Mythic Mastery Mythic Items of the Nile

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Introduction

The mythology of ancient Egypt is at least as rich with items of incredible magic potential, and steeped in the legendary deeds of their prior wielders, as more traditional European mythology. But because of the tendency for tabletop roleplaying games to focus on pseudo-medieval western settings, this potential often goes largely untapped. This book provides several new magic items that make use of the mythic rules presented in *Mythic Adventures*, and which have a distinctly Egyptian theme and origin.

BOAT OF THE UNDERWORLD

Aura strong conjuration; CL 17th Slot —; Price 150,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, animate objects, antipathy, gate; Cost 75,000 gp

In the old kingdom, it was believed to be essential to travel across the underworld in order to reach the next life. This boat was employed by the gods themselves to travel between their various realms, the world of living, and the underworld of the dead. In the ages since the old gods fell from prominence, most of these boats have become lost somewhere in the underworld. Despite having been used almost exclusively for journeys in the lower world, the boat can actually be used to journey to planes of all sorts. While the boat itself has many potent functions, in order to travel worlds, a great deal of energy from exceptional sources must be expended.

The boat of the underworld resembles a very simple boat of ancient construction. Made entirely from wood, the boat has a humble appearance. The boat is narrow and long, and can easily accommodate as many as 10 Medium creatures, despite being a simple rowboat. Though the boat only has 2 oars, even its great size does not hinder a pair of rowers from moving the boat along easily.

The boat of the underworld has a number of special abilities. The chief use of the boat of the underworld is its ability to travel the planes. In order to do this, any number of creatures riding in the boat of the underworld may expend any number of uses of mythic power as a full-round action, pooling the uses of mythic power spent in this way together to power the ability. The number of uses of mythic power required to use this ability depends on the destination, as outlined below.

- Material Plane: 3 uses of mythic power •
- Elemental Plane (any): 3 uses of mythic power
- Positive or Negative Energy Plane: 6 uses of mythic power
- Astral or Ethereal Plane: 9 uses of mythic power
- Outer Plane (any): 12 uses of mythic power

This ability deposits the boat, as well as any creatures or objects in the boat, on the desired plane, as the spell plane shift. By expending twice as many uses of mythic power, it can arrive at its destination more accurately, and the location of arrival on the chosen plane is determined as the spell teleport. Any uses of mythic power expended to power this ability are wasted if the ability is not used within 1 minute.

The boat offers no protection against any harmful conditions of the destined plane, and creatures on board must provide for their own survival once on the desired plane.

In addition to its planar traveling abilities, the boat of the underworld has the following abilities. In areas of bright or normal light, the boat moves of its own accord at a speed of 120 feet. Normally the boat travels in a straight line, but its direction can be changed by making a successful Profession (sailor) check (DC 10). In areas of dim or no light, the boat must be rowed; however, protective spirits surround the boat, keeping those aboard safe. While in such areas, any creature approaching within 100 feet of the boat must succeed on a Will save (DC 10 + the combined number of mythic tiers of all creatures aboard the boat) or be unable to approach the boat for 24 hours. This has no effect on mythic creatures, and creatures that leave the boat and attempt to return to it are unaffected by this ability for 24 hours after leaving the boat.

CROWN OF THE THREE GODS Aura strong enchantment; CL 17th Slot head; Price 65,000 gp; Weight 1 lb. **Construction Requirements** Craft Wondrous Item, dominate monster, creator must have the Endurance feat; Cost 32,500 gp

Crafted in antiquity by a high priest of the god Set after the murder of Osiris, this strange crown was long viewed as a symbol of evil and wickedness throughout the river kingdoms. Upon the high priest's death, when turmoil raged in the underworld, the crown was given by the priest to the god Apophis as a bribe to prevent him from devouring him. The crown was marked by Apophis and given to his mightiest follower, the warrior Thes, to protect him on his journey across the desert to slay one of Apophis' enemies who had fled the kingdom. However, Thes became lost on his way through the desert, and on the verge of starvation, he forsook Apophis and beseeched any deity for aid in exchange for his services. The goddess Amunet heard Thes' plea and brought him to her palace in the sky, where he was sheltered by her in exchange for his services as her guard. Upon his death, the crown was passed down to the greatest warrior in the service of the sky goddess, and several similar helms have been made since, though they still bear the same icon of Set, in deference to the history of the original headpiece.

A blasphemous mockery of a nemes crown, the crown of three gods consists of a band of metal the color of the purest red found in flame, which binds a striped cloth of dark gold and sky-blue, which, when worn, falls about the wearer's head and shoulders like long, flowing hair. Upon the band is an image of the god Set flanked by a viper and a cobra, which twist about the sinister deity's image. Though the helmet is surprisingly heavy, when worn upon the head it is light and easy to move in.

