

FOUR HORSEMEN PRESENT

MYTHIC MAGIC EXPANDED



D&D
DUNGEONS & DRAGONS
ROLEPLAYING GAME COMPATIBLE

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Mythic magic barely brushes the myriad possibilities available to truly epic spellcasters. The themes of mythic spells are extremely straightforward. Most are simply a more powerful version of an existing spell, and casting is no more complex than expending a use of mythic power. This doesn't always have the right sort of epic flavor.

Why have a bloody ritual atop ancient ziggurats to summon an avatar? Why would a 15th level hierophant want a bunch of 1st level clerics drawing magic from her as a god? Why would anyone take the time to erect magical monuments on ley lines? *Mythic Magic Expanded* presents entirely new options — from wielding the power of mortal faith to harnessing energy through constructed monuments, *Mythic Magic Expanded* opens up grand ideas, adding depth and scope to epic spellcasting!

Each type of mythic magic first presents a new mythic feat that must be taken. Each mythic feat provides defined benefits to mythic casters, but also opens up rituals that take a larger investment of time, effort, or gold. Each either allows a mythic caster to perform epic feats of magic, or else provides a path toward easier casting of mythic spells.

BLOOD RITUAL

There is power to be gained from sacrifice, but most life is cheap. The blood of certain special individuals carries ancient energies, and when spilled fuels mythic magic. To perform a blood magic ritual requires the spellcaster to possess the Blood Ritual mythic feat (see sidebar).

A mythic spellcaster with the Blood Magic mythic feat can cast any mythic spell known or bloodline spell as a blood ritual. To cast a spell as a blood ritual she must perform a coup de grace action on one or more living creatures with the bloodline class feature or a mythic rank/tier. The coup de grace action must result in the living creature's death to contribute to the spellcasting. Performing a blood magic ritual adds 1 full-round action to the spell's casting time per coup de grace attempt.

Casting a spell as a blood ritual allows the mythic caster to greatly improve the spell's power and potency. The caster can modify the spell per the following table, with each effect requiring one living sacrifice. A creature that is both mythic and possesses the bloodline class feature counts as a number of sacrifices equal to its mythic tier or rank. Unless otherwise noted, an option can be selected only once per ritual.

BLOOD MAGIC (MYTHIC)

You can use rare and precious blood to fuel mythic spellcasting.

Prerequisite: Bloodline class feature.

Benefit: As part of the casting of any bloodline spell, you can deal 1d10 hit point damage per level of the spell to yourself to cast the mythic version of the spell. This damage takes the form of internal blood loss, or more overt physical damage (whichever you prefer). You do not need to expend a use of mythic power, and the damage taken does not cause a concentration check. If no mythic version of the spell exists, you can cast either a potent (+2 to spell's save DC and caster level to overcome spell resistance) or resilient (-4 penalty to dispel and can't be countered without the opposing caster expending a use of mythic power) version of the spell without expending a use of mythic power.

A living mythic spellcaster can choose to sacrifice herself as part of a final blood ritual, performing a coup de grace attack at the end of the spellcasting. A mythic spellcaster killing herself counts as a number of sacrificial living creatures equal to her mythic tier.



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TABLE: BLOOD RITUAL MODIFICATIONS

Modification	Effect
Augmented	Cast the augmented version of the spell (if the caster has sufficient mythic tier) with no additional expenditure of mythic power necessary. An additional sacrifice allows the casting of an augmented mythic spell even if the caster lacks a sufficient mythic tier.
Caster Level	The caster adds her mythic tier to her caster level for the purposes of spell effects based on caster level (such as range, duration, and damage dealt) and overcoming spell resistance.
Contingent	The spell cast comes into effect under some condition (as the <i>contingency</i> spell). An additional sacrifice allows the equivalent of a <i>mythic contingency</i> spell.
Metamagic	Apply any of the following metamagic feats to the spell without increasing the spell slot: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Reach Spell ^{MC} , or Widen Spell. This option can be selected multiple times to add different metamagic feats with multiple sacrifices. The caster does not need to possess the metamagic feat.
Mythic	Cast the basic mythic version of the spell with no expenditure of mythic power necessary.
Permanent	As the <i>permanency</i> spell (no gold is required). This can only be applied to spells that can be made permanent.
Spell Focus	The caster adds ½ her mythic tier to the spell's save DC (minimum 1).

