

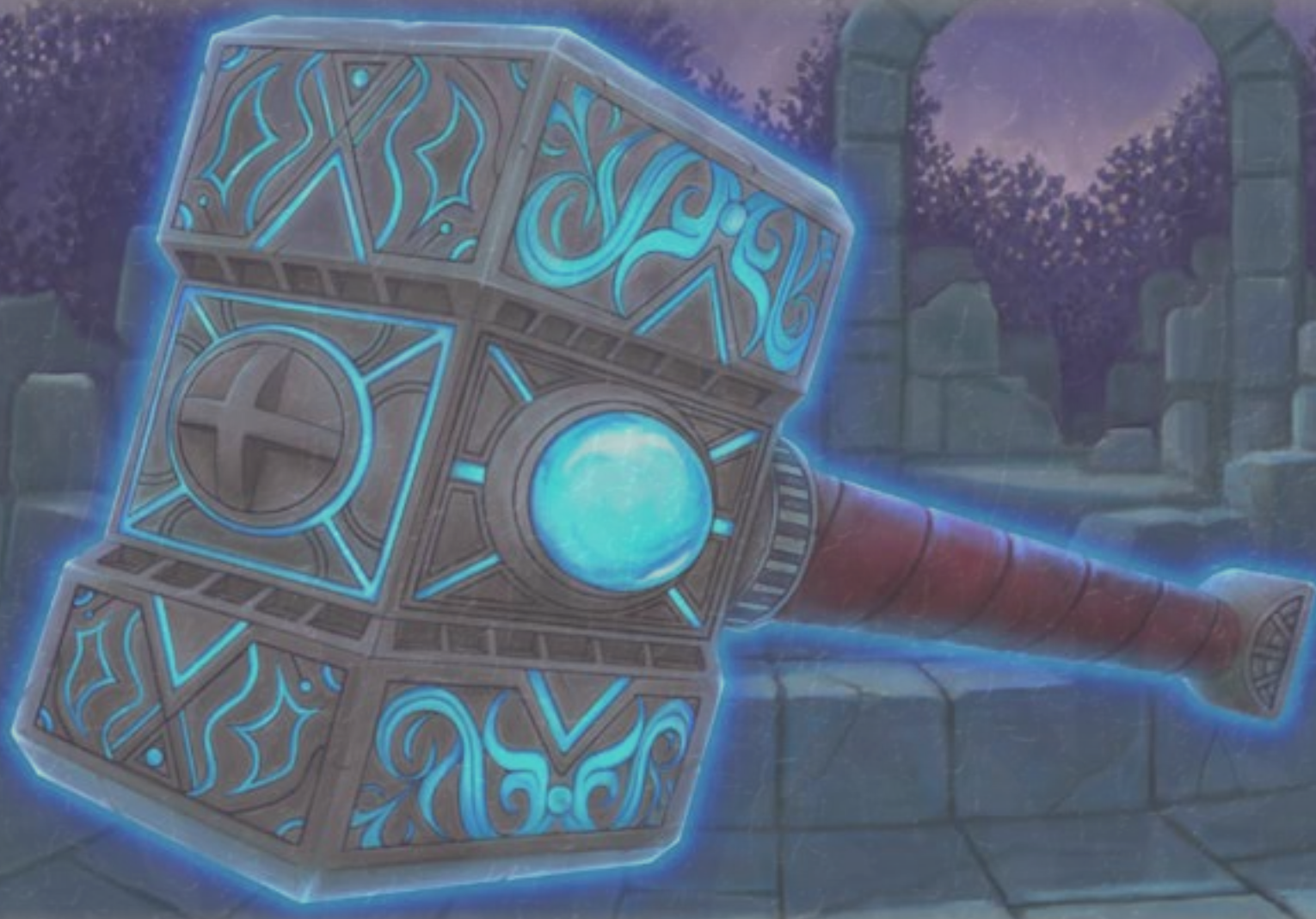


MYTHIC TREASURES

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D&D
PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



MYTHIC TREASURES

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WELCOME TO MYTHIC PLUG-INS: MYTHIC PATHS!

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 work of conversion. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything. The basic mythic rules presuppose a set of six mythic paths, one connected with each ability score, and those cover most of the classic heroic (or villainous) roles of myth and legend, but not all. The *Mythic Path* series from Legendary Games looks to fill in the niches that are not quite served by the existing mythic paths, providing exciting new options for your mythic characters! We've produced *Mythic Paths* for the bad guys, with *Path of Dragons* and *Path of Villains*, but now it's time to turn to the heroes, providing you with a wealth of new options and opportunities for your mythic heroes.

Whether for heroes or villains, the abilities in the *Mythic Paths* series offer you a host of great new options for your mythic game, bringing fabulous flavor and imaginative mechanics with the standard of excellence in design that you've come to expect from Legendary Games. As with all our Mythic Plug-Ins, *Mythic Paths* are brought to you by the experts who know the mythic monster rules like no one else because they are the same authors that helped create the mythic paths and abilities 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 headed up 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. Check us out and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE MYTHIC TREASURES

Legendary adventures deserve truly legendary treasures, and **Mythic Treasures** brings you a spectacular set of over 60 magnificent magic items to adorn your *Pathfinder Roleplaying Game* campaign. Each one offers exciting and dynamic options drawn from myth, legend, literature, and gaming history, like the **dread fangs of the hydra**, **aeromancer's heart**, and **yoke of the brazen bull**, including an array of items inspired by cultures around the world like the **crane kimono**, **hei matau amulet**, and **funerary pyramid**. Every item has detailed powers and effects for heroes of every level, but all have additional abilities that can be unlocked only by those mighty mythic adventurers with the touch of destiny. You'll find amazing armor, wonderful weapons, potent rings, rods, and wondrous items, and an array of awesome artifacts too. Plus, you'll find a bonus section devoted to new legendary item abilities like **mighty servant** and **soul drinker**, along with advice for integrating mythic magic items into a non-mythic campaign, and more!

The *Mythic Paths* series from Legendary Games combines the rich story and background potential of mythic creatures with a heaped helping of marvelous crunch, all brought to you by the same authors that work on the official Pathfinder Roleplaying Game products you already love. That's the Legendary Games tradition: 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!



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SUPERSCRIPT REFERENCES

The following superscripts are used to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference

- ACG = *Pathfinder Roleplaying Game: Advanced Class Guide*
- APG = *Pathfinder Roleplaying Game: Advanced Player's Guide*
- CRB = *Pathfinder Roleplaying Game: Core Rulebook*
- GMG = *Pathfinder Roleplaying Game: GameMastery Guide*
- MAdv = *Pathfinder Roleplaying Game: Mythic Adventures*
- OA = *Pathfinder Roleplaying Game: Occult Adventures*
- UC = *Pathfinder Roleplaying Game: Ultimate Combat*
- UCamp = *Pathfinder Roleplaying Game: Ultimate Campaign*
- UE = *Pathfinder Roleplaying Game: Ultimate Equipment*
- UI = *Pathfinder Roleplaying Game: Ultimate Intrigue*
- UM = *Pathfinder Roleplaying Game: Ultimate Magic*
- UW = *Pathfinder Roleplaying Game: Ultimate Wilderness*

INTRODUCTION

Mythic magical items are items that create unique mythic effects. Some can be used only by mythic wielders, while others are useful for all characters but have effects enhanced or new abilities unlocked in the hands of mythic wielders. Creating a mythic magic item generally requires the Mythic Crafter feat, as described in Chapter 2 of *Pathfinder Roleplaying Game Mythic Adventures*, or the mythic version of the appropriate item creation feat, as described in the Feats chapter of this book, any of which can substitute for the Mythic Crafter prerequisite.

Of course, it is not necessary to allow PCs to create mythic items at all. PCs of every mythic path have the ability to create a type of personal mythic magic item by taking the Legendary Item path ability, and it is not wholly unreasonable to limit mythic PCs to a single mythic item. By the same token, mythic magic items may represent a special category of magic items the secrets of whose manufacture were lost, making all such items precious relics of a lost age of wonders, with power beyond what modern mages and mendicants can imbue into their creations.

Mythic Magic Items in a Non-Mythic Campaign

Mythic magic items are a mythic rules element that is easy to incorporate into a non-mythic campaign, for the simple reason that the GM is in control of the supply and marketplace for treasure in the campaign, as well as the utility of these kinds of items. A mythic item might need a unique trigger or offering or event to unlock their abilities; this could be provided by a mythic character, but if such characters are rare or unique in the game world then PCs wishing (or needing) to activate the item in question must first discover what is needed to awaken it and where they need to go and whom they need to befriend or appease to make it happen.

Even if a mythic item is not so difficult

to activate, mythic magic items can play a role similar to that of a mythic monster in a non-mythic campaign. It provides a mechanical toolbox and articulation system to explain both why and how this particular item is uniquely powerful or effective. As noted above, mythic items can be closely associated with ancient or fallen cultures and civilizations, and the magic they contain is an irreplaceable relic of that time and those people. It cannot be replicated or duplicated by modern magic, and many people might want to steal it in hopes of someday making rediscovering that power. It helps add color and depth to the flavor text of different magical cultures, because it puts some mechanical teeth into the history and lore of that culture.

Mythic magic items may have different effects in the hands of mythic creatures than they do in the hands of mythic creatures. These abilities could be greater passive effects created by an eldritch synergy between a mythic item and the immortal spark of its wearer, wielder, or user and always in effect. Alternatively, they may be triggered or enhanced abilities that require a new expenditure of mythic power every time they are used. Non-mythic creatures may not even quite realize what they have in their possession.

Identifying Mythic Magic Items

You may choose to make mythic magic items harder to identify than ordinary magic items, adding either a flat +5 or +10 increase to the Spellcraft DC to identify them, or where known adding the mythic rank or tier of the creator to the DC. If an item is usable by non-mythic creatures, a Spellcraft check to identify against the standard DC may reveal the powers of the item that are usable by non-mythic creatures, while a check against the increased DC is necessary to reveal its mythic powers.



LEGENDARY ITEM ABILITIES

An array of legendary item properties are described in *Pathfinder Roleplaying Game Mythic Adventures*. You may also use the following item properties when designing your character's legendary item.

Inestimable Beauty: Your item is a matchless masterwork, so beautiful to behold that all who see it agree they have never seen its equal. Your item gains the *impervious*^{UE} quality as if it were a weapon with an enhancement bonus equal to one-half your mythic tier (minimum 1). In addition, its beauty is so enchantingly perfect that when you wear or wield it you can use bardic performance (distraction or fascinate), using your mythic tier as your bard level

(your mythic tier stacks with any levels you possess in a class that grants you bardic performance) and functioning with these performances as though you had a number of ranks in a relevant Perform skill equal to twice your mythic tier. You can expend one use of the item's legendary power to use *enthrall* or *hypnotic pattern* with a caster level equal to your Hit Dice plus your mythic tier. If you expend two uses of legendary power, you can use the mythic version of *enthrall* or *hypnotic pattern*.

Mighty Servant: As a standard action, your legendary item can assume the form of a Small construct, or a Medium construct by expending one use of legendary power or a Large form by expending two uses of legendary power. This construct body acts as an animated object of its size, though it is considered a mythic creature and its natural weapons can overcome DR/epic. It has a number of build points equal to one-half

your mythic tier (minimum 1), though you can increase this total by 50% by expending one use of mythic power when it animates, or you can double this total by expending two uses of mythic power.

The form your item takes is up to you, though many items are molded into a generally humanoid shape or into a throne or vehicle of some sort. In mighty servant form, the item's appearance suggests the item at its heart, often in inlay, filigree, or other decoration. A mighty servant can converse with its owner even if the item is not normally capable of speech. In this form, the item's hardness is increased by an amount equal to twice your mythic tier, and it gains 10 hit points per mythic tier you possess, plus bonus hit points based on its size. If reduced to 0 hit points, it is forced back into its normal form and cannot resume mighty servant form for 24 hours.

The item must be a minor or major artifact with the intelligent legendary item ability, as described in Chapter 5 of *Pathfinder Roleplaying Game Mythic Adventures*, to take this ability.

Resonant Regalia: If you are at least 3rd tier, you can split the legendary power of your legendary item with another item, bonding with both of them at the same time. You add this ability to both the original item and the new bonded item. You also select a resonant power, an additional legendary ability that functions only when both items are worn or wielded by the same creature. This may be a standard legendary ability as described in Chapter 5 of *Pathfinder Roleplaying Game Mythic Adventures*, or at the GM's option it instead could be a similar ability, like a special purpose or similar ability as an intelligent item, or a bonus mythic feat or a knowledge of a number of mythic spells equal to one-half your mythic tier. A creature with the non-mythic version of that feat or those spells can use their mythic counterparts when both items are worn together, and can expend either the legendary power of the items or his own mythic power to activate mythic versions.

When your tier increases, you can add a new

mythic power to either piece of the resonant regalia, and such abilities can be used even when only that item is worn or wielded. The items in a resonant regalia are treated as a single item for the purpose of how many daily uses of legendary power they possess, though they gain one additional use per item if worn or wielded together. If separated, their daily uses of legendary power are split between the two items. If you use a legendary surge while wearing or wielding both items, your surge die is increased to 1d8.

If you are at least 6th tier, you can add a third legendary item to your resonant regalia, adding this legendary ability and one other legendary ability or equivalent effect as a resonant power that functions only when all three items in the set are worn or wielded together. A set of three items of resonant regalia otherwise function as a set of two items, though if you use a legendary surge while wearing or wielding all three items, your surge die is increased to 1d10.

All items in a set of resonant regalia are considered legendary items, and if any item is considered a major or minor artifact, all items in the set are.

Soul Drinker: Whenever a blow from this weapon reduces a creature below 0 hit points, the target is affected as *death knell* with a caster level equal to twice your mythic tier. You gain the benefits of *death knell* only if the target's CR equals or exceeds your mythic tier, but the effects stack up to a maximum bonus equal to 1 plus one-half your mythic tier (maximum 1). The save DC uses your Charisma modifier or the item's (if it is intelligent), whichever is better. The weapon can expend one use of legendary power to add the result of its legendary surge die to the *death knell* save DC.

When you slay a creature with this weapon you can expend one use of its legendary power as a swift action (or two uses as a free action) to use *rest eternal*^{APG} upon the target (caster level equals twice your mythic tier), as the target's soul is bound into the weapon. If the weapon gains the broken condition, any rest eternal effects it has created are suppressed until it is repaired. Souls bound to the weapon

Mythic Magic Items

Item	Type/Slot	Price
<i>princess peony</i>	—	1,600 gp
<i>dread fangs of the hydra</i>	—	4,500 gp
<i>force shield pin</i>	special	7,000 gp
<i>possum-skin cloak</i>	body	9,000 gp
<i>teeth of the hydra</i>	—	10,000 gp
<i>ghostly gossamer</i>	body	10,800 gp
<i>dauntless machete</i>	weapon	11,910 gp
<i>errant's gage</i>	hands	12,000 gp
<i>jawbone shield</i>	shield	12,157 gp
<i>book of the banned</i>	—	14,000 gp
<i>primeval brooch</i>	—	14,000 gp
<i>verminous beacon</i>	—	14,000 gp
<i>tombo fan</i>	weapon	15,405 gp
<i>aranamach's vambrace</i>	wrists	16,000 gp
<i>bullroarer's bugle</i>	—	16,000 gp
<i>sack of gluttoy</i>	—	16,000 gp
<i>serpintigious gloves</i>	hands	18,000 gp
<i>boomerang, ricochet</i>	weapon	18,303 gp
<i>foamfollower's jack</i>	chest	20,000 gp
<i>felonious fingerless gloves</i>	hands	20,000 gp
<i>scorpio cloak</i>	shoulders	20,000 gp
<i>blade-eating battleaxe</i>	weapon	21,010 gp
<i>boomerag, clever</i>	weapon	21,103 gp
<i>oatback woomera</i>	weapon	21,650 gp
<i>certain compass</i>	—	22,000 gp
<i>hei tiki amulet</i>	neck	22,000 gp
<i>rod of spell focusing</i>	rod	22,000 gp
<i>goblin mask</i>	face	24,000 gp
<i>ring of returning</i>	ring	25,000 gp
<i>cloudcloth armor</i>	armor	29,205 gp
<i>boomerang, bloody</i>	weapon	30,303 gp
<i>hei matau amulet</i>	neck	32,000 gp
<i>rokurokubi whip</i>	weapon	32,851 gp

Item	Type/Slot	Price
<i>rod of defoliation</i>	rod	35,000 gp
<i>razor couters</i>	wrists	36,000 gp
<i>ring of warmth</i>	ring	40,000 gp
<i>yoke of the brazen bull</i>	shoulders	40,000 gp
<i>pyroclastic rod</i>	rod	46,000 gp
<i>slippers of star-striding</i>	feet	46,000 gp
<i>witch's broom</i>	—	46,000 gp
<i>kinslayer's knife</i>	weapon	46,308 gp
<i>ring of truth</i>	ring	50,000 gp
<i>gnarithorn rod</i>	rod	52,000 gp
<i>redflame trollblade</i>	weapon	56,335 gp
<i>diamond of everwinter</i>	—	60,000 gp
<i>gauss ring</i>	ring	60,000 gp
<i>robe of tongues and teeth</i>	rod	60,000 gp
<i>orb of the seventh star</i>	—	62,000 gp
<i>dragomail</i>	armor	64,500 gp
<i>earthenport plate</i>	armor	70,350 gp
<i>silverspark longbow</i>	weapon	71,500 gp
<i>oni mask</i>	face	72,000 gp
<i>cuirass of miracles</i>	armor	77,750 gp
<i>crane kimono</i>	body	88,000 gp
<i>crown of iron sorcery</i>	head	88,000 gp
<i>aeromancer's heart</i>	—	(artifact)
<i>atlas esoterica</i>	—	(artifact)
<i>boots of cloudstep</i>	—	(artifact)
<i>chakram of windfire</i>	—	(artifact)
<i>crescent blade of the green dragon</i>	—	(artifact)
<i>golden fleece</i>	—	(artifact)
<i>midnight beacon</i>	—	(artifact)
<i>pearl of abundance</i>	—	(artifact)
<i>pirate queen's pearl</i>	—	(artifact)
<i>sacred scroll of language</i>	—	(artifact)

are gradually devoured, and each day a soul remains bound to it that creature gains one negative level. This has no effect while the creature remains dead (though they become permanent negative levels if the creature is returned from death) unless its total negative levels equal its Hit Dice, in which case its soul is devoured and destroyed and the dead creature cannot be brought back from death by any means short of divine intervention unless a miracle or wish is used to recreate the victim's soul (this eliminates the negative levels inflicted by the soul drinker), leaving him still dead but able to be brought back through normal means.

