

# Mythic Items of the Orient



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#### Introduction

The mythology of the far east 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 special abilities for magic weapons and armor that make use of the mythic rules presented in *Mythic Adventures*, as well as three unique mythic magic items.

#### New Armor Special Abilities

The following section presents several new special abilities for magic armors, which feature additional effects and abilities that interact with mythic power. They are presented in alphabetical order.

#### Dark Drinking

Armor with the *dark drinking* special ability absorbs the darkness around it, extracting magical power from the primal force of nature in order to better defend the wearer. As long as the wearer is in an area where the light level is dark or darker, he gains a +1 deflection bonus to AC. Additionally, while in an area where the light level is dark or darker, as a swift action, the wearer can expend one use of mythic power in order to absorb the ethereal energy of pure darkness to heal his wounds. This grants him an amount of fast healing equal to 1/2 his mythic tier. This effect lasts for one minute, or until the wearer moves to an area where the light level is dim or brighter. While using this ability, the dark drinking armor glows with a strange crimson light, which does not increase the light level in any way, but makes the wearer clearly visible, and makes it impossible for him to gain concealment or use the Stealth skill.

This special ability can only be applied to armors, and cannot be applied to shields.

**Aura** faint evocation; **CL** 3rd; Craft Magic Arms and Armor, *darkness*; **Price** +1 bonus.

#### Oni's Skin

Armor with the *oni's skin* special ability allows the wearer to transform his skin into that of a demon, granting him additional protection. Activating this ability is a standard action, and increases the wearer's natural armor bonus to AC by an amount equal to his mythic rank (minimum 1) for 1 minute. When the armor is activated in this way, the wearer may also expend 1 use of mythic power in order to supernaturally harden the armor, protecting him from most forms of damage. If he does so, he gains an amount of damage reduction equal to his mythic rank (minimum 1). This damage reduction can only be overcome by epic sources. It does not stack with any existing damage reduction the wearer may already possess. A suit of *oni's skin* armor can be activated a number of times per day equal to the armor's enhancement bonus (minimum 1).

This special ability can only be applied to armors, and cannot be applied to shields.

**Aura** faint transmutation; **CL** 3rd; Craft Magic Arms and Armor, *beast shape I*; **Price** +2 bonus.

#### Samurai's Stand

Armor with the *samurai's stand* special ability allows the wearer to ignore wounds and fight on, even while suffering potentially lethal wounds. The wearer of a suit of samurai's stand armor gains a number of bonus hit points equal to twice the armor's enhancement bonus + twice his mythic tier (if any). Additionally, as a swift action, the wearer of a suit of samurai's stand armor may expend two uses of mythic power. If he does, he is able to ignore all damage and the ill effects of damage he suffers for a number of rounds equal to 1/2 his mythic tier (rounded down). During this time, whenever the wearer of a suit of samurai's stand armor would suffer hit point damage, that damage is delayed, and the wearer does not actually suffer the damage until the effect ends. At the end of this time, the wearer immediately suffers all damage that was delayed in this way at once. The amount and type of damage (if any) remains the same, and any damage reduction, resistances, immunities, and weaknesses apply as normal. Any effects that occur as a result of being damaged by an attack do not occur until the delayed damage is applied.

This special ability can only be applied to armors, and cannot be applied to shields.

**Aura** faint necromancy; **CL** 3<sup>rd</sup>; Craft Magic Arms and Armor, *false life*; **Price** +1 bonus.

#### Spirit Warding

When a suit of armor with the *spirit warding* special ability is created, it is magically associated with a specific creature type, chosen from the ranger favored enemies table. As a swift action, the wearer of a suit of *spirit warding* armor can expend one daily use of mythic power. If he does, creatures of the chosen type cannot touch him for a number of rounds equal to his mythic tier (minimum 1). This includes attacking him with natural attacks, melee touch attacks, initiating a grapple, or touching him casually. This means that natural and melee touch attacks made by creatures of the chosen type automatically miss the wearer, and grapple combat maneuvers made against the wearer by creatures of the chosen type is forced to touch the wearer, such as because it had already swallowed him whole or because it was by being grappled by the wearer, the creature suffers wracking nausea and gains the nauseated condition for as long as he remains in contact with the wearer, or until the duration of this ability has ended.

