

Mythic Mastery

Missing Mythic Magic

Volume III



Alex Riggs, Joshua Zaback

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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

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Introduction

The *Mythic Adventures* book provides a large number of mythic versions of existing spells, which grant mythic spellcasters the ability to cast super-charged versions of spells that they know. While the list of spells that were “mythified” is impressive, many spells fell through the cracks. *Missing Mythic Magic* is an attempt to take these spells and give them the mythic treatment as well, eventually giving every spell in the game a mythic version.

New Mythic Spells

All of the mythic spells in this book are based on spells from the *Pathfinder Roleplaying Game Core Rulebook*. The spells are presented in alphabetical order. For more information on mythic spellcasting or mythic tiers in general, see *Mythic Adventures*.

BESTOW CURSE

The spell has a range of close (25 ft. + 5 ft./level), instead of a range of touch. The target is one creature. Additionally, instead of one of the curses outlined in the non-mythic version of *bestow curse*, you can choose one of the following effects to inflict upon the target:

- The starting attitude of each creature the target encounters is two steps closer to hostile than it would otherwise be (helpful becomes indifferent, friendly becomes unfriendly, and all other attitudes become hostile).
- The target loses the ability to speak, write, read, or understand all languages. He can still cast spells, and may be able to effect crude communication via pantomime.
- The target is predisposed to sadness and despair. He suffers a -5 penalty on saving throws made to resist harmful spells with the emotion descriptor, and is immune to any beneficial effects of spells with the emotion descriptor. Further, he cannot benefit from morale bonuses.
- The target is physically incapable of telling lies. The target can still say things that he believes are true but are not (if he is genuinely mistaken), and he can also withhold information, or use half-truths to imply things that are not true, but cannot outright make statements that he knows to be false.
- The target’s magic is impaired. In order to cast a spell, the target must succeed on a Concentration check (DC 10 + twice the spell’s level), or the spell fails. This is in addition to any other Concentration checks the target may need to make in order to cast the spell (such as due to violent motion or ongoing damage, etc.).

Finally, the curse is more difficult to remove. Typically, only the mythic versions of the spells that can normally remove a *bestow curse* can remove the mythic version of *bestow curse* (*break enchantment*, *limited wish*, *miracle*, *remove curse*, and *wish*). Alternatively, a character

whose mythic tier is equal to or greater than your mythic tier at the time that you cast the spell can remove the curse with a non-mythic version of one of those spells, but must expend two daily uses of mythic power in order to do so (in the case of *remove curse*, and other effects where success is not guaranteed, expending mythic power in this way does not automatically remove the curse: it merely makes it possible for the spell to potentially remove the curse, if successful).

Augmented (3rd): If you expend two uses of mythic power, you may specify triggering conditions that end the spell and remove the curse if they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass, and must be something that the target has at least some influence and control over. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition in this way increases the save DC by 4.

BINDING

You can target non-living creatures (such as constructs and undead) with this spell, as well as living ones. Additionally, add your mythic tier to your caster level for the purposes of determining whether or not the target is allowed a saving throw. Unlike most mythic spells, you cannot expend uses of mythic power to increase the spell’s saving throw DC, if a saving throw is allowed. Finally, each version of the *binding* spell is enhanced in a different way when the mythic version is cast, as outlined below.

Chaining: The target is bound by the chains completely, and is physically unable to move or act, instead of merely being confined to his current location, although he can still speak (and even cast spells, if they do not have somatic components). Additionally, the chains function as a *dimensional anchor* spell, preventing the target from teleporting or otherwise travelling magically. If desired, you can choose to make it so that the target does not need to eat while under the effects of this spell. Finally, add twice your mythic tier to your caster level when determining the duration of the binding effect.

