effects of an attack or spell from yourself to a willing ally within 10 feet per mythic tier you possess. You must declare that you are using this ability after it is declared whether an attack hits or misses you, or whether you succeed or fail on the first saving throw made to resist a spell, but before any consequences of the attack or spell are revealed (such as the result of damage rolls). The willing ally is aware of this information, and suffers any consequences of the attack or spell as though he were the original target. If the ally is an invalid target for a spell, this ability has no effect. The ally makes any subsequent saving throws that are called for, and applies any damage reduction or energy resistance he possesses, as appropriate.

Sucker Punch (Ex): As a swift action, you can expend one use of mythic power to make a melee attack or ranged attack against a target within 30 feet, in addition to any other attacks you make this round. When you make this sucker punch, the target is considered flat-footed regardless of any class features or abilities it might have, and you add twice your tier as a bonus on the damage roll, if the attack hits. Additionally, if you deal at least 1 point of damage to the target with this attack, he suffers a -2 penalty to AC until the end of your turn.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the villain path abilities lists or from the universal path abilities lists. Once you select an ability, it can't be changed. Unless otherwise noted, each ability can be selected only once.

Some abilities have requirements, such as a class ability or minimum mythic tier, that you must meet before you select them. **Malice (Su):** At 10th tier, once per round, when you successfully perform a combat maneuver on an opponent, or inflict a harmful condition on an opponent, or kill a mythic creature, you may regain one use of mythic power. If you regain ten uses of mythic power in this way within a one-hour period, you cannot gain any further uses of mythic power from this ability until one hour has passed.

1st-Tier Villain Path Abilities

You can select these path abilities at any tier.

Accomplished Necromancer (Sp): By expending one use of mythic power, you can cast *animate dead* as a spell-like ability. Your caster level for this effect is equal to your mythic tier, or your actual caster level, if it is higher. Additionally, all undead creatures that you create with spells and spell-like abilities gain a +4 bonus to their Strength and Dexterity scores, and gain channel resistance equal to your mythic tier.

Additional Scheme (Ex): You learn an additional villain's scheme ability. You can select this ability twice.

Alter Channel (Su): If you're in the area of an opponent's channel energy ability and the energy type is the opposite of yours, as an immediate action you can expend one use of mythic power to transform the opponent's channeled energy to the opposite type. You can cause the altered energy to either affect the opposite kind of targets (undead or living), or change whether it heals or harms, but not both. Channeled energy that has been changed in this way heals or deals half the normal amount of damage.

For example, if an evil cleric attempts to channel negative energy to heal undead, you can expend one use of mythic power to convert that to channeled positive energy that either heals the living or harms undead. You must have the channel energy ability to select this ability.

Conniving Trickster (Ex): You are an expert at performing dirty tricks in combat. You never provoke an attack of opportunity for performing a dirty trick combat maneuver, and gain a bonus equal to your tier to CMB for performing a dirty trick. Additionally, whenever you perform a dirty trick combat maneuver, you can target up to one additional creature within range. At 3rd tier, and every 3 tiers thereafter, you can target an additional creature beyond that (to a maximum of five targets at 9th tier). Finally, whenever you perform a dirty trick combat maneuver, you can expend one use of mythic power to allow you to perform it against creatures up to 30 feet away.

Cruel Taunt (Su): You know exactly what to say to get under someone's skin. As a standard action, you can taunt a single creature within 60 feet, imposing a -4 penalty to Wisdom and a -2 penalty to AC, and to all Charisma-, Dexterity-, or Intelligence-based skill checks (except Acrobatics, Fly, Intimidate, and Ride). This effect lasts until the end of your next turn, but you can maintain it for an additional round as a move action.

If you expend one use of mythic power, the effect's duration increases to 1 minute, and the creature is also unable to use Charisma-, Dexterity-, or Intelligence-based skills at all (except Acrobatics, Fly, Intimidate, and Ride), and cannot use any ability that requires patience or concentration, other than spellcasting, which they are still able to do, but while affected by this ability, the spell failure chance of all spells they cast increases by 50% (to a maximum of 100%; this applies even to characters that would not normally be subject to spell failure). Mythic creatures can make a Will save (DC 10 + your mythic tier + your Charisma modifier) to negate this effect, but non-mythic creatures cannot. You cannot extend the duration of this version of the ability as you can with the lesser version. Both versions are language-dependent, mindaffecting emotion effects.

