



BY JASON NELSON & CLINTON J. BOOMER WITH THE LEGENDARY GAMES DESIGN TEAM

## Make Your Game Legendary!

A supplement including variant rules for addressing mythos-inspired madness as well as several fully-detailed tomes of unspeakable knowledge and also including horrific mythos spells (and mythos versions of common spells) suitable for any gothic-themed Adventure Path campaign.





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of

IASON NELSON

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# Welcome to Adventure Lath Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

In any horror campaign, a classic trope is that of the ancient book, the source of forbidden knowledge, either as a MacGuffin that drives the plot as the forces of evil and madness seek it and the heroes try to stop them from finding it or to steal it from them and thereby undermine their power. Of course, such power offers temptations and sometimes even those who would do good end up unleashing untold horrors themselves out of ignorance, or through strength of will may be able to turn these blasphemous powers to their own use, risking the corruption of mind, body, and soul to turn evil upon itself. These books can serve that role in any horror-themed campaign, and can serve as embellishments even within an already-structured Gothic Adventure Path, fleshing out the goals and agendas of various minor villains, placing rival dark factions on a collision course, or granting PCs tempting yet terrifying tools to wield in their battle against the powers of darkness.



#### HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Gothic Campaign" instead of the title of <u>a recent Adventure Path</u>. Or you may see us use the names "Raven" for the town or "the temple" instead of the regular proper names of specific locations and characters from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy *Tomes of Ancient Knowledge* in your gothic Adventure Path, set in a small gothic town, helping the Professor's Daughter and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn't so hard, now was it.

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# Sanity Thecks

Horror games typically present extensive rules for becoming insane as a result of exposure to secrets too terrible to contemplate and that rend asunder the natural rationality of ordinary people. The *Pathfinder Reference Document* includes such rules, found in print in the *Gamemastery Guide*, but any number of other mechanics for dealing with insanity can also be used, even including subsystems for non-d20 games. The usual method for implementing insanity in d20 systems is through ability damage, but this can actually hinder the experience of playing a character with some form of insanity because the ability damage involved often has a catastrophically impact on the character's game-mechanical playability. This does model reality to an extent, as anyone dealing with mental health issues in the real world can attest; however, within the context of a game part of the fun is being able to continue playing your character even as she descends further and further into madness. To help facilitate this opportunity, we present here a simplified and streamlined way to implement insanity.

Sanity Checks: Fundamentally, a sanity check is a Will save, with failure causing a creature to gain 1 Madness point (reading a particular mythos tome for the first time adds 1d4 Madness points on a failed check, halved (minimum 1) on a successful check).

Unlike the terrified investigators in a horror-themed game, heroic PCs should have some measure of resistance to the overwhelming alien presence of eldritch mythos horrors. PCs do not have to make a Sanity check from any creature or event with a CR equal to or less than the PC's level plus Wisdom bonus. This saves Sanity checks for only the most extreme horrors relative to the character.

Sanity Score: Every PC has a Sanity score, which is equal to his or her level plus her lowest ability score among Intelligence, Wisdom, and Charisma.

**Madness Score:** A character failing a sanity check gains 1 or more Madness points. For every 2 Madness points, the PC takes a -1 penalty on any skill check based on Intelligence, Wisdom, or Charisma, and to saving throws against mind-affecting effects; this penalty is doubled against effects that cause confusion or insanity (including future sanity checks) and effects with the emotion descriptor, including fear effects. This penalty does not affect a creature's spellcasting ability.

**Mad Certainty:** Madness provides a bonus rather than a penalty to Knowledge or Spellcraft skill checks made to identify or learn about creatures or spells with the mythos descriptor.

#### TABLE 1-1: SANITY CHECK DC'S

| DC                  | Triggering Event   |
|---------------------|--|
| 20                  | Reading a particular mythos tome for the first time  |
| 15 + spell level    | Learning a mythos spell.   |
| 10 + spell level    | Casting a mythos spell (The DC is reduced by 1<br>each time after the first time a specific spell is cast;<br>once the DC is equal to the spell's level, the caster no<br>longer needs to save.)   |
| 10 + CR             | Encountering a mythos creature (The DC is reduced by<br>1 each time after the first encounter with a particular<br>mythos creature; only one check is rolled per encounter,<br>regardless of how many mythos creatures are present.<br>If more than one type of creature is present, use the<br>highest CR to calculate the DC. Once the DC is equal to<br>the creature's CR, a creature no longer need save when<br>encountering that creature type.) |
| Same as original DC | Rolling a natural 1 on a saving throw against a mythos<br>spell, any effect that causes confusion or insanity, or a<br>mind-affecting effect created by a mythos creature.   |
| 20                  | Failing a concentration check while casting or concentrating to maintain a mythos spell.   |

**Becoming Insane:** When a character's Madness score equals or exceeds her Sanity score, she automatically becomes insane. Some mythos creatures, tomes, or spells may automatically incite a particular type of insanity; if none is specified, randomly generate a type of insanity as specified in the *Pathfinder Reference Document* or *Gamemastery Guide*.