An item must be a weapon and must be a minor or major artifact to have this ability.

Soul Safe: Your item carries a part of your immortal spark within it, and unless the item is destroyed you cannot be permanently slain. If you are killed, your body reforms 24 hours later in the nearest open space within 30 feet of the item. If you are affected by death effect or energy drain while wearing or wielding the item, you may expend one use of legendary power as an immediate action to negate that effect; this cost is doubled if the effect is a mythic effect and tripled if the mythic rank or tier of the effect's creator exceeds yours.

An item must have the eternal bond legendary ability and be a minor or major artifact to have this ability. This is a persistent ability.

MYTHIC ARMS AND ARMOR

Mythic Armor

The following magical armors have unique powers when worn by mythic characters.

CLOUDCLOTH ARMOR		PRICE 29,205 GP
SLOT armor	CL 10th	WEIGHT —
AURA moderate transmutation		

This +3 *padded armor* is quilted from soft white quilted cloth. The wearer gains [mistsight](#) and is always shrouded in a faint mist and gains a +5 bonus on Stealth checks in areas of mist, cloud, or fog. The wearer can assume *gaseous form* for a total of 10 minutes per day. Entering or leaving *gaseous form* is normally a move action; however, if the wearer falls more than 5 feet, she automatically assumes *gaseous form*. A mythic wearer can assume [mythic gaseous form](#) by expending one use of mythic power when triggering this ability; this effect persists until the wearer resumes her normal form.

Once per day as an immediate action, a mythic creature wearing *cloudcloth armor* can absorb a natural or magical area of cloud, fog, mist, or smoke, including toxic or harmful gases such as *cloudkill*, *solid fog*, or gaseous breath weapons. She must be within the area to absorb it. Absorbing a magical gas effect requires a successful caster level check, using the armor's caster level plus the wearer's mythic rank or tier, against a DC equal to 11 + the caster level (or Hit Dice, for supernatural effects) of the effect's creator. Natural, non-magical gas is automatically absorbed. This absorption effect is instantaneous and affects the entire area of a magical effect or a 30-foot-radius spread centered on the wearer for non-magical smoke, fog, or gas. This absorption does not prevent additional gas effects in the same area.

The wearer of *cloudcloth armor* can use this ability to force a creature in *gaseous form* back into its normal form. With a successful melee touch attack against the gaseous creature and a successful check as described above, the target is forced out of *gaseous form* and its ability to assume *gaseous form* is suppressed for a number of rounds equal to the wearer's mythic rank or tier.

Construction Requirements	Cost 14,680 gp
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Craft Magic Arms and Armor, Mythic Crafter, *darkvision*, *dispel magic*, *fog cloud*, *gaseous form*

CUIRASS OF MIRACLES		PRICE 77,750 GP
SLOT armor	CL 13th	WEIGHT 30 lbs.
AURA strong evocation		

This +1 [bolstering deathless determination](#)^{UE} *breastplate* is crafted of [Elysian bronze](#)^{UE}, granting DR 2/— against the natural weapons and unarmed strikes of monstrous humanoids and magical beasts. When worn by a mythic creature, the competence bonus granted by its *bolstering* property and the energy resistance and chance to ignore negative levels from its *deathless* property are doubled. When the armor's *determination* ability is triggered, a mythic wearer adds her mythic rank or tier to the armor's caster level to determine the healing granted by the *breath of life* effect, and the wearer can expend one use of mythic power to gain the benefit of [mythic breath of life](#) instead. If an ally within 30 feet is reduced below 0 hit points, the wearer can expend one use of her mythic power to transfer the armor's *determination* ability to that ally, as long as the wearer can reach that ally within a number of rounds equal to one-half the wearer's mythic tier (minimum 1 round) and touches that ally as a swift or move action. If the wearer expends two uses of mythic power, she instead grants the ally the effect of *mythic breath of life*.

Cuirass of miracles can also be used to store a reservoir of mythic power. The wearer can expend one mythic surge each day into

the armor. After seven days of doing so, the *cuirass of miracles* stores a single mythic surge that the wearer can use at any time as a swift or immediate action. In addition to the normal uses of a mythic surge, the wearer can expend a mythic surge and add the result of the die roll as a dodge bonus to AC against a single attack. The *cuirass of miracles* can store up to seven mythic surges in this fashion. Any additional mythic surges imbued into the armor have no effect. Once the *cuirass of miracles* contains seven surges, a mythic wearer can expend all seven surges at once along with one use of mythic power to cast *limited wish*. If the wearer is at least 7th mythic tier, she can expend one additional use of mythic power to cast [mythic limited wish](#), or two additional uses of mythic power to cast an augmented *mythic limited wish*.

Construction Requirements	Cost 14,680 gp
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Craft Magic Arms and Armor, Mythic Crafter, *breath of life*, *death ward*, *heroism*, *limited wish*

DRAGONMAIL		PRICE 64,500 GP
SLOT armor	CL 8th	WEIGHT —
AURA moderate abjuration		

This +3 [dragon-defiant](#)^{UE} *energy resistance banded mail* is crafted from the hide of a mythic dragon. The armor's *dragon-defiant* property applies against all dragons, though the specific type of energy resistance granted by the *dragonmail* is determined by the damage dealt by the breath weapon of the dragon from whose hide it was made. This energy resistance can apply to unusual damage types, such as negative energy damage, as long as they deal hit point damage, but it does not apply against negative levels or other harmful conditions or effects caused by breath weapons.

A mythic wearer adds his mythic rank or tier to the energy resistance granted by the armor, though this additional energy resistance applies only against the supernatural abilities of dragons. The wearer



also gains the benefit of evasion against the supernatural abilities of dragons, and the wearer can expend one use of mythic power as an immediate action to gain improved evasion against the supernatural abilities of dragons for a number of rounds equal to his mythic tier.

Construction Requirements

Cost 32,500 gp

Craft Magic Arms and Armor, Mythic Crafter, *jump*, *resist energy*, *summon monster I*

EARTHENPORT PLATE

PRICE
70,350 GP

SLOT armor

CL 18th

WEIGHT —

AURA strong abjuration

This hulking suit of oversized armor is +3 [stoneplate](#) crafted of shining stone engraved with dwarven runes and effigies in relief. Activating the full power of the armor requires deciphering the runic engravings in Dwarven and Terran, requiring fluency in those languages as well as a DC 25 Linguistics check. Mythic creatures may add their rank or tier to this check, and dwarves may add twice their mythic rank or tier. Once these checks are made, the wearer can expend one use of mythic power while chanting for 1 minute to imbue the armor with either the *invulnerability*, [titanic](#), or *wild* armor property for 24 hours. This ritual can be repeated at any time to switch the armor's special ability to a different one of those listed. If the armor is taken off and another creature puts it on, the ability is lost unless the ritual is repeated by the new wearer.

In addition, a creature who has unlocked the armor's power can perform a different chant to traverse great distances from one point on a natural stone or earthen surface to another. Activating this earthenport is a full-round action that can be used once per day, though a mythic wearer can use this ability more than once per day by expending one use of its mythic power for each additional use. When the rune is recited, the earth at the wearer's feet is riven apart, affecting a 10-foot-radius spread centered on the wearer as [soften earth and stone](#) as the wearer (and any companions teleporting with her) sink into the earth. This sinking takes 1 round, during which time the wearer and any companions cannot move and are considered grappled but gain improved cover against all attacks. Once they have sunk into the ground, they are whisked away to their destination as if using *teleport*, though their destination must be on a surface of natural, unworked earth or stone. If the departure or arrival location is affected by a non-mythic effect that blocks teleportation, the wearer can expend one use of mythic power

to attempt a caster level check (adding her mythic tier as a bonus on the check) against a DC of 15 plus the caster level of the effect in order to breach that effect. The ground at the destination is also affected as *soften earth and stone* and the wearer and any companions rise slowly out of the ground, taking 1 round, during which they cannot move and are considered grappled but also have improved cover, as above. If a mythic character wearing the armor is a dwarf, any dwarf traveling via this earthenport gains DR/adamantine equal to twice the wearer's mythic rank or tier and spell resistance equal to 15 plus the wearer's mythic rank or tier while performing this earthenport.

Construction Requirements Cost 36,150 gp

Craft Magic Arms and Armor, Mythic Crafter, *baleful polymorph*, *enlarge person*, *soften earth and stone*, *stoneskin*, *transport via plants*

JAWBONE SHIELD		PRICE 12,157 GP
SLOT —	CL 6th	WEIGHT 10 lbs.
AURA moderate transmutation		

This +2 *heavy bone shield* has the same statistics as a heavy wooden shield but is comprised of a massive plate of dinosaur bone with jagged, tooth-like ridges ringing its edge. It can be wielded as a spiked heavy shield, dealing slashing rather than piercing damage. The wielder adds the shield's bonus to AC (including its enhancement bonus) to his CMD against grapple combat maneuvers. When a creature larger than the wielder attempts to grapple her using a bite attack, including creatures with the grab special attack or Snatch feat, it provokes an attack of opportunity from the wielder; this attack must be a shield bash attack using the *jawbone shield*, but the attack takes no penalties for fighting with two weapons and the wielder does not forfeit the AC bonus provided by her shield.

Once per day, when the wielder is attacked by a creature using a bite attack, as an immediate action the wielder can make a

similar shield bash attack, and in addition to dealing damage a successful shield bash damages the biting creature's jaws (DC 17 Fortitude negates), causing it to take a -2 penalty on attack and damage rolls with its bite attack for 1d4 days. A creature with regeneration can repair its damaged jaws in 1d4 rounds.

A mythic wielder can use this ability more than once per day, expending 1 use of its mythic power for each use beyond the first. A mythic wielder also can expend a mythic surge when making the shield bash attack, adding the result of the surge die to the damage dealt by a successful attack and to the DC of the target's saving throw to avoid having its jaws damaged. If a creature whose jaws are already damaged by this effect fails more than one saving throw against this effect, the penalty on its attack and damage rolls with its bite stack.

Construction Requirements Cost 6,1507gp

Craft Magic Arms and Armor, Mythi Crafter, *fleshcurdle*^{ISM}

MYTHIC WEAPONS

The following magical weapons have unique powers when wielded by mythic characters.

BLADE-EATING BATTLEAXE		PRICE 21,010 GP
SLOT none	CL 18th	WEIGHT 6 lbs.
AURA strong abjuration		

This +1 *adamantine battleaxe* allows its wielder to make combat maneuver checks to sunder the weapons (or similar wielded objects) of two adjacent creatures as a standard action, making a separate combat maneuver check against each target. A mythic wielder can expend one use of mythic power to use a mythic surge, applying the result of the surge die to both sunder checks. A mythic wielder of 3rd tier or above can expend two uses of mythic power as a

full-round action to attempt a sunder combat maneuver against the weapon of every creature he threatens. If he expends an additional use of mythic power, he can take a 5-foot step in the middle of his turn, making some of these sunder maneuvers before and some after the 5-foot step.

When an opponent attempts a combat maneuver check to disarm or sunder a *blade-eating battleaxe*, or uses a parrying ability (such as a [duelist's parry](#)) to deflect an attack or sunder maneuver made with the axe, the *blade-eating battleaxe* wielder can use an attack of opportunity or an immediate action to attempt a sunder combat maneuver against the weapon used to perform the disarm, parry, or sunder. This attack of opportunity sunder maneuver is resolved before the opponent's disarm, parry, or sunder. If the attacking weapon is broken, penalties for the broken condition apply immediately. If the attacking weapon is destroyed, the disarm, parry, or sunder automatically fails. If the disarm, parry, or sunder was performed with a natural weapon or unarmed strike, resolve this as a normal attack of opportunity (even if your attacker has Improved Disarm, Improved Sunder, or a similar ability), or a single melee attack if you used this ability as an immediate action, rather than a sunder maneuver.

Construction Requirements

Cost 12,010 gp

Craft Magic Arms and Armor, Mythic Crafter, *haste*, *shatter*

BOOMERANG, BLOODY		PRICE 30,303 GP
SLOT —	CL 8th	WEIGHT 3 lbs.
AURA moderate necromancy and transmutation		

This gleaming +1 *returning boomerang*^{APG} is honed to a razor sharp edge, dealing slashing rather than bludgeoning damage and with a critical threat range of 19-20. When the wielder confirms a critical hit with a *bloody boomerang*, the target takes 1 point of Constitution damage plus 1 hit point of bleed damage. This bleed damage stacks with itself and other sources of bleed damage.

A mythic wielder can expend one use of mythic power as a free action to imbue a *bloody boomerang* with the *keen* special ability for a number of rounds equal to his mythic tier, two uses of mythic power to grant the boomerang the *wounding* property for the same duration, or three uses of mythic power to grant both abilities to the weapon.

As a standard action, a mythic wielder can expend one use of mythic power to hurl a *bloody boomerang* like a spinning buzzsaw of death, attacking all creatures in a 30-foot line. He makes a single attack roll and applies the result to the AC of each creature in the line. If there are allies in this line, the wielder may choose not to attack them. If a miss chance applies to any targets, that miss chance is checked separately for each target. This is considered an area effect for the purpose of affecting swarms. If the attack roll is a critical threat, he makes a single confirmation roll and applies that against all targets as well. Targets gain a +2 cover bonus to AC if there is another target of their size between them and the wielder, or a +4 cover bonus to AC if there is a larger creature between them and the wielder; this cover bonus does not apply if the wielder confirmed a critical hit against the intervening creature that provides the cover bonus.

Construction Requirements

Cost 15,303 gp

Craft Magic Arms and Armor, Mythic Crafter, *bleed*, *keen edge*, *telekinesis*

BOOMERAGE, CLEVER		PRICE 21,103 GP
SLOT —	CL 8th	WEIGHT 3 lbs.
AURA moderate evocation and transmutation		

This cunningly worked wooden +1 *returning boomerang*^{APG} can loop and curve in unexpected ways. The wielder can make a trip combat maneuver with a boomerang; the target may not attempt to trip the wielder in return if maneuver fails. In addition, the wielder can attempt a Bluff check as part of an attack action when throwing a *clever boomerang* at a creature within 30 feet; treat this as an attempt to feint.

A mythic wielder can perform even more amazing stunts with a *clever boomerang*, allowing him to attempt a dirty trick, disarm, or steal combat maneuver against a target, the latter two maneuvers causing the disarmed or stolen item to fall into a square adjacent to the target. In addition, if he is within 30 feet when he succeeds on such a disarm or steal combat maneuver he can expend one use of mythic power as a swift action to cause the *clever boomerang* to snatch the disarmed or stolen object and return with it to the thrower's hand.

Construction Requirements	Cost 10,703 gp
Craft Magic Arms and Armor, Mythic Crafter, <i>pilfering hand</i> ^{UC} , <i>telekinesis</i>	

BOOMERANG, RICOCHET		PRICE 18,303 GP
SLOT —	CL 3rd	WEIGHT 3 lbs.
AURA faint illusion, necromancy and transmutation		

This polished wooden *+1 returning boomerang*^{APG} is capable of impossible aerobatics in striking targets that are close together. As a standard action, the wielder can use the attack action, taking a -2 penalty on his attack roll. If the attack hits, the wielder can select a second target within 10 feet of the original target and make a second attack roll using the same attack bonus (including the -2 penalty) against that target.

In addition, if the wielder attacks a target with cover (but not total cover), he can bounce the *ricochet boomerang* off a solid object of at least Medium size within 10 feet of the target. This results in a -2 penalty on the attack roll as above, but any cover bonus to the defender's AC must be determined as if the attack came from the direction of that object rather than from the wielder's actual direction.

A mythic wielder takes only a -1 penalty on attack rolls when performing the above stunts with a *ricochet boomerang*. In addition, a mythic wielder can expend one use of mythic power to use the *ricochet boomerang* to perform a full-attack action. After each attack

is resolved, the boomerang must move to a new target, but it can "bounce" back from one target to a previous target if desired. To determine range penalties for these attacks, trace the boomerang's movement from the wielder to the first target and then to each subsequent target, adding an additional 10 feet for each successful hit.

Construction Requirements	Cost 9,303 gp
Craft Magic Arms and Armor, Mythic Crafter, <i>telekinesis</i>	

DAUNTLESS MACHETE		PRICE 11,910 GP
SLOT —	CL 9th	WEIGHT 2 lbs.
AURA moderate conjuration		

Although the handle of this *+1 animal bane machete* is well worn, its blade still appears as sharp as the day it was forged, and the whole piece is stained a sickly green. While the wielder holds the *dauntless machete*, she moves through naturally occurring difficult terrain (such as undergrowth, loose sand, or slippery ice) at normal speed and without taking damage or suffering any other impairment. In addition, as a full-round action she can move one-half her speed through an area of heavy or light undergrowth, converting all squares she passes through into cleared terrain rather than difficult terrain for 1 minute, after which they return to their previous state. If the terrain is magically manipulated, such as with *entangle*, *plant growth*, or *wall of thorns*, the wielder can clear one 5-foot square as a standard action, and does not take damage or risk becoming entangled, grappled, or otherwise impaired while doing so.

A mythic wielder can expend one use of mythic power as a swift action to add the *plant bane* property to the machete for 1 minute. She also can spend one full round hacking with the *dauntless machete* at any plant or vegetation affected by a non-instantaneous plant-affecting spell, after which she can expend one use of mythic power to dispel that effect as *dispel magic*. If the effect is not a mythic spell, she adds

her mythic tier as a bonus on the caster level check to dispel it.

Construction Requirements	Cost 6,110 gp
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Craft Magic Arms and Armor, Mythic Crafter, *longstrider*, *summon monster I*

KINSLAYER'S KNIFE		PRICE 46,308 GP
SLOT —	CL 10th	WEIGHT 2 lbs.
AURA moderate conjuration and transmutation		

This +2 keen [kinslayer](#)^{QC} kukri shows the name of its current (or most recent) wielder written in blood on its black blade. Once per day, the wielder can use [blood biography](#)^{APG} to learn information about the creature most recently wounded with the *kinslayer's knife*. Once this ability is used, that creature's name also appears written in blood on the knife's blade. As long as that creature's name is on the blade of the *kinslayer's knife*, its *kinslayer* property also applies to blood relatives of that creature.

When a mythic wielder wounds a creature with a *kinslayer's knife*, as a swift action she can discern which creatures (if any) within 30 feet are related to that creature by blood. If she expends one use of her mythic power when doing so, she can find the nearest creature related by blood to the target, as *locate creature*. A mythic wielder can use *blood biography* on a creature damaged by a *kinslayer's knife* within the past 24 hours as a standard action by expending one use of mythic power, though only one name other than the wielder's own can be inscribed on the knife's blade.

