

Mythic Mastery

Mythic Wondrous Items

Volume I



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Introduction

Choosing your character's magic items, and the various fun and exciting powers that they provide, is an important method of customizing them. Fantasy media and folklore are full of heroes who relied as much on their magical trinkets as they did on their own abilities in order to succeed. And there's no type of magic item that allows for more customization, and more unusual abilities, than wondrous items.

This book takes some of the most iconic wondrous items from the *Pathfinder Roleplaying Game Core Rulebook*, and presents mythic versions of them. Much in the same way that mythic power enhances an existing character and provides him with additional powers, these mythic wondrous items function similarly to their non-mythic versions, but have additional powers and abilities. While any character can use mythic wondrous items, each mythic wondrous item has one or more abilities that interact specifically with mythic power in some way, meaning that only mythic characters can make full use of the items.

For the most part, mythic wondrous items function identically to non-mythic wondrous items, other than the fact that some of their abilities reference mythic power. However, each mythic wondrous item included in this book has an additional construction requirement, which is expressed as a mythic rank. In order to create the item, the creator must have a mythic rank equal to or greater than the one listed. Unlike some construction requirements, a character who fails to meet this requirement is completely unable to create the item, rather than suffering a penalty on attempts to do so.

New Mythic Wondrous Items

The following mythic wondrous items are presented in alphabetical order.

BELT OF DWARVENKIND, MYTHIC

Aura strong divination; **CL** 12th

Slot belt; **Price** 19,900 gp; **Weight** 1 lb.

Construction Requirements Craft Wondrous Item, *tongues*, creator must be a dwarf, mythic rank 1; **Cost** 9,950 gp

This functions as a *belt of dwarvenkind*, but it does not impose a penalty on Charisma checks and Charisma-based skill checks when dealing with creatures that are not dwarves, gnomes, or halflings. Additionally, as a swift action, the wearer can expend a use of mythic power in order to allow him to move at his normal speed, regardless of what kind of armor he is wearing or what encumbrance he is suffering, for the next minute. Alternatively, he can expend three uses of mythic power for this effect to last all day.

BELT OF GIANT STRENGTH, MYTHIC

Aura moderate transmutation; **CL** 8th

Slot belt; **Price** 6,000 gp (+2), 24,000 gp (+4), 49,000 gp (+6); **Weight** 1 lb.

Construction Requirements Craft Wondrous Item, *bull's*

strength, mythic rank 2; **Cost** 3,000 gp (+2), 12,000 gp (+4), 24,500 gp (+6)

This functions as a *belt of giant strength*.

Additionally, whenever the wearer uses the surge ability to increase a Strength check or a Strength-based skill check, he may roll an additional bonus die of the same type, and add the results of both dice to the roll. Finally, as a swift action, the wearer can expend any number of uses of mythic power, up to 1/2 the enhancement bonus granted by the belt. If he does, the belt's enhancement bonus is increased by 2 for each use of mythic power expended in this way. This increase lasts for 1 minute. Treat the increase to the enhancement bonus as a temporary ability bonus, even if the belt's normal enhancement bonus is not currently being treated as one.

BELT OF INCREDIBLE DEXTERITY, MYTHIC

Aura moderate transmutation; **CL** 8th

Slot belt; **Price** 6,000 gp (+2), 24,000 gp (+4), 49,000 gp (+6); **Weight** 1 lb.

Construction Requirements Craft Wondrous Item, *cat's grace*, mythic rank 2; **Cost** 3,000 gp (+2), 12,000 gp (+4), 24,500 gp (+6)

This functions as a *belt of incredible dexterity*.

Additionally, whenever the wearer uses the surge ability to increase a Dexterity check or a Dexterity-based skill check, he may roll an additional bonus die of the same type, and add the results of both dice to the roll. Finally, as a swift action, the wearer can expend any number of uses of mythic power, up to 1/2 the enhancement bonus granted by the belt. If he does, the belt's enhancement bonus is increased by 2 for each use of mythic power expended in this way. This increase lasts for 1 minute. Treat the increase to the enhancement bonus as a temporary ability bonus, even if the belt's normal enhancement bonus is not currently being treated as one.