MORTAL FAITH

As the gods know, there is power in mortal worship. This is a two-way street, with deities bestowing power upon the faithful, while drawing strength in return. Some mythic characters learn to grant power to worshipers through the divine source path ability (see *Pathfinder Roleplaying Game: Mythic Adventures*). A few learn to harness the power of belief as the gods themselves, using it to augment mythic spellcasting. To cast a spell modified by mortal faith requires a divine spellcaster to possess the Mortal Faith mythic feat (see sidebar).

MORTAL FAITH (MYTHIC)

You can draw upon the faith of mortal worshipers to fuel your mythic magic.

Prerequisite: divine caster 1+, divine source universal path ability.

Benefit: You can cast the mythic versions of spell-like abilities gained from the divine source path ability as long as you have line of sight to at least one non-mythic humanoid worshiper. Casting the mythic version of the spell in this manner does not cost mythic power, but you can expend uses of mythic power to augment these spell-like abilities as normal. If no mythic version of the spell exists, you can cast either a potent or resilient version of the spell without expending mythic power. A worshiper is defined as a creature that gains divine spells from you through the divine source path ability.

A worshiped mythic divine caster can further empower spells by leading ritual observances such as church services, dancing around bonfires, or even alcohol-fueled parties (depending on the religion). This requires at least one non-mythic humanoid worshiper to be within line of sight. Each worshiper contributing to the spellcasting adds 10 minutes to the spell's casting time, during which each must concentrate as if casting a spell. If the worshiper's concentration is broken for any reason, they do not contribute to the ritual observance. For every mortal worshiper that contributes to a ritual observance, the mythic spellcaster gains one use of mythic power toward the spellcasting, treats her mythic tier as one higher, or some combination of the two.

For example, a cleric with mythic tier 5 casting a *mythic storm of vengeance* spell with six worshipers present can cast the augmented version of the spell (requiring two worshipers to increase her effective tier to 7) without spending any uses of mythic power (requiring four worshipers in place of expending four uses of mythic power).

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STORYTELLING

A good weaver of tales can hold a crowd enraptured, and the greatest can change the world. What is history after all, except a consensus on what has gone before? A mythic storyteller can modify magic by telling lies so convincing they become superior to reality. To cast a spell modified by storytelling requires a spellcaster to possess the Storytelling mythic feat (see sidebar).

STORYTELLING (MYTHIC)

You empower mythic magic with convincing exaggerations and outright lies.

Prerequisite: caster level 1+, Voice of the Sibyl.

Benefit: When casting any mind-affecting enchantment spell, you may attempt a Bluff, Diplomacy, or Perform (oratory) skill check to cast a mythic version of the spell without expending a use of mythic power. The spell becomes language-dependent. Your skill check is opposed by the target's Sense Motive check. If no mythic version of the spell exists, you can cast either a potent or resilient version of the spell without expending mythic power. On a failure, the spell is cast as the non-mythic version.

A mythic spellcaster with the Storytelling mythic feat can further empower mind-affecting enchantment spells by weaving longer tales in front of crowds. To attempt to weave a story in this manner, the mythic caster must speak before a crowd of ten or more non-mythic humanoid, all with a Diplomacy attitude of at least indifferent or better. The spell becomes language-dependent.

The crowd must remain present and attentive for the entirety of the spellcasting. If the story is interrupted or the crowd disperses before the spell is cast, the spellcasting fails. The mythic caster attempts a Bluff, Diplomacy, or Perform (oratory) skill check with a difficulty and casting time set by the size of the crowd.

On a successful check, the spell is cast with increasingly potent benefits depending on the crowd's size, per the following table. All benefits are cumulative, so a DC 40 check before a 90 person crowd includes the benefits of DC 30 and DC 20 checks in front of smaller groups. If the spell allows a save, the crowd makes a single saving throw using the highest save within the crowd.

SIGIL CARVING

The first written magic took the form of runes and hieroglyphs. These words hold hidden meaning, and can serve as valuable tools to mythic crafters. To create a mythic item modified by sigil carving requires the Ancient Sigil mythic feat (see sidebar).

ANCIENT SIGIL (MYTHIC)

You craft mythic items empowered by primordial glyphs.

Prerequisite: Mythic Crafter.

Benefit: Any mythic magic item you craft gains one additional use of mythic power that can only be expended toward activating its abilities. Only items that require an expenditure of mythic power to activate the item's specific abilities gain a daily use of mythic power, and only a mythic character or creature can expend the item's use of mythic power. The use of mythic power cannot be expended for any purpose beyond activating the item's specific abilities that require an expenditure of mythic power. This item's mythic power refreshes every 24 hours.

A mythic crafter with the Ancient Sigil mythic feat can modify mythic items they craft with specific markings during the crafting process, granting the object growing abilities based on the length of the phrase written. Sigils of this type cannot be added or altered after the crafting process is complete. Every sigil added to an item increases the cost as shown below.