Construction Requirements	Cost 23,308 gp
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Craft Magic Arms and Armor, Mythic Crafter, [blood biography](#), [detect relations](#), *keen edge*, *locate creature*

OUTBACK WOOMERA		PRICE 21,650 GP
SLOT —	CL 8th	WEIGHT 4 lbs.
AURA moderate transmutation		

This dug-out spear-thrower is a deadly aid in hunting. It can be wielded in melee as a +1 *club*, and while the sharp-edged blade set into the base of its handle is of little use in combat it is eminently useful in skinning game and cutting wood. A shortspear can be drawn and loaded into its long, narrow bowl as a move action that does not provoke attacks of opportunity, and any shortspear hurled using an *outback woomera* is treated as either a +1 *distance* or +1 *keen* weapon; the wielder may choose whether to favor distance or deadliness each time he casts a spear. In either case, his maximum range is 10 times the shortspear's range increment rather than 5 times.

A mythic wielder casting a shortspear with an *outback woomera* treats it as a +1 *distance keen shortspear*. In addition, if he expends one use of mythic power as a swift action he may add his mythic tier as a bonus on his attack roll, ignoring cover (but not total cover) and concealment and bypassing damage reduction, or he may multiply the range increment of a shortspear he throws by 5, with no maximum range; this overlaps and does not stack with the [limitless range](#)^{MAdv} champion path ability. If the wielder has the Deadly Aim feat, attacks he makes with shortspears flung with the *outback woomera* are treated as if he had the [Mythic Deadly Aim](#)^{MAdv} feat.

While many warriors use a typical woomera to store food or water, a mythic wielder's woomera is always stocked with provisions. Once every 24 hours he can expend one use of mythic power to glean 2d4 handfuls of seeds, berries, and other foodstuffs (each handful function as a *goodberry*) and decant a gallon of clean, fresh water from the *outback woomera*.

Construction Requirements	Cost 10,975 gp
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Craft Magic Arms and Armor, Mythic Crafter, *clairaudience/clairvoyance*, *create water*, *goodberry*, *keen edge*, *magic weapon*, *true strike*

REDFLAME TROLLBLADE		PRICE 56,335 GP
SLOT none	CL 12th	WEIGHT 6 lbs.
AURA strong conjuration and evocation		

This +1 *flaming burst humanoid (giant) bane bastard sword* is inlaid with red copper like licking flames down its blade. Its *bane* property is especially effective against trolls, increasing its enhancement bonus by +3 and adding 3d6 points of damage on each hit rather than the normal bane bonuses. A *redflame trollblade* glows yellow when orcs are within 120 feet, orange when giants are within 120 feet, and bright red when trolls are within 120 feet.

In the hands of a mythic wielder, a *redflame trollblade* gains the *mighty cleaving* property, and when the wielder uses Cleave or Great Cleave against giants or trolls it can expend one use of mythic power to use [Mythic Cleave](#), and can take a 5-foot step in between making Cleave attacks. Creatures the wielder threatens after making this 5-foot step are valid targets for additional Cleave or Great Cleave attacks even if the wielder did not threaten them before taking the 5-foot step.

A *redflame trollblade* sends out an empathic call to trolls within 1 mile. They can sense the direction of the blade, and its presence fills them with hatred. Their attitude becomes hostile and each troll is compelled as *suggestion* (DC 14) to seek out the sword and destroy its wielder. A troll that successfully saves is immune to this effect for 24 hours unless it comes within 120 feet of the sword, in which case it must save again with a –3 penalty.

Construction Requirements	Cost 28,335 gp
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Craft Magic Arms and Armor, Mythic Crafter, *divine power*, *flame strike*, *summon monster I*, [utter contempt](#)^{UM}

ROKUROKUBI WHIP		PRICE 32,851 GP
SLOT none	CL 8th	WEIGHT 1 lb.
AURA strong transmutation		

This +1 *keen whip* is made of braided silk rather than leather. It has a reach of 20 feet rather than 15 feet, and three times per day as a swift action the wielder can transform the tip of the whip into a howling, fanged female humanoid head like that of a [rokurokubi](#)^{B4} until the beginning of his next turn, increasing the weapon's base damage to 2d6 and dealing 1 point of Charisma damage on each successful hit (DC 16 Will negates). A creature that takes at least 4 points of Charisma damage from the *rokurokubi whip* is afflicted with the [caster croak](#)^{UM} spellblight until that ability damage is healed.

A mythic wielder can wrap a *rokurokubi whip* around his neck as a move action, transforming it into a simple silken scarf. The wearer's need for sleep is greatly reduced, as if wearing a *ring of sustenance*, and he also gains immunity to magical sleep effects and to Charisma damage from actual rokurokubis. In addition, three times per day the wearer can transform his own head and neck into a hideous abomination like a rokurokubi, granting him a bite attack as a primary natural weapon dealing 2d6 points of damage and dealing Charisma damage as noted above. His extended neck grants him 20-foot reach with his bite attack until the beginning of his next turn, and while his neck is extended his body becomes supernaturally tough, granting him DR 5/cold iron. Each use of this ability consumes one daily use of the whip's ability to transform into a rokurokubi's head; however, he use this ability more than three times per day by expending one use of mythic power for each additional time he uses the ability (whether with the whip or his own head and neck).

Construction Requirements	Cost 16,576 gp
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Craft Magic Arms and Armor, Mythic Crafter, [monstrous physique IV](#)^{UM}, [steal voice](#)^{ARG}

SILVERSPARK LONGBOW		PRICE 71,500GP
SLOT none	CL 10th	WEIGHT 3 lbs.
AURA moderate evocation		

Int 10, Wis 10, Cha 10, Ego 10, AL: NG. A *silverspark longbow* possesses blindsense in a 30-foot radius and communicates by empathy. Each was crafted with the special purpose to slay evil arcane spellcasters (including evil creatures that possess spell-like abilities) and can sense the presence of such creatures within 60 feet, alerting its wielder to their presence.

Created to serve an ancient inquisition against evil witches and wizards, these +1 *adaptive*^{UE} *seeking shock composite longbows* are crafted of magically flexible mithral. Arrows shot from a *silverspark longbow* are considered silver weapons for the purpose of overcoming damage reduction, and the bow itself gains spell resistance 25 (plus the wielder's mythic tier, if any) against arcane spells and spell-like abilities that duplicate arcane spells.



Once per day, the wielder of a *silverspark longbow* can fire a silvery *lightning bolt* (DC 14) from the bow as a standard action. This *lightning bolt* affects arcane spellcasters and creatures that possess spell-like abilities as the *Disruptive Spell*^{APG} metamagic feat. Electrical damage dealt by a *silverspark longbow* is one-half electricity and one-half divine energy that is not subject to electricity resistance or immunity.

Arrows shot from a *silverspark bow* by a mythic character gain the *limning*^{UE} and *shocking burst* properties when they strike an evil arcane spellcaster or evil creature that possesses spell-like abilities. A mythic wielder can use the bow's *lightning bolt* more than once per day by expending one use of mythic power per additional use.

Construction Requirements	Cost 36,000 gp
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Craft Magic Arms and Armor, Mythic Crafter, *dispel magic*, *faerie fire*, *lightning bolt*, *true seeing*, *warp wood*

TOMBO FAN		PRICE 15,405 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint illusion and transmutation		

This iridescent bamboo rod can be unfolded to reveal a shimmering transparent fan that glistens like the sun sparkles on a dragonfly's wings. It can be wielded as a +1 *fighting fan*, and when wielded in normal light or bright light this sparkling weapon grants the wielder a +2 circumstance bonus on Bluff checks to feint (this stacks with the bonus for the distracting weapon property) or create a distraction to hide, and on combat maneuver checks to disarm. The wielder also gains a +2 circumstance bonus on Perform checks made to use bardic performance that has a visual component; if the effect also allows a saving throw, the save DC is increased by 1 as long as the target has line of sight to the wielder. Whenever the wielder uses bardic performance while wielding the fan, he can expend one additional round of performance each round as a move action to fly with a speed of 30 feet; this otherwise functions as the *fly* spell.

A mythic wielder can expend one use of mythic power as a free action when beginning a performance to gain the ability to *fly* as long as he maintains the performance (including additional rounds provided by the [Lingering Performance](#)^{APG} feat or similar effects), and can use Perform (dance) checks in place of Fly checks. Once per round, at any point during his flying movement (including when using the charge or run action) he can make a single turn of up to 90 degrees without requiring a Fly check or consuming any of his flying movement. If strikes a creature with the *tombo fan* while maintaining a performance of any kind, the target is dazzled for a number of rounds equal to one-half his mythic tier (minimum 1 round); a successful Reflex save (DC 10 + the wielder's mythic tier + his Charisma modifier) negates this effect.

Construction Requirements	Cost 7,855 gp
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Craft Magic Arms and Armor, Craft Rod, Mythic Crafter, *fly*, *hypnotic pattern*

MYTHIC RINGS

The following magical rings have unique powers when worn by mythic characters.

GAUSS RING		PRICE 60,000 GP
SLOT ring	CL 7th	WEIGHT —
AURA moderate evocation		

This ring of braided copper and crystal wire is typically unadorned with any stones. The wearer gains electricity resistance 20, and electricity damage prevented by this resistance is absorbed by the *gauss ring*, up to a maximum of 60 points per day. Each round as a swift action, the wearer can charge her melee attacks with stored electrical damage. While her melee attacks are charged in this way, she gains a +3 bonus on melee attack rolls against targets made of metal or that are wearing metal armor. If a charged melee attack hits, it deals an extra 1d6 points of electricity damage to the target, dissipating that charge. This electricity is dissipated

without effect if she does not hit with a melee attack before the beginning of her next turn. If the wearer does not use this swift action while she has electricity stored in her *gauss ring*, she can discharge 1d6 points of electricity damage as an immediate action when she is struck with a natural weapon, unarmed strike, touch attack, or a melee attack with a metal weapon, dealing that damage to her attacker. If a creature attempts a grapple combat maneuver against the wearer, she can discharge 2d6 points of electricity damage as an immediate action; the grappler takes this damage and also takes a –2 penalty on combat maneuver checks to grapple until the end of its next turn. Unused electricity stored in a *gauss ring* fades 24 hours after being absorbed. Electricity discharged by a *gauss ring* cannot be absorbed by it.

A mythic wearer gains electricity resistance 30, and can expend one use of her mythic power as an immediate action to increase this resistance to 60 until the beginning of her next turn. The maximum amount of electricity damage she can absorb is increased by 5 times her mythic tier. Unlike a non-mythic wielder, this is not a daily limit, but rather how much electricity can be stored at one time by the *gauss ring*. If some of its absorbed energy is discharged, it can absorb more electricity damage up to this maximum. If the wearer confirms a critical hit with a melee attack which she has charged with electricity, she can discharge an additional 1d10 points of electricity damage into the attack, plus an additional 1d10 for each of the weapon's critical multiplier points greater than x2. If the wearer discharges electricity into an attacker as an immediate action when an enemy confirms a critical hit against her in melee, she can discharge an equivalent amount of additional electricity damage based on the attacker's critical multiplier.

In addition, as a standard action, a mythic wearer can choose to discharge electricity damage in the form of a ray (range 60 feet) or a bolt of lightning that fills a 60-foot line-shaped burst (DC 14 Reflex half). The wearer can discharge up to 6d6 points of stored electricity,

plus 1d6 times her mythic tier. The ray or line deals one-half this amount of damage to the target or creatures within its area, or the same amount of damage if the wearer expends one use of her mythic power.

Construction Requirements	Cost 30,000 gp
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Forge Ring, Mythic Crafter, [draconic reservoir](#), *lightning bolt*, *shocking grasp*

RING OF RETURNING		PRICE 25,000 GP
SLOT ring	CL 13th	WEIGHT —
AURA strong conjuration		

This ring is crafted from overlapping bands of several different precious metals. Once per day when the wearer uses a teleportation effect, he can attune the *ring of returning* to his point of origin. At any point within one minute of leaving that location by teleportation, the wearer can return to his point of origin as if he had cast the same teleportation effect he used to leave it, with no chance of error or arriving in a different location. The *ring of returning* only returns the wearer to his point of origin; other creatures that traveled there by teleportation do not return with him. A familiar, animal companion, or similar creature with the share spells ability may accompany the wearer when he returns, as long as it is touching the wearer. If 1 minute passes without activating the *ring of returning*, the attunement fades and its power cannot be used.

A mythic wearer can stay up to one hour at his destination before activating his *ring of returning*, and he may choose to bring some or all of the companions that accompanied him with the original teleportation effect back to their point of origin. All creatures returning with the wearer must be touching him. The wearer can extend the time spent at the destination by a number of hours equal to his mythic tier by expending one use of his mythic power. If the wearer is affected by a non-mythic effect that blocks teleportation, he can expend one use of his mythic power as part of activating the *ring of returning* to attempt a caster level check

to overcome that effect. This check uses the ring's caster level plus the wearer's mythic tier against a DC of 11 plus the caster level of the effect.

A *ring of returning* must be worn for 24 hours before its power can be used.

Construction Requirements	Cost 12,500 gp
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Forge Ring, Mythic Crafter, *plane shift*, *greater teleport* or *word of recall*

RING OF TRUTH		PRICE 50,000 GP
SLOT ring	CL 7th	WEIGHT —
AURA moderate divination		

This ring of pure silver is usually unadorned or else set with small white stones. The wearer gains a +5 competence bonus on Sense Motive checks, Diplomacy checks to gather information, Linguistics checks to spot forgeries, and Perception checks made to oppose Disguise or Sleight of Hand checks. The wearer can *discern lies* at will, but the wearer himself is also constrained to never knowingly lie, as if bound by a *mark of justice*. The effect of this *mark of justice* lasts for 24 hours after the wearer removes the *ring of truth*.

A mythic wearer can expend one use of his mythic power to gain the benefits of *mythic discern lies* for as long as he continues concentrating (maximum 1 minute). He can also command the ring to radiate a *zone of truth* (DC 13) for a number of minutes per day equal to his mythic tier. These minutes need not be consecutive and can be allocated in 1-minute increments. Non-mythic creatures take a penalty on their saving throws equal to the wearer's mythic tier against this *zone of truth*. If the wearer expends one use of his mythic power, this functions as a *mythic zone of truth*.

Construction Requirements	Cost 25,000 gp
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Forge Ring, Mythic Crafter, *discern lies*, *zone of truth*

RING OF WARMTH		PRICE 40,000 GP
SLOT ring	CL 7th	WEIGHT —
AURA moderate abjuration		

The ring's warmth flows through the wielder, granting her cold resistance 10, and whenever the wearer takes cold damage she begins healing 1 point of lethal and 1 point of nonlethal cold damage per round. This effect only heals cold damage taken while the *ring of warmth* was worn. Creatures adjacent to the wearer gain cold resistance 5 and gain the benefits of *endure elements* against cold environments only. Once per day, the wearer can dispel (as *dispel magic*) a spell with the cold descriptor by touch.

If the wearer is a mythic creature, the ring provides cold resistance 20, and all creatures within 10 feet gain cold resistance 10 and the benefits of *endure elements* against cold environments. The wearer can increase this radius by 10 feet per use of mythic power she expends, up to a maximum of 60 feet, and she can also expend one use of mythic power to grant the benefits of *mythic endure elements* to all creatures within this radius. The wearer can also use the dispelling power of the *ring of warmth* multiple times per day by expending one use of mythic power for each use after the first. If the target spell is a non-mythic spell, the wearer adds her mythic tier as a bonus on the caster level check to dispel it.

Construction Requirements	Cost 20,000 gp
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Forge Ring, Mythic Crafter,, *endure elements*, *resist elements*

MYTHIC RODS

The following magical rods have unique powers when wielded by mythic characters.

GNARLTHORN ROD		PRICE 52,000 GP
SLOT —	CL 11th	WEIGHT 3 lbs.
AURA moderate conjuration		

This gnarled rod of twisted bramble vines is topped with an enormous thistle, surrounded by writhing nettles and thorns. A *gnarlthorn rod* can be wielded as a +1 *wounding morningstar*, though the wielder may treat it as a club or morningstar for the purpose of weapon proficiency and combat feats. The wielder adds her mythic tier to the DC of Heal checks made to stop the bleeding caused by a *gnarlthorn rod*, and non-mythic curing effects stop the bleeding only if their creator succeeds at a caster level check (DC 15 + the wielder's mythic tier). Each round a creature takes bleed damage from a *gnarlthorn rod*, it also takes 1 point Dexterity damage from the lacerating thorns and stinging spines. A successful



Fortitude save (DC 14 + the amount of bleed damage taken by the target on its previous turn) negates this Dexterity damage.

In addition to its use as a weapon, the wielder of a *gnarlthorn rod* can use [burst of nettles](#), *entangle*, and *wall of thorns* once per day each. If the wielder is a spellcaster with those spells on her spell list, she can expend her mythic power to use the mythic version of those spells.

Construction Requirements	Cost 26,000 gp
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Craft Magic Arms and Armor, Craft Rod, Mythic Crafter, *bleed*, *burst of nettles*, *entangle*, *wall of thorns*

PYROCLASTIC ROD		PRICE 46,000 GP
SLOT —	CL 8th	WEIGHT 4lbs.
AURA moderate evocation		

This hexagonal rod of black basalt is shot through with tiny cracks glowing with orange light and radiates intense heat that burns any non-mythic creature wielding it for 1d4 points of fire damage per round. The rod can be wielded as a +1 *flaming light mace*, and the wielder can dispel spells with the cold descriptor once per day (as per *dispel magic*) by touching the rod to the spell effect. A mythic wielder can use this ability more than once per day by expending one use of her mythic power per use after the first, and may also expend two uses of her mythic power as an immediate action to use this ability to counterspell a spell with the cold descriptor.

The wielder also can create an [ash storm](#) and a [volcanic storm](#) once per day each and can see normally through the ash and smoke created by these effects. A mythic wielder can see and breathe normally in any kind of smoky conditions, including those created by *pyrotechnics* or a nightmare's breath, and can use the mythic version of *ash storm* or *volcanic storm* by expending one use of mythic power.

In addition, once per day when the wielder creates a fire effect while wielding

a *pyroclastic rod*, she can cause the effect's flame to manifest as clinging magma. A creature failing its saving throw against the effect takes full damage on the first round, half damage on the following round, and is also entangled until the end of its next turn. If the wielder expends one use of mythic power while activating this ability, the entangled condition lasts a number of rounds equal to one-half the wielder's mythic tier (minimum 1), and the fire damage is halved again each round after the first, ending when the entangled condition ends. If the target takes at least 10 points of cold damage, the magma is immediately cooled and no longer deals fire damage, but the solidified magma entangles the creature (and causes it to become stuck an adjacent surface on which it is standing or climbing) as a tanglefoot bag for 2d4 rounds.