This special ability can only be applied to armors, and cannot be applied to shields.

**Aura** faint abjuration; **CL** 5th; Craft Magic Arms and Armor, *glyph of warding*; **Price** +3 bonus.

#### New Weapon Special Abilities

The following section presents several new special abilities for magic weapons, which feature additional effects and abilities that interact with mythic power. They are presented in alphabetical order.

#### Dragon's Wrath

A weapon with the *dragon's wrath* weapon special ability is imbued with the mark of the dragon, which glows brightly upon the weapon, granting a +5 bonus on Spellcraft checks made to identify the weapon. The weapon's critical multiplier is increased by 1. Additionally, as a move action, the wielder of a *dragon's wrath* weapon can expend a single use of mythic power in order to increase the critical threat range of the weapon by an amount equal to the wielder's mythic tier on the next attack that he makes (*for example, a creature with a mythic tier of 8 who was wielding a battleaxe could increase the weapon's critical threat range by 8, to 12-20. If the battleaxe also had the* keen *special ability, this ability would make its threat range 11-20*). This increase in threat range is always applied last, after any previous modifiers.

**Aura** strong transmutation; **CL** 16<sup>th</sup>; Craft Magic Arms and Armor, *keen edge*; **Price** +4bonus.

#### Earth's Oath

A weapon with the *earth's oath* weapon special ability is tied to the essence of soil and rock, and can draw upon the wielder's mythic power in order to summon the strength of the land. As a swift action, the wielder of an *earth's oath* weapon can expend a single use of mythic power in order to summon elemental power for 1 minute. While using this ability, as long as the wielder of the *earth's oath* weapon is in an underground environment, such as a cave or cavern, or within a stone building, the *earth's oath* weapon deals an amount of additional damage on each successful hit equal to 1/2 the wielder's mythic tier (rounded down, minimum 1).

Additionally, when *earth's* oath is applied to a weapon, choose one of the following abilities: *sky's* oath,

water's oath, or wood's oath. The chosen ability is also applied to the weapon for free, and does not count against the weapon's enhancement bonus for the purposes of the cost of further improving the weapon's special abilities.

**Aura** strong transmutation; **CL** 12<sup>th</sup>; Craft Magic Arms and Armor, *bull's strength*; **Price** +3 bonus.

#### Fire's Oath

A weapon with the *fire's* oath weapon special ability is tied to the essence of flames, and can draw upon the wielder's mythic power in order to summon the power of fire. A fire's oath weapon inflicts fire damage, instead of its normal damage type (this applies only to the weapon's base damage, and not any damage from weapon special abilities, such as *frost*). Additionally, as a swift action, the wielder of a fire's oath weapon can expend a single use of mythic power in order to summon elemental power for 1 minute. While using this ability, if the wielder was subject to at least 1 point of fire damage since the end of his last turn, or is currently in an area where the temperature is greater than 100 degrees Fahrenheit, the fire's oath weapon deals an amount of additional fire damage on each successful hit equal to the wielder's mythic tier (minimum 1). Fire damage prevented by resistance or immunity to fire damage still counts for the purposes of this ability.

Additionally, when *fire's oath* is applied to a weapon, choose one of the following abilities: *sky's oath*, *water's oath*, or *wood's oath*. The chosen ability is also applied to the weapon for free, and does not count against the weapon's enhancement bonus for the purposes of the cost of further improving the weapon's special abilities.

**Aura** strong evocation; CL 12<sup>th</sup>; Craft Magic Arms and Armor, *burning hands*; **Price** +3 bonus.

#### Iron's Oath

A weapon with the *iron's oath* weapon special ability is tied to the essence of hard iron and can draw upon the wielder's mythic power in order to summon the strength of metal. The wielder of an *iron's oath* weapon gains a +1 bonus on combat maneuver checks made to sunder objects made primarily of metal. Additionally, as a swift action, the wielder of an *iron's oath* weapon can expend a single use of mythic power in order to summon elemental power for 1 minute. While using this ability, the *iron's oath* weapon deals an additional amount of damage equal to 1/2 the wielder's mythic tier (rounded down, minimum 1) on all damage rolls made against creatures wearing metal armor, a creature made mostly of metal (such as an iron golem), and objects made primarily of metal.