A creature with a Madness score gains a type of paranoia that makes them unwilling to lower their defenses. If others attempt to forcibly remove their protective items or effects, the insane person is compelled to use any available means to escape or fight against those they perceive as attacking them, up to and including lethal force.

**Regaining Sanity:** Calm emotions temporarily suppresses the effects of madness but cannot reduce the target's Madness score. Restoration can remove 1 Madness point from a creature per casting and *heal, greater restoration, miracle,* and *wish* can remove all Madness points, but only if the target fails its save. A creature with a Madness score cannot voluntarily fail this save, nor can they use such effects to cure their own insanity.

# The Mythos Descriptor

Spells have descriptors, such as acid, air, chaotic, cold, etc. This rule variant presents a new descriptor: "mythos," which represents spells and spell energies tapping powers or beings beyond the Dark Tapestry or including rituals that call upon such beings or powers. Learning or casting spells with a mythos descriptor causes a sanity check, as detailed above.

Many spells found in the traditional spell lists can have a "mythos version," in other words an alternative version of the spell that provides the same results but that often has some different and more gruesome component or ritual requirement and also references or calls upon forces, powers or gods from beyond the stars. The use of such powers or knowledge is alien even to practiced arcane and divine casters. For instance, *speak with dead* is not a mythos spell and casting it does not require a Sanity check, despite its rather horrific and gruesome subject matter. However, in a mythos tome, one may find a mythos version of *speak with dead*, that provides the same effects but has some different requirements or components, and that version would require a Sanity check, such as having to contribute an ounce of your own flesh, or a finger, of having to swallow the entrails of a corpse, or other sanity-bending things in the mythos version that the normal version does not require.

In addition, creatures can be given the "mythos" subtype to indicate their alien origin or associations. Creatures with the mythos descriptor in the *Pathfinder Reference Document* include: <u>Aboleth</u>, <u>Cerebric Fungus</u>, <u>Denizen of Leng</u>, <u>Gibbering Mouther</u>, <u>Gug</u>, <u>Hound of Tindalos</u>, <u>Intellect Devourer</u>, <u>Leng Spider</u>, <u>Moon-Beast</u>, <u>Morlock</u>, <u>Neothelid</u>, <u>Phantom Fungus</u>, <u>Shantak</u>, <u>Shoggoth</u>, and <u>Yithian</u>. Other similarly alien creatures could also be given this descriptor.

# Mythos Magic Rituals

Because of its alien origin and the mind-bending seductiveness of its eldritch language, spells with the mythos descriptor can be cast even by creatures with no ordinary magical talent, or one who has mastered a different variety of magic than that contained within the tome. Such a ritual can also be used to cast a spell of a level beyond that which the character is normally capable of casting. If a ritual is used to cast a spell that a character would normally be unable to cast, whether because of its level or because they lack the proper spellcasting ability, the spell takes effect at a caster level equal to half their character level (minimum 1st).

A mythos magic ritual can also be used by a caster who would be capable of casting the spell in order to use the spell without expending spell slots. In this case, the spell takes effect at her full caster level but must fulfill the normal requirements of ritual casting described below.

Performing a mythos magic ritual requires the caster to have a mythos tome containing the spell available at hand. The ritual takes 1 hour, and the DC of all applicable sanity checks is increased by 5. In addition, a failed sanity check results in gaining 1d4 Madness points, halved on a successful save (minimum 1).

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TOMES OF ANCIENT KNOWLEDGE

#### SARKULIS SHARDS, ARCANE MYTHOS TOME

Lore: The Sarkulis shards are a set of 14 rune-carved crystal shards, deep red in color and as hard as diamonds, each over a foot long and etched with tiny letters and sinuous pictograms. The shards were handed down from the witchcircles of the fallen north-kingdom of Sarkulis. Witchcraft was common in Sarkulis and often benevolent, in many places supplanting the more common druidical circles in providing spiritual and supernatural guidance and protection for the people. However, in the more remote tribes (and secretly even amongst those who called themselves civilized) secret cannibal cults arose; revering an entity they called the World Eater. This great scarlet serpent, a head at each end of its world-encircling body, twined about and devoured itself even as it crushed the world, passing through its own body to emerge and devour itself again. Likewise, these cultists sought to feed upon the world as it died. If all was ended, why should they not join in the feast ere they were consumed in turn? Who better to feed upon than the foolish deniers of their own destruction? How ironic that the weak who might compete for the world's dwindling resources should become a resource themselves to nourish the strong in the last days. Perhaps, the sibilant whispers spread among them, they could show themselves the World Eater's true scions by devouring those who did not deserve to survive and in time become World Eaters themselves. They did not worship this thing; it was beyond petty human concerns of adulation and existed only to destroy and devour, and perhaps to propagate itself and its kind. Their rite was merely one of acknowledging its bitter, bloody truth, and choosing a ready path to sustain the faithful few long enough to see the apotheosis of annihilation at the end of all things.