BELT OF MIGHTY CONSTITUTION, MYTHIC

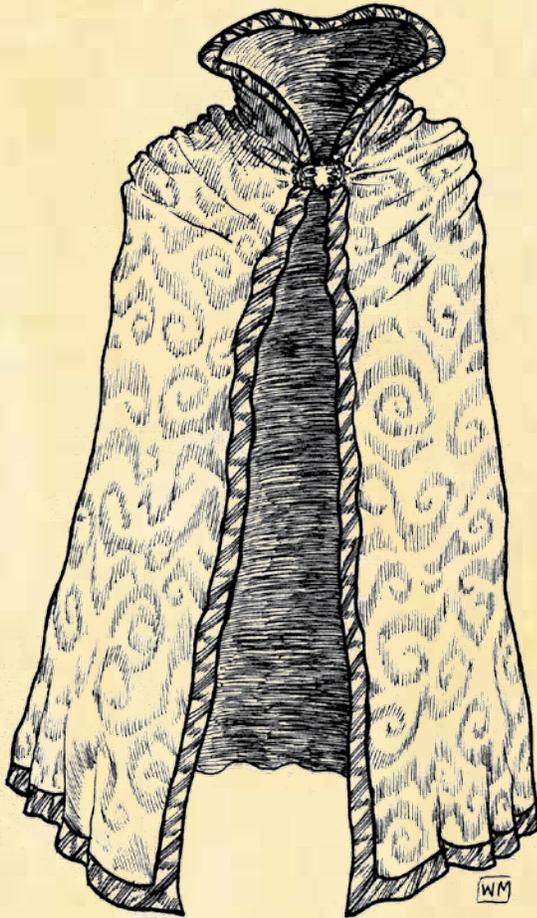
Aura moderate transmutation; **CL** 8th

Slot belt; **Price** 6,000 gp (+2), 24,000 gp (+4), 49,000 gp (+6); **Weight** 1 lb.

Construction Requirements Craft Wondrous Item, *bear's endurance*, mythic rank 2; **Cost** 3,000 gp (+2), 12,000 gp (+4), 24,500 gp (+6)

This functions as a *belt of mighty constitution*.

Additionally, whenever the wearer uses the surge ability to increase a Constitution check, he may roll an additional bonus die of the same type, and add the results of both dice to the roll. Further, the number of negative hit points he must reach before he dies increases by an amount equal to the enhancement bonus granted by the belt. Finally, as a swift action, the wearer can expend any number of uses of mythic power, up to 1/2 the enhancement bonus granted by the belt. If he does, the belt's enhancement bonus is increased by 2 for each use of mythic power expended in this way. This increase lasts for 1 minute. Treat the increase to the enhancement bonus as a temporary ability bonus, even if the belt's normal enhancement bonus is not currently being treated as one.



BROOCH OF SHIELDING, MYTHIC

Aura faint abjuration; **CL** 1st
Slot neck; **Price** 2,000 gp; **Weight** —
Construction Requirements Craft Wondrous Item, *shield*, mythic rank 1; **Cost** 1,000 gp

This functions as a *brooch of shielding*. Additionally, as a standard action, the wearer can expend a single use of mythic power in order to cast the *shield* spell on himself as a spell-like ability. You can continue to use this ability even if the item has absorbed 101 points of damage from *magic missile* spells and would otherwise be useless.

CIRCLET OF PERSUASION, MYTHIC

Aura faint transmutation; **CL** 5th
Slot head; **Price** 9,500 gp; **Weight** —
Construction Requirements Craft Wondrous Item, *charm person*, *eagle's splendor*, mythic rank 2; **Cost** 4,750 gp

This functions as a *circlet of persuasion*, except that it also allows the wearer to take 10 on any Charisma check or Charisma-based skill check. Further, as a standard action, the wearer can expend two uses of mythic power. If he does, each humanoid creature within 30 feet of him is affected as though by *charm person*.