Construction Requirements	Cost 23,000 gp
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Craft Magic Arms and Armor, Craft Rod, Mythic Crafter, *ash storm*, *fireball*, *volcanic storm*, *wall of lava*

ROD OF SPELL FOCUSING		PRICE 22,000 GP
SLOT —	CL 6th	WEIGHT 3 lbs.
AURA moderate universal		

This crystalline rod is graven with magical runes representing the eight schools of magic and the four primal energy types of acid, cold, electricity, and fire, and it aids in focusing magical energies of the school or energy to which it is attuned. Attuning the rod is a full-round action that requires expending one use of mythic power and casting any spell of the desired school, causing the rune corresponding to its school of magic or type of energy to glow faintly. The spell is absorbed by the *rod of spell focusing* and has no other effect, but the wielder of the rod is treated as if she possessed either the [Elemental Focus](#) feat for that type of energy or the Spell Focus feat for that school of magic. This choice is made when the spell is cast into the rod and cannot be changed later, though a new spell can be cast into the *rod of spell focusing* at

any time. If the wielder is a mythic creature and possesses the same Elemental Focus or Spell Focus feat, she instead is treated as if she had the [Mythic Elemental Focus](#) or [Mythic Spell Focus](#) feat, as appropriate.

The wielder can use *detect magic* at will, though this detects only magic of the rod's attuned school or element. Expending one use of mythic power allows the wielder to gain *arcane sight* for 1 hour, though it is likewise limited to the rod's attuned school or energy, or to creatures able to use arcane spells or spell-like abilities of that school or energy type.

Construction Requirements	Cost 11,000 gp
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Craft Rod, Elemental Focus, Mythic Crafter, Spell Focus, *arcane sight*

ROD OF DEFOLIATION		PRICE 35,000 GP
SLOT —	CL 7th	WEIGHT 12 lbs.
AURA moderate necromancy		

This gnarled and blighted cudgel seems ready to flake away at a touch, yet it is surprisingly stout and heavy, never cracking despite its superficial rot. A *rod of defoliation* can be wielded as a +1 *plant bane greatclub*, but a wielder using the total defense action can instead wield it as a +1 *plant defiant heavy wooden shield*. A mythic wielder may add one-half her mythic tier to combat maneuver checks made to sunder wooden objects.

If a *rod of defoliation* is held in one hand, the wielder can use *blight* (DC 16), [defoliate](#), and *diminish plants* once per day each. A mythic wielder can use these abilities more than once per day by expending one use of mythic power for each additional use.

A mythic wielder also gains a special affinity for pestilential vermin that devour plant life. She can summon [giant locusts](#) and [locust swarms](#) as if they were 3rd-level monsters (using *summon nature's ally III* or *summon monster III* or higher-level versions), and poison used by vermin created or summoned by the wielder can affect plants. In addition, if the wielder expends one use of mythic

power when creating or summoning vermin (including *creeping doom*, *giant vermin*, *insect plague*, *summon swarm*, and [vermin shape](#)), those vermin carry a *contagion* (DC 16, type of disease chosen by the wielder) that affects only plant creatures. A plant creature that saves against the *contagion* of such a vermin gains immunity to the *contagion* of any vermin created or summoned by that spell or effect.

Construction Requirements	Cost 17,500 gp
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Craft Magic Arms and Armor, Craft Rod, Mythic Crafter, *blight*, [defoliate](#), *diminish plants*, *summon monster III* or *summon nature's ally III*

MYTHIC WONDROUS ITEMS

The following magical items have unique powers when worn or wielded by mythic characters.

ARCANAMACH'S VAMBRACE		PRICE 16,000 GP
SLOT wrists	CL 5th	WEIGHT 1 lb.
AURA moderate universal		

This bracer of leather is embossed with mithral plates and links of mithral wire. The wearer can cast *magic vestment* once per day, and if the wearer targets a suit of armor or shield she is wearing or wielding, it is treated as mithral for the purpose of arcane spell failure and its armor check penalty for as long as the *magic vestment* effect lasts. In addition, an *arcanamach's vambrace* grants a spellcaster with the Arcane Strike feat a number of benefits. When activating her Arcane Strike feat, she may choose to add the feat's bonus to combat maneuver checks or to her CMD instead of as a bonus to damage. In addition, if she uses the aid another action to improve an ally's Armor Class while using Arcane Strike, her ally adds the wearer's Arcane Strike bonus as a

deflection bonus to its AC until the beginning of the wearer's next turn.

When the wearer attacks using the Arcane Strike feat, her weapon is considered magic and silver for the purpose of overcoming damage reduction. When she damages an enemy using her Arcane Strike feat, she may designate one adjacent ally; until the beginning of the wearer's next turn, that ally also adds her Arcane Strike bonus on successful melee attacks against the same creature.

A mythic wearer can activate the Arcane Strike feat once per round as a free action rather than a swift action, and adds her mythic tier to her caster level to determine the bonus granted by her Arcane Strike feat.

Construction Requirements	Cost 8,000 gp
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Craft Wondrous Item, Mythic Crafter, Arcane Strike, *magic weapon, shield*

BOOK OF THE BANNED		PRICE 14,000 GP
SLOT none	CL 5th	WEIGHT 3 lbs.
AURA faint illusion and transmutation		

This spellbook is coated in iridescent leather that changes color depending on the direction from which it is seen. A *book of the banned* can be commanded to create a *secret page* once per day by a character who knows the proper command word. A second command word can alter the book's appearance, similar to a suit of armor with the *glamered* property, though the book must always appear as some sort of written work and its actual size and weight do not change.



When a mythic wizard uses the book's *secret page* power, he can inscribe a spell that belongs to one of his opposition schools by expending one use of mythic power per level of the spell. Such a spell takes up a number of pages equal to twice its level (1 page for 0-level spells). Once the spell has been so inscribed, any wizard who can read the *secret page* can prepare the spell within as if it were not part of his opposition school.

Construction Requirements	Cost 7,000 gp
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Craft Wondrous Item, Mythic Crafter, *disguise self, secret page*

BULLROARER'S BUGLE		PRICE 16,000 GP
SLOT none	CL 1st	WEIGHT 1 lb.
AURA faint evocation		

First crafted ages ago for a halfling war hero, a *bullroarer's horn* can be used to sound a call as *horn of pursuit*^{UM} once per day, and allies of the horn-sounder are affected as *bless* while enemies of the sounder are affected as *bane* (DC 11), with each effect centered on the horn.

A halfling can sound the horn three times per day, and halfling allies gain twice the normal bonus from the horn's *bless* effect. A halfling sounding the horn may also choose for the horn's *bane* effect to affect only a single humanoid subtype. Other enemies are unaffected, but humanoids of that subtype take a –2 penalty on their saving throw against *bane* and take twice the normal penalties on a failed save, and take the normal penalties for *bane* even on a successful save.

If the sounder of a *bullroarer's bugle* is a mythic creature, allies hearing its sound gain the benefits of *longstrider* for 1 minute, or *expeditious retreat* for halfling allies or mounts ridden by halflings. This increased speed applies only as long as those allies are moving toward the sound of the horn. The sounder can also expend one use of mythic power to use the mythic versions of *horn of pursuit*, *bless*, or *bane*, spending one use of mythic power for each effect he wishes to make mythic. The user can also use the

horn more than once (or three times, for a halfling) per day by expending one use of mythic power for each additional use.

Construction Requirements Cost 8,000 gp

Craft Wondrous Item, Mythic Crafter, *bane, bless, expeditious retreat, horn of pursuit, longstrider*

CERTAIN COMPASS		PRICE 22,000 GP
SLOT none	CL 5th	WEIGHT ½ lb.
AURA moderate divination		

This simple brass compass opens up to reveal a needle that casually drifts to and fro without any obvious direction. The underside of the lid bears the inscription, “Lo, ‘venture forth into the Black, you shall find no Darkness”. Twice per day the holder of the *certain compass* can speak the name of a prominent, specific destination, and the needle will indicate the shortest path as if guided by *find the path*. The compass can only show direction and cannot bestow any of the other benefits of *find the path* (such as time or specific actions). Should the compass be given the name of a location that does not exist or is not prominent enough (such as a specific inn instead of a specific town), the needle will point to the nearest similar prominent location.

When a mythic creature uses a *certain compass*, the duration of each *find the path* effect is increased to one hour per level. While the *find the path* effect is active, the bearer of a *certain compass* adds their mythic rank or tier as a bonus on Survival checks for all purposes other than tracking, and whenever he uses a mythic surge on a Survival check while holding the *certain compass* he can roll the surge die twice and take the better result.

If the campaign uses random wilderness encounters and an encounter occurs while the bearer is using the *find the path* ability outdoors in wilderness terrain, the bearer can expend two uses of mythic power to force the GM to roll twice to determine what creatures are encountered and to use the encounter



with a lower CR. If both encounters rolled have the same CR, choose randomly but reduce the number of creatures appearing by 25% (to a minimum of 1 creature). This ends any ongoing *find the path* effect from the *certain compass* at the end of the encounter.

Construction Requirements Cost 11,000 gp

Craft Wondrous Item, *find the path*

CRANE KIMONO		PRICE 88,000 GP
SLOT body	CL 10th	WEIGHT —
AURA moderate echantment and transmutation		

This silk robe of pale blue gossamer with white *obi* is lavishly decorated with embroidered and painted cranes and grants its wearer gains the fourfold blessings of the sacred *tsuru*. Her flowing grace grants her the [Crane Style](#)^{UC} as a bonus feat as long as the kimono is worn and the wearer is unarmored and carrying only a light load. Her good fortune increases luck bonuses she gains by 1, and whenever she is allowed to reroll a die or roll two or more times and take the best roll, she gains a +1 bonus on each roll. Her spirit of youth and long life grants her immunity to artificial aging effects like [sands of time](#)^{UM} or the [curse of the ages](#)^{CRB}, and a middle-

aged or older wearer treats any penalties to Strength, Dexterity, and Constitution as if she were one age category younger. Finally, her inner peace and tranquility grants the wearer immunity to rage effects, and once per day she can cause the tiny cranes on the kimono to fly forth in a 20-foot-radius circle centered on himself, affecting all creatures in the area as *calm emotions* (DC 13).

A mythic wearer of a *crane kimono* becomes an immortal ambassador of peace, gaining the benefits of a [mantle of immortality](#)^{UE}. She also may expend one use of mythic power as a free action when casting a spell that deals hit point damage to make that damage nonlethal, as if the spell had been prepared with the [Merciful Spell](#)^{APG} feat. She also may expend one use of mythic power as a free action when making an attack. The attack deals no damage if it hits but affects the target as a [Touch of Serenity](#)^{APG}, adding one-half the wearer's mythic tier to the save DC if the target is not mythic. The wearer can release the cranes to *calm emotions* more than once per day if she expends a use of mythic power with each additional use. She also may expend one use of mythic power to increase the save DC by an amount equal to one-half her mythic tier (minimum 1) and to cause the calming cranes to persist for a number of rounds equal to one-half her mythic tier (minimum 1 round) after she ceases concentrating. If she attacks any creature, the cranes immediately disappear.

Construction Requirements	Cost 44,000 gp
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Craft Wondrous Item, Mythic Crafter, [Crane Style](#)^{UC}, [Touch of Serenity](#)^{APG}, [age resistance](#)^{UM}, *bless*, *calm emotions*, *cat's grace*

CROWN OF IRON SORCERY		PRICE 88,000 GP
SLOT head	CL 10th	WEIGHT 3 lbs.
AURA moderate evocation		

This battered circlet resembles a twisted serpent with two heads, clutching a blackened crystal between their jaws. The wearer's arcane spell failure chance from wearing metal armor or wielding a metal

shield is decreased by 10%; this applies separately to armor and shield. In addition, if the wearer is wearing magical metal armor or wielding a magical metal shield, he gains DR/cold iron equal to the combined enhancement bonus of his armor and shield. This property of a *crown of iron sorcery* does not apply when wearing mithral armor or wielding a mithral shield.

Whenever the wearer targets a magical weapon with *magic weapon*, *keen edge*, *lead blades*, or a similar enhancing effect, that weapon is treated as a cold iron weapon as long as that spell effect persists. If the wearer possesses the Arcane Strike feat, a weapon she wields is treated as a cold iron weapon during any round in which she uses the feat.

Once per day, the wearer can store up to three spell levels of arcane spells in the *crown of iron sorcery*, as a *minor ring of spell storing*, and can also implant an arcane spell of up to 3rd level in a weapon she touches, as if that weapon had the *spell storing* property. This property only functions when the weapon is wielded by the wearer of the crown.

A mythic wearer reduces arcane spell failure from metal armor and shields by an amount equal to 10% plus her mythic tier, and any iron or steel object she carries is immune to rusting attacks. A mythic wearer can store an additional number of spell levels in the crown equal to one-half her mythic tier (minimum 1). The wearer can also expend mythic power to use the mythic version of any spell she imbues into her weapon with the *spell storing* property, even if she does not normally know the mythic version of that spell; however, she must spend one additional use of mythic power when doing so. If the spell stored in her weapon is discharged, she can store more than one spell per day by expending one use of mythic power for each spell after the first.

Construction Requirements	Cost 44,000 gp
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Craft Wondrous Item, Mythic Crafter, *fabricate*, *limited wish*, *major creation*

DIAMOND OF EVERWINTER		PRICE 60,000 GP
SLOT neck	CL 9th	WEIGHT 1 lb.
AURA moderate abjuration and evocation		

This icy blue-white diamond is cold to the touch and mounted on a mithral chain. Crafted by an ancient cabal of winter witches and frost wizards, a *diamond of everwinter* protects its wearer from extremes of temperature as *endure elements* and allows the wearer to go without food and water as a *ring of sustenance*, and icy or snowy terrain do not impede the wearers movement; he moves at full speed in icy and snowy terrain, and the terrain does not impose penalties on Acrobatics or Climb checks.

The wearer also gains cold resistance 10 and fire resistance 10, and if she would be damaged by a cold or fire effect she can divert the remaining damage she would take into the *diamond of everwinter*. The diamond has 70 hit points, and it must absorb all remaining damage that the wearer would otherwise have taken. If this exceeds the diamond's hit points, the *diamond of everwinter* absorbs all damage from the effect, leaving the wearer unharmed, but the diamond is destroyed. If the *diamond of everwinter* is damaged but has at least 1 hit point remaining, it regains 1 hit point per day. Spells like *mending* and *make whole* do not affect the diamond.

A mythic creature wearing a *diamond of everwinter* can grant *endure elements* to up to 9 allies per day, and if he expends one use of mythic power this functions as *mythic endure elements*. A mythic wearer's cold resistance and fire resistance increase to 20, and the *diamond of everwinter* regains a number of hit points each day equal to the wearer's mythic tier. A mythic wearer can expend one use of mythic power to enhance a spell with the [Rime Spell](#)^{UM} metamagic feat without increasing the spell's level or casting time.

A mythic wearer can expend two uses of mythic power to unlock the diamond's power to transport himself and other creatures through arctic terrain. This effect functions like *transport via plants*, but the wearer's

current location and destination must each be adjacent to a Colossal mass of solid ice filling at least a 30-foot cube. The ancient covens that created the *diamonds of everwinter* had a series of hidden retreats, and it is believed that speaking the name of such a place when activating this ability will transport the wearer and his companions to that location. As a mythic wearer advances in mythic tiers, he gains additional abilities the longer he possesses the jewel.

Each time a creature gains a new mythic tier while possessing a *diamond of everwinter*, the diamond gains an additional ability from the following list. Each ability can be used once per day, though the wearer can gain an additional use of any of these abilities by expending one use of mythic power, and may expend mythic power to use the mythic versions of these spell effects. These effects affect only objects and terrain features of ice and snow, in place of the objects and terrain they can normally affect. The wearer can select an effect only if its spell level is equal to or lower than his mythic tier. The wearer can select from the following abilities: *animate objects*, *create food and water*, *fabricate*, *hallucinatory terrain* (DC 16 + the wearer's mythic tier), *meld into stone*, *move earth*, [shifting sand](#)^{APG}, *stone shape*, *water walking*.

Construction Requirements	Cost 30,000 gp
Craft Wondrous Item, Mythic Crafter, Rime Spell ^{UM} , <i>create food and water</i> , <i>endure elements</i> , <i>resist energy</i>	

DREAD FANGS OF THE HYDRA		PRICE 4,500 GP
SLOT —	CL 9th	WEIGHT 2 lbs.
AURA strong necromancy		

These enchanted teeth function as *teeth of the hydra*, but when sown create a squad of 1d4+1 [skeletal champions](#)^{B1} to serve the sower. If the user of the *dread fangs of the hydra* cannot channel negative energy, the skeletal champions attack him until slain and then attack the nearest living creatures until destroyed. A mythic creature can force the skeletal champions to obey by expending

one use of mythic power when sowing the teeth. A mythic creature with the ability to channel negative energy can expend two uses of mythic power when sowing the teeth to grant the skeletal champions the [invincible](#) mythic simple template^{MAdv}.

Construction Requirements	Cost 2,250 gp
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Craft Wondrous Item, Mythic Crafter, *summon monster V*

ERRANT'S GAGE		PRICE 12,000 GP
SLOT hands	CL 7th	WEIGHT 2 lbs.
AURA moderate enchantment		

This leather gauntlet is sewn with a light steel mesh, but when worn with armor it adapts to match the appearance of the wearer's armor and any other glove worn. When the wearer activates an ability that designates a specific creature that she threatens as the target of the wearer's wrath, such as a cavalier's challenge, paladin's smite evil, or ranger's quarry, she can make an unarmed strike with the *errant's gage* against that creature as part of the action used to activate that ability. The hand wearing the *errant's gage* must be free to make this attack, which is made using the wielder's highest attack bonus and without penalties for two-weapon fighting. A blow with the *errant's gage* is considered magical for the purpose of overcoming damage reduction. If the attack hits, the wielder's challenge, smite, or similar ability functions as though the wearer were 2 levels higher than her actual level, and the wielder gains a +2 bonus on Intimidate checks made to demoralize that creature.

If the wearer is a mythic creature, attacks made with the *errant's gage* are considered epic and magic for the purpose of overcoming damage reduction, and the wearer adds one-half her mythic tier (minimum 1) to her effective level for determining the effect of her challenge, smite, or similar ability and on Intimidate checks made against the same creature.