It is unknown if the Sarkulis Shards were crafted by these cannibal witch-cults or discovered by them and revered as relics. Legends suggest that they are the shed blood of the World Eater itself, containing the essence of his devouring blood magic. Others whisper that they were once the serpent-familiars of the eldest witches, ritually exsanguinated and their magical secrets embalmed in eternal crystal for future generations. The major cannibal cults have long since fallen extinct, devoured in truth by the demonic apocalypse that engulfed their kindred and country, though the few wretched survivors of their kind would doubtless offer much to recover these relics of their ancient lore (and would no doubt then hunt whomever sold them to the ends of the world for profaning the sacred shards). **Reading:** The Sarkulis Shards are written in the Nordic langugae, and those not fluent must use *comprehend languages* to read them. The shards reveal some history of Sarkulis, told from the perspective of the cannibal cults, as well as the debauched and sadistic rites that characterized their celebration of the World Eater. In addition to normal sanity checks, reading the Shards results in a -2 penalty to saving throws against curses or despair effects for 1 day per Shard perused.

**Spells:** Although witches do not generally use spellbooks, these Shards exist as an unliving record of the favored enchantments of the cannibal cultists. Each of the Sarkulis Shards contains a single magical spell, including several unique to the cult: *bleed*, *blood diamonds*\*, *call cannibals*\*, *cannibal compulsion*\*, *contact other plane, death knell*, *dream serpent*\*, *false life*, *fester*, *fester* (*mass*), *scintillating serpents*\*, *serpent's servant*\*, *stone to flesh*, *vampiric touch*.



ADVENTURE PATH

### **BLOOD DIAMONDS**

School necromancy [mythos]; Level witch 8 Casting Time 1 standard action Components V, S, M (the caster's blood) Range close (25 ft. + 5 ft./2 levels) Effect one or more targets, no two of which may be more than 30 feet apart Duration instantaneous and 1 round/level (D) Saving Throw none; Spell Resistance yes

#### DESCRIPTION

By shedding your own blood, deal 1d6 points of damage to yourself with a slashing or piercing weapon, you transmute drops of your own blood into jagged, diamond-hard crystal shards of deepest red. You create one *blood diamond* per caster level and may hurl all at one creature or divide them among several targets. Each *blood diamond* requires a separate ranged touch attack and inflicts 1d6 points of slashing and piercing damage, and against living creatures with blood gain the seeking and wounding weapon qualities (*Pathfinder RPG Core Rulebook* 471-472).

After striking, *blood diamonds* embed themselves in their targets and create a vampiric resonance with the caster, who gains 1 temporary hit point for every point of bleed damage suffered by the target(s) of the spell, though the caster may never gain more temporary hit points than her normal maximum hit points. Halting this bleed damage requires a Heal check (to stanch the bleeding from one *blood diamond*) or caster level check (to halt bleed damage from one *blood diamond* per level of the healing spell, or for every two dice of channeled positive energy) against a DC of 11 + your caster level. If the check fails, the bleed continues and the intended healing effect is negated. Fast healing or regeneration can offset this bleed damage but do not negate or end it.

## CALL CANNIBALS

School conjuration (summoning) [mythos]; Level witch 4 Casting Time 1 round Components V, S, M (a piece of humanoid flesh) Range close (25 ft. + 5 ft./2 levels) Target one or more summoned creatures Duration 1 round/level (D) Saving Throw none; Spell Resistance no

#### DESCRIPTION

This spell summons one or more necrophagic minions to serve you. You may summon 1d3 fiendish ghouls (including lacedons), 1 fiendish ghast, or 1d3 fiendish cannibals (*Gamemastery Guide* 306). This spell otherwise functions as *summon monster*.

## **CANNIBAL COMPULSION**

School enchantment (compulsion) [curse, evil, mythos]; Level witch 6 Casting Time 1 standard action Components V, S, M (a drop of ghoul blood) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

#### DESCRIPTION

The target of this spell is cursed with unquenchable physical and spiritual hunger for the flesh of its own kind. This compulsion can affect even mindless creatures or undead, though constructs, plants, and amorphous or incorporeal creatures are immune.

On a failed Will save, the target can discern the presence of creatures of its own type as if it had scent and is compelled to attack the nearest such creature with bite attacks, to the exclusion of all other forms of attack. If it lacks a bite attack, its bite is considered an unarmed strike (provoking attacks of opportunity if it does not possess Improved Unarmed Strike) that deals slashing damage. Its bite transmits ghoul fever (*Pathfinder RPG Bestiary* 146) and allows the target to use the grab special attack against creatures of its type. Its savage gnawing and tearing bites deal 1 point of Constitution bleed on a successful grapple check; this Constitution bleed is increased to 1d4 per round if the target's victim is pinned.

