

Pharaonic Heritage

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Introduction

This book introduces rules for mythic heritages, which allow players to further customize their mythic characters and explore the source of their mythic power. It also includes the pharaonic heritage, and a number of mythic abilities associated with that heritage.

Mythic Heritage Rules

A mythic heritage is similar in many ways to a mythic path, but instead of representing a character's mythic destiny, it instead represents that character's mythic origins. Any given character can only have one mythic heritage, and once the character's mythic heritage is chosen, it cannot later be changed, but a mythic character's player need not choose which mythic heritage the character possesses as soon as the character becomes mythic. Indeed, in many cases a character's mythic heritage is not immediately apparent, and can serve as a dramatic revelation later on.

Whenever a mythic character would gain a path ability from his chosen mythic path, he can instead choose to take an ability associated with his mythic heritage. Some mythic heritages have a prerequisite. If the mythic character ever fails to meet this prerequisite, he loses access to all abilities he gained from his mythic heritage. If he meets the prerequisite again later, he regains these abilities, or he can retrain them the next time he gains a level or a mythic tier.

Pharaonic Heritage

Characters with a pharaonic heritage are in some way touched by or related to the mystical power of the ancient pharaohs of the old kingdom, or possibly even have a connection to the modern pharaohs of today. The character could be a descendant of a pharaoh (ancient or contemporary), and may even be somewhere in line to become pharaoh one day in the future. Alternatively, it's possible that the character's family has a long history of association with pharaohs: perhaps serving as handmaidens, bodyguards, or even spiritual advisors for pharaohs throughout the ages, to the point where some small part of the semi-divine nature of the pharaoh's office has rubbed off on them. The character may also have received his connection to the pharaohs purely by accident, after stumbling into an ancient tomb and coming into contact with a mystic relic or curse that somehow left him imbued with pharaonic essence. In some extreme cases (with GM permission), such characters might even be past pharaohs (either resurrected centuries after their reign through mysterious or unusual circumstances, or returned to life as a free-willed undead), or possibly even currently-reigning pharaohs of particularly small kingdoms. Whatever the origin of a character's pharaonic heritage, the powers of the pharaoh are ancient, and steeped in tradition that demands reverence, if only for its ability to survive for eons.

1st-Tier Mythic Abilities

Ambassador to the Entombed (Su): As one who is steeped in the traditions of the old kingdom, where the dead are revered and respected, and their tombs are sacrosanct, you have a special empathy for the deceased. Mindless undead creatures will not attack you unless specifically ordered to do so, or unless you take a hostile action against them. Intelligent undead creatures have their initial attitude towards you increased by one step (hostile becomes unfriendly, unfriendly becomes neutral, and so on).

Additionally, you gain some ability to influence the dead. You gain the Command Undead feat, if you do not have it already, even if you do not meet the prerequisites. If you do not have the channel energy class feature, you must expend one daily use of mythic power each time you use the feat, the saving throw DC to resist the effect is equal to 10 + your mythic tier + your Charisma modifier, and the maximum number of Hit Dice of undead you can control is equal to twice your mythic tier. If you have the channel energy class feature (either negative or positive energy), you can expend uses of that ability or uses of mythic power in order to use the feat, and the saving throw DC to resist the effect is either 10 + 1/2 your cleric level + your Charisma modifier or 10 + your mythic tier + your Charisma modifier, whichever is higher. The maximum number of Hit Dice of undead you can control is equal to either your cleric level or twice your mythic tier, whichever is higher.

Call Forth the Sun (Sp): You may not quite be the reason that the sun rises each day, but you can still replicate a sunrise, at least in part. Three times per day, you can create a ball of intense light that functions as a miniature sun. This ball appears in an unoccupied square of your choice within 60 feet of you, and floats in the air. The ball creates bright light in a 120-foot radius, and increases the light level by 1 step for a further 120 feet beyond that. Additionally, the ball increases the temperature by 30 degrees Fahrenheit within 120 feet of the ball of light, and increases the temperature by 20 degrees Fahrenheit from 121 feet to 240 feet. Creatures that enter the ball's square automatically suffer 1d6 points of fire damage per mythic tier you possess. The ball of light persists for 1 minute.

If you expend a use of mythic power when you use this ability, then creatures within 120 feet of the ball of light are affected as though by actual sunlight (including the weaknesses of creatures such as vampires and shadow demons). Additionally, the ball of light automatically dispels all non-mythic darkness effects within 240 feet of it.

Curse Master (Su): As a scion of pharaonic power, your words and your wrath are more potent than those of lesser mortals, lending weight to your curses. Whenever you cast a spell with the curse descriptor, you may expend one use of mythic power. If you do, the spell's saving throw DC (if any) is increased by +2. Additionally, the DC of any caster level check made to remove the effect with *remove curse* or similar effects is increased by an amount equal to your mythic tier. Finally, if the curse is ever lifted, you immediately become aware of it, as well as the relative distance and direction of the cursed creature at the time the curse was lifted.