Easy Liar (Ex): You treat any unlikely, far-fetched, or impossible lie that you tell as though it were one category more believable (unlikely lies are believable and have no penalty, far-fetched lies are unlikely and have a -5 penalty, and so on). Additionally, after making a Bluff check and learning whether the result is a success or failure, you can immediately expend one use of mythic power in order to reroll that Bluff check, taking the new result instead.

Endless Cruelty (Su): Whenever you use your touch of corruption class feature, you can add one additional cruelty, causing the target to suffer the effects of both cruelties if he fails his saving throw. Alternatively, you can expend one use of mythic power to apply all cruelties that you have selected to the touch of corruption, and increase the saving throw DC by +2.

Hard to Read (Sp): You carefully guard information about yourself. You can cast *aura alteration*^{OA} on yourself as a spell-like ability at will. Additionally, by expending one use of mythic power, you can affect yourself as though with the spell *nondetection*. Your caster level for these effects is equal to twice your mythic tier.

Infernal Wounds (Su): As a swift action, by expending one use of mythic power, you can infuse a held weapon with malevolent energy, causing the wounds it inflicts to be more grievous. For the next minute, all damage inflicted by that weapon is difficult to heal. Any attempts to heal it magically fail unless the healer succeeds on a caster level check (DC II + twice your mythic tier). The wounds do not heal through the natural healing process, but can be healed by fast healing, regeneration, and so on. Wounds inflicted this way remain difficult to heal after the minute ends.

Lair (Ex): You gain access to a lair in which you can plot and scheme in safety. This lair must be an area no larger in volume than a cube that is a number of feet per side equal to 30 feet per mythic tier you possess. The lair can be arranged any way you like and it can be part of a larger building, like a secret room or an underground cave. Objects within this lair can't be located by an effect that is less powerful than a *discern location* spell. By spending one use of mythic power, you can replicate the effects of a *guards and wards* spell, but only within the confines of your lair. At 3rd tier, this protection from being located also applies to creatures in the lair. At 6th tier, the entire area is protected from scrying effects, by your choice of either *mage's private sanctum* or *false vision* (you can change between the two, or change the nature of the *false vision*, as a full-round action while within the lair).

You can move your lair to a new location, or create a new one if the old one is destroyed. Doing so requires a one-hour ritual that must be performed in the site of the new location, and requires that you expend three uses of mythic power. You must provide any other furnishings or required construction.

Megalomania (Ex): Your extreme confidence in yourself and your own abilities shields you from mental influence. You gain a bonus equal to your tier on saving throws made to resist mind-affecting effects. Additionally, while suffering from a mind-affecting effect, as a swift action, you can expend one use of mythic power to make a new saving throw to end the effect, even if the effect doesn't normally allow saving throws. You can make such a reroll once per round (but must expend a new use of mythic power each time), and can do so even if you would not otherwise be able to take actions on your own (such as if you are affected by *dominate person*).

Mythic Hexes (Su): Your hexes are more effective against non-mythic targets. When you use a hex that requires a saving throw against a non-mythic target, that target is automatically affected for 1 round (which doesn't count toward the hex's duration) and can't attempt a saving throw to resist the hex. On your turn the next round, the creature attempts its saving throw as normal. If it succeeds at this saving throw, it breaks free of the hex; otherwise, it's affected as normal. You must have the hex class feature to select this ability. You can select this ability twice. If you select it a second time, it also affects your major hexes.

Patient Plotter (Ex): When you ready an action, you do not need to specify what action you will take, only the conditions that will trigger it. Additionally, your initiative count is not altered after taking a readied action. Finally, if you expend one use of mythic power when the readied action is triggered, you can take a full round's worth of actions, instead of just a single standard, move, swift, or free action.

Poison Master (Ex): You are trained in the use of poison and cannot accidentally poison yourself when using poison. Additionally, as a move action, by expending one use of mythic power, you can create and apply a single dose of poison whose market price is no greater than 200 gp per mythic tier. If not used within 24 hours, the created poison loses its toxicity.

No One of Consequence (Ex): Your mythic nature is a cloak that can shield you from the minds and memories of others. Creatures struggle to recognize you, recall your appearance, remember the nature of conversations they had with you, and recount the actions you took when you were in their presence. If a creature makes a deliberate attempt to recall details about time spent with you, it must succeed at a Will save (DC 10 + your tier + your Charisma modifier) to recall anything beyond vague details. In addition, you're under a permanent *nondetection* effect with a caster level equal to your character level plus your tier. You can end this effect at any time, and can resume it as a swift action.