Construction Requirements	Cost 6,000 gp
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Craft Wondrous Item, Mythic Crafter, *heroism*, *magic weapon*

FELONIOUS FINGERLESS GLOVES

PRICE
20,000 GP

SLOT hands CL 3rd WEIGHT 1 lb.

AURA faint transmutation

These fingerless gloves of grayish silk disappear entirely when worn, or can be commanded as a swift action to change their appearance to look like any kind of handwear similar to *glamered* armor. The wearer gains a +5 bonus on Disable Device and Sleight of Hand checks, and she also treats her rogue level as 4 levels higher for the purpose of trap sense, trapfinding, and any rogue talent that scales directly with level, including her caster level for spell-like abilities gained through the minor or major magic rogue talents. *Felonious fingerless gloves* do not affect sneak attack damage per se; however, rogue talents whose effects are based on sneak attack, such as bleeding attack, do function as though the wearer were 4 levels higher in terms of sneak attack damage.



A mythic creature wearing *felonious fingerless gloves* can spend a use of mythic power when making a Disable Device or Sleight of Hand check to roll that check twice, selecting the higher result and adding her mythic tier to the result. In addition, if the wearer has the trickster path (including from the Dual Path feat), she can use the [crime spree trickster path ability](#).

Construction Requirements	Cost 10,000 gp
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Craft Wondrous Item, Mythic Crafter, *cat's grace, disguise self*

FOAMFOLLOWER'S JACK		PRICE 20,000 GP
SLOT chest	CL 6th	WEIGHT 2 lbs.
AURA moderate transmutation		

This sapphire-blue naval jacket sewn with silver pearls grants the wearer a +5 competence bonus on Profession (sailor) checks and allows the wearer to *water walk* up to one hour per day. This duration need not be continuous but must be expended in 1-minute increments. The wearer can share this duration with adjacent allies by expending 1 additional minute of the effect's duration each time she grants the effect to an ally; this minute of duration is lost. The wearer can [alter winds](#)^{APG} at will, though can only have one such spell in effect at a time. If the wearer is aboard a ship, the effects of the altered wind apply to the entire ship and move with it.

A mythic wearer can maintain an additional number of *alter winds* effects simultaneously equal to his mythic tier, and he if he expends one use of mythic power he can cast those spells at long range of up to 600 feet, though the wearer must have line of sight to the target area. If the wearer targets another ship, the altered wind affects the entire ship and moves with it; however, the creature steering the target ship is entitled to a DC 11 Will save (and spell resistance, if applicable) to negate the effect. The wearer can expend a mythic surge to add one-half the result of his surge die (minimum 1) to the save DC, and if the target creature is non-mythic, the

DC is also increased by an amount equal to the wearer's mythic tier.

Construction Requirements	Cost 10,000 gp
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Craft Wondrous Item, Mythic Crafter, *alter winds, water walk*

FORCE SHIELD PIN		PRICE 7,000 GP
SLOT see text	CL 3rd	WEIGHT 1 lb.
AURA faint abjuration and evocation		

This silver stick-pin is crafted in the shape of a curved kite shield and can be attached to a normal or magical cloak, hat, headband, or garment in the chest slot; it does not take up an item slot of its own but it must be worn in order to function. It functions similarly to a *brooch of shielding*, but it can absorb an unlimited amount of damage from non-mythic *magic misisles*. If the wearer is targeted with mythic *magic missiles*, the *force shield pin* absorbs that damage as well, and it can absorb up to 101 points of damage before being destroyed. A mythic wearer can expend a mythic surge directly into the *force shield pin* to restore a number of hit points of absorption capacity equal to the result of the surge die, up to a maximum of 101 hit points.

The wearer can command the pin to create a *shield* once per day, and can expend mythic power to command the pin to create an additional *shield* for an adjacent ally or a *shield* for herself even if she has already used that ability's daily use. Alternatively, she can create a *shield* emanation that lasts 5 rounds and protects the wearer and all allies adjacent to her. The wearer can expend an additional use of mythic power to use *mythic shield*.

Construction Requirements	Cost 3,500 gp
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Craft Wondrous Item, Mythic Crafter, *shield*

GHOSTLY GOSSAMER		PRICE 10,800 GP
SLOT body	CL 3rd	WEIGHT 1 lb.
AURA faint enchantment, necromancy, and transmutation		

This shimmering sheet of pale white silk has a pair of eyeholes cut out in it, made to be draped over the wearer's head and shoulders as a move action, in the crude semblance of a ghost. As a standard action, the wearer can become ghostly and transparent, as a [ghostly disguise](#)^{UM}, for up to 30 minutes per day. This duration need not be used all at once but must be spent in 1-minute increments. She can retain the crude appearance of the *ghostly gossamer* or may cause it to become invisible, revealing a ghostly version of her appearance and clothing underneath it.

While the *ghostly gossamer* is active, as a swift action the wearer can expend 1 minute of its remaining duration to surround herself with ghostly specters and visages for 1 round. These ghostly forms grant the wearer a 20% miss chance against ranged attacks and melee attacks by creatures not adjacent to the wearer, and the wearer also can command the spirits to make a single melee touch attack (using the wearer's base attack bonus plus her Charisma modifier, rather than Strength or Dexterity modifier) against an adjacent creature that acts as *chill touch* (DC 12).

A mythic wearer can expend one use of mythic power plus 1 minute of the *ghostly disguise* duration to grant any armor she wears the *ghost touch* property for a number of rounds equal to her mythic tier. She also may expend one use of mythic power plus 10 minutes of the *ghostly disguise* duration to become incorporeal along with all her gear until the beginning of her next turn.

Construction Requirements	Cost 5,400 gp
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Craft Wondrous Item, Mythic Crafter, *chill touch*, *ethereal jaunt*, [ghostly disguise](#)^{UM}

GOBLIN MASK		PRICE 24,000 GP
SLOT face	CL 5th	WEIGHT 1 lb.
AURA faint enchantment, illusion, and transmutation		

This garish mask is painted in a whimsical parody of a monstrous face (typically a large-eared goblin, but *goblin masks* can be made to resemble other creatures), with exaggerated features and bright colors. Three times per day, the caster can shrink by one size category, as *reduce person*, taking on a childlike appearance for up to 5 minutes. When reduced, the wearer's clothing and gear appear as a loose-fitting costume of obviously fake toy weapons, armor, and the like. In this seemingly harmless costumed guise, the wearer gains a +4 bonus on Bluff checks made to feint and a +2 circumstance bonus on combat maneuver checks to steal. In addition, nonevil creatures attempting to attack the wearer are overcome feelings of guilt and protectiveness toward the wearer and cannot follow through with their attack (DC 14 Will negates); that part of their action is lost, and they cannot make another attempt to attack the wearer for 1d6 rounds, unless the wearer attacks them first. This is a mind-affecting emotion effect. A mythic wearer can expend one use of mythic power when attacked to add the result of his surge die to the DC of this saving throw, or to affect an attacker that is immune to mind-affecting effects (using the normal save DC).

At any time while reduced in size, the wearer can expend one minute of the remaining duration to shift his guise from a charming costume to a mask of horror as a swift action. He gains darkvision 60 ft. and a +4 bonus on Stealth checks and a +2 bonus on combat maneuver checks to perform dirty tricks in this form. The wearer does not take a penalty on Intimidate checks based on his size, and he can attempt an Intimidate check with a +4 bonus as part of the same action when he assumes this horrific guise, making one Intimidate check and applying the result to all creatures adjacent to him. Any creature that previously failed its save when attempting to attack the wearer in

his harmless guise can attack the wearer in his horrific guise; however, they become sickened with revulsion for the remaining duration that they would have been unable to attack.

A mythic wearer can shift his appearance once per round as a free action rather than a swift action and can expend one use of mythic power to attempt a Bluff check to feint or a steal combat maneuver (in his harmless guise) or a Stealth check or dirty trick combat maneuver (in horrifying guise) as a free action. In addition, the mask grants a mythic wearer exultant confidence and delight at tricking or terrifying others, and in any round the wearer begins his turn within 15 feet of a creature affected by a fear effect, or that is sickened or unable to attack the wearer due to failing a save against the *goblin mask's* power, the wearer gains a +2 morale bonus on attack rolls and gains temporary hit points equal to one-half his mythic tier (minimum 1); this bonus and these temporary hit points last until the beginning of the wearer's next turn and are lost if not used.

Construction Requirements

Cost 12,000 gp

Craft Wondrous Item, Mythic Crafter, *alter self*, *false life*, *pup shape*^{UC}, *scare*

HEI MATAU AMULET

PRICE
32,000 GP

SLOT neck

CL 7th

WEIGHT 1 lb.

AURA moderate divination and illusion

This whalebone amulet is carved in the form of a stylized fishhook twisted back on itself. Ordinary *hei matau* are symbols of good luck, and an enchanted *hei matau amulet* grants the wearer a +1 luck bonus on saving throws. In addition, the wearer gains a +5 bonus on Profession (sailor) checks and can use *know direction* at will in aquatic terrain. The wearer can also *water walk* for up to 7 rounds per day; these rounds need not be continuous.

If the *hei matau amulet* is dropped into salt water, it can be transformed into a *manaia*, a celestial *giant seahorse*^{B4} with the head



of a seabird (granting it a bite attack as a primary natural weapon dealing 1d6+5 points of damage). The *manaia* has Int 10 and can speak Aquan and Celestial, and it can grant *water breathing* to any creature riding it. The *manaia* serves the creature who activated it for up to 7 hours per week, divided up in 1-hour increments; these hours need not be continuous. At its creator's command, it can expend 1 hour of its duration to create a *magic circle against evil* centered on itself; creatures within this *magic circle* also gain fire resistance 10. This function of the amulet

functions as a *figurine of wondrous power*, with the *manaia* changing back into an amulet when killed, when the duration expires, or when commanded by its creator.

A mythic wearer can *water walk* for up to 7 minutes per day; this duration need not be continuous but must be spent in 1-minute increments. She also gains limited control over the sea once per day as a standard action, allowing her to create a pathway 5 feet wide through a body of water up to 20 feet deep and up to 200 feet long, lasting up to 1 hour. The wearer can double the depth, length, or width of this pathway by expending one use of mythic power as a full-round action. This trench in the water does not impede the movement of Huge or larger ships, though smaller boats may founder if they try to cross it (GM's discretion).

She also can tap into the spirit of the *manaia* even when still wearing the amulet, communing with the spirits of the sea through it. She can ask a question of direction to a destination (as *find the path*) or a single yes/no question (as *commune*,

but only questions relating to the sea or sky or creatures or objects in it) by expending 1 hour of the *manaia's* duration that week. She also can expend 1 hour to create a *magic circle against evil* (providing fire resistance 10 to creatures within it) or she can expend 5 hours of its duration to *commune with nature*. These powers can be used only in aquatic terrain (including shorelines, atolls, lagoons, reefs, and even small islands, at the GM's discretion). The wearer can expend mythic power in place of using up the *manaia's* duration at a rate of one use of mythic power per hour of duration.

Construction Requirements	Cost 16,000 gp
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Craft Wondrous Item, Mythic Crafter, *divine favor*, *magic circle against evil*, *resist energy*, *summon monster IV*, *water walk*

HEI TIKI AMULET		PRICE 22,000 GP
SLOT neck	CL 9th	WEIGHT 1 lb.
AURA moderate evocation		

This pounamu (greenstone) amulet is a stylized rendition of the first man, Tiki. Typically crafted with a large head and eyes, with hands on thighs, a *hei tiki* bestows courage and solace to the wearer, granting a +2 bonus on saves against fear and emotion effects. The wearer also gains premonitions of danger, with a +2 luck bonus on Perception checks made to avoid being surprised and to AC and on saving throws during a surprise round.

A mythic wearer, however, can tap into a far greater power to create a spirit-manifestation of her ancient tiki guardians once per day as a full-round action by expending one use of mythic power. This tiki guardian may take the form of an invisible spirit similar to a *mage's faithful hound*, though warning of intruders with the sound of disembodied drums rather than barking. Alternatively, she can create a solid protector equivalent to an *interposing hand* but appearing as Large tiki mask or idol (the details of each such tiki guardian can be described by the wearer) rather

than a large hand. The protection of this tiki guardian also aids the wearer in combat against foes the tiki guardian attacks or wards away, granting the wearer a +2 circumstance bonus on her first attack roll or opposed ability check or skill check made against that creature each round.

Construction Requirements	Cost 11,000 gp
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Craft Wondrous Item, Mythic Crafter, *anticipate peril*^{UM}, *interposing hand*, *mage's faithful hound*

ONI MASK		PRICE 72,000 GP
SLOT face	CL 10th	WEIGHT 1 lb.
AURA moderate abjuration, divination, evocation and transmutation		

This garish two-sided mask is painted to resemble a grotesque three-eyed oni with a wide tusked maw, painted bright red in a snarl of rage on one side and cool blue with a smirk of contempt on the other. The wearer can toss the mask into the air while designating one opponent within 200 feet. The *oni mask* swells up in size to become a massive leering oni face 10 feet across made of magical force, which functions identically to a *forceful hand*. You can redirect the target of the oni face or summon it to return to your face as a move action. If the force face is reduced to 0 hit points, the *oni mask* falls to the ground; if you are a mythic creature, you can expend one use of mythic power as an immediate action to recall it to you.

Three times per day, the wearer can enlarge himself by one size category, as *enlarge person*, taking on a horrific and monstrous appearance like a oni (+10 bonus on Disguise checks to impersonate an oni) for up to 10 minutes. He can read, speak, and understand Giant while in this form. In addition, if the red oni face is showing, the wearer gains fire resistance 10 and is inflamed with wild passions. Any morale bonus he gains is increased by 1 (or by 2, for morale bonuses to ability scores) and he gains a +2 bonus on saving throws against compulsions except those that affect

emotions; he takes a -2 penalty on saves against emotion effects, including fear. If the blue face is showing, the wearer instead gains cold resistance 10 and his mind becomes cool, logical, and orderly. He gains immunity to emotion effects (not including fear) and cannot benefit from morale bonuses, and in addition he takes a -2 penalty on saves against other types of compulsions. At any point while transformed the wearer can expend one minute of remaining duration as a swift action to launch a ray of energy at a target within 60 feet, dealing 4d6 points of fire (red mask) or cold (blue mask) to the target.

A mythic wearer can expend one use of mythic power to extend the duration of this transformation to 10 hours rather than 10 minutes, adding his mythic tier as an additional bonus on Disguise checks to impersonate an oni. Using the mask's power to create an energy ray consumes one hour of remaining duration, but if the wearer expends an additional use of mythic power when unleashing the ray it becomes a mythic effect, dealing 6d6 points of fire damage and ignoring fire resistance or immunity (red mask) or dealing 4d6 points of damage and entangling it with ice for 1d4 rounds as the [Rime Spell](#)^{UM} metamagic feat.

A mythic wearer gains an insight bonus equal to his mythic tier on Perception and Sense Motive checks made against oni and can expend one use of mythic power to see through any magical or non-magical disguise used by an oni, including illusions and polymorph effects, allowing him to perceive oni as if he had *true seeing* for 10 minutes.

Construction Requirements	Cost 36,000 gp
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Craft Wondrous Item, Mythic Crafter, *disguise self*, *forceful hand*, *giant form I*, *scorching ray*, *true seeing*

ORB OF THE SEVENTH STAR

PRICE
62,000 GP

SLOT none

CL 7th

WEIGHT 2lbs.

AURA moderate divination, evocation and transmutation

This melon-sized clear crystal sphere contains seven small winking points of light, which shed light as a candle. The wielder of the orb can use it to create *dancing lights* and *detect magic* once per day each for any wielder, but in the hands of an arcane spellcaster it can create *dancing lights* and *detect magic* at will and can *detect thoughts* (DC 13) 1/day. An arcane spellcaster can also launch a total of seven sparkling motes of light per day, each striking as a single *magic missile*. The wielder can launch all seven notes at once or may allocate them in smaller groups as desired. Launching these *magic missiles* is usually a standard action; however, If the wielder of the orb casts *magic missile* or uses another magic item to create *magic missiles*, he may choose to add up to two of the orb's *magic missile* motes to that *magic missile* effect as a free action. When a *magic missile* is used, one of the tiny stars within the orb winks out for 24 hours.

A mythic arcane spellcaster can tap into the tiny stars within the orb to prepare up to 7 additional levels of spells or spell slots (though no spell or spell slot can exceed 3rd level). Each spell level used in this way causes one star to wink out for 24 hours, and the prepared spells or spell slots must be used within 24 hours or they are lost. If all stars wink out, the orb's other effects are suppressed until they return.

When a mythic wielder uses any of the orb's powers or creates a *magic missile* spell effect with the orb in hand, even if the effect is created from a different magic Item, Mythic Crafter, he can expend mythic power to use the mythic version of that spell effect. If the wielder expends mythic power when adding *magic missiles* from the orb to an existing *magic missile* effect, the effects of the mythic spell apply to all *magic missiles*, not just those created by the orb.

Construction Requirements**Cost 28,000 gp**

Craft Wondrous Item, Mythic Crafter, *dancing lights*, *detect magic*, *detect thoughts*, *magic missile*, *mnemonic enhancer*

POSSUM SKIN CLOAK		PRICE 9,000 GP
SLOT body	CL 4th	WEIGHT 1 lb.
AURA faint divination and transmutation		

A *possum-skin cloak* is quilted together from dozens of opossum skins sewn with kangaroo sinew and inscribed with tribal insignia, religious symbology, and stained with ochre and mud dyes. The cloak is surpassingly comfortable in all types of weather, protecting the wearer as *endure elements* and granting a +2 bonus on saving throws against wind and weather effects, whether natural or magically created (not including electricity).

While a common cloak of this kind displays tribal heritage and lineage, a *possum-skin cloak* allows the wearer to tap into ancestral wisdom and tribal memory, granting the wearer a +2 competence bonus on Knowledge (history) and Knowledge (local) checks, as well as on Diplomacy checks with aboriginal peoples who recognize the cloak's significance.

The cloak also grants the wearer a +2 bonus on Climb checks, and if the wearer climbs into a tree or wall at least 10 feet above the ground he can command the *possum-skin cloak* to wrap him (and a familiar or similar small creature) in a warm, blanketed shelter that is difficult to notice from the ground, requiring a DC 20 Perception or Survival check, even for creatures with blindsight, blindsense, or scent. He can remain in this shelter indefinitely and can leave the shelter moored to the surface (requiring a DC 20 Strength check to remove), climbing into or out of it as a move action.