CLOAK OF ELVENKIND, MYTHIC

Aura faint illusion; **CL** 3rd
Slot shoulders; **Price** 3,500 gp; **Weight** 1 lb.
Construction Requirements Craft Wondrous Item, *invisibility*, creator must be an elf, mythic rank 1; **Cost** 1,750 gp

This functions as a *cloak of elvenkind*. Additionally, whenever the wearer uses the surge ability to increase a Stealth check, he may roll an additional bonus die of the same type, and add the results of both dice to the roll.

CLOAK OF THE BAT, MYTHIC

Aura moderate transmutation; **CL** 7th
Slot shoulders; **Price** 38,000 gp; **Weight** 1 lb.
Construction Requirements Craft Wondrous Item, *beast shape III*, *fly*, mythic rank 3; **Cost** 19,000 gp

This functions as a *cloak of the bat*. In addition to its other benefits, the wearer gains low-light vision and blindsense 20 feet as long as the cloak is worn. Additionally, the wearer can extend the duration of any flight beyond the normal 7-minute limit by expending a single use of mythic power as a swift action. Doing so allows an additional 7 minutes of consecutive flight (for a total of 14 minutes with one use, 21 minutes with two uses, and so on).

CLOAK OF THE MANTA RAY, MYTHIC

Aura moderate transmutation; **CL** 9th
Slot shoulders; **Price** 10,500 gp; **Weight** 1 lb.
Construction Requirements Craft Wondrous Item, *beast shape III*, *water breathing*, mythic rank 3; **Cost** 5,250 gp

This functions as a *cloak of the manta ray*, except that it uses *beast shape III* instead of *beast shape II*, allowing

BOOTS OF ELVENKIND, MYTHIC

Aura faint transmutation; **CL** 5th
Slot feet; **Price** 3,500 gp; **Weight** 1 lb.
Construction Requirements Craft Wondrous Item, creator must be an elf, mythic rank 1; **Cost** 1,750 gp

These function as *boot of elvenkind*. Additionally, whenever the wearer uses the surge ability to increase an Acrobatics check, he may roll an additional bonus die of the same type, and add the results of both dice to the roll.

BOOTS OF THE WINTERLANDS, MYTHIC

Aura faint abjuration and transmutation; **CL** 5th
Slot feet; **Price** 5,500 gp; **Weight** 1 lb.
Construction Requirements Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*, mythic rank 1; **Cost** 2,750 gp

These function as *boots of the winterlands*. Additionally, the wearer does not suffer the normal effects of falling snow or heavy snow on his visibility, ranged weapon attacks, or skill checks, and he can enter snow-covered squares without spending 2 squares of movement to do so. Similarly, it only costs the wearer 2 squares of movement to enter a square covered with heavy snow. Finally, by expending a use of mythic power, the wearer can gain cold resistance 10 for 1 minute.

the wearer to gain a manta ray's blindsense 30 feet ability, in addition to the other benefits. Additionally, the tail spine deals 1d8 points of damage, rather than 1d6.

Alternatively, whenever the wearer uses the cloak, he can expend a single use of mythic power. If he does, he can transform into a Huge manta ray, instead. This functions identically to transforming into a Large ray, except that the wearer gains a +6 size bonus to Strength instead of +4, a -4 penalty to Dexterity instead of -2, a +6 natural armor bonus instead of +3, his swim speed increases to 90 feet, and the damage inflicted by the tail spine increases to 1d10.

GAUNTLET OF RUST, MYTHIC

Aura moderate transmutation; **CL** 7th
Slot hands; **Price** 13,500 gp; **Weight** 2 lbs.
Construction Requirements Craft Wondrous Item, *rusting grasp*, mythic rank 3; **Cost** 6,750 gp

This functions as a *gauntlet of rust*. Additionally, the wearer can expend a use of mythic power as a free action to gain an additional daily use of the *rusting grasp* spell.