Slumber: While sleeping, you may choose to alter the target’s dreams in order to affect his personality once he awakens. You can choose to either plague the target with horrible nightmares, or fill his dreams with moral lessons. If you choose nightmares, then at the end of the spell’s duration, the target must succeed on a Will save or be affected as though by the spell *insanity*. Alternatively, if you choose moral lessons, choose an alignment (like “lawful evil” or “chaotic good”). At the end of the spell’s duration, the target must succeed on a Will save or have his alignment change immediately to the chosen alignment. The saving throw DC is equal to *binding*’s saving throw DC in either case. If the target is awoken or the spell ended by any means other than having its duration run out, these dreams have no effect. Finally, add twice your mythic tier to your caster level when determining the duration of the binding effect.

Bound Slumber: This uses the mythic versions of both the chaining and slumber effects. Add twice your mythic tier to your caster level when determining the duration of the binding effect.

Hedged Prison: The prison that the target is transported to is particularly dangerous, and filled with deadly traps and stalked by vicious predators. Each week, there is a chance that the target dies while wandering the maze. The likelihood of this occurring depends on the target's Hit Dice and your caster level, as indicated on the table below.

Table 1: Hedged Prison Lethality

Bound creature's Hit Dice are...	Lethality
5 or more greater than your caster level	0%
3-4 greater than your caster level	1%
1-2 greater than your caster level	5%
Equal to your caster level	10%
1-2 less than your caster level	15%
3-4 less than your caster level	20%
5-6 less than your caster level	25%
7-8 less than your caster level	30%
9 or more less than your caster level	40%

Lethality indicates the percentage chance that the target dies each week. Roll a d% at the end of each week. If the result is less than or equal to the lethality percentage, the target died due to some danger of the maze at some time during the previous week. A creature that dies while within the hedged prison cannot be resurrected unless the conditions that end the *binding* effect (if any) are met, or until a *wish* or *miracle* is used to free their soul from the binding effect.

Metamorphosis: A number of times per week equal to your mythic tier, you can compel the target to answer a single question truthfully to the best of its knowledge and ability. The target is not entitled to a saving throw to resist this effect.

Minimus Containment: Once per week, as a full-round action, you can use the item in which the target is imprisoned to summon an avatar of the target to serve you. This functions as *summon monster I*, except that the creature summoned has statistics identical to those that the target possessed before he was affected by the spell. You must be in physical possession of the object that is binding the target in order to use this ability. Only you can use this ability: other characters in possession of the item do not gain the ability to do so. If the *binding* spell ends for any reason, you are no longer able to summon an avatar of the target in this way.

BLEED

Creatures affected by the spell take 2 points of damage per round, instead of the normal amount, but only until they are successfully stabilized. Additionally, the target suffers a penalty equal to your mythic tier on all Constitution checks made to become stable. Mythic creatures affected by the mythic version of *bleed* do not automatically stabilize, even if they have the hard to kill ability, but can be stabilized normally. The DC for Heal checks made to stabilize a non-mythic character affected by this spell increases by an amount equal to your mythic tier.



BLESS WATER

Holy water created by this spell is more potent. It deals an amount of damage equal to $2d4 +$ twice your mythic tier to undead creatures and evil outsiders, instead of the normal amount. Additionally, it deals $1d4$ points of damage to other creatures of evil alignment, such as evil humanoids.

Augmented (3rd): If you expend three uses of mythic power, you can transform a much larger body of water into holy water, although if you do so, the transformation is temporary. The amount of water to be transformed cannot exceed one 5-foot cube of volume per mythic tier you possess, and the transformation lasts for a number of minutes equal to your mythic tier. During this time, any character can fill an empty vial from the affected water as a move action, after which point the vial can be thrown as normal for holy water (it still deals more damage, as outlined above). Alternatively, undead and evil outsiders that are submerged in the water

suffer 10d6 points of damage each round that they remain submerged, while other evil creatures suffer 5d4 points of damage each round that they remain submerged. When the effect ends, all water affected by this spell returns to normal, even if it was already put in a vial.

BLESS WEAPON

The weapon is also treated as being cold iron, silver, and adamantite for the purposes of overcoming the damage reduction of evil creatures. Additionally, damage from the weapon is sufficient to suppress the regeneration of undead, evil outsiders, and evil dragons, even if good-aligned weapons would not normally overcome their regeneration, as long as those creatures are non-mythic. Creatures whose regeneration cannot normally be overcome by any means cannot have their regeneration suppressed in this way.

