

## 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](http://d2opfsrd.com); each spell description below is hyperlinked in electronic versions of this product to these online resources. Spells marked with a superscript <sup>A</sup> are spells that can be further augmented to produce greater effects by the expenditure of additional mythic power.

### SPELL LIST (ALPHABETICAL)

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

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



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