Additionally, when *iron's oath* is applied to a weapon, choose one of the following abilities: *sky's oath*, *water's* 

*oath*, or *wood's oath*. The chosen ability is also applied to the weapon for free, and does not count against the weapon's enhancement bonus for the purposes of the cost of further improving the weapon's special abilities.

*Iron's oath* can only be applied to weapons made primarily of metal, such as longswords.

**Aura** strong transmutation; **CL** 12<sup>th</sup>; Craft Magic Arms and Armor, *magic weapon*; **Price** +3 bonus.

#### Mind and Body

A weapon with the *mind and body* weapon special ability is empowered by magic that allows it to enact a perfect harmony of mind and body in the wielder, so the he can execute deadly attacks and graceful maneuvers. A weapon with the *mind and body* weapon special ability allows the wielder to expend a single use of mythic power as a free action whenever he makes an attack roll or weapon damage roll with the weapon. If he does, he adds the sum of his highest physical ability score modifier (Strength, Dexterity, or Constitution) and his highest mental ability score modifier (Intelligence, Wisdom, or Charisma) instead of his normal Strength bonus on the roll. Any modifiers that would normally apply to his Strength modifier (such as multiplying it by 1.5 for wielding a two-handed weapon) apply to this sum, instead.

This special ability can only be applied to melee weapons.

Aura faint divination; CL 1<sup>st</sup>; Craft Magic Arms and Armor, *true strike*; Price +1 bonus.

#### Ronin's Blade

A weapon with the *ronin's blade* weapon special ability is created specifically to combat powerful mythic foes, such as the mythic monsters that often wander the lands in which it can be found, and is more powerful when wielded against a mythic creature. They initially became popular as a means of fighting the legendary warriors of Nobunaga's army, centuries ago. A *ronin's blade* weapon deals an additional amount of damage against mythic creatures equal to that creature's mythic tier or mythic rank, as appropriate. Additionally, whenever the wielder of a *ronin's blade* weapon confirms a critical hit against a creature with a mythic tier or mythic rank, that creature loses one remaining use of his mythic power (if the creature has no remaining uses of mythic power, this ability has no effect).

This special ability can only be applied to melee weapons.

**Aura** faint transmutation; **CL** 5<sup>th</sup>; Craft Magic Arms and Armor, *greater magic weapon*; **Price** +1 bonus.

#### Sky's Oath

A weapon with the *sky's oath* weapon special ability is tied to the ephemeral and shifting skies, and can draw upon the wielder's mythic power in order to summon the power of the wind. As long as the *sky's oath* weapon is held, its wearer gains a bonus on all Fly checks equal to his mythic tier or the weapon's enhancement bonus, whichever is higher. Additionally, as a swift action, the wielder of a *sky's oath* weapon can expend a single use of mythic power in order to summon elemental power for 1 minute. While using this ability, as long as the wielder of the *sky's oath* weapon is not touching any solid or liquid surface, he gains a bonus on all attack rolls made with the *sky's oath* weapon equal to 1/2 his mythic tier (rounded down, minimum 1).

Additionally, when *sky's oath* is applied to a weapon, choose one of the following abilities: *earth's oath, fire's oath*, or *iron's oath*. The chosen ability is also applied to the weapon for free, and does not count against the weapon's enhancement bonus for the purposes of the cost of further improving the weapon's special abilities.

**Aura** strong transmutation; **CL** 12<sup>th</sup>; Craft Magic Arms and Armor, *gust of wind*; **Price** +3 bonus.

#### Water's Oath

A weapon with the *water's oath* weapon special ability is tied to the boundless ocean, and can draw upon the wielder's mythic power in order to summon the implacable power of water. A creature wielding *water's oath* weapon may make attacks with it while underwater as though he were affected by *freedom of movement*. Additionally, as a swift action, the wielder of *water's oath* weapon can expend a single use of mythic power in order to summon elemental power for 1 minute. While using this ability, as long as the wielder of the *water's oath* weapon is in underwater, he gains a bonus on all attack rolls made with the *water's oath* weapon equal to 1/2 his mythic tier (rounded down, minimum 1).

