



MYTHIC MAGIC: INTRIGUE SPELLS

Pathfinder
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS

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SPECIAL THANKS: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game Mythic Adventures* and *Pathfinder Roleplaying Game Ultimate Intrigue* hardbacks.

Mythic Magic: Intrigue Spells © 2016, Legendary Games; Authors Alex Riggs and David N. Ross.
ISBN-13: 978-1535547215
ISBN-10: 1535547219
First printing August 2016.
Printed in USA.



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WELCOME TO MYTHIC PLUG-INS: MYTHIC MAGIC

This supplement is just one part of a larger resource for every gamemaster who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published monsters provide a broad selection of new mythic spells, but as the game has grown there are so many more spells yet to discover! Mythic spells are not just about bigger numbers, but about more interesting, exciting, and cinematic special effects that go along with them that really give your characters (or your villains) a sense of power to shake the foundations of the world! Or at least the walls of the local dungeon. That is where the *Mythic Magic* series from Legendary Games comes in.

The *Mythic Magic* series contains updated mythic spells for every class, presented in cogent and coherent modular units perfect for each class to have everything they need to make their mythic spell selections count. Spells that help them to set themselves apart from the ordinary humdrum casting they've been used to, and to experiment with the new possibilities that mythic spells have to offer. Every issue brings you mythic versions of entire spell lists by class, with mythic versions of all the spells you already know and love that didn't make their way into *Pathfinder Roleplaying Game Mythic Adventures*. All brought to you by expert designers who know the mythic spell rules like no one else because they are the same authors that created most of the mythic Spells in *Pathfinder Roleplaying Game Mythic Adventures*.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official *Pathfinder Reference Document* as well as *d20PFSRD*. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and managed by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE MYTHIC MAGIC: INTRIGUE

This product is the latest all-new *Mythic Magic* supplement, bringing you **100 all-new mythic spells** from *Pathfinder Roleplaying Game Ultimate Intrigue*! While the original mythic rules for Pathfinder included many cherished favorites from the *Pathfinder Roleplaying Game Core Rulebook* as well as the other core rules hardback rulebooks and the *Mythic Spell Compendium* compiled a vast array of mythic spells for your game, new rules for Pathfinder continue to come out and spellcasters have a continual supply of new tricks to try from more recent rulebooks like *Pathfinder Roleplaying Game Ultimate Intrigue*. That diversity of options that we love so much about the game is what Legendary Games brings to you in the *Mythic Magic* series. The product before you completes the mythic rules for every spell in *Pathfinder Roleplaying Ultimate Intrigue*. **All of them**, from *absolution* to *wizened appearance* and all spells in between.

Whether you wield arcane, divine, or psychic magic, *Mythic Magic: Intrigue Spells* contains mythic spells of every level and every kind, from minor spells to the mightiest magics. You will find combat spells like *desperate weapon*, *crime wave*, *illusion of treachery*, and *permanent hallucination* right alongside defensive magic like *disrupt silence* and *pocketful of vipers*, spells to aid investigations like *codespeak*, *trace teleport*, and *red hand of the killer*, and of course a huge toolbox of deceptive magic like *dark whispers*, *compulsive liar*, and *false resurrection*. They are all here, every one, developed with flair and function in mind as only Legendary Games can bring it, by the same designers that wrote most of the mythic spells in *Pathfinder Roleplaying Game Mythic Adventures* in the first place.

The *Mythic Magic* series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



INTRIGUE SPELLS

Spells of intrigue run the gamut from spells to aid in arcane investigations, divine inquisitions, and psychic séances searching for truth and uncovering the secrets of the living and the dead, and on the other hand to thwart those trying to uncover mysteries some would rather keep hidden, or to sow confusion, discord, lies, and treason in small, subtle ways or in grand conspiracies. Whatever form of magic they use, spellcasters can learn mythic spells using the mythic spellcasting universal path ability or the Mythic Spell Lore feat. The details of both are found in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*.

This product provides mythic versions of the spells from the *Pathfinder Roleplaying Game Ultimate Intrigue* rulebook, but you will still need to refer to the standard versions of those spells to resolve their effects, as adjusted by the mythic rules presented in this product. As such, it is assumed you have access to that rulebook and the spell lists contained in **Chapter 5: Spells** of that book, and those lists are not repeated here. For ease of electronic reference, you may also link to the individual spells in online the Pathfinder Reference Document and at d2opfsrd.com; each spell description below is hyperlinked in electronic versions of this product to these online resources. Spells marked with a superscript ^A are spells that can be further augmented to produce greater effects by the expenditure of additional mythic power.

SPELL LIST (ALPHABETICAL)

absolution^A
aerial tracks^A
animal ambassador
aphasia^A
audiovisual hallucination
auditory hallucination^A
aura of the unremarkable
bountiful banquet
break, greater^A
build trust^A
charm person, mass^A
codespeak^A
complex hallucination
compulsive liar
conditional curse^A
conditional favor
conjuraton foil
conjure carriage
contingent venom^A
controlled fireball^A
crime of opportunity^A
crime wave^A
cultural adaptation^A
curse of the outcast^A
dark whispers
deadman's contingency^A
deceitful veneer^A

deflect blame^A
demanding message
demanding message, mass
desperate weapon^A
detect anxieties^A
detect desires^A
detect magic, greater^A
detect the faithful^A
disrupt silence^A
dress corpse
entice fey
entice fey, greater
entice fey, lesser
fabricate disguise^A
false belief^A
false future
false resurrection^A



false resurrection, greater^A
 false vision, greater^A
 ghost brand
 glimpse of truth^A
 handy grapnel^A
 hidden presence
 hollow heroism^A
 hollow heroism, greater^A
 illusion of treachery^A
 illusion of treachery, greater^A
 insect spies^A
 insect spies, greater^A
 instant fake^A
 instant summons, greater^A
 know peerage^A
 languid venom^A
 life of crime
 mage's decree
 majestic image^A
 matchmaker^A
 meticulous match
 obscure poison^A
 open and shut
 open book
 overwhelming poison^A
 pack empathy
 peacebond, greater^A
 permanent hallucination
 phantasmal affliction
 pocketful of vipers
 poisonous balm
 pox of rumors
 prognostication
 quieting weapons^A
 red hand of the killer
 reincarnate spy
 resplendent mansion^A
 rumormonger
 scripted hallucination^A
 selective alarm^A
 shamefully overdressed^A
 shifted steps
 swallow poison
 they know
 trace teleport^A
 trade items
 treacherous teleport^A
 triggered hallucination
 true prognostication
 underbrush decoy^A
 undetectable trap
 unerring tracker^A
 urban step^A
 vicarious view^A
 voluminous vocabulary
 wizened appearance

SPELL DESCRIPTIONS

ABSOLUTION

You can opt not to end any specific charms or compulsions of your choice on the target, provided you are aware of them. You can restore class abilities lost by violating a code of conduct if the violation was the result of a charm of compulsion effect that ended up to 1 day ago per caster level. If the target's alignment was changed by a spell that allowed a saving throw, you grant the target a new saving throw against the alignment change if the spell's duration has not yet ended or if it was instantaneous and took effect no more than 1 day ago per caster level.

Augmented (4th): If you expend two uses of mythic power, you can affect a target automatically regardless of your respective alignments. The target gains a bonus equal to half your mythic tier on saving throws against charm and compulsion effects from sources opposing the target's alignment on the good-evil axis or law-chaos axis for 1 hour per caster level.

AERIAL TRACKS

Add your mythic tier as a bonus on Survival checks made to follow tracks with this spell. Additionally, you also gain insight into a variety of pieces of information that might be gained by following more traditional tracks. For any aerial path that you successfully follow with this spell, you learn the size of that creature, how many hours ago it passed through that area, and the speed at which it was moving. If the result of your Survival check exceeds the DC by 5 or more, you also learn the creature's type (including any subtypes), as well as anything unusual about their movement (such as if they have an injured wing, are particularly heavily burdened, or are walking through the air via magic rather than actually flying, etc.).

Augmented (3rd): If you expend two uses of mythic power, you automatically succeed on any Survival checks of DC 40 or lower made to follow tracks with this spell.

ANIMAL AMBASSADOR

The spell's casting time is reduced to 1 minute, and you can target animals of up to Large size. Additionally, when imbuing the animal with skill ranks, the maximum number of ranks you can imbue is equal to your mythic tier, or the normal limitations, whichever is higher. Further, the spell does not automatically fail if you give



the animal an object to deliver which is poisonous, trapped, or otherwise dangerous, as long as that object does not pose an obvious danger to the animal. Finally, when the animal delivers its message, if the message is persuasive in nature (ie., asking the target to perform a certain task or act in a certain way), you may have it make a single Bluff, Diplomacy, or Intimidate check on your behalf. Which type of check is made depends on the nature of your message, as determined by the GM.

APHASIA

Non-mythic creatures are not entitled to a new saving throw at the end of each of their turns to end the effect, and non-mythic creatures affected by *tongues* are not immune to the spell, although you must succeed on a caster level check (DC 10 + the *tongues*'s caster's caster level), or the target is unaffected.

Augmented (5th): If you expend two uses of mythic power, you can increase the spell's duration to permanent. If you do, it gains the curse descriptor, and can be removed with *remove curse* and similar effects. Further, after one hour to adjust to the change, the target suffers only 20% spell failure on spells with verbal components, rather than being unable to cast

them. If the target is mythic, she is still entitled to a new saving throw each round to end the effect.