TABLE: STORYWEAVING DIFFICULTY AND BENEFITS

Crowd Size	Skill Check DC	Casting Time	Benefit
1-10	DC 20	1 minute	As a successful opposed skill check with the Storytelling feat. The spell cast affects the entire crowd, regardless of normal area or range restrictions.
11-50	DC 30	1 minute	The duration of the spell is doubled as the Extend Spell feat.
51-100	DC 40	10 minutes	Cast the augmented version of the spell (if the caster has sufficient mythic tier) with no additional expenditure of mythic power necessary.
>100	DC 50	1 hour	Cast the augmented version of the spell even if the caster lacks a sufficient mythic tier with no additional expenditure of mythic power necessary.

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TABLE: MYTHIC SIGILS

Sigil	Bind	Cost	+5,000 gp
Effect	Any creature wearing or wielding an item with this sigil placed by the same crafter can communicate telepathically (as the <i>telepathic bond</i> spell)		
Sigil	Change	Cost	+3,000 gp
Effect	The item changes size and shape to fit any form the wearer becomes using wild shape or transmutation spells and effects.		
Sigil	Cursed	Cost	+1,000 gp
Effect	You may add any single curse to the item (intermittent functioning, requirement, or drawback). This sigil can be added up to three times with an indication of how cursed it is (cursed, twice cursed, or thrice cursed).		
Sigil	Darkness	Cost	+5,000 gp
Effect	Any creature wearing or wielding the item has their alignment shifted one step towards evil. The creature's alignment returns to normal immediately when they no longer touch or wear the item.		
Sigil	Find	Cost	+1,500 gp
Effect	The item's creator can expend a use of mythic power to cast <i>greater scrying</i> on the item once per day. The item always counts as familiar, and anyone wearing it takes a penalty to their Will save as if you had a piece of their body.		
Sigil	Feather	Cost	+1,000 gp
Effect	The item's weight is reduced to —. Armor or shields with this sigil have their armor check penalty reduced by 2 (minimum 0).		
Sigil	Hidden	Cost	+500 gp
Effect	The item appears non-magical to any non-mythic divination spell or effect. Sigils placed upon the item can only be read in certain circumstances, such as by the light of the moon or when wet.		
Sigil	Invulnerable	Cost	+5,000 gp
Effect	The item can only be harmed or destroyed by a single thematic circumstance or source (similar to a minor artifact).		

Sigil	Light	Cost	+5,000 gp
Effect	Any creature wearing or wielding the item has their alignment shifted one step towards good. The creature's alignment returns to normal immediately when they no longer touch or wear the item.		
Sigil	Mage	Cost	+5,000 gp
Effect	The item's caster level is increased by your mythic tier at the time of crafting (maximum 20). Do not increase item cost beyond the value indicated for the sigil.		
Sigil	Named	Cost	+6,000 gp
Effect	The item bears a sigil of your true name. Any creature other than you wielding the item without your explicit permission gains two permanent negative levels. The negative levels cannot be overcome in any way (including by <i>restoration</i> spells) while the item is wielded. If lost or stolen, the item coincidentally returns to you over the course of 24 hours.		
Sigil	Rule	Cost	+9,000 gp
Effect	You can expend one use of mythic power to cast <i>dominate monster</i> on the item's wearer or wielder at will.		
Sigil	Sign	Cost	+500 gp
Effect	The sigils appear to any viewer as whatever language they can most comfortably read, and anyone reading the sigils understands the items full abilities and function.		



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Sigil	Stone	Cost	+1,000 gp
Effect	The item's weight doubles (minimum 1 lb.). If worn it grants a +1 armor bonus (or any existing armor bonus increases by +1). Weapons deal an additional +1 damage.		
Sigil	Summoned	Cost	+5,000 gp
Effect	The item's wearer or wielder can expend one use of mythic power to summon or banish the item as a free action at will. When summoned, the item becomes worn or wielded. When banished it becomes hidden on the Ethereal Plane.		
Sigil	Repair	Cost	+2,000 gp
Effect	The item heals 1 hit point of damage each round. An item with the broken condition loses the condition if it heals above half its maximum hit points.		
Sigil	Unbroken	Cost	+1,000 gp
Effect	Add your mythic tier at the time of crafting to the item's hardness and hit points.		
Sigil	Well	Cost	+2,000 gp
Effect	The item gains one additional use of mythic power as the Ancient Sigil feat (two total).		