A mythic wearer who uses a mythic surge to enhance a skill check modified by his *possum-skin cloak* can roll twice on the surge die and take the better result. In addition, he can expend one use of mythic power as a full-round action to confer with the spirits

on a planned course of action as if wearing a *phylactery of faithfulness* or casting an *augury* spell.

In addition, a mythic wearer using the *possum-skin cloak* to create a hanging shelter can expend one use of mythic power to expand the size of the shelter to cover up to 4 contiguous 5-foot-squares, each of which may shelter a single Medium or smaller creature. All creatures in the shelter gain the benefits of *endure elements* and a +2 bonus on saves against wind and weather effects.

Construction Requirements**Cost 4,500 gp**

Craft Wondrous Item, Mythic Crafter, *augury*, *endure elements*, *minor creation*

PRIMEVAL BROOCH		PRICE 14,000 GP
SLOT neck	CL 9th	WEIGHT —
AURA moderate divination		

The symbol of some long-forgotten deity is carved on this cloudy piece of obsidian, and it hangs from a rough leather cord. While worn in a cold, desert, or jungle terrain, the *primeval brooch* grants the wearer a +1 luck bonus on saving throws, ability checks, and skill checks, and it grants an additional +2 morale bonus on Will saves against fear. This bonus is doubled on saving throws or checks made when interacting with dinosaurs, megafauna, dire animals, vermin, or other primeval creatures at the GM's discretion.

When the wearer uses a polymorph effect to assume the form of one of the above creatures, he may choose to assume a wilder, more primeval bestial form. He gains a +2 bonus on Intimidate and Survival checks and on scent-based Perception checks in this form. He also gains a +2 enhancement bonus to either Strength or Constitution, or can forgo this bonus to increase the natural armor bonus to AC granted by the form he assumes by 1. While in this form, he takes a -2 penalty to Intelligence (if she takes a bonus to Strength), Wisdom (if she takes a bonus to Constitution), or Charisma (if she increases her natural armor bonus to AC).

A mythic wearer can expend one use of



mythic power when using a polymorph effect to either double the benefits of this primeval form, or to retain the normal benefits of primeval form without taking the corresponding penalty.

Construction Requirements	Cost 7,000 gp
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Craft Wondrous Item, Mythic Crafter, *beast shape I*, *commune with nature*

PRINCESS PEONY		PRICE 1,600 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate evocation		

This delicate pink blossom can be pinned onto a cloak, vest, hat, or similar garment. Whenever an opponent attacks the wearer, she can activate the *princess peony* as an immediate action, causing it to leap forth from her lapel as a pink-white spectral female samurai made of ghostly flower petals of force. The *princess peony* occupies the same space as the wearer, with its phantom flower armor and parrying blows providing the wearer with a +2 circumstance bonus to AC. In addition, once per round when an opponent attempts a combat maneuver against the wearer the ghostly samurai can attempt to block that combat maneuver by making an attack roll, using the wearer's Hit Dice as its base attack bonus plus the

wearer's Charisma modifier. If this attack roll equals or exceeds the opponent's combat maneuver check, the combat maneuver fails. A mythic wearer can expend one use of mythic power as part of this attack roll by the *princess peony* in order to add her surge die to the attack roll (rolling the surge die twice and selecting the better result if the attacker is not mythic), and if the attack roll successfully blocks the attack the *princess peony* can make a second attack roll to attack the opponent that attempted the combat maneuver check, rolling her surge die on this attack roll as well. On a successful hit, the attacker takes 1d10 points of damage, plus 1 point of damage per mythic tier of the wearer. This attack has a critical threat range of 19-20. A *princess peony* protects the wearer for 7 rounds and then crumbles to dust.

Construction Requirements	Cost 800 gp
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Craft Wondrous Item, Mythic Crafter, *shield of faith*, [spiritual ally](#)^{APG}

RAZOR COUTERS		PRICE 36,000 GP
SLOT wrists	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		

These steel bracers are studded with jagged flanges of metal that sweep backwards, guarding her elbows and serving as a deadly adjunct to her attacks. When the wearer hits with an unarmed strike or shield bash attack, or when she succeeds on a combat maneuver check, she can spend a swift action to slash the same target with the *razor couters*, dealing 1d4 points of slashing damage plus 1 point of bleed damage. If the wearer is fighting defensively or using Combat Expertise, she increases the dodge bonus to AC she gains by 1, and if she is struck by an attack from a creature she threatens she can use a immediate action to deal 1d4 points of slashing damage and 1 point of bleed damage to her attacker.

In addition to their use in melee, the wearer can mentally command the *razor couters* to launch one or more flanges

from the *razor cutters* as if they were +1 *wounding shuriken*, using her highest attack bonus. The wearer can launch one flange as a swift action, two as a move action, three as a standard action, or all six as a full-round action. Attacking with the flanges does not provoke attacks of opportunity, and the wearer takes no nonproficiency penalty on attack rolls with them.

If the wearer is a mythic creature, the wearer adds her mythic tier to the Heal check DC to halt bleed damage dealt by the *razor cutters* (including flanges used as *wounding shuriken*), and magical healing halts the bleed damage only with a successful caster level check (using the Hit Dice of the creator as its caster level if the effect is supernatural) against the same DC.

Construction Requirements	Cost 18,000 gp
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Craft Wondrous Item, Mythic Crafter, *bleed*, *keen edge*

ROBE OF TONGUES AND TEETH		PRICE 60,000 GP
SLOT body	CL 11th	WEIGHT 1 lb.
AURA moderate conjuration and evocation		

This simple robe is covered with images of fanged maws, which animate into jaws of force that deal 2d4 points of force damage per round at the end of the wearer's turn to creatures grappling or grappled by the wearer. This damage is doubled if the wearer is engulfed, pinned, or swallowed whole.

As a swift action once per round, the wearer can extrude a thick sticky tongue from the robe up to 15 feet and use it to make a single melee touch attack using the wearer's base attack bonus. The target takes no damage on a hit but is stuck fast by the tongue, unable to move farther than 15 feet from the wearer without a successful DC 20 Strength check or DC 25 Escape Artist check or by severing a tongue (AC 16, DR 15/slashing, 5 hp). If the tongue strikes a target the same size as the wearer or smaller, the wearer can attempt a combat maneuver check to [pull](#) the target 5 feet closer. This forced movement does not

provoke attacks of opportunity and cannot pull a creature into a space occupied by a creature or solid object. A tongue disappears if its attack misses or if it is severed, or if the wearer dismisses it as a free action. Each round, the wearer can make one additional combat maneuver check as a free action to [pull](#) (as the Universal Monster Rule) one of the creatures stuck to her tongues.

A mythic wearer can create multiple tongues, up to 3 plus one-half the wearer's mythic tier at a time, using a swift action to create each one, and adds his mythic tier as a bonus on melee touch attacks with the tongues and to the DC of Strength or Escape Artist checks to escape a tongue. The tongues gain DR 15/epic and slashing, with hit points equal to 5 plus the wearer's mythic tier. If the wearer directs more than one tongue at the same creature, he gains a +2 circumstance bonus on combat maneuver checks to pull the target for each additional tongue and adds the same amount to the DC of Strength or Escape Artist checks to escape. The wearer makes only a single combat maneuver check to pull the target closer, regardless of how many tongues are attached, and on a successful check he moves the target 5 feet closer per tongue that is attached.

Construction Requirements	Cost 30,000 gp
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Craft Wondrous Item, Mythic Crafter, *black tentacles*, [leashed shackles](#)^{UM}, *summon swarm*

SACK OF GLUTTONY		PRICE 16,000 GP
SLOT none	CL 3rd	WEIGHT 5 lbs.
AURA faint conjuration, enchantment, and transmutation		

This silken bag is food-stained, and when opened appears to contain a wealth of brightly colored sweets and snacks of every description. As a standard action, the wielder can open the bag and offer a treat to an adjacent creature as [beguiling gift](#)^{APG} (DC 13). Once a creature has tasted even a single bite, however, its mind is filled with the phantasm of an overflowing

cornucopia of sweets everywhere it looks and it loses interest in everything other than gorging itself on the illusory candies, requiring a successful Will save each round at the beginning of its turn to take any other action. The phantasm persists until the creature succeeds on 3 consecutive saving throws. Once the creature successfully ends the phantasm, it must succeed on a DC 13 Fortitude save or be overwhelmed with stomach cramps, becoming nauseated for a number of rounds equal to the number of failed Will saves.

A mythic creature using the sack can use its mythic surge to add the result of its surge die to the save DC of the sack; this applies not only to the initial saving throw but also to subsequent saving throws to end the candied phantasm. In addition, a non-mythic creature eating even a single candy must succeed on a DC 13 Fortitude save or be afflicted with a [feast of ashes](#)^{APG} lasting one day for each round spent eating candy.

A mythic user can also use the sack for beneficial purposes, placing an inanimate object (or a mass of similar objects, such as a pile of rocks) into the *sack of gluttony* and expending one use of mythic power and shaking the bag for 1 round and then pouring the objects back out, which take on a candied confectional appearance and can be consumed as if they were [allfood](#)^{APG}. Alternatively, the user can place a potion or alchemical elixir into the sack and shake it for a number of rounds equal to the spell level of the extract or elixir, expending one use of mythic power per round. The potion or elixir can then be removed from the sack, unused, and a piece of candy is created that, if consumed within 1 minute, provides the same effect as that potion or elixir.

Construction Requirements

Cost 8,000 gp

Craft Wondrous Item, Mythic Crafter, [alchemical allocation](#)^{APG}, [allfood](#)^{APG}, [beguiling gift](#)^{APG}, [feast of ashes](#)^{APG}

SCORPION CLOAK

PRICE

20,000 GP

SLOT shoulders

CL 6th

WEIGHT 2 lbs.

AURA moderate transmutation

This speckled sandy-brown cloak grants the wearer a +5 competence bonus on Acrobatics and Stealth checks in desert terrain, and the wearer can move without impediment through soft or shifting sand. The wearer gains a +2 luck bonus on saving throws against poison from scorpions and also gains a +4 bonus to his CMD against grapple combat maneuvers. This bonus also applies on grapple or Escape Artist checks made to escape a grapple. During any round in which the wearer does not move, he gains tremorsense in a 10-foot radius, or 20 feet if the wearer is prone. The radius of this tremorsense increases by 5 feet (10 feet if the wearer is prone) each round that the wearer remains motionless, up to a maximum of 30 feet (or 60 feet).

If the wearer is prone in desert terrain, he gains double the normal bonus on Stealth checks and can crawl at half speed as a move action and can stand up from prone without provoking attacks of opportunity. A prone wearer takes only a –2 penalty on attack rolls, and melee attacks against the wearer gain only a +2 bonus, regardless of terrain. A prone wearer can attack with a lashing sting dealing 1d6 points of damage. Once per day, after a successful hit, the wearer can deliver a dose of [Large scorpion venom](#) (save Fortitude DC 17; frequency 1/round for 6 rounds; effect 1d2 Str damage; cure 1 save) as a swift action. This sting attack can be used as a primary natural weapon, either as its own attack action or as part of a full attack action, in addition to any other attack the character has, using his highest melee attack bonus and taking no penalty on attack rolls for being prone.

A mythic wearer can communicate with scorpions as if using *speak with animals* to converse with animals, and once per day can hold scorpions at bay as if using *repel vermin* (DC 16). The wearer can expend one use of mythic power to gain tremorsense 30 feet for 1 minute even while moving; this is

doubled to 60 feet if the wearer is prone. A mythic wearer can use the lashing sting to attack even while not prone, though when doing so it is considered a secondary natural weapon. A mythic wearer can use the sting's poison a number of times per day equal to his mythic tier, and if he expends one use of mythic power when making a poisoned sting attack he can add one-half his mythic tier (minimum 1) to the save DC and duration of the poison increase its cure to 2 saves.

Construction Requirements	Cost 10,000 gp
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Craft Wondrous Item, Mythic Crafter, *poison*, *repel vermin*, [vermin shape II](#)^{UM}

SERPENTIGINOUS GLOVES		PRICE 18,000 GP
SLOT hands	CL 5th	WEIGHT 1 lb.
AURA faint necromancy		

These supple snakeskin gloves are decorated in fang-like patterns of multicolored jade scales. The wearer gains immunity to contact poison and poisonous traps that would affect his hands, such as poisoned needle traps in the lock of a door or chest. The wearer is not otherwise protected from poison. The gloves can be worn individually or as a set. One glove allows the wearer to use [pernicious poison](#) by touch once per day. The other glove allows the use of [accelerate poison](#) (DC 13 Fortitude negates) by touch. The wearer can make a melee touch attack with either glove to deliver one of these effects as an attack action or as part of a full attack action in place of one of her normal attacks, or can deliver the same effect through a light or one-handed melee weapon held in the same hand as the glove as part of a melee attack with that weapon. The wearer also can activate one or both gloves as a standard action without attacking. The wearer can hold the charge on either or both effects for up to 1 minute or until a successful attack is made. If a weapon used in conjunction with the *serpentiginous gloves* is poisoned, the effects of *pernicious poison* occur just before the target saves against the poison, while the effects of *accelerate poison* occur afterward the save.

A mythic creature wearing *serpentiginous gloves* can expend one use of its mythic power as a move action to cause the fingers of both gloves to extend and animate like a nest of tiny vipers for a number of rounds equal to the wearer's mythic tier, during which each glove can be used to deliver a single *poison* spell (DC 14 Fortitude negates). This can be used in conjunction with the normal power of each glove, treating it as a poisoned weapon, but the abilities can also be used separately. On a hit the wearer can expend one use of mythic power as a swift action to add the result of her mythic surge to the save DC of the *poison* spell. Once a successful touch attack has been made, the gloves and the wearer's hands return to normal.

Construction Requirements	Cost 9,000 gp
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Craft Wondrous Item, Mythic Crafter, *accelerate poison*, *pernicious poison*, *poison*

SLIPPERS OF STAR-STRIDING		PRICE 46,000 GP
SLOT feet	CL 9th	WEIGHT 1 lb.
AURA moderate cojuration and evocation		

This soft-soled calf-high boots of black velvet are embedded with tiny glowing and swirling stars and galaxies, shedding light as a candle unless the wearer suppresses their radiance as a standard action. As long as the slippers are alight, the wearer can cause any one 5-foot square of a surface she travels across during her turn to glow as a *light* spell for 1d4 rounds. The wearer can also create *dancing lights* at will as a standard action, and once per day when the wearer succeeds on an overrun combat maneuver or confirms a critical hit with an unarmed strike she can create [wandering star notes](#)^{APG} (DC 16) around the target as a free action.

A mythic wearer can create *wandering star notes* more than once per day by expending one use of mythic power for each additional use, and she increases the duration of *dancing lights*, *light*, and [wandering star notes](#)^{APG} effects she creates by a number of rounds equal to one-half her mythic tier (minimum 1). In addition, a mythic wearer can expend

one use of mythic power to teleport from a square containing a magical light effect to another square containing a magical light effect within her line of sight. The destination can be any magical light effect; it need not be created by the wearer. The wearer can teleport as part of a move action, moving both before and after teleporting, but she cannot use magical light effects cast on attended objects to teleport.

A mythic wearer transported into outer space or a similar airless void can expend one use of mythic power to encase herself in a [life bubble](#)^{APG} for 12 hours. She can extend the duration of this *life bubble* by a number of hours equal to her mythic tier by expending one use of mythic power, and can do so repeatedly as long as she has mythic power remaining. She can also expend mythic power to move towards the nearest planetoid. This journey requires 3d20 hours, and the wearer must expend one use of mythic power per hour to continue moving. Once the wearer reaches the planet's orbit, she can *teleport* to the surface by expending two uses of mythic power. The *slippers of star-striding* otherwise do not possess any powers of teleportation.



Construction Requirements

Cost 23,000 gp

Craft Wondrous Item, Mythic Crafter, *dancing lights*, [life bubble](#)^{APG}, *light*, *teleport*, [wandering star motes](#)^{APG}

TEETH OF THE HYDRA

PRICE

10,000 GP

SLOT —

CL 13th

WEIGHT 2 lbs.

AURA strong conjuration

These enchanted hydra's teeth can be cast upon the ground as a full-round action that provokes attacks of opportunity. At the beginning of the user's next turn, a group of fighters with the [phalanx soldier](#)^{APG} archetype erupt from the ground; these fighters are otherwise identical to the barbarians summoned by a *horn of valhalla*. A creature crafting *teeth of the hydra* may choose what level these fighters will be; if found as treasure, roll randomly to determine which type of horn's effects are duplicated. If the creature sowing the *teeth of the hydra* is not proficient with all martial weapons or has a base attack bonus of less than +6, the fighters attack him until slain and then attack the nearest other creatures, including one another. A mythic creature can force these fighters to obey by expending one use of mythic power when sowing the teeth. A mythic creature with proficiency in all martial weapons and a base attack bonus of at least +6 can expend two uses of mythic power when sowing the teeth to grant the warriors the [invincible](#) mythic simple template^{MAdv}. *Teeth of the hydra* can be used only once.

Construction Requirements

Cost 5,000 gp

Craft Wondrous Item, Mythic Crafter, *summon monster V*

VERMINOUS BEACON

PRICE

14,000 GP

SLOT —

CL 7th

WEIGHT 3 lbs.

AURA moderate abjuration

This handheld lamp is covered by a metal grate of cast iron and glows with a soft, blue light equal to a hooded lantern. In addition, its curious glow prevents vermin with 2 Hit

Dice or fewer from approaching within 5 feet, in a manner similar to *repel vermin* (DC 15).

As a standard action, wielder of a *verminous beacon* can use it to entrance vermin within 15 feet as a *hypnotic pattern* (DC 13), though this suppresses its ability to *repel vermin* while the *hypnotic pattern* is being used and for 1 minute thereafter (during which time its glow is dimmed to equal that of a candle).

Once per day as a standard action, a *verminous beacon* can be held aloft and commanded to flare brightly, causing all vermin within 30 feet to become panicked for 1d4 rounds (DC 15 Will negates). After using this ability, the beacon's flame is extinguished for 1 hour.

A mythic wielder can enhance the beacon's power, expending one use of mythic power to increase the radius of the *repel vermin* effect to 10 feet for one hour, or by 5 feet per 2 mythic tiers (minimum 5 feet) for 10 minutes. This also increases the effective caster level of the *repel vermin* effect by an amount equal to the user's mythic rank or tier and adds the user's rank or tier to the damage taken by non-mythic vermin that succeed on their saves and push through the barrier.

A mythic wielder can expend two uses of mythic power to instead convert the *repel vermin* effect into an *antilife shell* that affects only vermin, again adding her mythic rank or tier to the beacon's caster level.

