

# Mythic Mastery

## Items of Chance



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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# Credits

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## Introduction

This book contains a collection of wondrous items whose nature and abilities are patterned off of and inspired by various games of chance, including carnival games, three-card-monte, dice games, and more. While each of these items can be used by any character, they each have special features and abilities that can only be unlocked by mythic characters, as well.

## New Magic Items

The following magic items are presented in alphabetical order.

### CARNIVAL BALL OF POWER

**Aura** faint evocation; **CL** 5<sup>th</sup>

**Slot** none; **Price** 500 gp for one, or 1,200 gp for three; **Weight** 3 lbs.

**Construction Requirements** Craft Wondrous Item, Mythic Crafter, *telekinesis*; **Cost** 250 gp each.

This wooden ball has been painted bright red, with a yellow band encircling it, and red stars painted on the band. It is surprisingly heavy, but fits comfortably in the palm of the hand. A *carnival ball of power* can be thrown as a ranged touch attack. It has a range increment of 5 feet, and a maximum range of 100 feet. If the attack hits, the attacker can make a special bull rush combat maneuver against the target (1d20 + base attack bonus + the higher of the attacker's Strength or Dexterity + any special modifiers that apply specifically to bull rush attempts, such as that from Improved Bull Rush). If the attacker has a mythic rank or mythic tier, that is added to the combat maneuver check, as well. This bull rush attempt never provokes attacks of opportunity, although the attacker cannot choose to move with the target. If the target is pushed at least 10 feet, he falls prone, as well. A creature knocked prone in this way suffers 5d6 points of bludgeoning damage.

A *carnival ball of power* is destroyed if it successfully hits a creature, whether the bull rush attempt is successful or not. If the *carnival ball of power* misses the target, it can be recovered and thrown again.

### COIN OF FICKLE FATES

**Aura** faint evocation; **CL** 5<sup>th</sup>

**Slot** —; **Price** 2,000 gp; **Weight** —

**Construction Requirements** Craft Wondrous Item, Mythic Crafter, *bane*, *bless*; **Cost** 1,000 gp.

This unusual coin appears to be made of two separate metals, with a different metal on each face. One side, made of platinum, depicts the face of a man with a beaming smile and dressed in fine clothing, while the other side, made of lead, depicts the wailing face of a distraught man, dressed in tattered rags. Whenever the coin is flipped, it always lands flawlessly in the outstretched hand of the one who flipped it, unless its path is interfered with.

Besides the obvious uses for a coin with heads on both sides that always lands in one's hand, the coin can also be used to invoke the power of luck on the user's next action. As a swift action, the coin's wielder can toss it and catch it. If he does, roll a d6. If the result of the die roll is even, the user gains a +4 luck bonus on the next d20 roll he makes before the end of his turn. If the result of the die roll is odd, the user suffers a -4 penalty on the next d20 roll he makes before the end of his turn, instead.

A mythic character with this coin can choose to use it as a free action whenever he surges. If he does, then instead of the normal +4/-4 adjustment, if the result of the die roll is even, he rolls twice the normal amount of surge dice, and if the result of the die roll is odd, he does not gain a bonus for surging at all.

### FEZ OF DECEPTIVE CONCEALMENT

**Aura** moderate illusion; **CL** 9<sup>th</sup>

**Slot** head; **Price** 20,000; **Weight** 2 lbs.

**Construction Requirements** Craft Wondrous Item, Mythic Crafter, *mirror image*; **Cost** 10,000 gp.

This red felt hat is shaped like a truncated cone, and is topped with a single white ball of cloth. Three times per day, as a standard action, the hat's wearer can create two illusory duplicates of himself, which function very similarly to *mirror image*, with a few exceptions. The wearer can then immediately intermingle with the images, deciding (secretly) whether he is on the left, right, or in the middle. Each time a creature attacks the wearer or targets him with a spell, the attacker must choose whether to attack the target in the left, right, or middle position. Choosing the wrong position causes the attack to automatically fail.

When this ability is activated, each creature that can see the user can make a Perception check (DC 10 + the wearer's Hit Dice + the higher of the wearer's Dexterity or Charisma modifiers). A success on this check allows the observer to identify which position the wearer is in, and that the other two positions are occupied by images. Unlike a *mirror image* spell, the images are not destroyed upon being hit, and anyone who hits one automatically knows that they struck an image, and not a creature. This means that over time, an attacker can narrow down which location the wearer is in.

As a swift action, the wearer can intermingle with his images again, allowing him to choose a new location (left, right, or center). Each time he does so, the images refresh themselves, taking on any injuries or other distinguishing visual features of the wearer. However, this also allows each observer a new chance to make a Perception check (same DC) to be able to determine the wearer's location.