GLOVE OF STORING, MYTHIC

Aura moderate transmutation; **CL** 6th
Slot hands; **Price** 10,000 gp; **Weight** —
Construction Requirements Craft Wondrous Item, *shrink item*, mythic rank 2; **Cost** 5,000 gp

This functions as a *glove of storing*, except that it can store up to five different items. Each item is accessed by making a different gesture with one's fingers. While stored, the items are not affected by gravity and cannot fall from the glove, nor can they be blown away by a strong wind or current, nor damaged by environmental effects. In addition to these abilities, the glove can also be used to store any number of small objects (objects with no dimension greater than 6 inches), which can later be propelled from the glove at high speed. Items stored in this way cannot be retrieved directly. However, as a full-round action, the glove's wearer can expend a use of mythic power in order to launch up to 10 of these objects at high speed. Each object launched in this way is treated as a ranged attack with a range increment of 20 feet, which deals 1d4 points of bludgeoning damage on a successful hit (1d3 for Small creatures). On a critical hit, the target must succeed on a Fortitude save (DC 18) or be dazed for 1 round as the object strikes them in the forehead. The user cannot choose which of the items stored as ammunition are expelled in this way, and such objects are destroyed upon impact, whether the attack hits or not.

HAND OF GLORY, MYTHIC

Aura faint varied; **CL** 5th
Slot neck; **Price** 17,000 gp; **Weight** 2 lbs.
Construction Requirements Craft Wondrous Item, *animate dead*, *daylight*, *knock*, *see invisibility*, mythic rank 3; **Cost** 8,500 gp

This functions as a *hand of glory*, except that whenever the wearer uses the *daylight* spell-like ability granted by the hand, he can choose to have the light that is created be visible only to himself, preventing any other

creatures from benefitting from the increased illumination. Additionally, the *mythic hand of glory* can also allow the wearer to use *knock* once per day. Finally, the wearer can expend 2 uses of mythic power as a standard action to recharge the hand, allowing him to use each of these three spell-like abilities one additional time that day.

HAND OF THE MAGE, MYTHIC

Aura faint transmutation; **CL** 2nd
Slot neck; **Price** 1,200 gp; **Weight** 2 lbs.
Construction Requirements Craft Wondrous Item, *mage hand*, mythic rank 1; **Cost** 600 gp

This functions as a *hand of the mage*, except that the *mage hand* effect that it creates is more powerful. The maximum weight of an object that the spell can affect increases by 5 lbs. per mythic tier the wearer possesses (to a maximum of 55 lbs. at 10th tier). Additionally, the spell continues to function for up to 1 minute after the wearer ceases to concentrate on it, and any object currently lifted in the air by the *mage hand* effect remains in place during this time. The wearer can resume concentration before the minute is up in order to prevent the effect from ending. Alternatively, the wearer can dismiss the spell at any time to cause the lifted object to immediately fall. Finally, whenever the wearer uses this ability, he can expend any number of uses of mythic power. For each use of mythic power expended in this way, the spell can affect an additional object. The wearer can move any number of the affected objects with a single move action, but all objects affected as part of the same action must move in the same direction and for the same distance.

HAT OF DISGUISE, MYTHIC

Aura faint illusion; **CL** 1st
Slot head; **Price** 2,100 gp; **Weight** —
Construction Requirements Craft Wondrous Item, *disguise self*, mythic rank 1; **Cost** 1,050 gp

This functions as a *hat of disguise*. Additionally, you may choose to make the hat appear completely invisible while worn, rather than disguised as some other headwear, although it immediately becomes visible again if it is removed. Additionally, you can expend a single use of mythic power whenever you use the hat's ability. If you do, then the illusion includes perceived tactile (touch) and audible (sound) properties to both you and your equipment, making you sound and feel like what you appear to be. A successful Will save still allows observers to recognize it as an illusion.