BLIGHT

The spell's range increases to close (25 ft. + 5 ft./2 levels). Additionally, if the target is a plant creature, the damage increases to 1d8 points of damage per level (maximum 15d8).

Augmented (5th): If you expend four uses of mythic power, you can apply the spell's effect to all non-creature plants within a 1-mile radius, instantly killing all non-creature plants within that area. Certain plants, such as unique or magical plants, may be unaffected, at the GM's discretion. If desired, you can have the spell also leave a lingering blight within the land itself, in which case no new plants can grow in the affected area for a number of months equal to twice your mythic tier. This version of the spell has no effect on plant creatures.

BLUR

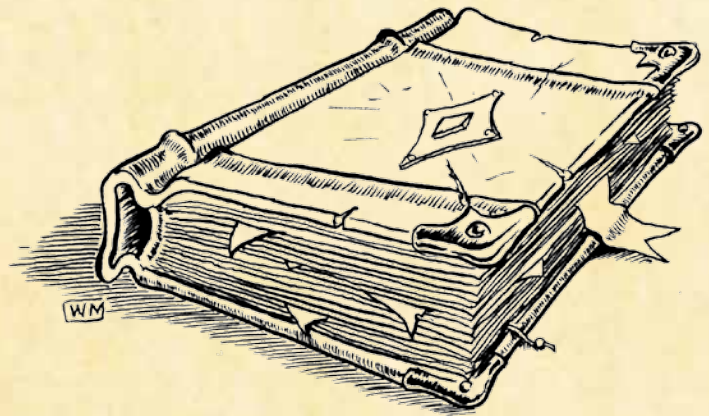
The miss chance granted by the concealment increases by an amount equal to twice your mythic tier (to a maximum miss chance of 40%). You are still treated as having concealment, not total concealment, for all effects other than the percentage of the miss chance. A non-mythic *true seeing* spell partially counteracts the blur effect, halving the miss chance percentage. A mythic *true seeing* spell completely counteracts the blur effect.

BULL'S STRENGTH

At any time during the spell's duration, as a free action, the target can choose to immediately expend the spell's effect in order to treat his next Strength check or Strength-based skill check as though the result were a natural 20. This ability must be used before making the Strength check or Strength-based skill check. This ability cannot be used to affect an attack roll or damage roll.

BULL'S STRENGTH, MASS

As the mythic version of *bull's strength*, except that any target that chooses to expend the spell's effect in order to treat his next Strength check or Strength-based skill check as though the result were a natural 20 only ends the spell's effect for that individual target, rather than for all the targets.



Special: Any character that knows the mythic version of *bull's strength* also knows the mythic version of *mass bull's strength*, as long as that character also knows the non-mythic version of both spells.

CALL LIGHTNING STORM

You may call down up to two lightning bolts per round. If you are at least 4th tier, you can call down three lightning bolts per round, and if you are at least 8th tier, you can call down four lightning bolts per round. The maximum number of lightning bolts you can call is equal to 15 + your mythic tier. The amount of damage inflicted by the bolts remains the same (5d6, or 5d10 if outdoors in a stormy area), but half the damage is electricity and the other half is sonic.

Creatures that succeed on their saving throws are dazzled and deafened for 1 round. Those that fail their saving throws are dazzled and deafened for 1 minute.

CALM ANIMALS

Add your mythic tier to the number of Hit Dice of animals that you can affect. The animals do not all need to be of the same kind, as long as they are all valid targets for the spell. Additionally, the spell can be used to affect magical beasts and animals with Intelligence scores of 3 or higher, but these creatures gain a +4 bonus on their saving throw. Finally, even if the affected creatures are threatened and the spell is broken, the affected creatures will not attack you or flee from you unless you are the source of the threat, though they will still attack or flee from other characters if that occurs.