Sigils of power can be hidden within longer phrases or riddles displayed. The basic meaning of a phrase can be interpreted with a DC 20 Knowledge (arcana) or Linguistics skill check. A DC 30 check gives the precise meaning and effects. A creature with the Ancient Sigil mythic feat gains a +5 competence bonus to this skill check.

MONUMENTS

Magical power flows through the world, concentrating naturally in certain locations. A mythic crafter in tune with these currents can artificially focus great energy within a location through monuments. A monument is a large stationary structure, piece of art, or modification to a landscape designed to support mythic spellcasting. Mythic spellcasters in tune with these locations can perform great works with little effort. Creating or using a monument requires the Craft Monument mythic feat (see sidebar).

CRAFT MONUMENT (ITEM CREATION, MYTHIC)

You can create great stationary monuments to concentrate magical power.

Prerequisite: Mythic Crafter.

Benefit: You can create large structures, statues, or monoliths designed to focus magic. Crafting a monument takes 1 day for each 1,000 gp in its price. To create a monument, you must use up raw materials costing half of its base price. You can also mend broken monuments if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that monument.

CREATING MONUMENTS

To create a monument, a character typically needs tons of sturdy materials (usually wood, metal, or stone) and the tools to carve them. Monuments are usually obvious, large, and heavy. The appearance of a monument must reflect the item's effects or function. Any spells involved in the monument's function are prerequisites for making the monument. The creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) and must provide any material components or focuses the spells require. The act of working on the monument triggers the prepared spells, making them unavailable for casting during each day of the monument's creation. (That is, those spell slots are expended from the caster's currently prepared spells, just as if they had been cast.)

An erected monument either creates a permanent spell effect over an area, encourages the casting of specific mythic magic, or both. Breaking a monument dispels the permanent spell effect. A monument cannot be moved without breaking it, but a broken monument could be moved and then repaired.

Skill Used in Creation: Spellcraft, Craft (carpentry), Craft (sculptures) or Craft (stonemasonry).

Area: The base area of effect for a monument is a 20-foot radius. The radius of effect increases by 20-feet for every additional 5,000 gp added to the base price.

Metamagic: Monuments can be used to modify spells of up to a certain level cast within their area as a free action. A mythic spellcaster can expend a use of mythic power to modify any spell as it is cast as a free action. A mythic spellcaster with the Craft

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Monument mythic feat can modify the spell with no expenditure of mythic power. The base price of the monument is increased by the metamagic feat's spell slot level increase \times the maximum spell level it can be applied to \times 3,000 gp. So, the price for a monument to empower spells (as the Empower Spell feat) of up to 3rd level would be 18,000 gp, and to quicken spells (as the Quicken Spell feat) of up to 9th level would be 108,000 gp. A monument can only have one metamagic feat tied to it in this manner, but might have permanent spell effects or mythic modifications (see below). The metamagic feat is added to the monument's list of requirements.

Mythic: A monument can supplement magic with mythic power. The creator designates a specific mythic spell. Whenever a creature (mythic or otherwise) casts the non-mythic version of the spell, the spell effects become the spell's mythic equivalent with no expenditure of mythic power necessary. A non-mythic caster cannot cast an augmented version of the mythic spell. A mythic caster can cast the augmented version, but must have an appropriate mythic tier and expend mythic power to augment the spell as normal. Each mythic spell tied to a monument in this manner has a price equal to the spell level \times caster level \times 500 gp. The mythic spell is added to the monument's list of requirements.

Permanent Effect: Tying a permanent spell effect to a monument causes the spell effect to indefinitely function throughout the location, regardless of the normal duration and area of effect. The spell effect can be any non-instantaneous spell, with all variables chosen at the time of the crafting. If the spell affects creatures the creator may designate whether the effect applies to all creatures automatically or has some special triggering limitation. These can be as simple or elaborate as desired, such as a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. Multiple permanent spells can be tied to the same monument. Mythic versions of spells can be made permanent, but the crafter must expend any necessary uses of mythic power during each day of the monument's creation. Each permanent spell effect tied to a monument has a price is equal to the spell level \times caster level \times 2,000 gp.

EXAMPLE MONUMENTS

JUSTICE

Aura weak enchantment; **CL** 3rd

Slot none; **Price** 41,000 gp; **Weight** 5,000 lbs

DESCRIPTION

Justice is a white-marble statue of a blindfolded woman holding a sword in her left hand while the right is open in greeting. Any creature entering within a 100-foot radius of the statue is affected by a *zone of truth* spell (Will DC 13 negates). A mythic spellcaster can modify any spell of 3rd-level or less cast within 100-feet of the statue with the Selective Spell metamagic feat (see *Pathfinder Roleplaying Game: Advanced Player's Guide*) as a free action by expending one use of mythic power. A mythic spellcaster with the Craft Monument feat does not need to expend a use of mythic power.