Once activated, the effect lasts for 1 minute. Although the effect can normally only be used three times per day, a mythic character can expend a use of mythic power to activate it additional times per day beyond that. Further, whenever a mythic character activates the item, he can choose to expend three uses of mythic power. If he does, four images are created, instead of two (in this case, the positions he can occupy are far left, mid-left, middle, mid-right, and right).

## GASPAR'S WONDROUS DICE

**Aura** none, see text; **CL** 13<sup>th</sup>

**Slot** —; **Price** 16,000 gp; **Weight** —

**Construction Requirements** Craft Wondrous Item, Mythic Crafter, *darkvision*, *deeper darkness*, *discern lies*, *fireball*, *forcecage*, *magic aura*, *magic weapon*, *summon monster I*; **Cost** 8,000 gp

This pair of large, red, six-sided dice are slightly translucent, as though made of colored glass. The dice do not have a magic aura, making it difficult to identify their magical properties, although a successful Spellcraft check (DC 25) in conjunction with *detect magic*, or a similar ability, allows the dice's magical nature to be perceived. Three times per day, when they are rolled, the user can call out a specific die result, from among the list below. If he does, the dice automatically land on that result, and produce the effect listed for that result.

For effects where the location of the dice matters, treat this as a splash weapon, with attack rolls made against AC 5 in order to land the dice in the desired square. The dice have a range increment of 5 feet.

The specific results that can be called in this way are as follows:

**Snake Eyes:** The user gains *darkvision* 60 ft., and is affected as though by *discern lies*. He does not need to concentrate to maintain the *discern lies* effect, and can resume using it after ceasing concentration, but must concentrate on it each round that he intends to use it. These benefits last for 10 minutes. Finally, once during this period, he can call upon this ability to see through objects, as the *ring of x-ray vision*, for up to 5 consecutive rounds, during which time he must concentrate to maintain the effect.

**Hard Four:** An ettin is summoned in the square that the dice are in, or in the nearest unoccupied space, if that square is occupied. The ettin serves the person who rolled the dice faithfully, as though summoned by *summon monster I*, for one minute, before returning whence it came.

**Hard Six:** Each of the dice transforms into a single one-handed or light melee weapon of the user's choice. Both of these weapons have a +1 enhancement bonus to attack and damage rolls. The transformation lasts for 10 minutes, after which the weapons revert to being dice. While in weapon form, the normal abilities of the dice cannot be activated.

**Hard Eight:** A cube of force appears around the square that the dice land in. This functions as the windowless cell version of the *forcecage* spell, except that the cage's area is a single 5-ft. square. A successful Reflex save (DC 16) allows any creature within that square to escape before the cage fully comes into being. The cage lasts for one minute.

**Hard Ten:** A fiery explosion erupts from the dice. The dice themselves are unharmed, but the blast inflicts 5d6 points of fire damage to everything within 20 feet. A successful Reflex save (DC 18) halves this damage.

**Midnight:** The area within 20 feet of the dice becomes shrouded in darkness. This functions as a *deeper darkness* spell, except that instead of reducing the light

level by 2 steps, it automatically reduces the light level to supernatural darkness. This effect lasts for one minute.

If the dice are rolled by a mythic character, that character can expend a single use of mythic power in order to have the dice create any two of the effects listed above, instead.

## GASPAR'S TABLE OF SUMMONING SELECTION

**Aura** strong transmutation; **CL** 17<sup>th</sup>

**Slot** —; **Price** 30,000 gp; **Weight** 10 lbs.

**Construction Requirements** Craft Wondrous Item, Mythic Crafter, *summon monster IX*; **Cost** 15,000 gp.

Most of the time, this strange item resembles a small wooden cube, two inches to a side, with a small metal dome emerging from the middle of one side. The dome is in fact a sphere, which sits in a recess in the item, and is about 1 inch in diameter. Once per day, as a move action, the sphere can be removed from the box, which then immediately begins to expand and unfold, until it takes the form of a table, 5 feet to a side and 4 feet high. The surface of the table is covered in small circular indentations, about 2 inches in diameter and 1 inch deep. At the bottom of each of these indentations is a hand-drawn image of an exotic creature.

While the item is in this state, anyone can toss the metal ball into one of the holes on top of the table. This must be done from a range of at least 5 feet, or it has no effect. The ball grows painfully warm when brought within 5 feet of the table, as a reminder of this fact. Throwing the ball into one of the holes requires a ranged attack (a standard action, or it can be done as part of a full-attack action). Treat the ball as a dart for the purposes of any weapon proficiencies or bonuses that the thrower might possess, but it has a range increment of 5 feet. If the result of the attack roll is 15 or lower, the ball fails to land in any of the holes, and rolls off the table, traveling 1d4 x 5 feet in a random direction. Otherwise, the ball lands in a random hole, and a creature corresponding to the one depicted in that hole appears, as though it had been summoned by *summon monster I*. In order to determine exactly what creature is summoned, roll a d% and consult the table on the following page. For every 10 points by which the ranged attack's result exceeded 15, you may roll an additional time, and take the best result.