Sneak Attack Specialist (Ex): You can apply up to two rogue talents marked with an asterisk (*) to each sneak attack you make, instead of being limited to just one. Additionally, when you make an attack for which sneak attack damage applies, if the attack hits, you may expend one use of mythic power. If you do, you can apply any number of rogue talents marked with an asterisk to the sneak attack. However, if you apply a talent that requires that you forego some or all of your sneak attack damage in order to use it, you cannot apply any other talents that would cause you to forego your sneak attack damage (you can still apply talents that do not have this requirement).

Solo Specialist (Ex): Whenever you are fighting alone against four or more opponents, you gain a +2 morale bonus to attack rolls, damage rolls, AC, and saving throws. Additionally, if you are fighting alone against six or more opponents, at the end of each round, you can expend one use of mythic power to take a second turn that round. You are not considered to be fighting alone if you have non-helpless allies that can see or hear you, or which are within 120 feet. If one of your allies attacks one of your opponents, you are not considered to be fighting alone until 1 minute passes without them doing so, even if the above conditions do not apply (such as if they cast a *fireball* from 600 feet away while you are invisible). At the GM's discretion, other situations may or may not count as fighting alone, such as if you and a creature you are not allied with both fight the same opponents, or if your allies agree not to interfere in the fight, but are still in close proximity.

Touch of Mundanity (Su): With a touch, you can drain a mythic creature of some of its mythic power. You must succeed on a melee touch attack. If the attack hits, the target loses one use of mythic power unless she succeeds on a Will save (DC 10 + your mythic tier + the highest of your Intelligence, Wisdom, or Charisma modifiers). If your base attack bonus is high enough to allow you to make multiple attacks as part of a full-attack action, then you can make multiple touch attacks, using the base attack bonuses you would normally use for a full-attack action, as a full-round action, but you cannot mix these touch attacks with regular attacks, nor can you use feats or abilities like Two-Weapon Fighting in conjunction with this ability.

Vengeful Curse (Su): You make sure that those who would dare strike you in cold blood pay for their mistakes. You can use this mythic power whenever you are damaged by an attack or spell made or cast by a creature who you have not made any hostile actions against yet this combat, or whenever you are the only target of a harmful spell cast by such a creature. Doing so is a free action you can make even when it's not your turn, and requires that you expend one use of mythic power. The attacker is affected as though by the spell *bestow curse*, regardless of their distance from you. If you expend two additional uses of mythic power when you use this ability, the attacker is not allowed a saving throw to resist the effect.

3rd-Tier Villain Path Abilities

You must be at least 3rd tier to select these path abilities.

Death Curse (Sp): Whenever you die, you can expend one use of mythic power to deliver a curse with your final, dying breath. This functions as *bestow curse*, except that it can affect any creature regardless of range, and the saving throw DC is equal to 10 + your mythic tier + the highest of your Intelligence, Wisdom, or Charisma modifiers. If the target was directly or indirectly responsible for your death, he suffers a -2 penalty on his saving throw. The curse is lifted automatically if you return to life by any means.

Drain Mythic Power (Su): Whenever you kill a creature that currently has one or more uses of mythic power remaining, you regain a single use of mythic power. This cannot increase your current number of uses of mythic power beyond the maximum amount that you can have at any one time, and you cannot gain more uses of mythic power in this way in any given day than your mythic tier.

Exploit Weakness (Ex): You have a knack for identifying a foe's weaknesses. As a move action, you can make a Sense Motive check, or a Knowledge check with the Knowledge skill appropriate for identifying the creature in question (DC 20 in either case), in order to identify any and all weaknesses the creature may possess (such as vulnerabilities to certain damage types, a vampire's sunlight weakness, the means of overcoming any damage reduction it may possess, and so on). Additionally, as a swift action, you can expend one use of mythic power to exploit a specific creature's weaknesses. When you use this ability, you must choose a single creature within 30 feet whose weaknesses you have identified. For the next minute, all melee attacks you make against that creature are treated as though they were made with a weapon of whatever type of material is most advantageous for damaging that creature, and any acid, cold, electricity, or fire damage you inflict to that creature is treated as though it was whichever of those four energy types is most beneficial for damaging that creature.