Each time the target kills a creature of its type, it receives a new saving throw to end the *cannibal compulsion*; however, the target is left sickened for 1 hour by the horror of the experience. *Cannibal compulsion* cannot be dispelled, but *remove curse, dispel evil*, or *break enchantment* can end its effects.

## **DREAM SERPENT**

School illusion (phantasm) [mind-affecting]; Level witch 2 Casting Time 1 standard action Components V, S, F (scale or feather from an extraplanar serpent or serpentine outsider) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will disbelief; Spell Resistance yes

#### DESCRIPTION

This spell draws a serpentine phantasm from the subconscious of the target. This shadowy serpent of shifting colors twines around the target, causing it to become entangled and deals 1d6 points of damage per round by constriction. A successful Will save reveals the *dream serpent* to be only quasi-real; in this case, the target is not entangled and damage is nonlethal.

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#### **SCINTILLATING SERPENTS**

School illusion (shadow) [mythos]; Level witch 3 Casting Time 1 standard action Components V, S, M (a snake scale) Range close (25 ft. + 5 ft./2 levels) Area 10-ft. radius spread Duration concentration + 1 round Saving Throw none; Spell Resistance yes

#### DESCRIPTION

You call forth a swarm of iridescent serpents from the Dimension of Dreams that seethe and flit about on membranous insectile wings. Any creature within the area is dazzled for as long as it remains within the area and for 1 round thereafter. The refracted dream-light of the serpents' wings and scales disrupts and suppresses illusion (figment or glamer) spells of 3rd level or lower as long as they remain within the area and for 1 round thereafter. At the same time, illusion (pattern) spells are enhanced within the area, lasting 1 round longer than normal and increasing their save DC and caster level checks to overcome SR by 2.

## Serpent's Servant

School conjuration (summoning) [mythos]; Level witch 6 Casting Time 1 round Components V, S, M (a snake scale) Range close (25 ft. + 5 ft./2 levels) Area one summoned creature Duration 1 round/level Saving Throw none; Spell Resistance no

#### DESCRIPTION

This spell summons forth a single serpentine servant of the World Eater to serve you. The caster may choose any one of the following creatures; the spell otherwise functions as *summon monster*.

*Amphisbaena*: This two-headed snake is a magical beast with statistics as an advanced fiendish emperor cobra (*Pathfinder RPG Bestiary 2* 252) with two heads, one at each end of its body. In addition to gaining a pair of bite attacks, the amphisbaena gains all-around vision; effects that cause blindness negate its all-around vision but do not make it blind unless they affect an area large enough to include the amphisbaena's entire a second blindness effect affects it.

*Hebina*: This variant of the succubus (*Pathfinder RPG Bestiary* 68) has long red-scaled serpents for arms granting it 10-foot reach and replacing its claw attacks with bites. Damage does not change, but each bite injects a soporific poison that dulls the target's mind (injury; *save* Fort DC 19; *frequency* 1/ round for 6 rounds; *effect* 1d2 Wis; *cure* 2 consecutive saves). The save DC is Constitution-based.

Medusa: As Pathfinder RPG Bestiary 201.



# Ancient Tomes

## XANTHUTEP TABLETS, DIVINE MYTHOS TOME

**Lore:** In ages past, when most races still wallowed in barbarism or scratched out their survival in fields and huts, the Kingdom of the Pharaohs rose in glory and wisdom. They communed with the elemental spirits and bound them to their will, mastering sand and sun, taming the mighty rivers and guiding the winds above. Arcane magic was a tool of the empire, but the worship of the divine *was* the empire. The signs, portents, and omens told the will of the gods, and as the earth below was their body the sky and stars above revealed their mind. The constellations were read as the scrivening of divine hands, and the people were content; but not all of them.

Others there were who never tired of the question "why." They probed ever to the next question behind any answer. What lay below the roots of stones or the depths of the sea? What lay beyond the source of the wind? What lay in the dark gulfs between and behind the stars? Above all, what held the universe together? So much could be seen, but their minds and their cosmic researches strove ever to pierce the veil of ignorance and draw forth that which was unseen. Never did they imagine that some things were never meant to be seen. Nevertheless, each new revelation, both the mind-rendingly beautiful and soul-shatteringly awful in turn, was recorded in clay and stone, impermeable to time. The Prophets of Xanthutep, as they called themselves, found the people unreceptive to their proclamations of cosmic truth, however, and were branded apocalyptic heretics. Hunted to extinction by the hierocracy, their existence was expunged from all official records, living on only in the dim reckoning of sages and fragmentary accounts. Yet a few of their graven tablets have survived, offering insights into the fundamental construction of the world and the universe around it, for those who dare to learn these awful and unknowable truths.