AUDIOVISUAL HALLUCINATION

As the benefits of mythic *auditory hallucination*. Additionally, the image automatically reacts appropriately to any damage dealt to it, although each time a creature successfully hits the image, it is entitled to a new Will save to disbelieve the spell. Additionally, you can provide more complex instructions for the phantasm when you cease concentrating on it, which can be explained in 100 words or fewer, and by spending a move action to focus on the spell, you can issue new instructions even after you have ceased concentrating (although you must still be within the spell's range to do so).

AUDITORY HALLUCINATION

The duration increases to concentration + 1 round per caster level, and the targets can be up to 120 feet away from one another, rather than 30 feet.

Augmented (6th): If you expend two uses of mythic power, the duration changes to concentration + 1



minute per caster level, and the targets can be any distance from each other, provided that they are all within range. Additionally, you may choose to have up to one creature per mythic tier experience a different hallucination than the others (for example, you could have one soldier hear his commander calling him away from his post, while the other soldiers in the squad hear an order to kill the first soldier as a deserter).

AURA OF THE UNREMARKABLE

The spell's range increases, and the size of the emanation it creates, increase by 10 feet per mythic tier you possess. Additionally, hostile actions taken against a creature do not automatically end the spell's effect for non-mythic allies of that creature. Instead, the creature's allies are entitled to a new saving throw

with a +4 bonus, and can make one such saving throw per round in which one or more of their allies are attacked. Hostile actions still automatically end the effect for the attacked creature, as well as any mythic allies of that creature.

BOUNTIFUL BANQUET

In addition to the food and finery, the spell also conjures a table large enough to accommodate each creature partaking of the feast, as well as a comfortable chair for each such creature. Additionally, each creature that partakes of the banquet gains a +4 competence bonus on Bluff, Diplomacy, Intimidate, Perform, and Sense Motive checks for 24 hours. These bonuses do not apply on checks made against you.

BREAK, GREATER

You may choose to exclude up to one object per caster level from the spell's effects. Additionally, the spell can affect objects of up to Large size.

Augmented (5th): If you expend three uses of mythic power, non-magic objects that fail their saving throw by 5 or more are destroyed, even if they were not already broken, and magic objects that fail their saving throw by 10 or more are destroyed.

BUILD TRUST

The spell's bonus and reroll can both be applied to Wisdom checks and Wisdom-based skill checks you make to interact with the target. Add your tier to the DC of Sense Motive checks to notice the target is under an enchantment. The target does not become disillusioned with you when the spell ends unless you used the reroll.

Augmented (2nd): If you expend two uses of mythic power, the target does not become disillusioned with you when the spell ends even if you used the reroll. If you are using the contacts rules, your trust score with the target increases by 2 (rather than 1). If you are using the individual influence rules, you learn two of its influence skills, strengths, or weaknesses as if you had succeeded at two discovery checks (rather than one).

CHARM PERSON, MASS

Add your tier to the DC of Sense Motive checks to notice the target is under an enchantment, to the maximum number of HD you can affect, and to your Charisma checks to make the target follow your commands.

Affected creatures understand your commands as if they shared your language but do not gain any other understanding of new languages from this spell.

Augmented (5th): If you expend two uses of mythic power, *mythic mass charm person's* duration is 1 day/level.

CODESPEAK

The spell's duration increases to 24 hours. Additionally, add your tier to the DC of Linguistics checks to decipher coded writing made with the spell, and even *tongues* fails to translate the *codespeak* unless the *tongues* spell comes from a mythic source.

Augmented (5th): If you expend five uses of mythic power, the spell's duration changes to instantaneous, and each target instantly and permanently learns to speak, understand, read, and write the same specific code. By default, this is a new random code created when you cast the spell, but if you have cast the spell previously, or deciphered at least 10 pages of writing in that code (by making the appropriate Linguistics checks), you can choose to impart knowledge of that specific code, instead.

COMPLEX HALLUCINATION

As the benefits of mythic *audiovisual hallucination*. Additionally, if you create olfactory effects, you can prevent the target's scent ability (if it possess it) from functioning, or you can force them to succeed on a secondary Fortitude save or become sickened, with the creature making a new saving throw at the end of each of its turns to end the sickened condition. Similarly, if you create thermal effects, you can prevent the target from feeling any cold or fire damage it suffers (it still suffers the damage, but is not aware of doing so until after the hallucination ends), or cause it to believe it has suffered cold or fire damage that it has not (this does not cause the creature to die or fall unconscious if it otherwise would not, but the creature may believe that it is severely wounded when in fact it isn't).

COMPULSIVE LIAR

The spell's range increases to close (25 feet plus 5 feet per two caster levels). Additionally, while the target can talk in metaphors and talk about fictional figures, the message behind the metaphor must be untrue, and whatever he says about the fictional figure must be untrue in both reality and the fictional reality the figure is from. Finally, the spell overrides *zone of truth*, unless the *zone of truth* effect comes from a mythic

source, allowing (and, indeed, forcing) the target to say things that are false even when affected by *zone of truth*.

CONDITIONAL CURSE

Add your tier to the DC of caster level checks made to remove the curse. Anyone who attempts to remove the curse (whether successful or not) other than by the means you stipulated when first casting the curse must succeed at a Will saving throw against the curse or be cursed in the same manner with the same condition to remove the duplicate curse. This duplicate curse cannot be further spread.

Augmented (4th): If you expend two uses of mythic power, the *mythic conditional curse* is hereditary, lasting for a number of generations equal to your tier. Once the condition has been met, it is no longer inherited by new victims.

CONDITIONAL FAVOR

The paired spell can be from any school or subschool, although it still must be cast on a willing creature. Additionally, after casting the paired spell, you can cast a second, additional paired spell on the same target, which must be of a spell level no higher than the first paired spell, and which must be harmful in nature (any spell that offers a saving throw not denoted as harmless, as well as certain spells that do not allow saving throws, at the GM's discretion, such as *power word stun*). This second paired spell does not initially have any effect. However, if the target violates the conditions set by *conditional favor*, causing the benefits of the first paired spell to be revoked, the second paired spell immediately affects the target, as though it had just been cast (the target may still make a saving throw to resist the second paired spell, as appropriate).

CONJURATION FOIL

The damage is increased to 1d10 per spell level. You can choose the new destination of any effect whose destination is altered by this spell, learning its intended destination and its range as well as the approximate distance and direction to its point of origin. If you do so, you must choose a destination that you have at least seen once and that is within the original effect's range and similar to the intended destination. If you attempt to use a destination that is invalid for some reason, a random similar destination is used instead. All creatures that arrived this round via teleportation or summoning but have not acted thereafter are immediately shunted and damaged as



if they were teleported or summoned the instant after you cast the spell.

CONJURE CARRIAGE

The carriage is particularly large, spacious, and ostentatious, and can carry one additional Medium or Small passenger per mythic tier. It also comes stocked with refreshing food and beverages for its passengers, and several magic lanterns that burn with heatless flames similar to an *everburning torch* that can be easily opened or closed to adjust the light level within the carriage. As a move action, while within the carriage, you can also adjust the temperature inside the carriage to be as much as 20 degrees warmer or cooler than the temperature outside the carriage. Additionally, instead of coming with two quasi-real light horses, the carriage comes with six quasi-real pegasi, which can propel it through the air at a speed of up to 120 feet per round with average maneuverability. The invisible coachman is able to drive the carriage through the air, but, as with the non-mythic version of the spell, it can't perform any complex or dangerous driving. If the carriage is still in the air when the spell ends, any creatures or objects within the carriage slowly float down to the ground at a rate of 60 feet per round for 10 rounds. If they don't reach the ground by this time, they fall normally. Finally, the grandeur of the conjured carriage is undeniable, and you gain a +4-bonus on Bluff, Diplomacy, and Intimidate checks that you make against creatures that are within your conjured carriage.

CONTINGENT VENOM

As *mythic languid venom* (see page 17) except that the spell is not fooled by non-mythic magical darkness or illusions (including invisibility) and that the *mythic contingent venom* can take effect up to a number of hours equal to your caster level after being triggered. You can spend one additional use of mythic power as a standard action to prematurely end the onset time of the poison, forcing any exposed creature to make its save immediately.

CONTROLLED FIREBALL

This spell has no verbal, somatic, or material components, although anyone watching you closely can still tell you cast a spell. You can spend the casting time of *mythic controlled fireball* pretending to cast another spell (one with no visible effect) or pretending to fail at casting any spell you feign providing verbal or somatic components for. If you feign casting this way, you attempt a Bluff or Spellcraft check (whichever is higher) and add your tier to the result; observers are allowed an opposed Sense Motive or Spellcraft check (whichever is better) to discern your trickery.

The damage dealt increases to 1d10 points of fire damage per caster level (maximum 10d10). Any creature that fails its Reflex saving throw catches on fire, taking 2d6 points of fire damage each round until the fire is extinguished. Attempts to extinguish this fire use the spell's save DC. Creatures you chose to inflict minimum damage upon never catch fire.

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic fireball* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented (7th): If you expend two uses of mythic power, the maximum damage increases to 20d10, the area increases to a 40-foot radius spread, and any fire damage dealt by the spell bypasses fire resistance and fire immunity. If you do not feign casting a spell, observers cannot tell you cast a spell except with *detect magic* or a similar effect and then only if they succeed at a caster level check against DC 15 + your caster level + your tier.