Fiend Summoner (Su): You have learned the eldritch rituals required to draw foul creatures from the lower planes into your presence. If you are a spellcaster, you add the following spells to your list of spells known: *binding, dimensional anchor, greater planar ally, greater planar binding, lesser planar ally, lesser planar binding, magic circle against evil, planar ally, and planar binding.* If these spells are not normally on your class list, you add them to your list of spells known at the level they appear on the sorcerer/wizard spell list (or the cleric spell list, in the case of *planar ally* spells), though you do not gain spells whose level exceeds the level of spells your class can cast. You can only use *planar ally* and *planar binding* spells learned in this way to call creatures with the evil subtype.

Whether or not you are a spellcaster, you can expend one use of your mythic power to create a *magic circle against evil* as part of a calling diagram; this diagram is automatically fortified with *dimensional anchor*. If you are at least 9th level, you may also spend one use of your mythic power to cast *lesser planar ally* or *lesser planar binding* as a spell-like ability. If you are at least 1th level and 6th tier, you can expend two uses of your mythic power to cast *planar ally* or *planar binding* as a spell-like ability. If you are at least 15th level and 9th tier, you can expend three uses of your mythic power to cast *greater planar ally* or *greater planar binding* as a spell-like ability. For all these effects, treat your mythic tier as your caster level, unless your own caster level is higher, and you can call only evil creatures.

Finally, whenever you cast a *planar ally* spell (whether as part of this ability or not), you halve the normal cost for the creature's services, and whenever you cast a *planar binding* spell, you gain a +4 bonus on the opposed Charisma check to force the creature to serve you.

Getaway (Sp): When your life is in danger, you can escape to a place of safety. Any time that you would be reduced to less than o hit points, as an immediate action, you can expend two uses of mythic power to be teleported to a predetermined location, as though with the spell teleport, arriving unconscious but stable at o hit points. The location in question must be one that you spent at least 1 hour attuning yourself to previously by meditating at that location, and once you use this ability, you are no longer attuned to the location, and must spend another hour reattuning yourself. You can only be attuned to one safe location at a time, and if you attune yourself to a new location, you lose the previous attunement. While the destination is referred to as a safe location, nothing about the ability ensures its safety, and it is possible for you to be attacked while you are unconscious there.

Grave Servitor (Su): Whenever you kill a creature, you can expend a number of uses of mythic power equal to 1/3 the creature's Hit Dice, rounded up. You do not need to know the exact number of Hit Dice the creature possesses, but if you do not have enough uses of mythic power to expend, no uses are expended and the ability has no effect. The creature must succeed on a Fortitude save (DC 10 + your mythic tier + the highest of your Intelligence, Wisdom, or Charisma modifiers) or rise as your choice of either a juju zombie (*Pathfinder Bestiary 2*) or a skeletal champion. If the newly created undead's Hit Dice are no greater than twice your Hit Dice, you can control it, as though with animate dead (and it counts against the total number of Hit Dice worth of undead that you can control in that way). If you are unable to control it, it is uncontrolled, and can act as it pleases (most likely hostile towards you). You must have the accomplished necromancer mythic power in order to select this ability.

Master of Technology (Ex): Your dedication to always having the upper hand and using whatever means are available to you has given you an incredible knack for technology. You gain the Technologist feat, and your choice of one of the following feats, even if you don't meet the prerequisites: Craft Cybernetics, Craft Pharmaceutical, Craft Technological Arms and Armor, or Craft Technological Item. Additionally, you gain access to a single crafting laboratory appropriate for the feat that you selected, and by spending one use of mythic power, you can provide 50 charges to that laboratory (although you cannot use this ability to provide charges to other sources of technology). For more information on technology, see the official Paizo guide on technology. **Mirror Dodge (Su):** When hit by a melee or ranged attack, you can expend one use of mythic power as an immediate action to replace yourself with an illusory duplicate and teleport to any open square within 30 feet of your current position. You take no damage from this attack, which instead destroys your illusory duplicate (similar to *mirror image*). Using this ability requires a line of effect to the teleportation target square.

Perfect Lie (Ex): When telling a lie, you can expend one use of mythic power to make the lie indiscernible from the truth by both Sense Motive and magic. Obvious proof of your falsehood still reveals the lie for what it is, but in the absence of proof, those who hear your lie believe it.

Torturer Supreme (Ex): You can achieve truly impressive results from torture. By spending 8 hours torturing a helpless creature, and expending one use of mythic power, you can accomplish any of the following effects:

- Change the creature's alignment to either the opposite of its current alignment, or to match your own alignment (your choice). This change is permanent, and cannot be dispelled, but can be reversed magically, or, over time, through counseling and support.
- Force the creature to truthfully answer up to three questions per mythic tier.
- Implant a command in the creature, as the spell *geas*/ *quest*, except that it cannot be dispelled.