CALM EMOTIONS

The spell's duration increases to be equal to 1 round/level, and you no longer need to concentrate in order to maintain it. Additionally, the radius of the area increases by 5 feet for every two mythic tiers you possess (to a maximum of a 45-foot-radius spread at 10th tier). Finally, even if a creature succeeds on its saving throw, it suffers a -2 penalty on attack and damage rolls for the spell's duration (any aggressive action against an affected creature ends this effect, just like it ends the rest of the spell's effects).

Augmented (3rd): If you expend three uses of mythic power, this spell dispels any non-mythic spells, spell-like

abilities, or supernatural abilities with the emotion descriptor that are currently affecting the affected creatures, if those creatures fail their saving throws. Spells or effects that could not normally be dispelled with a successful *dispel magic* spell cannot be dispelled in this way.

CAT'S GRACE

At any time during the spell's duration, as a free action, the target can choose to immediately expend the spell's effect in order to treat his next Dexterity check, Reflex save, or Dexterity-based skill check as though the result were a natural 20. This ability must be used before making the Dexterity check, Reflex save, or Dexterity-based skill check. This ability cannot be used to affect a ranged attack roll.

CAT'S GRACE, MASS

As the mythic version of *cat's grace*, except that any target that chooses to expend the spell's effect in order to treat his next Dexterity check, Reflex save, or Dexterity-based skill check as though the result were a natural 20 only ends the spell's effect for that individual target, rather than for all the targets.

Special: Any character that knows the mythic version of *cat's grace* also knows the mythic version of *mass cat's grace*, as long as that character also knows the non-mythic version of both spells.

CAUSE FEAR

Non-mythic targets are panicked, rather than frightened, if they fail their saving throw. Additionally, if the target fails his saving throw, he is shaken for 1d4 rounds, instead of 1 round. Finally, the spell can affect creatures with a number of Hit Dice up to 5 + your mythic tier.

Augmented: If you expend two uses of mythic power, then the target is panicked if he fails his saving throw, regardless of whether he is mythic or not.

CHARM ANIMAL

The bonus that the creature receives on its saving throw if it is currently being threatened or attacked by you or your allies decreases to +2. While the target is affected by the spell, in addition to the spell's normal effects, you gain a +10 bonus on all Handle Animal checks involving that animal. If you have the wild empathy class feature, or can otherwise influence the attitude of animals through mundane means, you can attempt to improve the target's attitude towards you naturally while the animal is under the spell's effects. This functions as normal for changing a creature's attitude with Diplomacy, except that the DC for the check is based on the target's attitude towards you before being affected by *charm animal*. If the check is successful, then at the end of the spell's duration, the target's attitude towards you remains helpful indefinitely. Finally, the spell's duration increases to 24 hours.

Augmented: If you expend two uses of mythic power, this spell can affect magical beasts and vermin, as well as animals.



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Uncover Forgotten Arcane Lore

Everyone knows that knowledge is power, and that having options is better than not having them. It should come as no surprise, then, that wizards, witches, and other powerful spellcasters are always on the lookout for new and exciting spells to add to their repertoires. While many spells from the *Pathfinder Roleplaying Game Core Rulebook* received a facelift and an upgrade in *Mythic Adventures*, the sourcebook that introduced mythic power to the game of *Pathfinder*, dozens of spells were left behind. *Missing Mythic Magic Volume I*, and its successors, aim to give each and every spell from the core rules a full-fledged mythic upgrade, all the way from A to Z, with a special focus on making mythic spells that feel as over-the-top and larger-than-life as possible.

This installment includes 16 mythic spells, from bestow curse to charm animal. With the spells in this book you can inflict powerful and exotic curses, including rendering your victim incapable of speech or turning the entire world against him, and rest easy knowing that these curses are incredibly hard to remove. Or, put your foes through an array of unfortunate options with an extensively enhanced version of *binding*. Even lowly spells like *bleed* and *bless water* are made exciting through mythic power, with the former interfering with the target's ability to stabilize (even mythic characters, who normally do so automatically), and the latter granting the option to transform entire bodies of liquid (albeit relatively small ones) into fountains of holy water. Don't wait: get your hands on the latest mythic spells now.

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.