Footsteps of Life (Su): Wherever you walk, small plants sprout around you, growing up under your feet wherever you step. Most of the time this has no effect, and you can suppress or resume this effect as a swift action. By expending one use of mythic power as a full-round action, however, you can cause these tiny plants to grow suddenly and rapidly in the area around you. This creates heavy undergrowth around you in an area with a radius of 5 feet per mythic tier you possess. This undergrowth is mildly sentient, and bends out of your way, so while you are not completely immune to this undergrowth, you treat it as though it were light undergrowth, instead of heavy undergrowth (causing it to cost you only 2 squares of movement to move through, instead of 4, and granting opponents only 20% miss chance against your attacks, rather than 30%). This effect last for 1 minute, after which the undergrowth shrivels and fades to dust.

Form of the Pharaoh (Su): When you would take the form of an animal or similar creature, you can instead choose to take a form that is a combination of several different creatures. Whenever you are the subject of a *beast* shape spell, or an ability that mimics a beast shape spell (such as a druid's wild shape class feature, or a *polymorph* spell), you can expend one use of mythic power. If you do, then instead of choosing a single animal or magical beast, you may choose up to three. You are treated as being all three of the chosen creatures for the purposes of which abilities you gain, although you must choose one of the three animals to determine the size that you become. All of the animals and/ or magical beasts that you choose must still be creatures that the spell or ability could normally transform you into (for example, you could use beast shape I to become a mix of an eagle, a squid, and a wolf, allowing you to gain a fly speed, a swim speed, low-light vision, and scent, but could not choose a spider or dragon as one of your three creatures, as beast shape I does not allow you to transform into such creatures).

Intercede with the Gods (Su): Your link to the ancient pharaohs allows you to act as an intermediary to the gods, and you can call upon one or more gods for guidance, and ask them to intercede on your behalf. By spending one minute intoning ancient ritual words, and expending a use of mythic power, you can gain the benefits of a *commune* spell, except that the number of questions you can ask is equal to your mythic tier. Additionally, after doing so, you are infused with a tiny amount of divine good will, which you can use to your benefit. At any time after using this ability, after making a d20 roll, you can expend this divine good will in order to add a +2 sacred bonus to the result. You may do so even after learning the result of the roll, and can do so in addition to surging, if desired. Once you have used this divine good will in this way once, it is lost. If you do not use your divine good will within one hour of using this ability, it is wasted.

Relic Master (Su): As a scion of the old kingdom and an inheritor of the power of pharaohs, you are intimately familiar with the trappings of strange relics and unusual magic items, and are more at home with such things than most. By expending a use of mythic power, you can automatically identify the magic properties of a magic item in your possession after a round of study, provided that the item is not an artifact or a cursed item. You also gain a bonus on all Spellcraft checks made to identify items, as well as on all Use Magic Device checks, equal to your mythic tier. Finally, by expending a use of mythic power, you can treat any Use Magic Device check you make as though the result had been a 15, instead of the actual result of the roll. You can use this ability even after learning the result of the roll.

Retributive Curse (Su): Divine blood flows in your veins, and you can call down celestial retribution upon those who would dare lift a hand against you. Whenever a creature confirms a critical hit against you, you can expend a daily use of mythic power. If you do, then the creature that scored the critical hit is immediately affected as though by the *bestow curse* spell, except that you do not need to make a melee touch attack. Non-mythic targets suffer a -4 penalty on their saving throw. Additionally, if you expend an additional use of mythic power, you can affect the target with the mythic version of *bestow curse* (found in *Mythic Mastery: Missing Mythic Magic II*), instead.

Sandwalker (Su): You can walk atop sand as though it were solid ground. This functions as the spell *water walk*, except that it applies to sand and similar environments (including quicksand), rather than water. This allows you to avoid any difficulties of walking through particularly deep sand, and allows you to avoid some or all of the effects of certain sand-based spells (such as *shifting sand*^{APG} and *soften earth and stone*). Further, you leave no trail when traveling over a sandy environment, and cannot be tracked over such terrain. You can choose to leave a trail while traveling over sandy terrain, if you desire.

Finally, you can call upon sand to lift you off the ground in times of need. As a move action, by expending a use of mythic power, you can cause sand underneath your feet to solidify and rise up, forming a platform that lifts you into the air. This effectively creates a pillar of sand underneath you that is 5 feet square, and as tall as you desire, up to 30 feet in height. The pillar of sand remains for up to one minute, after which it gently lowers back to the ground. The pillar of sand can be climbed with a DC 20 Climb check. In order to use this ability, there must be sufficient sand in the area: the ability does not create sand where there is none.