CRIME OF OPPORTUNITY

Whenever the target rolls a d% to determine her behavior for the round as a result of this spell, she rolls twice, and you choose which result she uses.

Augmented (3rd): If you expend two uses of mythic power, the spell's duration increases to 1 round per caster level, although the target is entitled to a new saving throw at the end of each round to end the effect prematurely.

CRIME WAVE

Whenever the target rolls a d% to determine her behavior for the round as a result of this spell, she rolls twice, and you choose which result she uses. Additionally, the targets do not need to be within 30 feet of one another at the time the spell is cast.

Augmented (5th): If you expend two uses of mythic power, the spell's duration increases to 10 minutes per caster level. When an affected creature is not in combat, she need only roll a d% to determine her behavior once every 10 minutes, and she follows that behavior for the next 10 minutes. Note that this may alter how the creature approaches certain behaviors: for example, on a result of 26-50, the affected creature might seek out the most valuable object in the immediate vicinity, rather than simply attempting to steal the closest object.

CULTURAL ADAPTATION

When affected by this spell, you not only emulate a typical member of the culture, but an idealized member, accentuating the things about you that that culture would value, while hiding those that it would scorn. The circumstance bonus granted by the spell on Diplomacy and Disguise checks increases to +4. Additionally, you gain detailed knowledge about the culture's practices, background, and traditions, granting you a +5 bonus on Knowledge (history), Knowledge (local), Knowledge (nobility), and Knowledge (religion) checks relating to the culture in question.

Augmented (2nd): If you expend two uses of mythic power, this spell also grants you knowledge of all languages commonly spoken by the culture in question, as though with a *tongues* spell.

CURSE OF THE OUTCAST

The target suffers a penalty equal to 1/2 your mythic tier on all Bluff, Diplomacy, Intimidate, and Perform checks, in addition to having to roll twice and take

the lower result. Additionally, the curse is particularly difficult to remove, and the DC to remove it with *break enchantment* or *remove curse* increases by 5.

Augmented (5th): If you expend two uses of mythic power, each creature the target encounters has its initial attitude towards him reduced by two steps, rather than one.



DARK WHISPERS

When you cast the spell, you may choose up to one target per two mythic tiers you possess who is currently outside of the spell's range, and to whom you do not currently have line of sight or line of effect. These targets must be creatures that you have met at least once, or you must have one of their possessions in hand when you cast the spell, or else the spell fails to affect that target. Additionally, creatures that you target in this way intuitively learn that some creature is attempting to speak with them magically (they do not gain any special insight into who), and may choose not to allow such communication, preventing your words from issuing forth from their shadow. Additionally, if you desire, you can attempt to have the voice that issues from targets' shadows imitate the voice of an individual whose voice you are familiar with. You must succeed on a Disguise check (DC 15) in order to make the imitation recognizable, and creatures whose Sense Motive checks beat your Disguise result (and who are familiar with the voice you are imitating) are able to tell that it is not the same voice. You can mimic voices in this way for both normal targets and those outside the spell's range, but the mimicked voice is the same for each shadow you speak through.

DEADMAN'S CONTINGENCY

You can cast this spell on yourself or another willing creature as if the spell had a range of touch. A companion spell placed on another creature must be a spell from you, not from the creature, and triggers on that creature's death; if it targets an object or appears in a certain location, it must target or be centered on the creature's corpse. You can have up to a number of *mythic deadman's contingencies* active upon you equal to 1 + half your tier. If you have other *contingencies* upon you, only *mythic contingencies* use this higher limit. As long as you have fewer than the maximum number of *mythic contingencies*, they are not mutually exclusive with a non-mythic *contingency* (or similar non-mythic spell, such as *deadman's contingency*). The target cannot have multiple *mythic deadman's contingencies* unless it also knows *mythic deadman's contingency*.

Augmented (6th): If you expend two uses of mythic power, the duration increases to 1 day/level and you can link a spell to *mythic deadman's contingency* even if it is not on the allowed list. If the linked spell is not normally allowed, it must have a spell level lower than one-third your caster level and must be able to target a corpse or affect an area.

DECEITFUL VENEER

Add your mythic tier to your caster level for the purposes of determining the DC of Sense Motive checks made to see through the spell's effects. Additionally, you can suppress or resume the effects of the spell as an immediate action as long as you are within close range of the target, rather than as a standard action. Finally, creatures that can read the target's surface thoughts or otherwise access the target's memory must succeed on a Sense Motive check when doing so (at the same DC as other Sense Motive checks made to see through the spell's effects), or they find thoughts and memories that seem to prove that the target is lying about whatever he is saying, rather than uncovering the target's true thoughts or memories.

Augmented (5th): If you expend two uses of mythic power, the spell's range increases to medium (100 feet plus 10 feet per caster level).

DEFLECT BLAME

You can deflect blame for a ranged attack onto another creature with a suitable weapon within range. You can shift blame for a spell onto another creature within that spell's range (not *mythic deflect blame's* range) from the target (not from the true caster) that hasn't been convincingly shown to be unable to cast such a spell (such as if the target knows that the blamed individual can only cast divine spells and the action you wish to shift blame for is a *fireball*).

Augmented (2nd): If you expend two uses of mythic power, you can shift blame for the action of an individual other than yourself. If the action affected multiple targets (such as throwing an acid flask or *fireball*), you can target any number of those individuals provided each target you choose is no more than 10 feet from any other target you choose with *augmented mythic deflect blame*.

DEMANDING MESSAGE

The spell's range increases to long (400 feet plus 40 feet per caster level), and the replies whispered by targets of the spell can be heard by all other targets of the spell, as well as by you. Additionally, you can issue a total number of *suggestions* equal to your mythic tier, although you cannot issue more than one such *suggestion* to any individual target.

DEMANDING MESSAGE, MASS

The spell's range increases to long (400 feet plus 40 feet per caster level), and the replies whispered by targets of the spell can be heard by all other targets of the spell, as well as by you. Additionally, you can issue one additional *suggestion* per target for every three mythic tiers you possess. If a target succeeds on a saving throw to resist a *suggestion*, it automatically succeeds on any further saving throws to resist similar *suggestions* as a result of this spell (for example, if you sent a *suggestion* to a target to dance on a nearby table, and it succeeded, it would automatically succeed if you then sent it a *suggestion* to dance in place, but would not automatically succeed on a *suggestion* to go home).

DESPERATE WEAPON

You do not suffer the normal -4 penalty on attack rolls made with the improvised weapon created by this spell. Additionally, you can choose to create a two-handed improvised weapon instead of a one-handed one, if you so choose, in which case it deals 1d10 points of damage for a Medium creature (1d8 for Small creatures). Further, whether one-handed or two-handed, the improvised weapon created with this spell has a critical multiplier of $\times 3$.

Augmented (4th): If you expend two uses of mythic power, you can create up to one improvised weapon per two caster levels, placing each one in the hands of a creature you designate (or within easy reach of that creature, if the creature's hands are already full, or they choose not to take hold of it). This changes the spell's range to close (25 feet plus 5 feet per two caster levels), and the effect to up to one improvised weapon per two caster levels. The spell does not end prematurely if you or any other creature loses hold of their improvised weapon, although you can dismiss the spell.

DETECT ANXIETIES

You do not need to concentrate for three rounds in order to gain the spell's full results, and instead gain all of the information the spell offers after the first round of concentrating on a particular subject. In addition to the information normally granted by the spell, you also learn whether or not the target is currently affected by anything that improves their resistance to fear (including permanent effects, such as a fighter's bravery class feature). Further, you are never stunned as a result of a creature having a high Wisdom score.

Augmented (3rd): If you expend two uses of mythic power, then in addition to learning the current anxiety

of any creature you study with this spell, you also learn that creature's greatest fear. Presenting that creature with their greatest fear grants a $+5$ bonus on checks to Intimidate that creature, rather than the normal $+2$ (the bonus can still be higher, at the GM's discretion).

DETECT DESIRES

You do not need to concentrate for three rounds in order to gain the spell's full results, and instead gain all of the information the spell offers after the first round of concentrating on a particular subject. In addition to the information normally granted by the spell, you also learn whether or not the target is currently under the influence of any charm effects, and whether or not the target is affected by anything that improves their resistance to charm effects (including permanent effects). Further, you are never stunned as a result of a creature having a high Charisma score.

Augmented (3rd): If you expend two uses of mythic power, then in addition to learning the current desire of any creature you study with this spell, you also learn that creature's greatest desire. Presenting that creature with their greatest desire grants a $+5$ bonus on Diplomacy checks to influence that creature, rather than the normal $+2$ (the bonus can still be higher, at the GM's discretion).

DETECT MAGIC, GREATER

Add your tier to your caster level when determining the maximum age of lingering auras you can detect. You also gain a bonus equal to your tier on all Knowledge (arcana) and Spellcraft checks made as part of this spell. Additionally, you automatically succeed on any saving throws the spell would grant versus *magic aura*. Additionally, you receive a saving throw to disbelieve the effects of the non-mythic version of *greater magic aura*.

Augmented (5th): If you expend two uses of mythic power when you cast this spell, you automatically succeed on all Knowledge (arcana) and Spellcraft checks made as part of the spell.

DETECT THE FAITHFUL

You gain all of the information the spell is capable of granting after the first round, instead of having to focus for three rounds. Additionally, the spell reveals only those who truly consider themselves to worship your deity (while this may still fail to detect heretics or splinter groups of a church, it can allow you to identify those who are attempting to pose as members of your faith who are not).