HEADBAND OF ALLURING CHARISMA, MYTHIC

Aura moderate transmutation; **CL** 8th
Slot headband; **Price** 6,000 gp (+2), 24,000 gp (+4), 49,000 gp (+6); **Weight** 1 lb.
Construction Requirements Craft Wondrous Item, *eagle's splendor*, mythic rank 2; **Cost** 3,000 gp (+2), 12,000 gp (+4), 24,500 gp (+6)

This functions as a *headband of alluring charisma*. Additionally, whenever the wearer uses the surge ability to increase a Charisma check or a Charisma-based skill check, he may roll an additional bonus die of the same type, and add

the results of both dice to the roll. Finally, as a swift action, the wearer can expend any number of uses of mythic power, up to 1/2 the enhancement bonus granted by the headband. If he does, the headband's enhancement bonus increases by 2 for each use of mythic power spent in this way. This increase lasts for 1 minute. Treat the increase to the enhancement bonus as a temporary ability bonus, even if the headband's normal enhancement bonus is not currently being treated as one.

HEADBAND OF INSPIRED WISDOM, MYTHIC

Aura moderate transmutation; **CL** 8th
Slot headband; **Price** 6,000 gp (+2), 24,000 gp (+4), 49,000 gp (+6); **Weight** 1 lb.
Construction Requirements Craft Wondrous Item, owl's wisdom, mythic rank 2; **Cost** 3,000 gp (+2), 12,000 gp (+4), 24,500 gp (+6)

This functions as a *headband of inspired wisdom*. Additionally, whenever the wearer uses the surge ability to increase a Wisdom check or a Wisdom-based skill check, he may roll an additional bonus die of the same type, and add the results of both dice to the roll. Finally, as a swift action, the wearer can expend any number of uses of mythic power, up to 1/2 the enhancement bonus granted by the headband. If he does, the headband's enhancement bonus increases by 2 for each use of mythic power spent in this way. This increase lasts for 1 minute. Treat the increase to the enhancement bonus as a temporary ability bonus, even if the headband's normal enhancement bonus is not currently being treated as one.

HEADBAND OF VAST INTELLIGENCE, MYTHIC

Aura moderate transmutation; **CL** 8th
Slot headband; **Price** 6,000 gp (+2), 24,000 gp (+4), 49,000 gp (+6); **Weight** 1 lb.
Construction Requirements Craft Wondrous Item, fox's cunning, mythic rank 2; **Cost** 3,000 gp (+2), 12,000 gp (+4), 24,500 gp (+6)

This functions as a *headband of vast intelligence*. Additionally, whenever the wearer uses the surge ability to increase an Intelligence check or an Intelligence-based skill check, he may roll an additional bonus die of the same type, and add the results of both dice to the roll. Finally, as a swift action, the wearer can expend any number of uses of mythic power, up to 1/2 the enhancement bonus granted by the headband. If he does, the headband's enhancement bonus increases by 2 for each use of mythic power spent in this way. This increase lasts for 1 minute. Treat the increase to the enhancement bonus as a temporary ability bonus, even if the headband's normal enhancement bonus is not currently being treated as one.

HELM OF TELEPATHY, MYTHIC

Aura faint divination and enchantment; **CL** 5th
Slot head; **Price** 33,000 gp; **Weight** 3 lbs.
Construction Requirements Craft Wondrous Item, *detect thoughts*, *suggestion*, mythic rank 3; **Cost** 16,500 gp

This functions as a *helm of telepathy*, except that the area of the *detect thoughts* effect is a 120-foot cone.

Additionally, the wearer can expend a single use of mythic power at any time in order to recharge the helm's ability to use *suggestion*, allowing that ability to be used multiple times per day. Further, whenever the wearer uses the *suggestion* ability, he can expend a use of mythic power. If he does, the saving throw DC for the *suggestion* effect increases to be equal to 10 + 1/2 his Hit Dice + his Charisma modifier.

MASK OF THE SKULL, MYTHIC

Aura strong necromancy and transmutation; **CL** 13th
Slot head; **Price** 40,000 gp; **Weight** 3 lbs.
Construction Requirements Craft Wondrous Item, *animate objects*, *finger of death*, *fly*, mythic rank 5; **Cost** 20,000 gp

This functions as a *mask of the skull*, except that it gains a +2 Dexterity bonus on the touch attack, and uses either the wearer's base attack bonus or the item's caster level for its base attack bonus, whichever is higher. Additionally, when the ability is used, the wearer can expend a single use of mythic power. If he does, and the target of the ability dies as a result of it, his head is severed, and becomes a *vargouille* under the wearer's control. *Vargouilles* created in this way serve any creature that wears the mask that created them, and have a skeletal appearance (this does not affect their game statistics). Finally, the wearer can expend 3 uses of mythic power to recharge the mask, allowing it to be used an additional time that day. While the wearer can do this any number of times per day, the mask must be worn for at least one full hour between uses of its ability.