**Reading:** The Xanthutep Tablets are written in Ancient Pharaonic, and those not fluent must use *comprehend languages* to read them. Each time a cleric learns one of these spells, she may gain a spellblight (see *Ultimate Magic*), a negative level, or become cursed (as *bestow curse*); a DC 20 Will save prevents this. An *atonement* spell removes any of the above conditions (even if not normally able to do so) but also wipes knowledge of the spell from the caster's mind, leaving them unable to prepare it.

**Spells:** Although clerics do not generally use spellbooks, the Xanthutep Tablets reveal rituals to learn reality-piercing enchantments forbidden to the servants of the gods of sanity, including *bend space*, *reality riptide*, *reality wrinkle*, *repel force*, *summon destiny's doom*, and mythos variants of *scrying*, *greater scrying*, and *true seeing*.

## BEND SPACE

School transmutation [mythos]; Level cleric 3 Casting Time 1 immediate action Components V, S, M (a lodestone) Range personal Target you Duration instantaneous

#### DESCRIPTION

This spell allows you to bend space around yourself to divert an attack. If the attack affects an area, you suffer only half damage. If it is targeted at you, it has a 50% miss chance (or a 50% chance to simply fail, if it does not require an attack roll), and you gain a +2 deflection bonus to your AC against it; this bonus increases by +1 for every 5 levels after 5th.

You may instead choose to bend yourself around space. Until the end of your turn, your reach is increased by 5 feet, plus an additional 5 feet per 5 levels after 5<sup>th</sup>.

With either use of the spell, you must make a DC 15 Fortitude save to enable your body to readjust to normal space; if failed, you take 2 points of Strength damage.



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**TOMES OF ANCIEN** 

## **REALITY RIPTIDE**

School conjuration (teleportation) [mythos]; Level cleric 6 Casting Time 1 immediate action Components V, S, M (a lodestone) Range personal Target you Duration instantaneous

#### DESCRIPTION

This spell momentarily unravels the fibers of reality, creating a tensed rift that then snaps back into congruence with the world around it, catapulting you to a new location. A *reality riptide* acts as a *dimension door*, but your arrival creates a shockwave in a 20-foot burst centered upon you that acts as simultaneous bull rush and trip maneuvers with a CMB equal to your caster level plus your Wisdom modifier. The shockwave affects creatures accompanying you and creatures in the area when you arrive but does not affect you. At the point of your departure, the implosive unraveling creates a 5-foot radius spread of *black tentacles* centered on your former position, as well as a drag maneuver towards it using the same CMB noted above.

Any creature traveling with this spell must make a DC 15 Fortitude save or have their tissues and equipment partially unraveled into ropy strands, causing 2 points of Dexterity damage

## **Reality Wrinkle**

School transmutation [mythos]; Level cleric 5 Casting Time 1 standard action Components V, S, DF Range personal Effect 10-ft. radius emanation Duration 1 minute/level

#### DESCRIPTION

This spell warps and bends reality, deforming perception and probability. You gain a +1 luck bonus to all die rolls within the *reality wrinkle*, while other creatures suffer a -1 penalty. The *reality wrinkle* halves all movement and grants cover and concealment to creatures within it, though your movement, attacks, and perceptions are unimpeded by it. Once the *reality wrinkle* ends (including if it is dispelled), normal reality collapses onto you and you become entangled. You may attempt a DC 20 Reflex save once per round as a move action to escape this collapsed reality. The DC is reduced by 1 for each round after the first.

This spell does not function within a *forbiddance* or *dimensional lock*. It counters and is countered by *dimensional anchor*.

## **Repel Force**

School abjuration [mythos]; Level cleric 3 Casting Time 1 standard action Components V, S, M (a lodestone) Range touch Target creature touched Duration 1 minute/level Saving Thraw Fortitude persons (hermlass). Snell Resistance use (hermlass)

Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

## DESCRIPTION

This spell causes force effects to slide harmlessly off of the recipient by manipulating imperceptible counter-harmonic tendrils of anti-force that are momentarily revealed by their collision with the force effect. This provides spell resistance of 12 + your caster level against effects with the force descriptor as well as against *disintegrate, repulsion*, or *telekinesis*. Even if such effects overcome this protection, this spell provides a +2 bonus to saving throws, AC, and CMD against such effects. This bonus increases to +4 at 10th level and +6 at 15th level.

## Scrying, Mythos

School divination [mythos]; Level cleric 4 Components V, S, M (the eye of an outsider)

#### DESCRIPTION

This spell functions as *scrying*, but while using this spell the caster is aware that others within the realm of meta-real consciousness are also watching him and the one he watches. Every minute or fraction thereof spent *scrying*, the caster must make a DC 15 Will save; the DC increases by 1 every minute. If any Will save is failed, the caster is subject to a *nightmare* spell the next time he goes to sleep.

## Scrying, Greater Mythos

**School** divination [mythos]; **Level** cleric 6 **Components** V, S, M (the eye of an outsider)

#### DESCRIPTION

This spell functions as *greater scrying*, but it poses the same risk of *nightmare* as *mythos scrying*; it requires a save for each hour or fraction thereof (rather than each minute), with the save DC increasing each hour as well.