Mythic creatures are entitled to a Will save (DC 15 + your mythic tier + the highest of your Intelligence, Wisdom, or Charisma modifiers) to resist this effect, but non-mythic creatures are affected automatically.

6th-Tier Villain Path Abilities

You must be at least 6th tier to select these path abilities.

And Stay Dead (Su): When you kill someone, they stay that way. Any creature you kill cannot be resurrected by *raise dead, reincarnate, resurrection,* or similar spells. If *true resurrection* is used, the caster must succeed on a caster level check (DC 15 + twice your tier), or the spell fails. Similarly, attempts to undo this effect with *wish* or *miracle* require a successful caster level check, as well (same DC). If you are at least 9th tier, this ability prevents mythic characters with the immortal ability from returning to life, as well. Finally, whenever you damage a creature with regeneration, you can expend one use of mythic power to cause that regeneration to stop functioning for 1 minute. Creatures whose regeneration normally cannot be overcome by any means may be immune to this effect, or may require that you expend additional uses of mythic power, at the GM's discretion. **Gate Master (Sp):** By expending three uses of mythic power, you can cast *gate* as a spell-like ability, but only to travel to or from evil-aligned planes, or to call creatures with the evil subtype. If you can cast *gate* normally, you can expend one use of mythic power whenever you cast it to call a creature in order to negate the 10,000 gp material cost. Additionally, whenever you cast *gate* to conjure more than one creature, you can control all called creatures as long as their total Hit Dice is less than or equal to your caster level. You must have the fiend summoner mythic power in order to select this ability.

Master Necromancer (Sp): By expending one or more uses of mythic power, you can cast *create undead* and *create greater undead* as spell-like abilities. Your caster level for these effects is equal to twice your mythic tier. By default, you must expend one use of mythic power to cast *create undead* or two uses to cast *create greater undead*. However, if you expend twice this amount, you can control the undead creature that you create. If you do, the creature's Hit Dice count against the number of Hit Dice worth of undead you can control with *animate dead* and similar effects, and vice versa. You must have the grave servitor mythic power in order to select this ability.

Mythic Seal (Su): With a touch, you can temporarily seal away a creature's mythic power. Doing so is a standard action that requires a melee touch attack. If the attack hits, you must expend a number of uses of mythic power equal to 1/2the target's mythic tier (rounded up). You do not need to know the target's mythic tier, but if you do not have sufficient uses of mythic power to expend, no uses are expended and this ability has no effect. If sufficient mythic power is expended, the target must succeed on a Will save (DC 10 + your mythic tier + the highest of your Intelligence, Wisdom, or Charisma scores) or be treated as though he had no uses of mythic power remaining. Additionally, if the creature has any mythic monster abilities or mythic path abilities (including universal path abilities) that require an action to activate, he is unable to activate them, even if he could normally do so without expending any uses of mythic power, and the creature loses all benefits of any mythic feats he may possess. If the creature's AC, damage reduction, or spell resistance was augmented in any way as a result of the creature becoming mythic, those enhancements are suppressed. These effects last for 1 minute.

On a Grand Scale (Sp): Whenever you cast a spell of 2nd level or lower which normally targets one or more creatures, and whose range is close or greater, you may expend ten uses of mythic power. If you do, the spell targets all eligible creatures within one mile of you. You can choose to exempt up to one creature per tier from the spell's effects. You do not need to be able to see the chosen creatures, but you must be able to clearly identify them.

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Become a Master of Gvill

While it's true that anyone can be evil, to truly be a master of all things nefarious and wicked requires dedication, and this is even more true at the highest echelons of power. Nothing stops mythic characters of the archmage, champion, or trickster paths from being evil and villainous, but the worst of the worst deserve a dedicated path that provides them with all the tools and tricks that are the villain's bread and butter. Quick escapes, mocking monologues, and dastardly schemes, these are the tools of those who choose the villain mythic path, and they allow nothing to stand in the way of their dark desires.

This book presents a new mythic path for mythic characters, the villain. With over 30 mythic powers to choose from, your villainous characters, whether player characters in an evil campaign, or villainous NPCs, will have plenty of options available, including:

• Several powers that specifically interfere with the mythic abilities of others.

• Accessible necromancy and fiend summoning, even for characters otherwise incapable of casting spells.

- A secret lair that is difficult to find via magic.
- Access to powerful technology and the ability to replicate it.
- ...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.

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