Augmented (2nd): If you expend two uses of mythic power, at any time during the spell's duration, you can concentrate on a creature as a standard action to learn what deity or faith the creature considers itself to worship primarily. Unless that deity or faith is the same as yours, the target receives a Will save to resist this effect.

DISRUPT SILENCE

You attempt a caster level check to dispel all non-mythic silence effects that overlap *mythic disrupt silence's* area (even if their points of origin are not in the area) as if with an area *greater dispel magic*. If you cast *mythic disrupt silence* on the target of a higher-level silence effect, *disrupt silence* has its full normal effect and also allows you to roll twice and take the higher result on your caster level check to dispel the higher-level silence effect.

Augmented: If you expend two uses of mythic power, you can automatically counter a non-mythic silence

spell of any spell level or attempt to counter a mythic silence spell as if with *dispel magic*, rolling twice and taking the higher result on your caster level check.

DRESS CORPSE

Add your mythic tier to your caster level for the purposes of determining the DCs of Heal and Perception checks made to see through this spell's effects. Additionally, you can make small, cosmetic changes to the corpse to make it appear as though it were the corpse of a different person. You can also restore lost flesh to bones or cause existing flesh to melt away leaving just bones, and you can even alter the apparent age of the body (yellowing or whitening bones, adjusting the stiffness of the body to simulate a certain phase of rigor mortis, etc).

ENTICE FEY

As *mythic lesser entice fey* except that you can either call up one or two non-mythic fey, kami^B, magical beast, or plant with Intelligence 3 or higher from the fey realm with total Hit Dice less than or equal to 12 + half your tier; or call one or two mythic fey, kami^B, magical beast, or plant with Intelligence 3 or higher from the fey realm with total Hit Dice 12 or less and mythic rank less than or equal to yours.

ENTICE FEY, GREATER

As *mythic lesser entice fey* except that you can either call up to three non-mythic fey, kami^B, magical beast, or plant with Intelligence 3 or higher from the fey realm with total Hit Dice less than or equal to 18 + half your tier; or call up to three mythic fey, kami^B, magical beast, or plant with Intelligence 3 or higher from the fey realm with total Hit Dice 18 or less and mythic rank less than or equal to yours.

ENTICE FEY, LESSER

You can call a non-mythic fey, kami^B, magical beast, or plant with Intelligence 3 or higher from the fey realm. Add half your tier to the HD limit of the spell when you call non-mythic creature. Add your tier to your Knowledge (nature) or Perform check made to entice a non-mythic creature. When you call a non-mythic creature, you can choose to add the advanced simple template to it, but if you do so, treat its HD as 1 higher for the purposes of *lesser entice fey*. The offering and payment required for a non-mythic creature is reduced by half.



Alternatively, you can call a mythic fey, kami^B, magical beast, or plant with Intelligence 3 or higher from the fey realm subject to the spell's usual HD limit so long as its mythic rank (or tier) is no higher than yours.

FABRICATE DISGUISE

As part of the disguise you create, you can use appropriate nonmagical materials on your person to manufacture one article of clothing (but not armor or weapons) of the same material. The created article can weigh no more than 1 pound per caster level. The materials must be worth at least as much as the raw materials required to craft the new clothing with the Craft skill. You must succeed on an appropriate Craft check if the created item requires a high degree of craftsmanship; if you fail, the created article is ruined but the rest of the spell effect works normally.

Alternatively, you can cast the non-mythic spell on a touched willing creature as if the spell's range were touch.

Augmented: If you expend two uses of mythic power, you can create up to one article of clothing, outfit, shield, suit of armor, or weapon per tier weighing in total no more than 1 pound x your tier x your caster level.

FALSE BELIEF

You can affect unwilling targets, although they are entitled to a Will save to resist the effect. They automatically lose any memory of you casting the spell on them if they fail their saving throw, although this memory is restored when the spell's effect ends. Additionally, you can alter, implant, or remove an amount of memories up to one day per caster level, but you must be able to summarize the changes in 25 words or less (for example "she loses all memory of the last 17 days" or "he loses all memories of interacting with the baron"). If the memories to be altered exceed the amount of time available to alter with the spell, the most recent memories are affected first.

Augmented (6th): If you expend four uses of mythic power, there is no limit to the number of days, months, or years worth of memories that you can alter, although the changes must still be able to be summarized in 25 words or less (for example "he has complete and total amnesia," or "she believes that she is my daughter and has lived with me for her entire life"). The correct memories are still restored at the end of the spell's duration.

FALSE FUTURE

The spell's range increases to medium (100 feet + 10 feet per caster level). Additionally, you can cast it on a creature at any range, provided that you have a connection to the target (such as a likeness or picture of them, one of their possessions or garments, or a body part, lock of hair, or something similar). In the latter case, the target suffers a penalty to their Will save to negate the spell equal to the penalty imposed by having such a connection when casting the *scrying* spell (this does not affect Will saves to disbelieve the spell). Finally, the spell's duration increases to 1 day per caster level.

FALSE RESURRECTION

Non-mythic targets roll twice and take the lower result on their saving throw to come back to life normally. If the target fails, you conjure a mythic shadow demon^{MMM} with your choice of the advanced or giant templates to inhabit the body.

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic resurrection* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented (7th): You can cast this spell with a less costly material component by spending one use of your mythic power for every 2,000 gp by which you reduce the value of the diamond material component. If you expend six uses of mythic power, the spell requires no material component and if the target returns to life (whether by succeeding on its Will save or by the banishment of the called fiend) it has no negative level.

FALSE RESURRECTION, GREATER

Non-mythic targets roll twice and take the lower result on their saving throw to come back to life normally. If the target fails, you conjure a belier devil^{B2} with no template to inhabit the body. It counts as a mythic creature and gains the surge ability which it can use once per day to add 1d6 to a roll. It gains no other mythic abilities except as described below.

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic true resurrection* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented (6th): If you expend two uses of your mythic power, you can cast this spell with a casting time of 1 round and the belier devil gains one of the following mythic templates^{MA} instead of the mythic benefit listed above: agile, invincible, or savage.

Augmented (7th): If you expend three uses of your mythic power, you can cast this spell on yourself as an immediate action when you are killed and the belier devil gains one of the following mythic templates^{MA} instead of the mythic benefit listed above: agile, invincible, or savage.

FALSE VISION, GREATER

If the target would gain a bonus on their Will save to resist the spell, based on your knowledge of and connection to them, that bonus is reduced by your mythic tier (to a minimum of +0). Additionally, you do not need to concentrate on the spell in order to have creatures or objects act differently than they actually are, or appear when they are not truly present, without having them remain static. Instead, by concentrating for one round, you can issue instructions (up to 25 words in length) to the spell for how such a creature or object should act, and it carries them out as though it were an independent, intelligent creature with an Intelligence score of 10.

GHOST BRAND

It takes only a move action for the creature to retrieve or reabsorb the item. Additionally, as a swift action, the target creature can cause the target object to be able to interact with incorporeal creatures and objects as though it had the *ghost touch* special quality. Each minute or fraction of a minute that this ability is used reduces the spell's remaining duration by one day. Finally, if the *ghost brand* spell is dispelled while the object is inside the target's body, the object is ejected harmlessly, dealing no damage to the creature.

GLIMPSE OF TRUTH

The spell's duration increases by 1 round per mythic tier you possess. Additionally, you can see through natural or magical fog and weather effects, and gain a bonus equal to your mythic tier on all Perception checks. In addition, you can penetrate non-mythic protections from divination with a caster level check (DC 11 + the caster level of the protective effect). If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

Augmented (3rd): If you expend two uses of mythic power, you can cast the spell without its costly material component.

HANDY GRAPNEL

You gain a bonus on attack rolls made with the target equal to your mythic tier. Additionally, the maximum weight the rope can bear is not limited to 1,000 pounds at caster level 5, but is instead equal to 200 pounds per caster level, with no maximum. Further, for the spell's duration, the ropelike object gains a hardness of 10, and its hit points increase by an amount equal to twice your mythic tier. Finally, it is only a swift action to command the rope to extend from the arrow.

Augmented (4th): If you expend two uses of mythic power, the *handy grapnel* can be used in a somewhat different way. If you successfully hit a creature with the target, rather than an object (using the creature's normal AC), you can command the rope to extend from the projectile as a move action, as normal, but if you do, it attempts to grapple and bind the creature, as though it were a rope affected by *animate rope*.

HIDDEN PRESENCE

You can choose one additional target per mythic tier you possess. Additionally, if you do not choose the maximum number of targets at the time that you

cast the spell, at any time during the spell's duration, as a move action, you can target a creature that is not currently aware of your presence, causing them to be affected by the spell. The total number of creatures targeted by the spell (including those targeted when it is first cast and those targeted later) cannot exceed the maximum number of targets allowed by your caster level and mythic tier.

HOLLOW HEROISM

The morale bonus increases to +4 and applies on all checks, attack rolls, saves, and weapon damage rolls. Allies adjacent to the target gain a +4 morale bonus on saves against fear effects. When the effect is reversed, the penalty is also doubled, to -4. Allies adjacent to the target after the spell is reversed suffer a -4 penalty on saves against fear effects (this penalty does not stack with the penalty to all saves the target suffers).