## Summon Destiny's Doom

School conjuration (summoning) [mythos]; Level cleric 6 Components V, S, DF

#### DESCRIPTION

This spell functions as *summon monster VI*, but it allows the summoning of an anukesh (the Pharaonic word for a hound of Tindalos (*Pathfinder RPG Bestiary 2* 158) or theletos aeon (*Pathfinder RPG Bestiary 2* 14), seen as the twofold embodiments of balanced destiny (the theletos) or unraveled doom (the anukesh). Casting this spell opens the mind to random hypersensory revelations that deal 2 points of Intelligence damage (DC 15 Will save negates).

## TRUE SEEING, MYTHOS

School divination [mythos]; Level cleric 5 Casting Time 1 standard action Components V, S, DF

#### DESCRIPTION

This spell functions as *true seeing*, but the recipient's perceptions expand beyond the material into mind-warping sub-realities. Each minute or fraction thereof using this spell, the recipient must make a DC 15 Will save or suffer 2 points of Wisdom damage; the DC increases by 1 for each minute after the first.



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## The Palestone Analects, Arcane mythos tome

Lore: This strange, presumably-allegorical text takes the form of one hundred and thirty-one interlinking page-long poems, in forms from nursery rhymes to sonnets, seeming to chronicle one man's life-long instruction in the arts of an alien geometry-magic at the feet of a mysterious shadow-shaitan who dwells in a ruined, nameless city of shattered glass towers, sparking steel cables, unceasing rain and eerily-smooth, ivory-colored stonework. According to notes within the book, it should actually contain another eight poems; those who read from the work begin to dream of the empty, endless city by night and, on occasion, to mumble snippets of off-rhyming doggerel in an attempt to "complete" the book.

**Reading:** Long-term deciphering & study of the text, including for use of the work as a spellbook or formula book or in study for the purposes of copying spells to the same, induces schizophrenia, as per the rules above.

**Spells:** The Palestone Analects contain the following spells: <u>draconic reservoir</u>, <u>elemental touch</u> (acid only), <u>emptyheart false life</u>, faceless disguise, <u>faceless rage</u>, magic jar, statue, stone fist, stone shape, twin form, and mythos variants of <u>elemental body I</u>, <u>elemental body II</u>, and <u>elemental body III</u>.

## Emptyheart False Life

School necromancy [mythos]; Level alchemist 2, sorcerer/wizard 2 Casting Time 1 standard action or 1 minute (see text) Components V, S

#### DESCRIPTION

This spell functions as *false life*, but you can increase your effective caster level by spending 1 minute etching a pattern of jagged diagrams upon the face of a helpless or willing creature while casting the spell. For each vial of acid you use to etch the victim's face (dealing damage normally), you gain a +2 increase in your caster level for this spell; maximum caster level is twice your actual caster level.

## **FACELESS DISGUISE**

School illusion (glamer) [mythos]; Level alchemist 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S Range personal Target you Duration 10 minutes/level (D)

#### DESCRIPTION

You make yourself and all your gear appear as a featureless, genderless humanoid statue of pale stone, smooth in appearance yet coarse to the touch, seeming to crumble slightly into drifts of dust when strongly struck. You gain a +5 bonus to Stealth checks in areas of natural stone or rubble and a +10 bonus to Sleight of Hand checks to hide small objects on your person. A creature that interacts with the glamer, including attacking or being attacked by you, gets a Will save to recognize the *faceless disguise* as an illusion.

A *faceless disguise*, however, is a double illusion. Creatures seeing through the outer illusion instead perceive you as an emaciated, naked, genderless, hairless, eye-less, nose-less, many-toothed, slick, clay-colored humanoid of indeterminate age. The only distinguishing marks which appear upon the illusion at all are a series of shifting, jagged geometric diagrams in lieu of a face. Those perceiving this second illusion are filled with horror and revulsion, taking a -2 penalty to Charisma for 1 hour (Will negates); this penalty is doubled for creatures sharing your type and subtype. This is a mind-affecting effect, and creatures with Intelligence of 2 or less are immune. Those making their second save see through both layers of the illusion and suffer no ill effects from interacting with you.



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## FACELESS RAGE

School enchantment (compulsion) [mind-affecting, mythos] Level alchemist 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S

#### DESCRIPTION

This spell functions as *rage*, but each target of the spell is also shrouded in a *faceless disguise*.

## **ELEMENTAL BODY I, MYTHOS**

School transmutation [mythos]; Level alchemist 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, DF

#### DESCRIPTION

This spell functions as *elemental body I*, but the recipient may polymorph only into an earth or water elemental. Her form becomes partially amorphous, granting 25% immunity to critical hits, sneak attacks, and similar precision-based damage; this overlaps and does not stack with similar effects, such as fortification armor.