Additionally, when *water's oath* is applied to a weapon, choose one of the following abilities: *earth's oath*, *fire's oath*, or *iron's oath*. The chosen ability is also applied to the weapon for free, and does not count against the weapon's enhancement bonus for the purposes of the cost of further improving the weapon's special abilities.

**Aura** strong transmutation; **CL** 12<sup>th</sup>; Craft Magic Arms and Armor, *water walk*; **Price** +3 bonus.

#### Wood's Oath

A weapon with the *wood's oath* weapon special ability is tied to the power of plants and other living things, and can draw upon the wielder's mythic power in order to summon the might of oaks and the grace of willows. As a swift action, the wielder of a *wood's oath* weapon can expend a single use of mythic power in order to summon elemental power for 1 minute. While using this ability, as long as the *wood's oath* weapon's wielder is in a mostly wooded area, such as a forest or jungle, or otherwise surrounded by plantlife (such as being in an area of tall grass or undergrowth), he gains a bonus on all attack rolls made with the *wood's oath* weapon equal to 1/3 his mythic tier (rounded down, minimum 1).

Additionally, when *wood's oath* is applied to a weapon, choose one of the following abilities: *earth's oath*, *fire's oath*, or *iron's oath*. The chosen ability is also applied to the weapon for free, and does not count against the weapon's enhancement bonus for the purposes of the cost of further improving the weapon's special abilities.

*Wood's oath* can only be applied to weapons made primarily of wood.

**Aura** strong transmutation; **CL** 12<sup>th</sup>; Craft Magic Arms and Armor, *wood shape*; **Price** +3 bonus.

#### Unique Items

The following section presents several unique magic items, which can be purchased or found by player characters. Each item includes a brief description of its appearance and background, as well as details about its abilities. They are presented in alphabetical order.

#### AMI-NO-NOBU

Aura strong conjuration; CL 17<sup>th</sup> Slot —; Price 200,308 gp; Weight 10 lbs. Construction Requirements Craft Magic Arms and Armor, *elemental swarm*; Cost 100,308 gp.

This massive ornate spear features a shaft of purest gold, heavily encrusted with gems so vibrant and fine as to have been impossible to have occurred in nature. The point is of white steel, which curves to form an elegant and deadly blade. At the base of the blade are four gems of indescribable beauty, shining with inner light.

Originally designed to be wielded by two people at once, the *ami-no-nobu* functions like a +4 corrosive flaming frost shock glaive. The *ami-no-nobu* was created for the gods Izanagi and Izanami to create the world, and though much of its power has faded since their time, the spear still has the ability to create powerful beings of primal creative energy in the hands of the suitably powerful. As a full-round action, the wielder of the *ami-no-nobu* can expend one use of mythic power in order to create an elemental, the strength of which depends on the wielder's mythic tier or mythic rank, as outlined on the table below.

## Table 1: Ami-No-Nobu Summoning Mythic Tier/Rank Creature Summoned

| Wrythite Her/Rank | cicature Juminoneu     |
|-------------------|------------------------|
| 1 - 2             | 1d6 Small elementals   |
| 3-4               | 1d6 Medium elementals  |
| 5-6               | 1d6 Large elementals   |
| 7 - 8             | 1d6 Huge elementals    |
| 9 - 10            | 1d6 Greater elementals |
| 11 - 12           | 1d6 Elder elementals   |
| 13 - 14           | 1d8 Elder elementals   |
| 15 - 16           | ıdıo Elder elementals  |
| 17 - 18           | 1d12 Elder elementals  |
| 19 - 20           | 1d20 Elder elementals  |
|                   |                        |

Elementals summoned in this way must be chosen from among the following types: air, earth, fire, or water, but a single use of the ability can be used to summon elementals of multiple different types. They remain for 10 minutes, and serve the wielder as though summoned by a *summon monster* spell for the duration of this time, after which they vanish.

When the wielder uses this ability, if he has an adjacent ally of the opposite gender that has two hands free, that ally can choose to help him wield the weapon. If she does, she can take no actions on her next turn other than a single swift action (not including free actions), but the creative power of the weapon is enhanced, and the ally adds her mythic tier or mythic rank to the wielder's to determine the type of elemental creature summoned.

