

# MYTHIC PATHS OF THE LOST SPHERES

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Special Thanks to Owen K.C. Stephens and Steve Russell for their contributions to 3pp Gaming. All references to Rite Publishing or Rogue Genius products are by permission only.

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Sample file



## INTRODUCTION

The Mythic rule-set for the Pathfinder RPG, as presented in *Pathfinder Roleplaying Game Mythic Adventures* rulebook, adds aspects to the game that allow for characters that transcended the limits of their peers, elevating them to the heights of legend. The system showcases powerful archetypes classic to the roots of all fantasy and wrapped around the origins of classes of the game system itself. But in the body of the fantasy genre there are other Paths that can only be described as mythic.

These potential Paths are as unique and varied as the gifted writers and creators that craft them. Some among these fall into groups: Shapeshifters of great power, mages that swim through time like water, and gifted prodigies of skills so profound they are magical.

Beyond these groupings there are also ranges of multiclass characters, unusual archetypes, and third party content that don't readily mesh with the basic mythic paths. In particular this book supports may of the psionic, spirit-binding, temporal (time thief and time warden by Owen K. C. Stephens and

Genius Games) and shapechanging classes (such as taskshaper from *Secrets of Adventuring*, by Steven D. Russell, David Mallon, Jonathan McAnulty, Will McCardell, Benjamin Rombeaut) Many paths presented in this product are designed with a specific eye to allow mythic characters of these classes.

This book expands on the base mythic paths with the addition of ten new path options to serve the needs of characters that do not fall under the "core" mechanics of the main mythic rule-set. You may notice that the scope of these paths include options that are both heroic and darker in tone than the core paths. The main mythic rule-set favored heroes of legend. The new rules in this book also include mechanics that favor villainous progressions. A game-master will find as many ideas for stories to oppose his groups as well as provide new options for characters wanting to serve less classical or more specialized roles.

This supplement also provides the basic overviews of the worlds from the Lost Spheres meta-setting. This campaign "capstone setting" is a backdrop of mythic cultures that have reasons to interact with pre-existing games.

## MYTHIC CULTURES

The Sidhe. The Norns. The Heroes of Valhalla. Myth is crawling with references to cultures and creatures where the baseline understanding is that even one of them was a primal force and their armies shattered worlds.

This product presents a number of cultures who have among them staggering numbers of mythic beings. Game-masters implementing these aspects of the Lost Spheres meta-setting or choosing to model such civilizations in their own home-brew setting should be careful in how they use these cultures so that they do not impact the sense of wonder mythic game-play provides.

When GMs utilize this source, they would do well to remember that mythic cultures are subject to mythic enemies, conflicts and magic strictures of their own and are often not free or interested in exerting their unique potency on “lesser,” non-mythic neighbors or associates. It is entirely possible to run a mythic game within an existing setting as a secret war of god-like beings bound by laws invisible to the inhabitants of the more mundane levels of reality.

## THE LOST SPHERES

This product also uses the “meta-setting” of the Lost Spheres. A capstone system of locations, elements, and story backing meant to ease integration of new material and serve as an interstitial link between multiple campaign settings and worlds. A brief summary of the Lost Spheres is presented in the appendix of this work.

It is not necessary to use the Lost Spheres meta-setting to utilize the rules presented in this product however. All of the paths included within this work may be used as presented without any necessary modifications to insert into any Pathfinder Roleplaying Game campaign.

## SOURCES OF POWER

Some products make references to magic systems that draw on specific Sources of power. GMs have the final say on what power Source an effect comes from in their campaign. For purposes of this product, six major Sources of power are referenced:

**Arcane** - The power of the universe drawn through the innate gifts of Sorcerers and studied in the tomes of Wizards. Bards, bloodragers, magi, and other

**Divine** - The power of the Gods, drawn through creation and returned to their mortal vessels. Clerics, Oracles and Druids use this power source.

**Entropic** - The power of system failures in the universe, loopholes in Creation’s laws and channeling broken entities of great power. Binders, chaos mages, and other users of broken or flawed energies likely derive their powers from this Source.

**Material** - The raw power of the cosmos and the natural energies of the world. Some GMs may wish to re-assign Druids this power source. Other examples of the Material Source would include characters that rely on extremes of skill such as fighters, rogues, and martial initiators.

**Psionic** - The power of the mind unlocked through self-awareness or rigorous study. Psions, Wilders and similar classes fit this power source. Some campaigns may wish to assign ki using classes like monk or stalker to this Source.

**Temporal** - The power of the flow of time. Exploited by time thieves, time reavers and time wardens alike to alter the course of reality. For more information on temporal magic and mechanics refer to the *Genius Guide to the Time Warden* or *Genius Guide to the Time Thief*, and the motes of time mechanic by Owen K. C. Stephens and Rogue Genius Games.



## MYTHIC PATHS

This book adds ten new Mythic Paths to supplement those found in the *Pathfinder Roleplaying Game Mythic Adventures* book. These paths are meant to expand upon the classic mythic roles presented in the “core” mythic system. They support a broader array of character builds and many third party options that may not be accounted for otherwise in the *Pathfinder Roleplaying Game Mythic Adventures* rulebook.

The new paths presented in this product are:

**The Godhunter** - Foes of the divine and opportunists of the overages of the faithful. These predators claim the power of the Gods for themselves.

**The Hivemaster** - From summoners to undead generals these are the greatest leaders of the magical masses.

**The Hollow One** - Home to vestigial lords, demons and broken spirits, these living prisons are powered by their curses and other burdens.

**The Master-of-Shapes** - Shapeshifters on a whole new level. These masters of transformation leave little of the self unexplored.

**The Overmage** - Casters devoted to breaking down the barriers of magic and drawing on all the sources of the multiverse.

**The Scion-of-High-Sorcery** - The undisputed masters of inborn sorcery and blood magic.

**The Super-Genius** - An omega level intellectual with such skill that the results of their efforts verge on or transform into the supernatural.

**The Timelord** - Dancers of the Rivers of Ages, these mystics harness the power of time and wield paradox like a weapon.

**The Will-of-All** - A group of psychic and mystic unifiers with the power to make the Many into the One.

**The Worldsinger** - A masterful servant of creation armed with the power of the First Song.

## GODHUNTER

Madmen. Heretics of the most extreme blasphemy. Enemies of the Gods themselves. Demigods spurned by their own parents. Opportunistic leeches of the limitless power of the Divinities. A lot of things can drive a character to the Path of the Godhunter.

These enemies of the divine are often the result of stories of tragedy that would shatter lesser beings but instead the Godhunter learns to shatter and break the divine powers that oppose them.

**Role:** As an a Godhunter you are primarily a striker with a specialty in opposing and drawing strength from divinely empowered enemies. You use the spoils of your divine conflicts to fill many purposes familiar to those of the Heirophant. Godhunters have defensive options that may be an similar to a Guardian style character with high resistances and defensive abilities.

**Classes:** The Godhunter often rises from the ranks of rogues, fighters, rangers, and barbarians. However the Hunters of Meddikar require training in both magic and steel resulting a large number of their ranks having levels in spellcasting classes like wizard or arcanist.

**Worlds and Cabals:** The Hunters of Meddikar are the single largest gathering of the Godhunters in the Lost Spheres. Endukai assassins, who are often tasked with hunting priests for coin, and the nihilistic Apaths of the Iron Pits are other examples of groups including Godhunters in their ranks..

**Bonus Hit Points:** Whenever you gain an Godhunter tier, you gain 5 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

TABLE 1-1: GODHUNTER

Tier	Path Features
1st	Path Ability, Devour the Divine
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	Path Ability, Godslayer