MEDALLION OF THOUGHTS, MYTHIC

Aura faint divination; **CL** 5th
Slot neck; **Price** 15,000 gp; **Weight** —
Construction Requirements Craft Wondrous Item, *detect thoughts*, mythic rank 3; **Cost** 7,500 gp

This functions as a *medallion of thoughts*. Additionally, whenever the wearer uses a *mythic medallion of thoughts*, he can expend a single use of mythic power in order to increase the potency of the effect. If he does, the saving throw DC of the effect is increased to be equal to 10 + 1/2 the wearer's Hit Dice + the highest of the wearer's Intelligence, Wisdom, and Charisma modifiers.

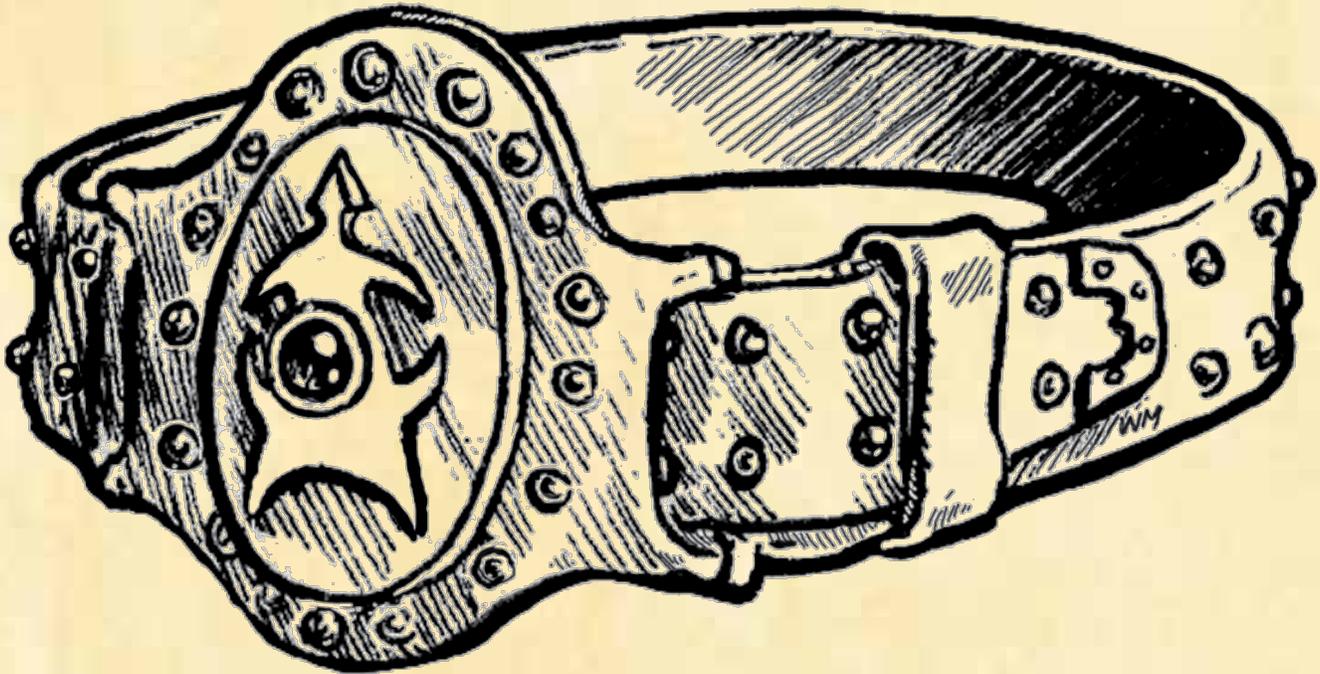
ROBE OF BONES, MYTHIC

Aura moderate necromancy; **CL** 6th
Slot body; **Price** 4,000 gp; **Weight** 1 lb.
Construction Requirements Craft Wondrous Item, *animate dead*, *command undead*, mythic rank 2; **Cost** 2,000 gp