Construction Requirements

Cost 7,000 gp

Craft Wondrous Item, Mythic Crafter, *hypnotic pattern*, *repel vermin*

Witch's Broom		PRICE 46,000 GP
SLOT body	CL 3rd	WEIGHT 1 lb.
AURA faint illusion, necromancy, and transmutation		

This legendary item is a *broom of flying* that can be bonded only by a mythic creature capable of using a hex or being part of a coven. A *witch's broom* can be ridden by a witch, her familiar, or both creatures simultaneously, and as long as she remains

conscious a bonded witch or familiar cannot be dismounted from her broom. While not truly sentient, if a bonded rider is dazed, fascinated, stunned, unconscious, or otherwise unable to take actions the broom can use the run or withdraw action on her behalf to exit the battlefield and seek cover or concealment. If both the witch and her familiar are riding the broom, her familiar gains cover (and can take a standard action to gain improved cover until the beginning of its next turn, as long as it remains on the broom) and immunity to non-mythic hexes and curse and fear effects. The rider and her familiar also gain the [greater familiar link](#)^{MAAdv} archmage path ability as long as both are mounted on the broom.

A *witch's broom* also enhances a bonded rider's powers of witchcraft. When the bonded rider uses her mythic surge to add to a caster level check when casting a witch spell, or using a spell-completion or spell-trigger item to create a spell effect on the witch spell list, or to make a saving throw against a curse, hex, or spell on the witch spell list, she may roll her surge die twice and take the better result. She also may expend one use of mythic power when casting a witch spell or using a hex to gain the benefits of any one of the following [archmage path abilities](#)^{MAAdv}, affecting only that spell or hex: arcane endurance, competent caster, eldritch breach, mythic hexes, or resilient arcana.

A *witch's broom* is a legendary item with two daily uses of legendary power, and it has the following legendary abilities:

Evasion: As an immediate action, the bonded creature can expend one use of legendary power to gain evasion for a number of rounds equal to her mythic tier. If the rider is at least 3rd tier, she may spend two uses of legendary power to gain improved evasion for a number of rounds equal to her mythic tier. This ability functions only when the creature is riding the *witch's broom*.

Fast Flight: As a standard action, the bonded creature can expend one use of legendary power to increase the broom's speed as if using *mythic fly* for a number of minutes equal to her mythic tier. If the rider



is at least 3rd tier, she may spend two uses of legendary power to gain the benefits of an augmented *mythic fly* instead, using her own mythic tier to determine the effect.

Unyielding: A *witch's broom* has hardness 10 and 30 hit points, and it is immune to attempts to sunder it made by non-mythic creatures. This is a persistent ability.

Construction Requirements	Cost 23,000 gp
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Craft Wondrous Item, Mythic Crafter, creator must be a witch at least 3rd mythic tier, *fly*, *ethereal jaunt*, *ghostly disguise*^{UM}

YOKE OF THE BRAZEN BULL		PRICE 40,000 GP
SLOT neck	CL 13th	WEIGHT 25 lbs.
AURA strong cojuration		

This wooden yoke has polished bronze fittings

burnished with flame to a lovely patina. Once every 7 days, the yoke can be placed on the neck of a horse, mule, bull, or similar quadrupedal animal, causing it to burst into flames as you hold the reins. These flames do not harm the animal but deal 1d6 points of fire damage to all adjacent creatures. After 1 round, the animal transforms into a bronze-scaled *gorgon* with the fire subtype and hooves of flame (dealing 1d6 points of fire damage to any creature struck by its hoof, or 2d6 points of fire damage to creatures it tramples). Its breath weapon deals 8d6 points of fire damage, DC 21 Reflex half) rather than petrifying creatures. A mythic user can expend two uses of mythic power when activating the *yoke of the brazen bull* to grant the bull the *savage* mythic simple template^{MAdv}.

This brazen gorgon is hostile, but you can control its movement with a successful DC 22 Handle Animal check, directing it to trample creatures in its path. You can command it

to attack (including using its breath weapon) as you direct with a successful DC 29 Handle Animal check. A mythic creature adds its mythic rank or tier as a bonus on all Handle Animal checks to control the brazen bull, and when expending a mythic surge to add to such a check may roll the surge die twice and take the better result.

The user must make a Handle Animal check as a swift or move action each round at the beginning of their turn. If the check fails, the brazen bull refuses to move. If the user fails the check by 5 or more (or on a natural 1 in any case), the bull attacks them. Each time it hits the user with an attack, the user must succeed on a DC 21 Fortitude save or lose their grip on the reins, allowing it to roam free and attack as it will. The brazen bull can be controlled again only by successfully grappling it, allowing a creature to seize the reins once more and attempt a new Handle Animal check to control it. A druid or ranger can attempt to calm the brazen bull with wild empathy, allowing a creature to take the reins once again. An Intimidate check can be substituted for a Handle Animal check to control the brazen bull, but the DC is increased by 5.

The brazen bull remains present as long as its reins are held and for 1 minute thereafter, up to a maximum of 1 hour. It can be commanded to return to its normal form with a successful DC 30 Handle Animal check in three consecutive rounds, or by making it helpful with wild empathy. Any damage taken or harmful conditions suffered by the brazen bull are removed when it returns to its true form. The transformation also ends if the brazen bull is killed, which causes the yoke to cease functioning for 1 month.

A creature holding the *yoke of the brazen bull* moves with the bull as it moves, as if mounted and riding it, though the user gains none of the other benefits of being mounted and maintain its own separate space adjacent to the bull. As a standard action, the user can create a heavy brazen plow that furrows the ground behind the bull as it moves. While the plow is present, the brazen bull can attempt a combat maneuver check to trip all creatures it tramples during

its turn, making a check and comparing it to the CMD of each creature in its path. Any creature knocked prone takes 3d6 points of slashing damage from the plow. The newly furrowed ground left in the bull's path is considered difficult terrain for 1 hour for all Medium or smaller creatures.

In addition, if the user plows a 30-foot-square area (requiring three rounds), the user can sow the teeth of a dragon or magical beast with 8 or more Hit Dice in that furrowed ground. One round later, a small army of soldiers crawls forth from the ground and immediately falls upon one another in a savage battle that lasts 1d4 rounds. These soldiers focus entirely on one another and do not leave the furrowed ground, though any creature entering or beginning its turn within the area takes 3d6 points of bludgeoning, piercing, and slashing damage per round. After this brief melee, the slain soldiers and their gear crumble to dust leaving behind a small squad of survivors, identical to the barbarian constructs summoned by a [horn of valhalla](#) (roll randomly each time this ritual is performed to see what level of soldiers are created). These soldiers follow the user's commands for 1 hour or until destroyed. At the GM's option, the soldiers created may be fighters (rather than barbarians) with the [phalanx soldier](#)^{APG} archetype and/or the [Phalanx Formation](#)^{MTT} feat. A mythic user can expend two uses of mythic power when sowing the teeth to grant the warriors the [invincible](#) mythic simple template^{MAdv}.

Construction Requirements	Cost 20,000 gp
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Craft Wondrous Item, Mythic Crafter, *fireball*, *polymorph*, *summon monster VI*

ARTIFACTS

The following unique items of power are suitable as prizes for mythic characters or as the focus of epic adventures.

AEROMANCER'S HEART (MINOR ARTIFACT)

SLOT none	CL 20th	WEIGHT —
AURA strong evocation and transmutation		

The *aeromancer's heart* is a weightless, flawless diamond that imprisons a miniature tornado. It represents the crowning magical achievement of a lost race.

The bearer of the *aeromancer's heart* can cast *control weather* and *control winds* once per day. She can also cast *air walk*, *call lightning*, and *lightning bolt* 3 times per day, and cast [air bubble](#)^{UC} and [gentle breeze](#)^{ACG} at will.

As it stands, some of the magical energy of the *aeromancer's heart* has dissipated over time. If that energy were to be restored, perhaps by journeying to meet with the most accomplished mages in the Plane of Air and bargaining for their assistance, or by performing some other fantastical quest, the *aeromancer's heart* would reveal its true power.

A restored *aeromancer's heart* can make a city fly. Activating this power of the *aeromancer's heart* requires a DC 30 Knowledge (Arcana) or Use Magic Device check. Once activated, the *aeromancer's heart* sends tendrils into the ground that pick up all buildings within one city district block and lift them and 100 feet of ground underneath them into the air (see the kingdom-building rules in *Pathfinder Roleplaying Game Ultimate Campaign* and [Ultimate Rulership](#) from Legendary Games). A flying city has a 30 foot movement speed horizontally, and a 10 foot movement speed vertically. It will hover in place unless directed by a pilot who succeeds at a DC 25 Knowledge (Arcana) or Use Magic Device check to steer it. Failing this check by 5 or more causes the city to move in a random direction.

A flying city gains a +10 bonus on its Defense modifier, and many armies cannot target it. A flying city can target flying creatures with ranged attacks, including from siege weapons. Because it sits atop a thick and solid slab of ground, creatures aboard the flying city cannot target creatures directly below the flying city unless they are clinging to its underside.

The original creators of the *aeromancer's heart* were aware of the devastation a city could cause by landing on top of buildings and creatures on the ground below, so the artifact will only allow a pilot to land the city on flat and empty ground. An *aeromancer's heart* that is currently causing a city to fly cannot be moved from its position.

Destruction

The flying city is destroyed if it is devoured by one of the lords of the Elemental Plane of Earth.

ATLAS ESOTERICA (MINOR ARTIFACT)

SLOT —	CL 17th	WEIGHT 2 lbs.
AURA strong divination		

This loose collection of maps, drawings, writings, and sigils appears to be the well-traveled works of a madman, bound by iron rings. Although many of the pages seem to always contain relevant pieces of maps, some appear random and meaningless; clever adventurers can arrange, fold, or decipher these clues to reveal hidden secrets. While



consulting the *atlas esoterica*, the owner can roll twice and take the highest result on all Knowledge (geography) checks and on Survival checks to avoid getting lost. Once per day, the owner can attempt to solve a clue to learn about an important person, place, or thing (as if using *legend lore*) by making an Intelligence or Wisdom check. If the check result equals 25 or higher, the clues reveal detailed, relevant information about the subject. A check result of 20 or higher reveals valuable, but less specific information. A check result of 15 or higher reveals vague and incomplete information. A check result of 10 or higher doesn't reveal any information. A check result lower than 10 reveals false information. The specifics of the information revealed by the esoteric codex are up to the GM and may be cryptic like that revealed by a divination spell.

Mythic: A mythic character can expend one use of mythic power attempt to solve one additional clue with a +5 mythic bonus to the Intelligence or Wisdom check.

Destruction

The *atlas esoterica* resists attempts to burn, rip, stain, or otherwise ruin it. Learning the secret to destroying the atlas requires using it to make an Intelligence or Wisdom check (DC 25) about itself, which will then reveal the precise steps of how to connect the sigils and fold the pages out of existence.

BOOTS OF CLOUDSTEP (MINOR ARTIFACT)

SLOT feet	CL 16th	WEIGHT 2 lbs.
AURA strong transmutation		

The *boots of cloudstep* allow its wearer to walk on top of natural or magical mist or fog, including fog-like gases such as those created by *acid fog*, *cloudkill*, *incendiary cloud*, or *stinking cloud*. Walking on top of such clouds carries no danger for the wearer but walking through the cloud has its normal effect. Additionally, a character wearing the *boots of cloudstep* may cast *fog cloud* at will as a 16th level caster.

A mythic wyrm sky dragon or older may

bestow the *boots of cloudstep* upon one that has proven themselves to be especially clever and tenacious. There can only one pair of the *boots of cloudstep* in existence at a time, and every sky dragon is aware of its location and owner. Should a sky dragon deem that its current owner has shown excessive lethargy, it may come to reclaim its prize.

Destruction

These boots can only be destroyed if a lawful spellcaster uses the *imprisonment* spell on them. They must also use the heart of the dragon that gifted the boots as an additional spell component for the spell.

CHAKRAM OF WINDFIRE (MINOR ARTIFACT)

SLOT —	CL 20th	WEIGHT 2 lbs.
AURA strong evocation and transmutation		

The *chakram of windfire* is slightly heavier than a normal chakram and is engraved with sweeping fiery designs. Legends say it was presented to a young prince that rose from the dead to avenge his slain friends. The *chakram of windfire* functions as a +5 *flaming burst returning chakram*. When thrown, the chakram creates a strong wind trailing behind it for one round (as *gust of wind*).

A mythic wyrm underworld dragon or older may bestow the *chakram of windfire* upon one that has proven herself to especially desire revenge and bloodletting. There can only one *chakram of windfire* in existence at a time, and every underworld dragon is aware of its location and owner. Should an underworld dragon deem that its current owner has shown excessive mercy, it may come to reclaim its prize.

Destruction

This weapon can only be destroyed by using it to wound the dragon that gifted the weapon in a fight. The wielder must surrender to the dragon when near death (less than 75% hp remaining), and then convince the dragon to spare her life. If the dragon does so, the weapon will burn into cinders and float away on the wind.

CRESCENT BLADE OF THE GREEN DRAGON

(MINOR ARTIFACT)

SLOT —	CL 20th	WEIGHT 40 lbs.
AURA strong transmutation		

The *crescent blade of the green dragon* is abnormally thick compared to a normal glaive making it too cumbersome to be wieldable but by only the strongest. It is massive blade sits in the mouth of a golden dragon motif, and the whole shaft is green with brilliant gold inlays. It is a +5 *defiant glaive*, and its weight allows it to damage foes as if it were one size category larger than its actual size. It can be properly wielded by characters with a Strength of 20 or higher—all other characters take a -4 penalty on attack rolls with the weapon.

The *crescent blade of the green dragon* provides its wielder with cold resistance 5 and a +4 bonus on combat maneuver checks to sunder.

A mythic wyrm forest dragon or older may bestow the *crescent blade of the green dragon* upon one that has proven themselves to be especially strong of body and purpose. There can only one *crescent blade of the green dragon* in existence at a time, and every forest dragon is aware of its location and owner. Should a forest dragon deem that its current owner has shown excessive weakness, it may come to reclaim its prize.

Destruction

This weapon can only be destroyed by using it during a snowstorm to slay the dragon that gifted it. Upon striking the final blow, this weapon will turn to frost and shatter.

DEVA WINGS

(MINOR ARTIFACT)

SLOT —	CL 20th	WEIGHT 3 lbs.
AURA strong transmutation		

Sometimes, when an angel is slain by the forces of evil, his wings fall from his back

and preserve the angel's essence and purity. In these rare occasions, *deva wings* remain forever unspoiled, protected by a permanent gentle repose spell. The tragedy of such a heinous murder is palpable: anyone touching the wings for the first time is overcome with sadness and must make a DC 20 Will save or suffer a -2 penalty on skill checks, attack rolls, weapon damage rolls, and all saving throws for the next hour.

A good-aligned creature can don the *deva wings* as a standard action by placing the artifact on its back and making a prayer dedicated to the slain angel. The wings then attach themselves to the creature and remain affixed for as long as the wearer desires. Taking the wings off is a full-round action.

Donning the *deva wings* grants its wearer an insight on the deceased angel's identity and circumstance of death, as per the spell *blood biography*^{APG}. Additionally, the wearer gains a fly speed of 50 ft. (good maneuverability) and the angel subtype (in addition to any other subtypes she may already have). Once per day, as a standard action, the wearer can issue a call for help across the planes; at the wearer's choice, this cry can take the form of a sending spell or a summon spell-like ability (level 4, 1 *movanic deva*^{B2} 35%).

Deva wings bestow two negative levels on any nongood creature bearing it, which cannot be removed or overcome while carrying the artifact. A non-good creature attempting to don the wings automatically fails and takes 10d6 points of fire damage; this fire is of divine nature and ignores fire resistance and fire immunity.

Destruction

Destroying a pair of *deva wings* requires plucking their feathers one by one using tweezers made from the bones of a dead angel. The plucked feathers must then be doused in potent poison (DC 26 or greater) and fed to the demonic larvae of the netherworld.

DIMENSIONAL BOMB (MAJOR ARTIFACT)

SLOT —	CL 20th	WEIGHT 5 lbs.
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AURA overwhelming conjuration and transmutation

Centuries ago, when the Goddess of Valor and Honor transcended her mortal existence to join the divine pantheon, her ascendance was met with distinct reactions of their new peers. Though many welcomed her with open arms, there were those who challenged her place among them; furthermore, some of the villainous gods, who already nurtured animosity for her noble deeds as a mortal, instantly became outright enemies. To make allies and learn how to navigate this new existence, the goddess reached out to potential friends; such humility was well appreciated, and most benevolent gods offered the Goddess not only thoughtful advices, but also tokens of friendship—or so the story goes.

What is certain beyond doubt is that the *dimensional bomb* was one such token, commissioned by the God of Dwarves and Artificers to his clergy and followers. For months, the dwarves toiled to create a gift worthy of the Goddess, one that would make their own god proud of his children.

Countless projects fell by the wayside, deemed insufficient, until a wise cabal of dwarf wizards stepped forward to offer their design. The result was a powerful weapon meant to aid the new Goddess in her holy war against evil; upon its presentation, the God of Dwarves was so pleased that he infused the artifact with an infinitesimal ounce of his own power. Thus was the dimensional bomb created, and given to the church of the Goddess of Valor and Honor.

The *dimensional bomb* is a one-use device that can be detonated on any plane of existence as a full-round action. The detonation of the bomb changes the whole planar traits of the current plane to strongly law-aligned and strongly good-aligned for 1 minute. Every chaotic evil creature on the plane takes 1 point of force [good] damage per HD and must make a DC 15 Will save or become shaken for 1 minute. Chaotic evil creatures caught within 30 feet of the detonation are stunned for 1 round (or staggered, on a successful DC 25 Fortitude save). A mythic creature that sets off the *dimensional bomb* can expend 3 uses of mythic power to double the radius and duration of these effects.

For the next hour, while the plane reverts back to its original state, chaotic evil creatures are treated as outsiders non-native to that plane; they cannot willingly leave or enter that plane, except if banished by a good-aligned being. In that case, the banished creature appears randomly in another plane.

Destruction

To render a *dimensional bomb* null, it is necessary to disassemble it with a successful DC 50 Disable Device check (treat as if it were a trap) using masterwork thieves' tools made of pure gold. Failure to disarm it results in the bomb's detonation; even on a successful roll, there is still a 5% chance that the artifact goes off accidentally.



