

PATHFINDER[®] **ROLEPLAYING GAME**[™]

MYTHIC ADVENTURES





MYTHIC ADVENTURES

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This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

The Pathfinder RPG would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort. Additionally, a list of the Mythic Development Workshop participants appears on page 253.



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Legend speaks of the coming of great heroes. As the darkness gathers and the forces of the underworld rise to swallow the land of the living, a few brave souls will hear the call to greatness. Their deeds will become the stories of our time, and their victories will be celebrated for centuries to come. Even now, they walk among us—unaware of the destiny that awaits them. The moment is almost here. Their hour is at hand.

WHAT IS MYTHIC?

Everyone knows the story of the blacksmith's son who, after taking up arms to defend his village, continues on to become a renowned adventurer. And of the young elf who spends years studying musty tomes and practicing simple spells before she heads out into the world to seek ancient lore. These are the stories of everyday adventurers, risen from the ranks of the common folk to make a name for themselves in places harsh and unforgiving.

But these are not the only stories of heroism. Some adventurers are beyond exemplary—their stories forge the

greatest sagas of history, and their every deed births a legend. From the children of gods, blessed with the divine spark, to the lucky heroes born under auspicious stars, these characters are destined to greatness. They are mythic: possessed of unparalleled heroism and capable of astounding acts.

To be mythic means to draw upon a power that few even dare to understand, and even fewer hope to wield. An air of destiny surrounds mythic characters, and each choice they make shapes the world at large. Their story is intertwined with the great events of the day, and their actions are central to the outcomes. Mythic characters are more resilient and powerful than others, and as a result are awe-inspiring in ways their non-mythic counterparts could never match. Other adventurers might balk at taking on a dragon that plagues a village, but mythic heroes would not only take on the dragon, but also clear the entire region of threats.

Ultimately, the story of mythic heroes is defined by the challenges they face. The GM has a number of new and awe-inspiring tools with which to confront mythic player characters, ranging from immense and deadly mythic

monsters to vile and cunning mythic villains. Mythic monsters are unique creatures or remnants of a bygone age when such terrifying beasts ruled over the land. They now dwell in the lost places of the world, waiting for their time to bring great terror. Mythic villains have many of the powers of mythic characters, but they use their abilities selfishly—to subjugate kingdoms, slaughter the innocent, and bring ruin to the world. Unless heroes rise to stop them, mythic villains can cause destruction and chaos on an unimaginable scale.

Even with such great power, mythic characters are not invulnerable, just more able to deal with the dangers of the world around them. If a mythic character dies, her loss is a great tragedy to the world, as the light of one of its true champions has been extinguished. This is what makes a mythic story exciting: these heroes might fall, just as non-mythic heroes might succumb to lesser threats. And when they do succeed, their victory often comes at a high cost, and usually leaves them scarred.

The rules in this book give players and GMs the tools they need to run mythic adventures. The mythic rules add to the base rules of the Pathfinder Roleplaying Game, either as part of an adventure in which the PCs attain mythic power for a limited time, or as the backbone of an entire campaign charting the legend of a group of mythic characters. Some of the rules in this book draw upon the *Advanced Player's Guide*, the *Advanced Race Guide*, *Ultimate Combat*, *Ultimate Equipment*, and *Ultimate Magic*—but these books are not required to add mythic aspects to your game.

What Makes Mythic Adventures Different?

In a world of might and sorcery, with dragons and elves, what does it mean to be “mythic?” Being mythic means possessing a degree of might unusual even in a fantasy world. Scenes turn more dramatic, the enemies are more lethal, and the consequences of the heroes’ actions make a far-ranging impact. Being mythic means invoking a sense of wonder and awe even in those already accustomed to the strange and unusual.

The way this book portrays the mythic narrative isn’t solely about stories at 20th level and monsters with high Challenge Ratings—it’s about the surprising and unfamiliar regardless of power and scale. Even 1st-level characters could be imbued with mythic power and become forces to be reckoned with. Similarly, lesser monsters such as ogres and skeletons that become mythic transform into terrifying foes with unknown powers, changing the nature of the story you’re playing—and startling those accustomed to their non-mythic ilk.

Not only the characters take on unexpected forms in mythic adventures; the setting does as well. The vistas are more dramatic, featuring flying islands and keeps that float in raging volcanoes. The colors are brighter, the sounds are

MYTHIC VERSUS NON-MYTHIC

As you make your way through this book, you will see a number of abilities, feats, spells, magic items, and monsters refer to “mythic” versus “non-mythic” creatures and sources. For the purposes of the rules that follow, a creature is mythic if it has a mythic tier or mythic rank. Any mythic creature is considered a mythic source. The term “mythic source” can also apply to an attack, feat, spell, magic item, or other effect that originates from a mythic source.

Creatures are non-mythic if they don’t have any mythic ranks or tiers. Any non-mythic creature is a non-mythic source, as is any attack or effect originating from a non-mythic source.

more mysterious, and all of the other stimuli are sharper and more vibrant. Where the non-mythic hero would encounter a crumbling keep filled with familiar monsters, a mythic hero faces a towering citadel that builds itself from the bones of would-be invaders and is inhabited by cruel and malign creatures of nearly god-like power.