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic heroism* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented (4th): If you expend two uses of mythic power, the target can attempt one additional attack per round when taking a full attack action (as if using a *haste* spell) until the spell is reversed. The target can use this additional attack ability a number of times equal to your tier. The target and all its adjacent allies when the augmented version of the spell is reversed must succeed at a Will save or become frightened for 1 round. The penalty *mythic hollow heroism* applies to saves against fear applies to this saving throw.

HOLLOW HEROISM, GREATER

The target gains a +6 morale bonus on attack rolls, saves, and skill checks, immunity to all fear, emotion, and compulsion effects, and temporary hit points equal to your caster level plus twice your mythic tier. Allies adjacent to the target gain immunity to fear and a +2 morale bonus on attack rolls, saves, and skill checks.



When the effect is reversed, the penalty is likewise increased to -6. Allies adjacent to the target after the spell is reversed suffer a -2 penalty on attack rolls, saving throws, and skill checks as well as a -8 penalty on saves against fear effects (the penalties from this spell do not stack with each other; only the most severe applicable penalty applies).

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *greater mythic heroism* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented (7th): If you expend two uses of mythic power, the target gains the ability to roll twice and select the better result on a number of attack rolls, saving throws, skill checks, or mythic surges equal to your

mythic tier. Using these extra rolls is a free action but must be declared before the dice are rolled. Any unused rolls are wasted when the spell ends or is reversed. When the spell is reversed, the target rolls twice and takes the worse result on each attack roll, saving throw, skill check, and mythic surge for a number of rolls equal to your tier. The target and all its adjacent allies when the augmented version of the spell is reversed must succeed at a Will save or become panicked for 1 round. The penalty and reroll *greater mythic hollow heroism* applies to saves against fear applies to this saving throw.

ILLUSION OF TREACHERY

As a move action, you can cause the illusion to appear to make an attack or cast a spell, even when you do not perform the corresponding action yourself. Such attacks appear to miss and such spells appear to be ineffective, but the target of the illusory attack or spell is still entitled to a Will save to disbelieve the illusion. If you have the illusion appear to cast a spell, you must succeed on a Spellcraft check (DC 15 + the spell's level) or the words and gestures the illusion uses are incorrect, and any visual effects of the spell appear incorrect to any observer that could successfully identify the spell in question, granting such observers a Will save to disbelieve even if they would not be affected by the illusory spell. Finally, the illusion also applies to melee attacks you make, in addition to attacks with thrown weapons, but only if both you and the target of the spell are adjacent to the target of the attack at the time the attack is made.

Augmented (5th): If you expend two uses of mythic power, this functions as the non-mythic version of *greater illusion of treachery*, in addition to the benefits listed above.

ILLUSION OF TREACHERY, GREATER

This functions like *mythic illusion of treachery*. Additionally, you gain a +2 bonus on attack rolls made against creatures that do not successfully disbelieve (or otherwise penetrate) the illusion. This bonus does not stack with the bonus from flanking, nor does it apply if the target of the attack is flat-footed.

INSECT SPIES

The summoned insects each has an Intelligence score of 11, and can speak a single language that you know (all of the insects speak the same language, chosen at the time that you cast the spell). They do not have any more



difficulty making subjective judgments than any other creature of their Intelligence, and can answer your questions with insight appropriate to their Intelligence. Additionally, each insect gains a deflection bonus to AC equal to 1/2 your mythic tier, and each one's maximum hit points is increased by an amount equal to twice your mythic tier.

Augmented (4th): If you expend two uses of mythic power, you summon one additional insect per two mythic tiers you possess.

INSECT SPIES, GREATER

This functions as *insect spies*. Additionally, when receiving sensory input from one of the summoned insects, you can choose to receive sensory input from up to one insect per two mythic tiers you possess, instead, and you are not treated as blind or deaf while doing so.

INSTANT FAKE

You can target objects weighing up to 10 lbs. per caster level, and the spell's duration increases to 1

hour per caster level. Additionally, creatures that have not personally seen the item that the *instant fake* is duplicating suffer a –2 penalty on their saving throw to disbelieve the spell (this penalty does not apply to Will saves to disbelieve the spell granted by actually trying to use the item).

Augmented (4th): If you expend two uses of mythic power, the spell's range increases to close (25 feet plus 5 feet per two caster levels), and you can target up to one object per mythic tier. Each illusory double appears in a space you designate within the spell's range.

INSTANT SUMMONS, GREATER

You do not need to crush the sapphires used as material components by the spell, and they serve as focuses, instead. Additionally, if the item is in the possession of another creature, that creature must succeed on a Will save or the item is teleported to you normally, rather than the spell simply failing, and items can be summoned from other planes regardless of whether or not a creature has claimed ownership of them (although if they are in the possession of another creature, that creature is still entitled to a Will save to resist the effect).

Augmented (9th): If you expend two uses of mythic power, you can target objects that do not bear your *arcane mark*.

KNOW PEERAGE

The target treats her number of ranks in Knowledge (nobility) as though it were equal to your number of ranks in Knowledge (nobility), or your mythic tier, whichever is higher, to a maximum of 10 ranks, and a minimum of 1 (if the target's number of ranks would be greater, she still uses that value, instead). Additionally, regardless of the target's new total skill bonus on Knowledge (nobility) checks, she automatically succeeds on all Knowledge (nobility) checks with a DC of 15 or lower.

Augmented (3rd): If you expend two uses of mythic power, the target automatically succeeds on all Knowledge (nobility) checks with a DC of 20 or lower.

LANGUID VENOM

You give the poison an onset time of up to 2 hours per caster level. *Detect magic* and other divinations that detect spells risk failing to detect *mythic languid venom*. Such divinations require a successful caster level check to detect the spell exactly as *detect poison* does. Any non-mythic divination whose spell level is lower than your

tier automatically fails to detect *mythic languid venom* (as a spell or as a poison) if its caster level is lower than your caster level. If the divination's spell level is lower than your tier and its caster level is equal to or higher than your caster level, add your tier to the DC to detect *mythic languid venom*.

Augmented (2nd): If you expend two uses of mythic power, you can target a number of doses of poison or venomous creatures equal to your tier. You can target a venomous creature multiple times to affect that many subsequent poison attacks delivered by that creature.

LIFE OF CRIME

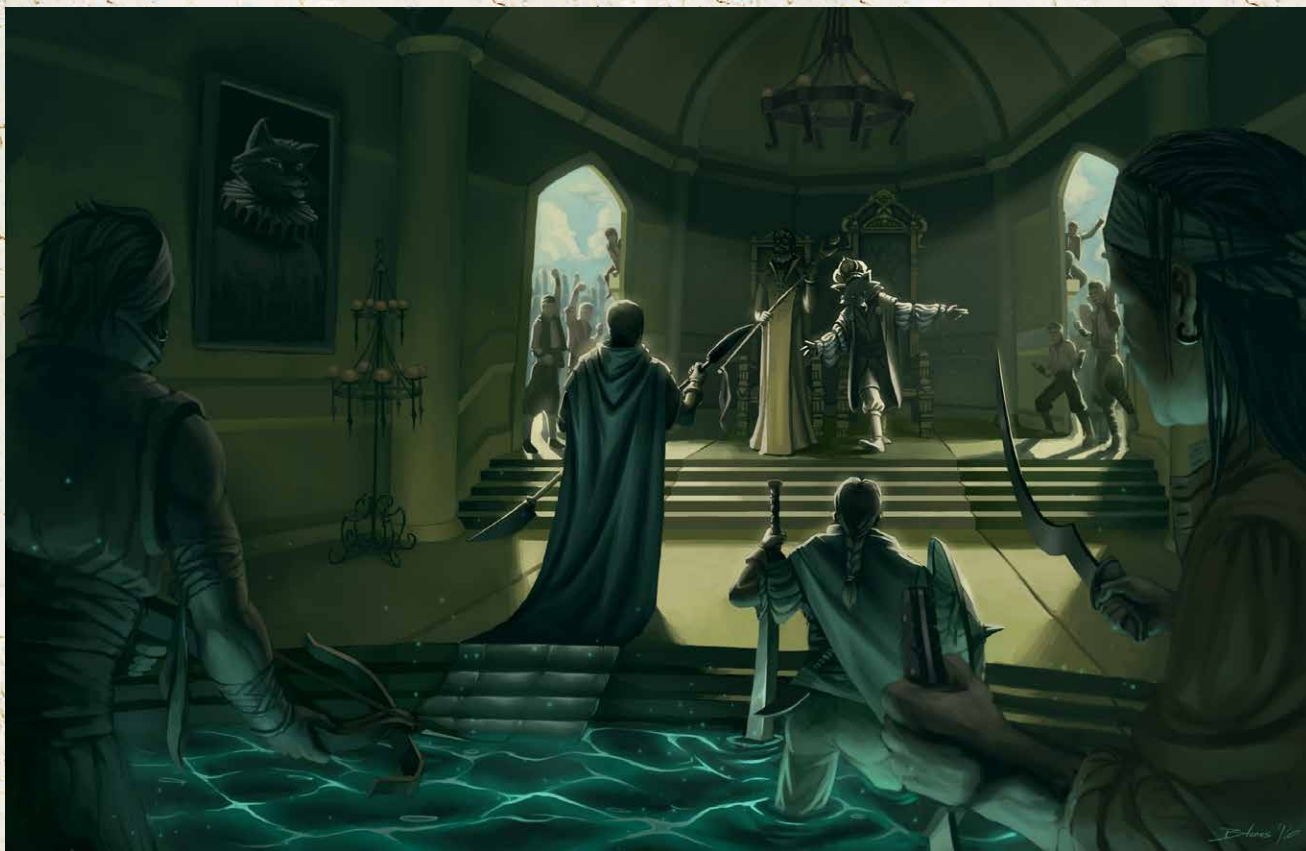
In addition to the spell's other effects, whenever the creature is presented with a reasonable opportunity to benefit from committing an illegal or immoral act (such as lying, cheating, stealing, assault, murder, and so on), he must succeed on a Will save or be compelled to perform that action. Further, in addition to the normal restrictions for what can remove the *life of crime* spell, the spell used to remove the effect must come from a mythic source.