#### COMB OF IZANAGI

Aura strong varied; CL 15<sup>th</sup> Slot -; Price 110,000 gp; Weight 1 lb. Construction Requirements Craft Magic Arms and Armor, polymorph any object, true seeing; Cost 55,000 gp.

This lovely comb is made chiefly of jade and dragon bone, and is intricately carved with strange symbols in the graceful hand of the god Izanagi himself. While the comb can be worn in the hair, in order to activate its magical powers, it must be held in hand.

In the hands of a non-mythic creature, the comb of Izanagi is nothing more than an ordinary comb, but by channeling mythic power through the comb, its powers of old can be awakened, allowing it to be used in a number of exotic and powerful ways. By expending one use of mythic power, the holder of the comb of Izanagi can cause it to burst into supernatural flames which reveal the true nature of things. While on fire in this way, the comb sheds bright light to a distance of 30 feet. All creatures viewing objects within the light do so as though affected by the spell true seeing. This ability lasts for 1 minute, or until the flames are put out. Additionally, the comb has several transformative powers. By expending one use of mythic power, the wielder of the comb can transform the comb into any object (including magical objects) which costs less than 50,000 gp to create. This transformation lasts for 24 hours, during which the comb of

*Izanagi* loses its normal abilities, and functions exactly as a real item of the sort it transformed into. This effect cannot be ended prematurely. Finally, the comb can transform any creature into another object. This requires a successful melee touch attack, and the wielder must expend 2 uses of mythic power. If the touch attack is successful, the target must succeed on a Fortitude save (DC 22) or be affected by the spell *polymorph any object*.

#### MIRRORED SWORD

Aura strong necromancy; CL 17<sup>th</sup> Slot -; Price 72,335 gp; Weight 6 lbs. Construction Requirements Craft Magic Arms and Armor, *trap the soul*; Cost 36,335 gp

The pinnacle of the swordsman's craft, this blade is made not from metal but from highly reflective and supernaturally strong glass, which is hard as steel. The handle is crafted in the shape of a great dragon.

The mirrored sword always functions as a +1 bastard sword, which confers an additional +2 competency bonus on attack rolls only. Additionally, the blade of the mirrored sword was crafted from the remains of Ameterasu's mirror, in which her glory was first reflected. As such, it wields great power in the hands of a mythic creature. The weapon's wielder can expend one use of mythic power in order to show a hideous reflection to a creature looking in the mirrored sword. This ability has a range of 5 feet, but otherwise functions as the spell *phantasmal killer*, except that the saving throw DC is equal to the 10 + the wielder's mythic tier + the wielder's Wisdom modifier.

Additionally, a creature with a mythic rank of 5 or higher can trap the souls of those he vanquishes within the *mirrored sword*, imbuing the sword with additional powers. In order to use this ability, the wielder must slay a creature with the *mirrored sword* and expend a single use of mythic power as a free action. If he does, the soul of the creature becomes trapped in the *mirrored sword*, granting it an additional bonus on all damage rolls equal to 1/4 the trapped creature's CR (rounded down, minimum 1). Only one soul can be trapped in this fashion causes the previous soul to be released. A creature whose soul is trapped inside the *mirrored sword* cannot be resurrected.



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# Mythic Items Inspired By Gastern Legend!

Eastern mythology is at least as rich. if not more so, with legends of incredible magic items with legendary and unorthodox abilities. 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 east are full of mysterious and exotic magic items.

Mythic Mastery: Mythic Items of the Orient 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 Gastern flavor, and take full advantage of the mythic rules presented in Mythic Adventures. Samurai stand armor allows its wearer to continue fighting even while suffering from lethal wounds, ensuring that even if he dies in battle, he will do so in the most honorable and heroic way possible. The six elemental oath weapon abilities presented in the book (earth, fire, iron, sky, water, and wood) allow the wielders of such weapons to draw power from the elements and balance them carefully, while the mind and body property creates harmony within the wielder, allowing his attacks to unleash his full potential. Further, unique items like the mirrored sword, whose blade is literally a mirror, and reflects terrible and deadly visages at ones foes, round out the collection of mythie magic items from the orient.

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.