Besides the setting, the challenges that face mythic characters are far more harrowing than usual. Enhanced abilities allow mythic characters to take on threats beyond the reach of those without such power. They can face with ease foes both powerful and numerous. The real challenge is when they take on mythic creatures that possess the same resilient nature and abilities similar in potency to those they themselves rely on. When a mythic hero comes face to face with a mythic monster, the battle is truly legendary.

Finally, mythic adventures feature difficult choices and far-reaching consequences. As the characters progress through the story, they’re tasked with taking on challenges that seem impossible even to them, and might be tempted to wander from their path. As mythic heroes, they’re the first to respond to cataclysmic events, just as they’re the last bastion to stem the tide of evil and darkness that threatens to wash over the world. Their successes and failures leave marks on the world for centuries to come.

NAVIGATING THIS BOOK

The rules in *Mythic Adventures* are organized much like the ones appearing in the *Pathfinder Roleplaying Game Core Rulebook*, with a few new additions. Each chapter contains rules organized around one particular theme, such as players’ mythic paths, feats, spells, or magic items. The first three chapters contain rules primarily for players creating mythic characters. The following four chapters provide Game Masters with all they need to plan and run

mythic adventures and campaigns. Some of the rules in these chapters, in particular the magic items from Chapter 5, will be useful to players as well.

Chapter 1—Mythic Heroes: Your journey begins with these rules for creating a mythic character. This chapter includes rules for the six mythic paths characters can select from upon gaining mythic power. It starts with a discussion of mythic characters, including a number of common abilities shared by all mythic characters as they advance in tier. This section also describes how to select a mythic path for each character. Each path includes over 40 different abilities you can choose from when creating your character, as well as tips and advice for building heroes along different themes. You'll also find rules for advancing your mythic hero by accomplishing legendary trials, in parallel to advancement in your class. Here is what you can look forward to in each path.

Archmage: This master of the arcane uses mythic power to cast powerful spells, penetrating even the most stalwart of defenses. Though most of the archmage's powers involve spellcasting, some of her abilities grant greater knowledge of and insight into the world around her.

Champion: No mythic hero is more skilled at martial combat than the champion. Few can survive the devastating strikes and skilled maneuvers of this master of melee. A champion also has access to a variety of abilities that allow her to stay in the fight.

Guardian: In a world with mythic heroes, there are many mythic foes that can deliver the same sorts of devastating hits and powerful spells. Fortunately, a guardian can take them all on and keep fighting. Capable of sustaining horrific wounds that would kill a lesser hero, the guardian is an unbreakable wall standing between fearsome foes and their would-be prey.

Hierophant: As a direct conduit of divine magic, the hierophant has glimpsed great power and understands how to wield it. Drawing magic from a deity or the spirit of the natural world, the hierophant can cast incredibly powerful divine spells or channel his power to heal even the most grievous wounds.

Marshal: Though no mythic hero is a follower, some were truly born to lead. The marshal uses mythic power to aid her allies in a variety of different ways—aiding their attacks, bolstering their defenses, and in some cases even taking wounds for them so they can keep on fighting.

Trickster: Masters of deception and diplomacy, the trickster is a mystery to his allies and doom to his enemies. Whether striking from the shadows or manipulating events in the open, the trickster has a wide variety of abilities that allow him to accomplish his goals, even if those goals are as mysterious as he is.

This chapter closes with a number of universal mythic path abilities that characters of any path will find useful.

Chapter 2—Mythic Feats: This chapter includes a wide variety of mythic feats available to heroes as they gain tiers, much as characters receive non-mythic feats as they gain levels. Most of these feats are upgrades to existing feats, giving increased flexibility and heightened benefits to those who already possess the non-mythic versions. Other feats grant you additional power and opportunities not available to non-mythic characters. There are even some feats meant to be taken by non-mythic characters who come into contact with the mythic world.

Chapter 3—Mythic Spells: This chapter takes a number of iconic and bizarre spells and gives them mythic upgrades, enhancing their might and what they can accomplish. Through various path abilities or the Mythic Spells feat, mythic characters can learn the mythic versions of spells, allowing them to infuse their casting with mythic power for greater effects any time they cast the spells. Some spells even have augmented versions that can be unlocked only by a character of sufficient tier, granting truly powerful and world-shaping effects.

Chapter 4—Running a Mythic Game: Creating a mythic story, whether it lasts for a single session or an entire campaign, requires more planning than your typical game. Mythic stories should evoke a greater sense of danger and wonder. This chapter provides a wealth of advice and rules toward that end—to aid you in creating a story that your players will never forget, with challenging foes and incredible vistas. Also included are guidelines for pacing the advancement of mythic characters, giving out suitable rewards, and creating villains that can challenge mythic heroes. At the end of this chapter, you will also find a number of sample adventure ideas, ready to be used in your game.