The crown offers its wearer a number of protections. First, the wearer is favored by Set and protected from the dangers of his desert. The wearer is immune to the fatigued and exhausted conditions, and any time the wearer would suffer nonlethal damage from any source, the amount of nonlethal damage he takes is reduced by an amount equal to his mythic tier (minimum 1). Additionally, the wearer can go without food or water for a number of additional days equal

to his mythic tier without suffering any ill effects. The wearer must have worn the helm for one week in order for this ability to take effect. Finally, the wearer of the crown can influence wild beasts and creatures of chaos. As a standard action, by expending 3 uses of mythic power, the wearer of a *crown of three gods* can attempt to control the actions of any animal, or any outsider with the chaotic subtype. To be affected, the target must be within 30 feet of the wearer and his total Hit Dice must be no more than three times the wearer's mythic tier. The target must succeed on a Will save (DC 10 + the wearer's mythic tier + the wearer's Charisma modifier) or be affected as though by the spell *dominate monster* for a number of hours equal to the wearer's Hit Dice.

MASK OF THE PHARAOHS

Aura moderate divination; CL 9th Slot head; Price 80,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *discern lies, greater command, true seeing*; Cost 40,000 gp

These masks originated in the kingdom of the River Nile, and have made their way across planes and planets to adorn the followers of the ancient gods of desert lands. Bestowed by Isis to the first pharaohs of the old kingdoms, these masks served as symbols of rulership and of the living divinity of the wearer. Blessed by the ancient goddess herself, these masks carry her blessing and possess the accumulated power of the pharaohs who wore them in ages past.

Constructed entirely of gold, this mask is traditionally worn by the god-kings of ancient river kingdoms. Said to contain a limited form of their immortal life essence, each of these ornate masks grants the wearer not only the eternal youthfulness of a god, but also the great and regal bearing of the mightiest of kings of old. Those who don the mask can hear the whispers of ages bestowing on them the knowledge of all the kings who wore the crown before them. Looking through the eyes of the mask, a worthy king can see the very truth itself, ensuring that no glamer deceives his eyes and that no falsehood reaches his ears.

The wearer of the mask of the pharaohs receives the following benefits. First, the wearer of the mask is constantly alerted to lies and falsehoods within his presence, allowing him to visually discern whether a person he is looking at is speaking the truth (or at least what the speaker believes to be true) or attempting to deceive him. To the wearer of a mask of the pharaohs, honest creatures appear to be wreathed by a soft golden light while speaking, while dishonest individuals appear to be shrouded in darkness while they speak. The magic of the mask does not reveal the nature of the lie or what the truth is, but merely alerts the wearer that he is being lied to. This ability does not function against creatures whose mythic tier or mythic rank exceeds the wearer's mythic tier, and the wearer of a mask of the pharaohs must be able to clearly see the creature he is speaking to. In addition, the wearer of a mask of the pharaohs can expend one use of mythic power as a move action in order to gain the benefits of a true seeing spell.

Beyond simply granting the wearer the ability to see the truth in all things, the mask also confers powers of supernatural command and leadership, granting the wearer a circumstance bonus on all Charisma-based skill checks equal to his mythic tier (minimum +1). It also allows him to



speak with regal command, allowing him to expend 3 uses of mythic power as a standard action in order to use *greater command* as a spell-like ability once per day. The caster level for this ability is equal to the wearer's Hit Dice, and the saving throw DC is based on the wearer's Charisma modifier.

Finally, a *mask of the pharaohs* prevents the sands of time from touching the wearer. For as long as he wears the mask, he does not suffer any penalties to his ability scores as a result of old age. He still ages, however, and will die of old age as normal.

SCEPTER OF APOPHIS

Aura strong conjuration; CL 17th Slot none; Price 94,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, Create Magic Arms and Armor, *summon monster IX*; Cost 47,000 gp

Wielded by the evil serpent god Apophis in ancient times to aid him in his battles against Ra the sun god, this unholy scepter is a powerful weapon imbued with deadly magic. The scepter was forged from the chaos serpent Apep, an aspect of Apophis himself, and contains much of the god's terrible power, concentrated and amplified by his hatred and wrath. In addition to being filled with the dark energies and hatred of the terrible and fearsome god of darkness and chaos, the scepter can be revived by those with sufficient power in order to transform it into Apep himself. Apophis once unleashed the serpent in this way in order to slay his enemy Ra, and he would have succeeded, if not for the interference of Set, who saved the god of the sun in a stunning and unpredictable move. Set captured the scepter



and buried it in an unknown location in the desert. A clever adventurer eventually found the staff, however, and since then many similar staves have been created, although it is said that they pale in comparison to the original.

The scepter of Apophis is about 4 feet long and resembles a heavy mace carved from jade in the shape of a rearing serpent. Its eyes appear to be rubies, but shine with a living malevolence impossible in a mere mineral. The open mouth of the serpent is filled with razor-sharp fangs which drip with unnatural venom.