MAGE'S DECREE

The criteria you use for which creatures do and do not receive the message can be somewhat more complex, allowing you to choose any criteria that could be observed with a divination spell of 2nd-level or lower (such as evil creatures, with *detect evil*, or creatures with a certain emotional state, with *analyze aura*^{OA}). The spell can even make subjective judgments (such as "strong creatures," or "brigands"), but such determinations are based purely on the creatures' appearance, and are made as though by a creature with Intelligence and Wisdom scores of 10, with biases similar to your own (however, this is no guarantee that it will make the same determination that you would). Additionally, you can choose up to 1 creature per tier to include or exclude from the spell's effect, and you can shape the spell's area as you like, although it must form one contiguous area, and the entire area must fit within a radius of 1 mile per caster level, centered on where you cast the spell. Finally, the spell's message can be up to 100 words in length.

MAJESTIC IMAGE

At any point during the spell's duration, as a standard action, you can cast one of the following spells as a spell-like ability, using the image you entered as its point of origin: *enthrall*, *heroism*, *share memory*^{UM} (showing your



memories only), *suggestion*, or *tongues*. You can use this ability only once each time the spell is cast.

Augmented (4th): If you expend two uses of mythic power, you can enter an object that bears the image of any creature, even if that creature is not you. You may choose to either have the creature depicted on the object change to you for the spell's duration, or to have it remain as-is (but still be animated, as normal for the spell). If you choose to have the image remain the same, you gain a +10 bonus on Disguise checks made to disguise your voice as the individual depicted on the object.

MATCHMAKER

If one of the spell's targets succeeds on their saving throw but the other fails, the spell still affects the target that failed. Additionally, if a non-mythic target fails her save by 5 or more, the spell can cause him to become romantically attracted to someone he would not normally be sexually attracted to, based on his usual preferences.

Augmented (5th): If you expend two uses of mythic power, you can cast this spell at any range, although you must have an image, possession, or body part (lock of hair, fingernail, etc.) of each target that is outside the

spell's normal range, and the targets must be familiar with one another.

METICULOUS MATCH

In addition to learning whether the match is identical, categorical, or no match at all, you also learn the nature of the match. For example, you could tell the difference between a result of "no match" on two samples of blood from different creature types, and a result of "no match" on two samples of blood, one of which was actually fake blood. Additionally, when comparing dissimilar objects, if they are not a match at all, you may choose one of the targets, and you gain a brief vision showing you what a match would look like (for example, if comparing a tooth to a bite mark, you could gain a vision of what type of tooth might have caused that bite mark).

OBSCURE POISON

Add your mythic tier to the DC to identify the poison or detect it with *detect poison*. Additionally, a creature that is poisoned by the obscured poison must succeed on a Perception check (same DC as the DC of caster level checks to detect the poison with *detect poison*), or

fail to notice the poison's effect on them. The creature may make a new Perception check each time they suffer the poison's effect, and once they succeed on such a Perception check, they automatically notice any additional effect the poison has on them. Otherwise, until the creature succeeds on a Perception check, they have no indication that they are suffering from the poison, regardless of its effects.

Augmented (3rd): If you expend two uses of mythic power, the poison is rendered invisible, and any taste or smell is removed. A successful Perception check (DC 40) allows a creature to notice an invisible dose of poison on an object.

OPEN AND SHUT

The spell's range increases to close (25 feet plus 5 feet per two caster levels), and the spell loses its verbal and somatic components. Non-mythic creatures suffer a -4 penalty on Will saves made to disbelieve the spell. Finally, add your mythic tier to the penalty imposed on Perception checks regarding the door or creatures on the other side of the door.

OPEN BOOK

You gain a bonus on Sense Motive checks made against the creature equal to your mythic tier. Additionally, at any time during the spell's duration, you can expend one use of mythic power and touch a blank page or sheet of paper. If you do, the paper begins to fill with writing that narrates the target's actions in real-time as he takes them. This continues for 1 minute, or until the page is filled with text, whichever happens sooner. If the curse is removed, all pages affected in this way crumble instantly to dust.

OVERWHELMING POISON

The poison is unaffected by *neutralize poison*, unless the *neutralize poison* spell is cast by a character whose mythic tier is higher than your own. Additionally, if the poison's normal saving throw DC is higher than the spell's saving throw DC, its saving throw DC is still increased by +1. Further, if cast on a creature that is currently suffering from one or more doses of poison, it applies to all doses of poison the target is suffering from, and if cast on a creature that is venomous, the spell affects a number of doses of poison that the creature delivers equal to your mythic tier.

Augmented (5th): If you expend two uses of mythic power, the number of consecutive saving throws

required to be cured of the poison increases by 1, and the maximum number of times the poison can have its effect is doubled (for example, a poison with a frequency of 1/round for 6 rounds would instead have a frequency of 1/round for 12 rounds). Finally, the poison effects even creatures normally immune to poison, although such creatures gain a +4 bonus on their saving throws to resist the poison's effects, and mythic creatures immune to poison are still unaffected.

PACK EMPATHY

Each target can spend a move action at any time during the spell's duration to pinpoint the direction and distance to any other target of the spell, and also to learn any condition affecting that target, as described in the spell *status*. Additionally, the empathic bond allows affected creatures to coordinate more easily with one another: if two of the spell's targets are flanking a creature, they gain a +3 bonus on attack rolls against that creature, rather than a +2 bonus. Additionally, if one of the spell's targets uses the aid another action on another of the spell's targets, the bonus granted by that action increases to +3.

PEACEBOND, GREATER

The DCs of all Strength checks to unsheathe affected weapons, prevent them from sheathing themselves, or pick up unattended weapons, increase by an amount equal to your mythic tier. Additionally, whenever a creature fails to pick up or unsheathe an affected weapon, the weapon inflicts 1d4 points of nonlethal damage to that creature for every two mythic tiers you possess.

Augmented (4th): If you expend two uses of mythic power, the spell wreathes all affected weapons in energy fields that soften the blows they inflict, causing all affected weapons to inflict nonlethal damage instead of lethal damage for the spell's duration.

PERMANENT HALLUCINATION

Even if the target succeeds on a saving throw to disbelieve the hallucination, and chooses to end the effect, the hallucination returns automatically 1d4 days later, and the target must succeed on a new Will save to disbelieve it in order to temporarily end the effect again. The target gains a bonus on Will saves to disbelieve the hallucination equal to the number of times that she has successfully disbelieved the hallucination in the past. When this bonus equals the DC to disbelieve the hallucination, the spell ends automatically.



PHANTASMAL AFFLICTION

A mythic *phantasmal affliction* cannot be countered by *placebo effect*^{UI} unless the caster of *placebo effect* is also a mythic character. Each affliction that can be imposed by the spell has a different benefit when the mythic version of the spell is cast.

Curse: The spell's duration changes to permanent. The target is allowed a new Will save to disbelieve the spell every 24 hours.

Poison: The target automatically fails the first Fortitude save to resist the phantasmal poison's effect, automatically suffering 1d3 points of ability score damage to the chosen ability score if he fails his Will save to disbelieve. He may still make Fortitude saves to resist the phantasmal poison on subsequent rounds. Additionally, you can choose to have the poison damage a mental ability score, rather than a physical ability score, if desired.

Wasting: The target must immediately make a Fortitude save after failing to disbelieve the phantasmal disease or suffer Constitution damage and become fatigued, rather than waiting until the following day. Additionally, Constitution damage inflicted by the spell can kill the target, as normal, and does not cause the target to merely become unconscious.

POCKETFUL OF VIPERS

Each of the summoned snakes gains the advanced simple template. Additionally, each snake constantly readies an action to attack any creature that opens the targeted container, allowing them to attack the creature opening it immediately. Finally, the saving throw DC for the snakes' poison is equal to the spell's saving throw DC or the normal DC, whichever is higher.

POISONOUS BALM

Instead of rolling the number of points of damage cured, you can opt to cure the minimum number you could with the non-mythic version of the spell. If you do roll, the damage cured increases to 6d8 points of damage + 2 points per caster level (maximum +30). If you roll and the target is a living creature, the spell cures up to 3 points of ability damage. The target chooses what types of ability damage are cured. In addition, the poison can lay dormant for up to 1 day before you trigger it. The poison requires two consecutive saves to cure and can deal your choice of 1d4 points of Strength, Dexterity, or Constitution damage. Non-mythic healing spells of 6th level or lower require a successful caster level check against *poisonous balm*'s save DC + your tier to remove the poison or the ability damage.

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic cure serious wounds* unless the caster succeeds at a caster level check against DC 15 + your caster level.