Chapter 5—Mythic Magic Items: Mythic heroes can acquire magic items that, when activated with mythic power, can be used in new and astonishing ways. This chapter includes a wide variety of new magic items, from magic weapons and armors to potent cloaks, rings, and other objects of incredible power. It also describes a number of minor and major artifacts, because such items frequently play crucial, important roles in mythic tales. Finally, you'll find rules for creating legendary magic items that increase in power along with the characters who wield them.

Chapter 6—Mythic Monsters: With all of the power and abilities granted to mythic heroes, they need monsters that will challenge them and push them to the breaking point. This chapter includes over 40 mythic versions of classic monsters, such as dragons, the medusa, and the vampire. Also included are rules for creating entirely new mythic monsters, guidelines for monsters up to CR 30, and quick mythic templates for upgrading existing monsters to give them a mythic edge.

Chapter 7—Fire Over Blackrag: This short adventure gives a quick introduction to mythic adventuring. The player characters are visiting the seaside town of Blackrag Cove when a nearby volcano threatens to engulf the town in flames. After a difficult journey to find answers about the impending catastrophe, the characters become imbued with mythic power, and are empowered to face the enormous challenges ahead. The heroes must leave the normal world behind and travel to a faraway, fantastical island if they're to save the town from certain devastation in time.

Glossary

Mythic Adventures uses several terms that are new to the Pathfinder Roleplaying Game, or that previously existed but were rarely used. These terms are worth reviewing before continuing on with the rest of this book.

Ascension: The moment of ascension is the moment when a normal character becomes a mythic character. This event is usually a critical moment in the story that helps to define the mythic character's origin and the source of her power. Once a character has undergone ascension, she gains her first mythic tier and can select a mythic path. (See page 10 in Chapter 1.)

Boon: When a mythic character completes a particularly difficult task, the GM might reward that character with a boon. A boon represents having earned the favor of the source of the character's power. Once acquired, a boon allows the character to draw upon mythic power one additional time that day. A mythic character might be rewarded with a boon several times in a single session, but no more than once per encounter. (See page 132 in Chapter 4.)

DR/Epic: A type of damage reduction, DR/epic can be overcome only by a weapon with an enhancement bonus of +6 or greater (*Pathfinder RPG Bestiary* 299). Weapons with special abilities also count as epic for the purposes of overcoming damage reduction if the total bonus value of all of their abilities (including the enhancement bonus) is +6 or greater.

Mythic: With abilities seemingly beyond the those of ordinary mortals, a mythic character or mythic monster becomes part of a story that plays out on a greater scale than ordinary people can understand. An attack, spell, or other effect is considered mythic if it originates from a mythic source, such as a character or creature with a mythic tier or rank. (See the sidebar on page 5.)

Mythic Path: (Often referred to just as a "path.") The theme of a character's mythic abilities is determined by her mythic path—archmage, champion, guardian, hierophant, marshal, or trickster. Each path has a number of special abilities associated with it that the character can select as she advances in tier. (See page 11 in Chapter 1.)

Mythic Power: Each mythic character can call upon this base mythic ability to influence destiny and fuel other

BOOK REFERENCES

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG
<i>Advanced Race Guide</i>	ARG
<i>Ultimate Combat</i>	UC
<i>Ultimate Equipment</i>	UE
<i>Ultimate Magic</i>	UM

abilities. At its most basic, mythic power is needed to use the surge ability, but it can also be called upon to use a number of other mythic abilities. (See page 12 in Chapter 1.)

Mythic Rank: (Often referred to just as a "rank.") Similar to tiers, mythic ranks are used to describe the approximate mythic power possessed by a monster. All creatures with a mythic rank are considered mythic for the purposes of feats, spells, magic items, and other abilities. Mythic ranks range from 1 to 10. (See page 176 in Chapter 6.)

Mythic Tier: (Often referred to just as a "tier.") Mythic characters advance in power by gaining tiers, each of which grants new abilities. Attaining a new mythic tier requires completing difficult trials within the campaign's story rather than accumulating experience points. Mythic tiers range from 1 to 10. Characters who achieve 10th tier are at the height of mythic power, and are in some respects akin to minor deities. (See page 13 in Chapter 1.)

Mythic Trial: (Often referred to just as a "trial.") A trial is a difficult task that awaits mythic heroes. It usually represents the culmination of part of the heroes' story, marking it as an important point in their legend. A mythic character has to complete one or more trials in order to reach a new mythic tier. Trials and mythic path advancement are separate from XP and character level advancement, and are based on grand achievements within the story rather than individual encounters. (See page 13 in Chapter 1 and page 129 in Chapter 4.)

Non-Mythic: Any attack, spell, or effect originating from a character or creature without any mythic abilities is non-mythic. This term can also refer to a character without a mythic tier or a creature without a mythic rank. (See the sidebar on page 5.)

Surge: Surge is a basic ability that each mythic character receives. It allows her to roll a die and add the result to a d20 roll, influencing the outcome after the results are revealed. (See page 12 in Chapter 1.)