As soon as the creature is summoned, the table folds back up into its original state, with the ball sticking halfway out of it. Although the table can normally only be used once per day, a mythic character can expend a use of mythic power to remove the ball an additional time (he can do this any number of times per day, provided he has the mythic power to do so). Additionally, a mythic character rolls one additional time when determining which creature is summoned, and takes the best result (this gives the character 2 rolls if the attack roll was 24 or less, 3 rolls if it was 25 – 34, 4 rolls if it was 35 – 44, and so on).



**Table: Summoning Selection**

d%	Result
01	Baboon <sup>B2</sup>
02	Crawling hand <sup>B2</sup>
03	Eagle
04	Formian worker <sup>B4</sup>
05	Haniver <sup>B4</sup>
06	Maggot, giant <sup>B2</sup>
07	Pony
08	Snake, viper
09	Stirge
10	Snapping turtle <sup>B2</sup>
11	Zombie, medium
12	Atomie <sup>B3</sup>
13	Bee, giant <sup>B2</sup>
14	Carbuncle <sup>B3</sup>
15	Darkmantle
16	Elemental* (small)
17	Frog, giant
18	Ghoul
19	Jack-o'-lantern <sup>B4</sup>
20	Ram <sup>B2</sup>
21	Spider, giant
22	Wolf
23	Archon, lantern
24	Aurochs
25	Boar
26	Cave fisher
27	Choker
28	Crocodile
29	Demon, dretch
30	Div, doru <sup>B3</sup>
31	Imp
32	Rakshasa, raktavarna <sup>B3</sup>
33	Tatzlwurm <sup>B3</sup>
34	Ankheg
35	Caryatid column <sup>B3</sup>
36	Chupacabra <sup>B2</sup>
37	Elemental* (medium)
38	Unicorn
39	Barghest
40	Flail snail <sup>B3</sup>
41	Gargoyle
42	Harpy
43	Minotaur
44	Owlbear
45	Achaierai <sup>B2</sup>
46	Basilisk
47	Elemental* (large)
48	Manticore
49	Troll
50	Demon, babau

51	Djinni
52	Girallon
53	Salamander
54	Tendriculos <sup>B2</sup>
55	Wyvern
56	Chimera
57	Demon, succubus
58	Dragonne <sup>B3</sup>
59	Elemental* (huge)
60	Remorhaz
61	Devil, erinyes
62	Dinosaur, triceratops
63	Efreeti
64	Lammasu <sup>B3</sup>
65	Ogre mage
66	Treant
67	Demon, vrock
68	Devil, bone
69	Dinosaur, tyrannosaurus
70	Elemental* (greater)
71	Hag, night
72	Angel, movanic deva <sup>B2</sup>
73	Bebilith
74	Couatl
75	Giant, fire
76	Rakshasa
77	Snake, giant anaconda <sup>B2</sup>
78	Demon, hezrou
79	Devil, barbed
80	Devourer
81	Elemental* (elder)
82	Thunderbird <sup>B2</sup>
83	Athach <sup>B2</sup>
84	Catoblepas <sup>B2</sup>
85	Frost worm <sup>B2</sup>
86	Jorogumo <sup>B3</sup>
87	Roper
88	Valkyrie <sup>B3</sup>
89	Charybdis <sup>B2</sup>
90	Demon, glabrezu
91	Devil, ice
92	Froghemoth
93	Giant, storm
94	Demilich <sup>B3</sup>
95	Dragon, black (old)
96	Dragon, red (adult)
97	Dragon, sovereign (young adult) <sup>B3</sup>
98	Vemerak <sup>B2</sup>
99	Xanthos <sup>B4</sup>
100	Roll 1d3 more times, all results are summoned

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# Mythic Items of Chance and Skill!

Who doesn't love a little gambling? That high-stakes thrill where everything is on the line and you have to trust to luck to get you through. This book contains 5 new wondrous items, all of which are based on games of chance. *Gaspar's table of summoning selection* brings carnival cup-in-the-ball games to life, but instead of winning a goldfish, you could win anything from a baboon to an adult red dragon, to fight for you for a brief time. Meanwhile, the *fez of deceptive concealment* allows you to turn the prospect of attacking you into a shell game, as opponents are forced to guess which of the three versions of you that they can see is the real one. Or, try a roll on *Gaspar's wondrous dice*, a pair of d6 that produce a variety of sensational results depending on what result is rolled.

The *Mythic Mastery* series of products builds and expands on the rules for mythic characters introduced in *Mythic Adventures*. Each *Mythic Mastery* provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in *Mythic Mastery* products requires the use of mythic characters and a mythic adventure, others, such as those focused on exploring mythic monsters, can be used in games of every sort.