## **ELEMENTAL BODY II, MYTHOS**

School transmutation [mythos]; Level alchemist 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, DF

#### DESCRIPTION

This spell functions as *elemental body II*, with the same alterations noted for *mythos elemental body I*; however, this spell grants 50% immunity to critical hits, sneak attacks, and precision-based damage.

## **ELEMENTAL BODY III, MYTHOS**

School transmutation [mythos]; Level alchemist 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, DF

#### DESCRIPTION

This spell functions as *elemental body III*, with the same alterations noted for *mythos elemental body I*. In addition, the recipient is immune to petrification and polymorph effects while using this spell.

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GENDARY GAMES

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## All Flesh & Form by Flame Made Ash, Divine mythos tome

This delicately drawn, hand-illuminated manuscript details funerary, cremation and waking customs for all of creation & beyond, ending in bawdy hymns for a vast pyre of all now-extinguished life in joyous memoriam to honor the heat-death of the universe, set down by acolytes of an ill-described figure referenced within only as Priest Alastair Travaile. It is a lyrical and enchanting text full of jokes, songs, fairy tales, sexual metaphor and unbridled passion, exulting in the quickened kindling of aching, aged skin and bone to the purity and lightness of white-hot, painless, carefree transformation to flickering light & fume.

Long-term deciphering & study of this text causes mania, with an direct obsession towards flame (including campfires, candles & torches) and firestarting, as well as phobias towards water, bare skin, physical human contact, the sound of children, the taste of all food except charred or dried meat and direct sunlight - not including sunlight obscured by plumes of smoke.

**Reading:** The book contains mystic paeans to fiery beings whose consciousness pulse in time with dying stars and burning galaxies, yet whose thoughtwaves crackle in the embers of distant fires. Any spell within the book can be cast as a divine spell by any divine caster, although doing so is considered a violation of alignment, code, and order by most non-insane religions.

**Spells:** This book contains the following spells: *ash storm, boiling blood, burning gaze, burning hands, contagious flame, elemental body IV* (fire only), *fiery body, fire breath, fire shield, fire snake, firefall, flame blade, incendiary cloud, produce flame, pyrotechnics, <u>spark, volcanic storm</u>, wall of fire.* 

While these spells are normally sorcerer/wizard spells, they may be prepared or learned by any divine spellcaster with access to the book as though they were present on their spell list at the same level they appear on the sorcerer/wizard spell list. These spells are always considered mythos spells when used by divine casters.

**Feats:** This book contains a number of rare metamagic feats derived from incendiary alien secrets. These feats can be learned only by studying the book, requiring a DC 20 sanity check for each feat; this is in addition to the sanity check for reading the book. Once learned, the feats can be applied to any spell with the fire descriptor that a character knows. Applying any of these feats to a spell grants that spell the mythos descriptor.

## Ashen Spell (Metamagic, Mythos)

Your fire spells leave behind a residue of ash and cinders.

**Benefit:** Creatures damaged by fire effects you create are covered with soot and ash for a number of rounds equal to the spell's original level, affecting them as *glitterdust*. If the spell allows a saving throw, a successful save negates the blinding effect but not the outlining of invisible creatures. If the spell does not allow a save, the target can make a Reflex save to negate the blinding effect. An ashen spell uses up a spell slot three levels higher than the spell's actual level.

## Atomic Spell (Metamagic, Mythos)

Your flames are infused with radiant cosmic energy that brings wasting disease.

**Benefit:** Creatures damaged by fire effects you create are afflicted with a wasting sickness identical to bubonic plague (DC 17 Fortitude negates). This feat may be used in two ways.

A lesser atomic spell causes a wasting sickness with the normal onset time for bubonic plague and uses up a spell slot one level higher than the spell's actual level.

A greater atomic spell causes that sickness to take effect immediately, as the *contagion* spell, and uses up a spell slot two levels higher than the spell's actual level.

Spells that do not deal hit point damage do not benefit from this feat.



## **Incinerating Spell (Metamagic, Mythos)**

Your flames burn objects as easily as creatures.

Benefit: Your fire spells ignore the hardness of objects (including animated objects). Creatures with vulnerability to fire take double damage rather than 150% normal damage. Creatures slain and objects destroyed by an incinerating spell are reduced to ashes, as if disintegrated. An incinerating spell uses up a spell slot one level higher than the spell's actual level.

## Smoking Spell (Metamagic, Mythos)

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Your fire spells leave behind a pall of choking smoke.

Benefit: Any fire spell that affects an area leaves behind a pall of noxious, choking smoke for a number of rounds equal to the spell's original level. This feat may be used in two ways:

A lesser smoking spell creates smoke equivalent to fog cloud and does not change the spell's level.

A greater smoking spell creates smoke equivalent to stinking cloud and uses up a spell slot two levels higher than the spell's actual level.