ELDER TALISMAN (MINOR ARTIFACT)

SLOT —	CL 18th	WEIGHT 10 lbs.
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AURA strong abjuration

This rough-hewn stone in the form of a seven-pointed star at first appears a weathered relic of ancient times, but a close inspection reveals spidery whorls and trceries of pictographic runes that bend the mind and yet all lead back into the heart of the star. A creature carrying an *elder talisman* gains spell resistance of 30 and the effect of a double-strength *protection from evil*, though these protections apply only against creatures or effects with the mythos descriptor (regardless of alignment).

If the elder talisman is held in both hands, the bearer may *detect mythos* at will as a standard action, and may also trigger each of the following powers once per day: *dispel mythos*, *magic circle against mythos*, or *shield of mythos*. These spells function as *detect evil*, *dispel evil*, *magic circle against evil*, and *shield of law*, but they function against mythos creatures and spells (regardless of alignment).

Inimical to mythos creatures, an *elder talisman* enhances *binding*, *dimensional anchor*, *dimensional lock*, *forbiddance*, and any spell that would force them to return to their home plane (e.g., *banishment*, *dismissal*, *holy word*), increasing the save DC against such effects by +2 and caster level checks to overcome SR by +4.

Finally, an *elder talisman* is impervious to damage from any mythos spell or creature, whether from physical or magical attacks. Any non-damaging spell or effect used by a mythos creature to suppress or circumvent the power of an elder talisman has no effect on it or any magical effect it produces, even spells such as *antimagic field*, *mage's disjunction*, and *wish*. An *elder talisman* can be used as the focus for a permanent magical effect such as *forbiddance* or *hallow*; if this is done, that spell becomes impervious to dispelling or suppression by mythos spells or creatures. In addition, that spell's effects (or



those of a companion spell tied to *hallow*) are doubled (if a static bonus) or empowered (if a variable numeric effect). It may serve as the focus for only one spell at a time; if physically removed from the spell's area of effect, its enhancement to that spell is ended.

Destruction

An *elder talisman* can be destroyed by a *rod of cancellation* that is held simultaneously by creatures with overwhelming auras (as described under *detect evil* in the *Pathfinder Roleplaying Core Rulebook*) of law, chaos, evil, and good, or if struck by weapons or spells with the chaotic, evil, good, and lawful descriptors for at least 50 points of damage of each type within a single round.

FRACTURED PHYLACTERY (MINOR ARTIFACT)

SLOT none	CL 20th	WEIGHT 5 lbs.
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AURA strong necromancy (evil)

When a lich descends into torpor, progressing from a full lich to an atrophied lich to a demilich, its phylactery slowly falls apart over time. Occasionally, the phylactery of an atrophied lich remains even after its master is destroyed. Such phylacteries become artifacts, powered by the renewed tenacity

of their masters to cling to existence, and grant some aspects of a lich's power to a new master.

The bearer of the phylactery reacts to positive and negative energy as if it were undead, healing from negative energy and taking damage from positive energy. If the bearer is an undead, he gains channel resistance +4. The bearer also gains resistance 10 to both cold and electricity. Additionally, he casts all of his necromancy spells at +1 caster level.

The bearer can slow his opponent's movements with a touch. If he succeeds at a melee touch attack with a free hand, he can affect his target as per the *slow* spell (DC 14). He can use this ability at will. The bearer can also cast *enervation* 3/day.

Legends tell that repeated use of a fractured phylactery can cause it to repair over time, granting even further powers to its bearer, and eventually causing the lich itself to return. More than one foolish adventurer has been slain by a fully restored lich who will stop at nothing to reclaim its most prized possession.

Destruction

A fractured phylactery is destroyed if it is cast into the Positive Energy Plane.

FUNERARY PYRAMID (MINOR ARTIFACT)

SLOT none	CL 15th	WEIGHT 15 lbs.
AURA strong necromancy		

This red clay is sometimes formed as a ziggurat or step pyramid and sometimes smooth-sided and clad in polished limestone and capped with gold. Whatever its form, it can be attuned to a specific site, typically a temple or crypt, and meditated over for 8 hours while funerary prayers are recited from the books of the dead. Once this ritual is completed, a creature with the power to channel negative energy can use the *funerary pyramid* to *control undead* (as per the spell) with the following limitations. In order to *control undead*, the user must

be touching the *funerary pyramid* and the targeted undead must have been created within the attuned site. There is no limit to the number of undead the wielder can control while using this Item, Mythic Crafter, though each target is allowed a DC 23 Will save to resist a command. If the command involves a dangerous action or activity, undead that are not mindless can attempt a new save each round at the end of their turn to break free of the *funerary pyramid's* control. An undead created within the attuned site never attacks the a creature touching the *funerary pyramid*, and this protection persists for 15 minutes after the creature releases the *funerary pyramid*, though this protection is ended if the creature attacks any undead. The wearer must issue any commands in a language spoken by the undead. In the case of mindless undead, this language can be one the creature understood while alive.

A *funerary pyramid* is deeply invested with negative energy, radiating a permanent *desecrate* effect and being treated as a permanent shrine or altar. This *desecrate* effect cannot be countered or dispelled by *consecrate* without first casting *dispel evil* and making a successful DC 26 caster level check, which suppresses the *desecrate* effect for 1 round per level of the caster. A *consecrate* spell cast during this time suppresses the *funerary pyramid's desecrate* effect for as long as the *consecrate* spell persists.

The *funerary pyramid* absorbs area effects that use positive energy, negating such effects completely, as well as ranged positive energy effects that target creatures within 20 feet. It cannot absorb positive energy effects that are delivered by touch, unless those effects are used to touch it directly. The *funerary pyramid* can absorb up to 200 hit points of positive energy per day, and each effect that it absorbs adds to this total. Effects that affect multiple creatures or an area, such as *mass cure light wounds* or channel energy, apply the amount of their positive energy only once to the *funerary pyramid*, as though it were a single creature affected by it; positive energy from a single effect is not cumulative even if it absorbs that energy from multiple creatures. Once the

cone has absorbed 200 hit points of positive energy, any positive energy above this total functions normally and its *desecrate* effect is weakened, as though it were no longer a permanent altar or shrine to evil until the next day, when its absorbed positive energy dissipates and its powers return.

Destruction

If a *funerary pyramid* has absorbed 200 points of positive energy damage and its *desecrate* effect is suppressed, as described above, it can be destroyed by forcing it to absorb 100 additional hit points of positive energy, at which point it explodes in a 10-ft radius burst dealing 20d6 points of damage (DC 23 Reflex half), half of which is piercing damage and the other half sonic damage.

GOLDEN FLEECE (MINOR ARTIFACT)

SLOT none	CL 13th	WEIGHT 10lbs.
AURA strong conjuration		

The *golden fleece* was taken from a glorious celestial ram and has incredible healing powers. The fleece constantly sheds *light*, and if exposed to bright light for at least 1 minute it catches and returns that radiance as *daylight* for an equal amount of time to the duration it spent in bright light. If placed upon a wounded creature for 1 minute, the creature gains the benefit of *heal* and *greater restoration*. A creature affected by an enchantment, curse, or petrification may instead be affected as *break enchantment* and *heal*. It also has the power to raise the dead if placed over a corpse for 8 hours, bringing the target back to life as *resurrection*, though the target cannot have been dead for longer than three days.

A mythic creature using the *golden fleece* can expend one or more uses of mythic power to enhance its effects to the mythic versions of these spells, treating its mythic rank or tier as its mythic rank for the purpose of qualifying for augmented mythic versions. A mythic creature also can expend one use of mythic power while holding the *golden fleece* to cause it to glow as *daylight* for 1 hour per

mythic rank or tier even if it was not exposed to bright light.

The *golden fleece* cannot be used more than once per day, and no creature can benefit from its healing powers more than three times. Any further use of the *golden fleece* has no effect on that creature. Each time the *golden fleece* is used, there is a 10% chance that it dissolves into golden light, reappearing 1d100 weeks later in a random location at least 1,000 miles away.

Destruction

The *golden fleece* has the power to revive a dead god, no matter how long it has been dead, but after doing so it fades away to nothingness, its powers forever expended.

LUCKY MALLET (MINOR ARTIFACT)

SLOT none	CL 20th	WEIGHT 4lbs.
AURA strong evocation		

This unassuming +1 *light mace* is crafted entirely from wood and is inscribed with the holy (or unholy) symbol of a specific deity that grants the Luck domain. Each such deity has created a single *lucky mallet*, and it travels around the world, bringing fortune to those that find it. Three times per day, the wielder of a *lucky mallet* can request a *miracle* from this deity, functioning as the spell, either by striking the ground or an object as a standard action or by striking a creature as swift action that is made as part of an attack action. The wielder cannot make any requests that requires powdered diamond as a material component with this *miracle*. If the *miracle* is requested as part of an attack, the attack must successfully hit the target and all effects produced by the *miracle* only target that creature. Each time that a *lucky mallet* is used to evoke a *miracle*, there is a 25% chance per *miracle* used during that day that the *lucky mallet* will vanish in the middle of the night, similar to a *deck of many things* when all of the *deck's* cards are drawn.

Destruction

If a *lucky mallet* is cursed with a *major curse* by 8 priests of different deities (or different alignments), it shatters the next time its *miracle* power is called upon and the wielder is affected by a *major curse* (caster level 20th).

MIDNIGHT BEACON (MAJOR ARTIFACT)

SLOT none	CL 20th	WEIGHT 20 lbs.
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AURA strong evocation and necromancy

Int 10, Wis 12, Cha 20, Ego 23, AL: NE. A *midnight beacon* possesses darkvision and ordinary senses with a range of 60 feet and can speak Common. It can possess 10 ranks of Intimidate and can cast *detect undead* 3/day and *desecrate* and *animate dead* 1/day each. The beacon has the special purpose of defending and protecting the undead, and it grants continuous *death ward* to its wielder as long as it is working to further that goal. The *midnight beacon* can cast *death ward* at will on an adjacent evil creature as a standard action. It can use this ability as often as desired; however, this effect persists only as long as that creature remains within 20 feet of the *midnight beacon*. A *midnight beacon* can dismiss any or all *death ward* effects it has created as a standard action. Its legendary surges can modify Intelligence, Wisdom, and Charisma-based skill checks, and it has the adroit (Intimidate), eternal bond, everlasting, intelligent, powerful, and unyielding legendary abilities.

This black iron lantern is 2 feet tall and a foot in diameter, with a skull-shaped hinged shutter inset with eyes of onyx. When the shutter is opened, the *midnight beacon* radiates *darkness* (as the spell) in a 20-foot cone-shaped spread. A creature wielding the *midnight beacon* can see through any darkness the lantern creates.

In the hands of a mythic wielder, a *midnight beacon* can create a 20-foot cone of *deeper darkness* rather than *darkness*, and if the wielder expends one use of mythic power this darkness fills a 60-foot-radius spread or a 120-foot cone for a number of rounds equal to the wielder's mythic tier.

In the hands of an evil mythic wielder, a *midnight beacon* also reveals its greatest power. The wielder may expend one use of mythic power to emit a pulse of necromantic power that calls all undead within 300 feet toward it. Mindless non-mythic undead automatically heed the summons; mythic or intelligent undead can attempt a DC 14 Will save to resist. Undead successfully called by the *midnight beacon* move at their maximum speed toward the beacon for a number of rounds equal to the wielder's mythic tier, as if compelled by a *suggestion*. Once the undead come within 30 feet of the *midnight beacon*, the wielder can expend one use of mythic power to command the undead as if she possessed the [Command Undead](#) feat, treating the wielder's Hit Dice as her cleric level. The wielder can expend two uses of mythic power to instead duplicate the effect of the [Mythic Command Undead](#) feat, as described in *Pathfinder Roleplaying Game Mythic Adventures*. Undead called to the *midnight beacon* but not controlled typically attack any living creatures they encounter. If the wielder already possesses these feats, the caster level of the *midnight beacon* stacks with her own level and her mythic tier to determine how many Hit Dice of undead she can command at a time. Likewise, if the wielder casts *animate dead*, the *midnight beacon's* caster level stacks with her own and her mythic tier to determine her effective caster level for the purpose of how many Hit Dice of skeletons and zombies she can control.

Destruction

The *midnight beacon* can be destroyed only when 1,001 sentient undead willingly destroy themselves and give up their unlife in the beacon's presence.

PEARL OF ABUNDANCE (MAJOR ARTIFACT)

SLOT —	CL 20th	WEIGHT ½ lb.
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AURA strong transmutation

The *pearl of abundance* appears as an overly large opalescent pearl. When fully submerged in the contents of a container (such as water in a water skin, gold coins

in a coin purse, arrows in a quiver, etc) the contents surrounding the *pearl of abundance* are instantly replaced when removed. As long as the pearl remains covered on all sides, the container may be scooped from, poured out, or drawn from without ever becoming empty. The pearl cannot replicate magic or magic items, so a *pearl of abundance* submerged in a potion creates only nonmagical fluid and a *pearl of abundance* placed in a quiver only creates nonmagical, mundane arrows.

Inorganic objects copied by a *pearl of abundance* (such as swords, coins, or other such items) appear identical to their original counterparts but are of poor quality. Items created have the broken condition and cannot be repaired. Additionally while they may appear to be made of precious materials such as gold or adamantite, they are masterfully crafted frauds made of common materials like iron, tin, and lead. A successful DC 20 appraise check can identify the true nature of such objects.

A mythic wyrm sovereign dragon or older may bestow the *pearl of abundance* upon one that has proven themselves to be especially selfless and honorable. There can only one *pearl of abundance* in existence at a time, and every sovereign dragon is aware of its location and owner. Should a sovereign dragon deem that its current owner has shown excessive greed, it may come to reclaim its prize.

Destruction

This pearl can only be destroyed by enclosing it completely in a perfect vacuum for one year. With nothing around to replace, it begins replacing itself with nothingness until nothing is all that is left. Should the pearl come in contact with anything whatsoever before it is fully consumed, it will immediately reform to its original state.

PIRATE QUEEN'S PEARL (MINOR ARTIFACT)

SLOT —	CL 20th	WEIGHT 5 lbs.
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AURA strong divination (and varied)

Formed from shimmering pearl, this 1-foot tall statuette has the smooth stylized form

of a female human (or possibly half-elven) pirate. The *Pirate Queen's pearl* functions as a holy symbol of the Goddess of Piracy, usable for spells and class features requiring a divine focus. If the possessor's patron deity is the Goddess of Piracy, then her caster level counts as 1 higher when determining the duration of her divine spells and she adds +1 to the Difficulty Class for saving throws against all divine spells she casts.

Once per day the statue's holder can ask whether taking a particular ship by force is worth the effort. If the holder and her crew could defeat the ship, and it is a valuable enough prize to be worth the risk, the statue glows a bright white for several seconds. If the ship meets neither of these criteria, then the pearl turns black as pitch for the same length of time, and if the ship only meets one of the criteria then the pearl does nothing. Treat this as a *divination* spell with a 90% chance of success, but if the *divination* percentage roll fails then the pearl does nothing, and the holder doesn't know whether this was because the percentage roll failed or because one of the conditions of the question wasn't met.

If the pearl's possessor attempts to orbit an ioun stone around the statue's head, the stone spirals inward and sinks into the *Pirate Queen's pearl*. Only an unflawed ioun stone is absorbed, a damaged, imperfect, or inferior stone's trajectory becomes erratic and it quickly drops from orbit. The statuette takes on a color tone reminiscent of the color of the absorbed stone, blending with any other colors already present. The *Pirate Queen's pearl* can absorb up to six stones in this manner. Anyone with the statuette on her person gains the benefits of all these ioun stones. The pearl also augments these ioun stones granting the bearer a supplementary power for each stone. See the table below for a list of known supplementary powers.

The pearl's possessor can remove an absorbed ioun stone as a standard action by holding the statuette and touching it to her forehead or equivalent body part. The absorbed stone comes out of the pearl and takes up orbit around the possessor. The *Pirate Queen's pearl* currently has a dark blue rhomboid and an iridescent spindle inside, giving it a glittering sheen and a cerulean tinge.

Known Supplementary Powers

Name	Effect
Clear Spindle	Lessens the need for sleep like a ring of sustenance. The pearl must remain in the owner's possession for 24 hours before this ability begins to function.
Dusty Rose Prism	Increases the insight bonus to Armor Class provided by the <i>dusty rose ioun stone</i> by a additional +1 against attacks of opportunity and attack rolls to confirm critical hits.
Deep Red Sphere	Grants a +1 insight bonus to two Dexterity-based skills, usually Acrobatics and Stealth.
Incandescet Blue Sphere	Grants a +1 insight bonus to two Wisdom-based skills, usually Perception and Profession (sailor) checks.
Pale Blue Rhomboid	Grants a +1 insight bous to two Strength-based skills, usually Climb ad Swim checks.
Pink Rhomboid	Grants a +2 insight bonus on checks and saves affected by the Endurace feat.
Pink and Green Sphere	Grants a +1 insight bonus to two Charisma-based skills, usually Bluff and Intimidate.
Scarlet and Blue Sphere	Grants a +1 insight bpus to tow Intelligence-baed skills, usually Appraise and Knowledge (geography).
Dark Blue Rhomboid	Grants a +1 insight bous to Perception and Sense Motive checks.
Iridescent Spindle	Protects against underwater pressure damage.
Pale Green	Regenerates limbs, organs, or body parts, even if these were lost while the <i>pale gree ioun stone</i> wasn't being used. Each limb, organ, or body part takes 1 week to regrow ad the pearl must remain in the rejuvenatig creature's possession durig this time.

Destruction

The *Pirate Queen's pearl* is destroyed if a pirate captain who, of her own free will, truly renounces her piratical ways, surrenders her ship and crew, and gives the pearl to a lawful authority opposed to piracy. The pearl cracks apart when this occurs, releasing any absorbed ioun stones.

SACRED SCROLL OF LANGUAGE (MINOR ARTIFACT)

SLOT —	CL 16th	WEIGHT 10 lbs.
AURA strong divination		

The *sacred scroll of language* is as large as a backpack and made of ancient papyrus. Rolled and capped with lustrous white jade, it is bound by fine leather. A character may consult the scroll once per day to gain the benefits of

tongues and a +8 bonus to diplomacy checks for 8 hours. Once per week, a character can meditate over the scroll to gain insight over a future social meeting as if the character had cast *divination*.

A mythic wyrm sea dragon or older may bestow the *sacred scroll of language* upon one that has proven themself to be especially full of wisdom and courtesy. There can only one *sacred scroll of language* in existence at a time, and every sea dragon is aware of its location and owner. Should a sea dragon deem that its current owner has shown excessive arrogance, it may come to reclaim its prize.

Destruction

This scroll can only be destroyed by tricking the dragon that gifted it to devour it. The scroll will not be destroyed should the dragon willingly choose to devour it.

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