POX OF RUMORS

Whenever the target fails a saving throw against the

effects of the curse, its curse spreads to a random creature it interacted with that day. A successful Will save negates this duplicate curse as normal. If the newly cursed creature was an ally of the original target, the newly cursed creature attracts rumors about itself. If the newly cursed creature was not an ally of the creature, it accidentally contributes to rumors about the original target. Anyone attempting to remove the curse with a spell is also exposed to the *mythic pox of rumors* in this manner. Any such duplicate curse cannot be further spread.

PROGNOSTICATION

You add twice your mythic tier to the percentage chance of a successful divination, and the maximum chance of success is equal to 90% plus your mythic tier. You do not require a costly offering to cast the spell, and you can gain useful advice regarding a goal, event, or activity that is to occur within a number of years times your mythic tier.

QUIETING WEAPONS

For each weapon you could target with the spell, you may choose to target a group of up to 50 thrown weapons or pieces of ammunition, provided that all 50 are within 30 feet of one another. Additionally, each target radiates an aura that specifically dampens the sounds of combat and cries of alarm. The DC of Perception checks to identify any such noises are increased by 20 if either the listener or the source of the noise is within 30 feet of one of the targets (this increases the DC to perceive the sounds of battle to 10).

Augmented (8th): If you expend two uses of mythic power, any creature that fails its Will save to resist being rendered unable to make noise is also compelled to be unable to speak of the events of their attack, including describing who attacked them, or even acknowledging that they were attacked. This is a mind-affecting compulsion curse effect, and applies to all forms of communication, including writing, sign language, and so on. The effect lasts indefinitely, and can be removed with *remove curse*.

RED HAND OF THE KILLER

The spell affects all creatures that meaningfully contributed to the death of the creature whose body was used as a focus, whether directly or indirectly (for

example, if the victim was killed by an assassin, both the assassin and the person who hired her would be affected by the spell). You instinctively learn when you cast the spell how many creatures are affected by the spell (creatures that successfully resist the spell with a saving throw or spell resistance are not included in this number). Additionally, by concentrating on the spell as a move action, you can determine whether a creature affected by this spell is within 120 feet of you.

Augmented (5th): If you expend two uses of mythic power, the mark created by the spell is much more difficult to hide, as it causes blood to slowly seep from the stained area. This blood cannot be disguised by magic, and seeps through





any clothing within an hour or less, necessitating regular adjustments to any mundane disguise in order to keep it effective.

REINCARNATE SPY

When determining the creature's new race, roll two additional times. If either of these rolls is the same race as the creature that the target is meant to impersonate, use that result instead of the normal result when determining the creature's new race. Additionally, the bonus granted on Disguise checks to impersonate the chosen creature increases by an amount equal to your mythic tier.

RESPLENDENT MANSION

For every two tiers you possess, the maximum length that the mansion can have to any one side increases by 50 feet, and the maximum number of stories the mansion can possess increases by 1. Each of the mansion's exterior doorways and windows benefit from an *arcane lock* spell, which you can suppress or resume as a standard action by touching the portal in question. As with *mage's magnificent mansion*, the mansion comes with a staff of near-transparent servants (up to two per caster level), each of which otherwise functions as an *unseen servant*, except with a Strength score of 10. Finally, you can designate a single room within the mansion, up to 30 feet to a side, which benefits from a *mage's private sanctum* effect.

Augmented (10th): If you expend three uses of mythic power, the *resplendent mansion* does not need to be cast on solid ground, and can instead be made to fly or float on water. In either case, you must imagine a room within the mansion when it is created from which you can control it, and a method of doing so (such as a steering wheel, a magic orb, a complex array of levers and buttons, etc.). A creature in this room can operate the *resplendent mansion*, causing it to fly at up to 60 feet per round (with clumsy maneuverability), or float on water at the same rate.

RUMORMONGER

Rather than tracing a rumor specifically to or from you, you simply state a fact or rumor, and the spell allows you to view all of the paths that that rumor has traveled at once. Anyone who has heard the rumor, regardless of who from, glows with silvery light to your eyes, but you can also see silvery cords extending from each such individual, which lead to anyone that person repeated the rumor to, as well as the person that told the rumor to them in the first place. You can instinctively tell by looking at any particular silver cord which end was the person hearing the rumor and which was the person telling. The cords lead physically to the individual in question, provided that person is within 1 mile. Otherwise, the cord goes for 10 feet in a random direction and then stops. The spell is still blocked by disguises.

SCRIPTED HALLUCINATION

By concentrating on the hallucination as a standard action, you can change the script by which it operates, or directly control the way that it acts for the next round. Additionally, the targets can be up to 120 feet away from one another, rather than 30 feet.

Augmented (6th): If you expend two uses of mythic power, the targets can be any distance from each other, provided that they are all within range. Additionally, you may choose to have up to one creature per mythic tier experience a different hallucination than the others (for example, you could have one soldier hear his commander calling him away from his post, while the other soldiers in the squad hear an order to kill the first soldier as a deserter).

SELECTIVE ALARM

When you cast the spell, you may choose one or more divination spells, each of which must be a 2nd-level or lower spell, whose total spell levels do not exceed your mythic tier. When determining what criteria are considered observable for the purposes of what sets off the *selective alarm*, you can use any factors that can be observed by the chosen spells (for example, you could select *detect evil* in order to allow the spell to trigger the alarm when an evil creature enters the area).

Augmented (3rd): If you expend two uses of mythic power, you can change the spell's area to be up to one 10-foot cube per caster level, which you can shape in any contiguous shape that you desire.

SHAMEFULLY OVERDRESSED

When randomly determining which item the target removes each round, the target rolls twice, and you choose which result to use.

Augmented (5th): If you expend two uses of mythic power, the spell's duration increases to 1 hour per caster level, and once the target has removed all articles of clothing that can be removed as a move action, he begins removing articles of clothing that take longer to remove, until he is completely naked. At that point, he can seek out new clothing to wear, although he is extremely picky about any potential new clothes, and must succeed on a secondary Will save when presented with any potential new clothes, or be similarly revolted by them, as well.

SHIFTED STEPS

The illusion fools tremorsense in addition to sound-based blindsense and blindsight. You can target a number of creatures or objects equal to your tier. Their sounds are all displaced the same relative direction and distance. The effect lasts for 1 minute per caster level after you cease concentrating, divided evenly among all targets.

SWALLOW POISON

You automatically succeed on all caster level checks made to absorb poisons harmlessly as a result of this spell, and can absorb any number of doses of poison, although you can only store up to one per three caster levels. Any excess poison beyond this is digested harmlessly. Additionally, you can choose to spray the poison up to one time per three caster levels before ending the spell, and if you choose to spray the poison, it takes the form of a 30-foot cone, instead of a 15-foot cone.