CONSTRUCTION

Requirements Craft Monument, Mythic Crafter, Selective Spell, *zone of truth*; **Cost** 20,500 gp

MONOLITH

Aura strong transmutation; **CL** 13th

Slot none; **Price** 182,500 gp; **Weight** 15,000 lbs.

DESCRIPTION

A *monolith* is a tall stone pillar with four flat sides worn smooth by time. Any animal or plant entering a 40-foot radius of the monolith is affected by an *awaken* spell effect. If a spellcaster casts *animate plants* within this radius, the spell is cast as the mythic version with no expenditure of mythic power necessary.

CONSTRUCTION

Requirements Craft Monument, Mythic Crafter, *animate plants*, *awaken*; **Cost** 91,250



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WARDING CIRCLES

Outsiders are vastly powerful beings that require impressive mortal magic to foil or bind for longer than minutes. Some mythic conjurers and summoners learn to combine power with ritual, creating circles entrapping or barring such creatures. With sufficient time and effort, an outsider trapped within a Warding Circle (see sidebar) can be cajoled into entering longer-lasting arrangements.

A mythic spellcaster with the Warding Circle mythic feat can summon outsiders as a ritual within warding circle. The warding circle created must match at least one of the summoned outsider's



WARDING CIRCLE (MYTHIC)

You create lines of power outsiders cannot cross.

Prerequisite: Augment Summoning.

Benefit: You can create lines of power that can either trap or bar outsiders. These lines may either be purely magical constructions or take the form of physical lines (such as chalk or blood). They are typically erected as a circle, but any closed shape (squares, rectangles, etc.) can be created with a maximum total area equal to one 10-ft. square per mythic tier. Creating a warding circle requires you to expend one use of mythic power. When a circle is created, you must select a single outsider subtype (angel, chaotic, evil, demons, etc.) for it to affect. Outsiders of that subtype with Hit Dice equal to or less than your Hit Dice cannot attack, cross (including teleportation), or use abilities through the warding circle by any means. Mythic outsiders are immune to this ability.

Creating a warding circle requires one full-round action per Hit Dice of outsider it can contain, up to a maximum of your total Hit Dice. You can erect weaker warding circles that contain or bar lower Hit Die outsiders faster by spending less full-round actions contributing to its construction (with each cumulatively affecting 1 HD). Additionally, you may expend additional uses of mythic power to erect the circle faster, with each use spent beyond the first counting as one full-round action.

A warding circle persists for a number of days equal to your mythic tier. It is a magical effect that can be dispelled, with a caster level equal to your Hit Dice. You may dismiss a warding circle as a standard action, and may have a number of active warding circles equal to your mythic tier.

subtypes. The caster may then summon a single appropriate outsider within the circle using any conjuration (summoning) spell or ability. The time required to cast the spell or use the ability is increased to 10 minutes. The duration of the summoning spell or ability does not begin taking effect for as long as the warding circle persists (essentially adding the warding circle's duration to the spell's duration). If

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the circle expires or is dispelled, the spell or ability's normal duration takes effect.

An outsider trapped within the circle can potentially be bargained with or forced to perform a single task for the summoner beyond the ability or spell's normal duration. However, this requires the outsider's willing consent. Gaining this consent typically involves a successful Diplomacy or Intimidate skill check by the summoner.

Even peaceful or good outsiders bound in this manner usually begin with a starting attitude of hostile (per the Diplomacy skill). New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, the warding circle ends, or until the summoner decide to dismiss it. Impossible demands or unreasonable commands are never agreed to. The following bonuses and penalties apply to the skill check.

The duration of the ability or spell is increased to 1 day per mythic tier or until the task is completed. The outsider is compelled to pursue the agreed upon task, but some intelligent or crafty outsiders might seek to comply to the letter of the agreement instead of the spirit. This is especially likely if the task goes against the outsider's nature.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge.



TABLE: BINDING SKILL CHECK MODIFIERS

Request Modifier	Skill Check DC Modifier
Bribery	-1 per 500 gp
Duration of binding	-1 per day
Summoner shares outsider's alignment	-5
Task fits outsider's nature	-5
Task is simple and quick	-5
Summoner's alignment is counter to outsider's	+5
Task runs counter to outsider's nature	+5
Task reveals secret information	+5
Task is lengthy or complicated	+5
Task is dangerous or open-ended	+10
Task could result in punishment	+15

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