## Rios

JASON NELSON, started professional RPG writing in 2002 with the Save My Game and Behind the Screen gamemastering advice columns for Wizards of the Coast, then broadening into writing adventures for Dungeon ("Practical Magic" and "Man Forever") and several articles for Dragon. In 2008, he made the final four in Paizo's inaugural RPG Superstar competition, and since then has been a regular contributor to Paizo's adventure paths, including End of Eternity for Legacy of Fire, War of the River Kings for Kingmaker, and The Hungry Storm for Jade Regent. In addition to adventure writing, Jason has co-authored 10 Pathfinder Chronicles and Companion sourcebooks and has written major sections of the Ennie-award winning Pathfinder Chronicles Campaign setting, Gamemastery Guide, Advanced Player's Guide, Bestiary 2, Ultimate Magic, and Ultimate Combat. A devoted Christian, husband, and father, and a proud gamer since 1981, Jason loves to bring hardcore old-school stylings alongside inventive new creations to his contributions to Paizo and is excited to be bringing the same high-concept, high-action, high-adventure attitude to Legendary Games.

CLARK PETERSON, founded Necromancer Games, Inc., and has the distinction of being the first person to make use of the Open Game License and release content compatible with Third Edition with his free, ENnie-award winning adventure, The Wizard's Amulet. Clark produced a number of key third party products for Third Edition, from the famed Creature Collection and Relics and Rituals with Sword and Sorcery Studios, to the indispensible Tome of Horrors series. He wrote a large number of classic "First Edition Feel" adventures, from to The Tomb of Abysthor and Bard's Gate to Rappan Athuk, the world's deadliest dungeon crawl. Clark has had the pleasure of working with Gary Gygax on Necropolis, Flying Buffalo on The Wurst of Grimtooth's Traps and the honor of bringing Judges Guild's Wilderlands of High Fantasy and City State of the Invincible Overlord to the Third Edition rules. An expert on the Open Game License, Clark has been a tireless supporter of open gaming. Clark is also an outspoken advocate for the classic "old school" heart of gaming. A friend and supporter of Paizo since its inception, Clark served as a judge for several years on Paizo's RPG Superstar competition. Legendary Games is Clark's latest venture-an all-star team of authors and designers assembled to bring you the best third party support for the Pathfinder Roleplaying Game.

TIMOTHY K. WICKHAM, some college students go to Cancun for Spring Break, while others discover Role-Playing Games. Tim... belongs to the second group. After finishing his education he moved to the Pacific Northwest for the coffee and stayed for a career. When he's not pushing the limits of the Print/Pixel divide he enjoys long walks with his 90 pound "puppy" and culinary alchemy with his wife, Kate. At this very moment he is engrossed in the latest Design Problem (ahm, 'Challenge') and is honored for the opportunity to give form to the fiction at your game table. COLBY STEVENSON is a freelance illustrator who resides deep within the forests of Connecticut. His attraction to dark worlds and the diabolic creatures that reside in them has dragged him into the realm of RPGs headfirst! Completing numerous private commissions for avid Pathfinder gamers, Warcraft fans and everything in-between, he soon moved onto Paizo Publishing's web fiction illustrating such stories as *Lord of Penance* and *Guns of Alkenstar*. Colby has now found himself locked within the dank, dungeons of Legendary Games conjuring up images and nightmares for the gaming world to feed upon. When not drawing dragons, succubi or elves, Colby can be found working on Music/Audio Production or reciting quotes from such films as Aliens and Star Wars.

CLINTON J. BOOMER, known to his friends as 'Booms,' resides in the quaint, leafy, idyllic paradise of Macomb, Illinois, where he attended 4th grade through college. He began writing before the time of his own recollection, predominantly dictating stories to his ever-patient mother about fire-monsters and ice-monsters throwing children into garbage cans. He began gaming with the 1993 release of Planescape, which shaped his Jr. High years, and he was first published professionally in the Ennie Award-winning Pathfinder Chronicles Campaign Setting from Paizo Publishing after placing in the Final Four of Paizo's inaugural RPG Superstar! Competition. He currently devotes a full 99.9% of his waking hours to thinking about fantasy-adventure in general or ninjas, more specifically. Boomer is a writer, filmmaker, gamer and bartender; his short comedic films, the "D&D PHB PSAs," have over 3900 subscribers on YouTube and and have been viewed more than a million times. A member of the WereCabbages creative guild, a frequent freelance contributor to Rite Publishing, Sean K. Reynolds Games, Paizo Publishing, Reality Deviants Press, Zombie Sky Press and the Hellcrashers setting, his debut novel The Hole Behind Midnight was released in 2011; Daniel O'Brien, columnist for Cracked.com and contributor to the New York Times bestseller You Might Be a Zombie and Other Bad News called it " ... Raymond Chandler meets Douglas Adams by way of a fantasy nerd's fever dream. And it's AWESOME." Boomer is honored and humbled to bring his gonzo, his ink and - if need be - his blood to the pages of Legendary Games, and is currently the happiest he has ever been in his whole life.



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