This functions as a *robe of bones*, except that whenever the wearer detaches a figure, he can expend a use of mythic power in order to grant a simple mythic template to the creature that is created. Which mythic simple template is applied depends on which creature it is, as outlined below:

Agile: fast goblin zombie, heavy horse skeleton

Invincible: human skeleton, tough human zombie



Savage: plague ogre zombie, wolf skeleton

Additionally, whether a simple mythic template is added to the creature or not, the robe's wearer can expend a single use of mythic power when an undead creature is created with the robe in order to be able to control that creature, as though with the spell *command undead*, for one minute.

ROBE OF EYES, MYTHIC

Aura moderate divination; **CL** 11th

Slot body; **Price** 160,000 gp; **Weight** 1 lb.

Construction Requirements Craft Wondrous Item, *true seeing*, mythic rank 5; **Cost** 80,000 gp

This functions as a *robe of eyes*, but the wearer is not blinded by *light*, *continual flame*, or *daylight* spells. Additionally, by expending a use of mythic power, she can create a buffer between the sight granted by the robe and her own vision for one minute. This allows her to close her eyes to protect herself from gaze attacks (or similar effects), and still be able to see perfectly. While using this ability, she is not subject to any such gaze attacks, or similar visually-dependent effects, despite her ability to see normally. Finally, by expending a single use of mythic power as a standard action, she can gain the ability to see through solid surfaces, as though with a *ring of x-ray vision*, for one minute (this ability does not result in Constitution damage, however, even if used more than 10 times in a single day).

ROBE OF THE ARCHMAGI, MYTHIC

Aura strong varied; **CL** 14th

Slot body; **Price** 120,000 gp; **Weight** 1 lb.

Construction Requirements Craft Wondrous Item, *antimagic field*, *mage armor* or *shield of faith*, creator must be of same alignment as robe, mythic rank 4; **Cost** 60,000 gp

This functions as a *robe of the archmagi*, except that the armor bonus increases to +6, the spell resistance increases to 20, and the enhancement bonus on caster level checks made to overcome spell resistance increases by +4. Additionally, the wearer can expend a single use of mythic power at any time as a swift action in order to gain one of the following benefits: increase the armor bonus to AC to +8 for one minute, increase the spell resistance granted by the robe to 26 for one minute, increase the resistance bonus to saving throws to +6 for one minute, or increase the enhancement bonus on caster level checks made to overcome spell resistance to +8 for the next spell that the wearer casts within the next minute.

SLIPPERS OF SPIDER CLIMBING, MYTHIC

Aura faint transmutation; **CL** 4th

Slot feet; **Price** 5,500 gp; **Weight** 1/2 lb.

Construction Requirements Craft Wondrous Item, *spider climb*, mythic rank 1; **Cost** 2,750 gp

These function as *slippers of spider climbing*, except that the wearer's climb speed is equal to his base land speed or 20 feet, whichever is higher. As a full-round action, by expending a use of mythic power, the wearer can restore the slippers' magical power for the day, allowing them to be used for an additional 10 minutes that day.

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Mythic Magic Items

So you've picked out your mythic path, chosen your path abilities, learned a few mythic spells, and given yourself a mythic feat or two, but there's one key aspect of character customization that you're missing: magic items. Adventurers are only as good as the tools that they use, and why should mythic characters have to settle for the same every-day magic items that lesser mortals use?

This book presents mythic versions of twenty six iconic wondrous items. These superior versions of well-known favorites are bigger, flashier, and more powerful, with expanded abilities suitable for a mythic campaign. Even further, each of them has a special ability that interacts in some specific way with mythic power, allowing mythic characters to make the most of their abilities.

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