This rod can be used as a +1 unholy mace. By expending one use of mythic power, the wielder of the scepter of Apophis can animate the head of the scepter for one minute, during which time it takes on the aspect of the dreaded serpent Apep. While the rod is transformed in this way, any creature struck by the rod must succeed on a Fortitude save (DC 10 + the wielder's mythic tier + the rod's enhancement bonus, usually +1) or suffer 1d6 points of Constitution damage. Additionally, the rod can be used to smite good once per day, as the antipaladin class feature. The wielder's antipaladin level for the purposes of this effect is equal to his Hit Dice + his mythic tier (if any). Finally, the wielder of a scepter of Apophis can attempt to summon serpents to aid him in battle. Once per day, as a full-round action, the wielder of a scepter of Apophis can summon a serpentine creature to aid him battle. If the wielder's mythic rank is 4 or less, the creature summoned is a king cobra; if the wielder's mythic tier is 9 or less, the creature summoned is a frost worm; if the wielder's mythic tier is 10 or greater, the creature summoned is an ice linnorm. This ability functions as though the creature were summoned using the summon

monster I spell and lasts for a number of round equal to the wielder's mythic tier.

Some of a *scepter of Apophis's* special abilities count as an enhancement-bonus equivalent, and it is treated as a +3-equivalent weapon for the purposes of the cost of adding additional special abilities to it. Only characters with a mythic tier of 1 or higher can add additional special abilities to it or increase its enhancement bonus.

STAFF OF RA

Aura strong varied; CL 13th Slot face; Price 60,000 gp; Weight 1 lb. Construction Requirements Craft Staff, daylight, searing light, sunbeam; Cost 30,000 gp

Based on the personal weapon of the sun god himself, a *staff of Ra* is both a powerful device for spellcasting and a potent tool of war. The staff is best known for its ability to fire bolts of pure sunlight to burn the wielder's foes. The original staff was lost when Amun merged with Ra to become Amun-Ra. The fate of the staff since is a mystery, though rumors suggest that the serpent god Apophis had the staff hidden away somewhere in the underworld. Other theories suggest that Amun-Ra bestowed it to a powerful foreign god, as tribute to his majesty and as a symbol of Amun-Ra's submission. Whatever the case, numerous lesser versions of the staff have been created since that time.

Made of pure gold the color of the desert sun at its height, this straight staff is topped with a yellow gem of flawless clarity. The staff is perfectly straight, and the gem is a perfect sphere which hovers a few inches above the staff's head. The staff is warm to the touch and sheds light around the wielder, increasing the light level to bright light within 5 feet of the wielder, and increasing the light level to normal light from the edge of that area an additional 10 feet.

A staff of Ra can be used to fire bolts of pure sunlight at the wielder's enemies. By expending one charge from the staff, the wielder can fire a single ray with a range of 100 feet from the staff as a standard action. A ranged touch attack is required to hit with the ray. On a successful hit, the ray deals an amount of damage equal to 2d6 plus an additional 1d6 per mythic tier the wielder possesses. Half of this damage is fire damage, and the other half is divine in nature, and not subject to fire resistance or immunity. These rays inflict double damage against evil undead creatures. Additionally, the *staff of Ra* can be used to cast any of the following spells, by expending the number of charges listed.

- Daylight: o charges
- Searing light: 1 charge
- Sunbeam: 3 charges

A *staff of Ra* can be used to cast any of these spells, regardless of whether or not they are on the wielder's spell list, without requiring a successful Use Magic Device check. Finally, by expending one use of mythic power, the wielder can cast the mythic version of any spell he casts using the staff. If the spell can be further augmented, the wielder may choose to do so, if able.

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Mythic Items Inspired By Ancient Egypt!

Egyptian mythology is at least as rich. if not more so, with legends of incredible magic items with legendary and unorthodox abilities as European legends are. Whether they received their legendary status from contact with legendary owners, or were, themselves, instrumental in allowing the legends to be born, the legends of the old kingdom are full of mysterious and exotic magic items.

Mythie Mastery: Mythie Items of the Nile captures some of the feel of these unusual items, and provides players and GMs alike with numerous magic item special abilities that have both a strong Egyptian flavor, and take full advantage of the mythic rules presented in Mythie Adventures. Take the boat of the underworld and travel through the lower planes alongside Ra in his nightly voyages. Or don the erown of three gods and gain the blessings of Set to not only travel the desert without fear of its harsh conditions, but also take control of beasts and creatures of chaos alike. Or perhaps you would rather brandish the scepter of Apophis, which can animate to deliver deadly and venomous bites with the power of the great serpent Apep, and call serpents to aid you in combat. All these and more Egyptian relics, along with their ancient and mysterious powers, can be yours.

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.