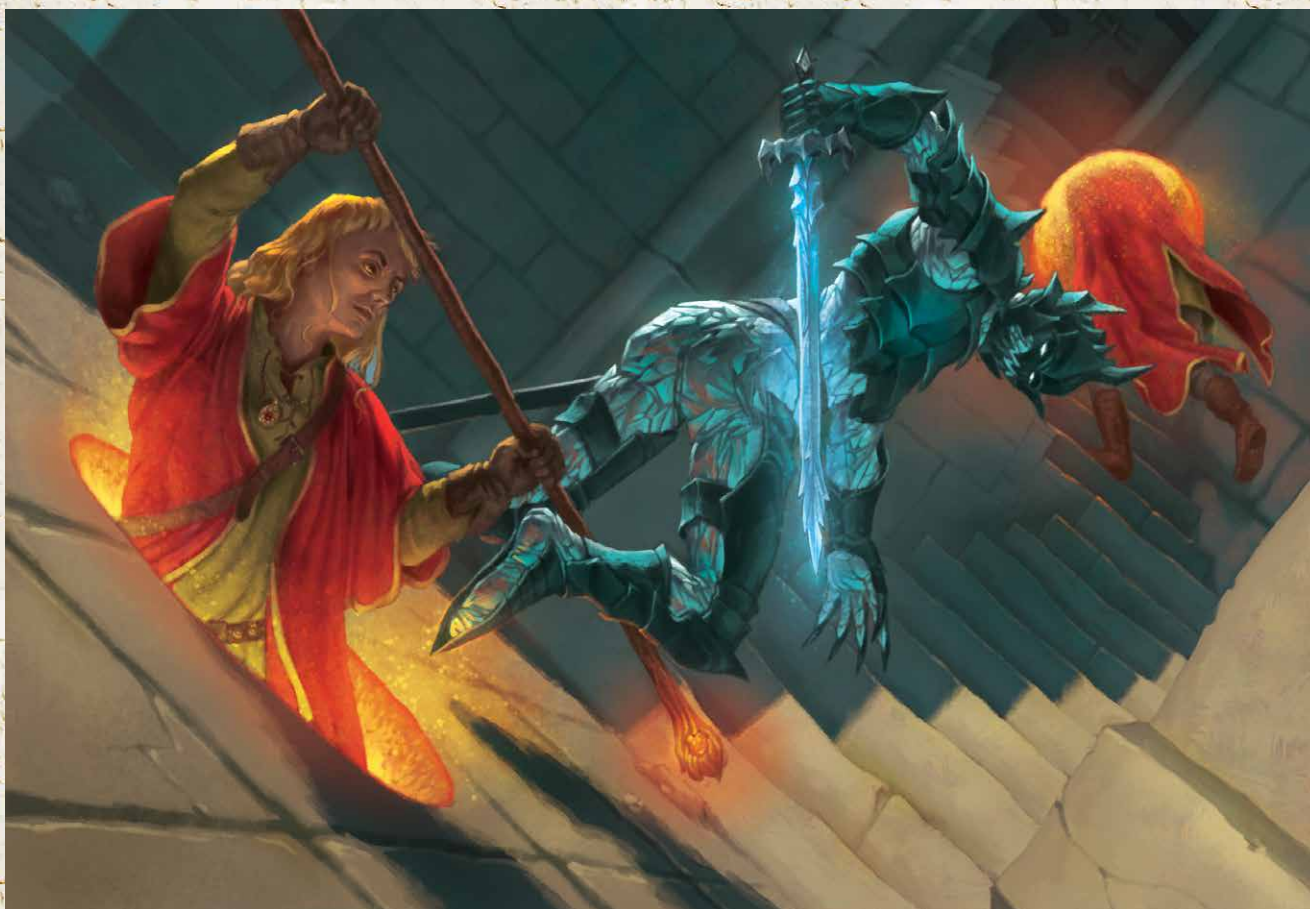
THEY KNOW

When you cast the spell, you can choose a single creature that is known to both you and the target, and the target believes that the chosen creature knows her deepest secret, rather than believing that the nearest creature knows it. Additionally, the spell's duration increases to 1 day per caster level, providing the target with considerably more time to grow anxious before the spell ends. At the beginning of each day, if the target has not yet taken any of the additional steps outlined in the base spell to protect her secret, she must succeed on a Will save or be compelled to perform one of those tasks (or something equally desperate, at the GM's discretion) by the end of the day.

TRACE TELEPORT

The spell's duration becomes 10 minutes/level and can locate lingering teleportation traces up to 1 day old. The glimpse you gain of a remote termination point from this spell is complete enough to count as "observed once" for the purposes of *teleport* and gives you a sense of approximately how far the target is from you (tens of feet, hundreds of feet, thousands of feet, miles, tens of miles, hundreds of miles, thousands of miles, on another planet, or on another plane of existence). If the teleportation was non-mythic, you know the exact distance and direction.

Augmented (7th): If you expend two uses of mythic power, the spell's duration becomes 1 day (D) and you gain the ability to reproduce a past teleportation effect. Immediately after you glimpse a termination point of an old teleportation effect with this spell, you can dismiss the spell (a standard action) to travel to that destination point as if with the spell *teleport* (if the destination is within range).



TRADE ITEMS

You can target and use as a focus items weighing up to 10 points per caster level. You can opt to choose up to a number of targets equal to half your tier. After you know which targets the spell worked on, you can redistribute the items however you want so long as each item ends up in a different place from each other.

TREACHEROUS TELEPORT

You may teleport willing creatures within 5 feet times your mythic tier, without needing to touch them. In addition, when rolling to see if you and/or any separated targets arrive at the intended destination, you may roll twice and select either result.

Non-mythic divinations that automatically identify spells incorrectly indicate this spell is *mythic teleport* unless the caster succeeds at a caster level check against DC 15 + your caster level.

Augmented: If you expend one additional use of mythic power, any number of targets of the spell can teleport back to their point of origin after a time interval you specify, up 1 round per mythic tier. If you

do not choose all of the spell's initial targets for this secondary teleportation, you may choose one different similar destination to send any number of the other creatures you teleported when the time elapses. You may choose for those creatures sent to an alternate similar destination to additionally suffer a mishap in transit. Creatures that are dead at that time are not teleported again, nor are any items they carry.

Augmented (3rd): If you expend two uses of mythic power, you may teleport one additional willing creature of any size per 3 mythic tiers.

TRIGGERED HALLUCINATION

Once triggered, the hallucination persists for 10 minutes per level. Additionally, you can target up to one creature per caster level, no two of which can be more than 120 feet apart. Each target receives the same vision and the same trigger. Additionally, when determining the triggering condition, you can choose conditions that are not normally obvious to the senses, but the spell is not triggered unless the condition is obvious to the target's senses (for example, if the trigger was seeing "an evil person," the spell would trigger

whenever a paladin viewed a creature he identified as evil with *detect evil*, but would not be triggered otherwise, even if the paladin knew from past experience that the creature he was looking at was evil).

TRUE PROGNOSTICATION

You add twice your mythic tier to the percentage chance of a successful divination, and the maximum chance of success is equal to 90% plus your mythic tier. You do not require a costly offering to cast the spell, and you can gain useful advice regarding a goal, event, or activity that is to occur within 100 years per mythic tier.

UNDERBRUSH DECOY

Mythic *underbrush decoy* has no components and observers have no indication you cast a spell unless they were studying you with *detect magic* or a similar effect. You can choose to send an instinctual warning to all allies within range, allowing them to take advantage of the distraction to hide as if they had prior warning as long as they act before the end of your next turn. Add your tier to the Bluff modifier.

Augmented: If you expend two uses of mythic power, you can cast *augmented mythic underbrush decoy* as an immediate action. Apply your Bluff check result to all observers who did not anticipate your subterfuge within 30 feet + 5 feet per tier of the target plant. Each creature distracted this way loses its Dexterity bonus to AC against the next attack by any creature before the end of your next turn.

UNDETECTABLE TRAP

If the trap is not triggered by the end of the spell's normal duration, the spell continues until the next time the trap is triggered, or until it is dispelled. Additionally, the DC of Perception checks to find the trap is increased even for creatures with the trapfinding ability, although the amount of the increase is only equal to 1/4 your caster level. Finally, no character receives an automatic chance to find the trap when she comes within 10 feet of it, whether due to the spell *find traps* or another source (such as the trap spotter rogue talent).

UNERRING TRACKER

The spell is capable of following tracks made up to 1 day per caster level previously, instead of being limited to ones made in the last 24 hours. Additionally, the spell is capable of following the tracks of a character under

the effects of *pass without trace* or similar effects, as long as the *pass without trace* effect does not come from a mythic source.

Augmented (5th) If you expend two uses of mythic power, then if the target teleported or engaged in interplanar travel, you can distinguish between the two, and if you are capable of casting spells such as *teleport* or *plane shift*, you may attempt a Spellcraft check (DC 15 + the caster level of the teleportation effect). If you succeed, you are able to select the target's destination as the destination of your spell, as though you were equally familiar with it as the target was. You do not actually learn what the destination was unless you travel there (or gain the information by other means).

URBAN STEP

The spell's range increases to long (400 feet plus 40 feet per caster level), and the duration increases to 1 round per caster level. You can designate up to one creature per mythic tier who can pass through the portals in the same way that you can.

Augmented (4th): If you expend two uses of mythic power, one of the targets can be outside of your line of sight and line of effect, although it must be a portal through which you have passed at least once, or the spell fails.

VICARIOUS VIEW

The spell's duration becomes 10 minutes/level and the spell allows magically and supernaturally enhanced senses of a lower spell level than your tier to work through it.

Augmented (5th): If you expend two uses of mythic power, the spell's duration becomes 1 hour/level.

VOLUMINOUS VOCABULARY

You may choose one additional language for the target to learn per two mythic tiers you possess. Additionally, the target gains a competence bonus on Linguistics checks equal to 1/2 your caster level, due to a vastly increased vocabulary in all of the languages that she knows, and a competence bonus equal to 1/4 your caster level on Bluff and Diplomacy checks, as she is able to put these fancy words to use to deceive or flatter those she encounters.

WIZENED APPEARANCE

Each time you cast the spell, choose one of the following additional effects to apply to the target.

Feeble Combatant: Any creature whose age category is at least two categories lower than the target's apparent age category as a result of this spell suffers a -2 penalty on attack rolls made against the target, due to lingering doubts about attacking the elderly. Evil creatures suffer only a -1 penalty, instead.

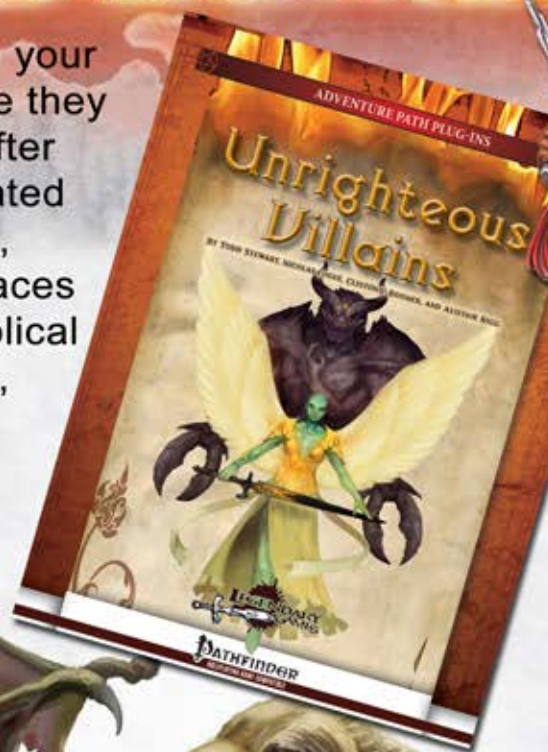
Stern Demeanor: The target gains a +4 competence bonus on Intimidate checks made against creatures whose age category is at least one lower than the target's apparent age category as a result of the spell.

True Aging: The target suffers the normal ability score penalties appropriate for his new age category. This does not grant the target any benefits of aging, such as increased mental ability scores, or other age-related effects, like dragon age categories or natural metamorphoses.



UNRIGHTEOUS VILLAINS

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