3rd-Tier Mythic Abilities

Blessed Oasis (Su): As a successor to the power of the pharaohs, you can call upon the elements to produce a spring of fresh water wherever you go. As a full-round action, by expending one use of mythic power, you can call into being a small oasis, which gradually appears over the course of 1 minute. The oasis is full of pure, disease-free water, and produces roughly 3 gallons of such water per tier. Additionally, anyone who drinks from this water receives the benefits of a *cure serious wounds* spell, as well as the drinker's choice of a *cure disease, neutralize poison*, or *remove curse* spell. Any given character cannot benefit from this ability more than once per day, even if you use the ability multiple times. The oasis that was bottled remains, it loses its magical properties after this time.

Curse Location (Sp): You can create a powerful curse that protects a small area from interlopers. Doing so requires performing a 1-hour ritual in the location where the curse is to take effect, and the expenditure of 6 uses of mythic power. The curse affects a single area or structure, up to a maximum area with a radius equal to 50 feet per mythic tier you possess. If the location or structure to be affected is smaller than the maximum area, only that specific location or structure is affected (for example, if used to protect a shrine or house, the effect would extend only as far as the walls of that structure, even if that is less than the maximum area the ability can affect). The location to be affected must be one that was man-made and has clearly-defined borders, and must be a single, distinct place (a palace or castle could qualify, but an entire city, or even a city block, would not).

When you use this ability, determine whether the curse will affect everyone, or just creatures of certain alignments, or just creatures of certain religions. In the case of alignments and religions, you can choose any number of specific alignments or deities, and the curse will only affect creatures of the chosen alignments or who worship the chosen deities (to save time, choices like "any deity but mine" or "any non-good alignments" are perfectly acceptable). Affected creatures that enter the cursed area suffer from all of the following effects: bane, bestow curse (you determine the curse when the ability is used), cause fear, dimensional anchor (this also prevents such creatures from entering the area by teleportation or similar means), and glitterdust. The caster level for these effects is equal to your caster level, and the saving throw for each effect is equal to 10 + the spell level + your mythic tier.

The curses remain in place for a number of days equal to your mythic tier, but each day, when you regain new uses of mythic power, you can choose to immediately spend 3 of those uses to maintain the curse, regardless of your distance from the cursed location. If you do, that day does not count against the number of days that the curse lasts.

Mummified Return (Su): Upon your death, as long as your body is preserved, your spirit will eventually return to it, allowing you to continue life as an undead creature. If you die, then as long as your body remains more-or-less intact (as defined by the *raise dead* spell), after 24 hours, your corpse magically desiccates, and your mummified remains rise as an undead creature. Your creature type becomes undead, and you gain all undead traits (including losing your Constitution score), though your racial Hit Dice and saving throw bonuses, if any, are not altered. If you are affected by a *raise dead* spell, or similar, while animated in this way, you immediately return to life, and do not suffer any negative levels or Constitution drain as a result of being restored to life in this way.

While mummified in this way, you gain only half as many daily uses of mythic power each day. Additionally, you can remain animated in this way only for a number of days equal to 3 + your mythic tier, after which, if you have not been restored to life, your body crumbles to dust.

Overwhelming Aura (Su): You are capable of projecting your semi-divine power in an intense burst of overwhelming presence, causing nearby creatures to freeze at your whim. Depending on your mood and nature, this may take the form of overwhelming feelings of despair and helplessness, or it may be awe and wonder at you and your glory. Whatever the exact nature of the overwhelming aura, you can activate it as a standard action, by expending one use of mythic power. While activated, the aura forces all creatures that enter or begin their turn within 30 feet of you to succeed on a Will save (DC 10 + 1/2 your Hit Dice + your mythic tier) or be paralyzed for 1d4 rounds. Creatures that succeed on this saving throw are shaken for 1d4 rounds, instead, but are otherwise immune to the effects of your overwhelming aura for the next 24 hours. Once the overwhelming aura is activated, it lasts for a number of rounds equal to your mythic tier. Because this paralysis is caused by an emotional reaction and not physical paralysis, it can affect even creatures that are normally immune to paralysis. This is a mind-affecting emotion effect.

Pharaoh's Command (Su): Your connection to the mystical and majestic pharaohs is strong, and when you speak, the power of a millennia-old empire lends weight to your words. As a swift action, by expending a use of mythic power, you can call upon the mantle of the pharaoh to magically imbue your words with power. If you do, then you can affect a single creature that can see and hear you as though by the spell *command*. Non-mythic creatures do not receive a saving throw to resist this effect, but mythic creatures can resist your commands by succeeding on a Will save (DC 10 + 1/2 your Hit Dice + your mythic tier). You can issue one command each round as a swift action for one minute each time you use this ability.

Swarmshape (Su): Your link to the power of the pharaohs allows you to call upon one of the symbols of their power to transform yourself into a cloud of angry, biting scarab beetles. As a standard action, by expending one use of mythic power, you can transform yourself into a swarm of scarabs. While in this state you gain swarm traits, and are treated as a swarm of diminutive creatures with an area of 10 feet and a reach of o feet. You gain a fly speed of 60 feet (perfect), and you gain a swarm attack that deals 1d6 points of damage for every mythic tier you possess (to a maximum of 10d6 at 10th tier). You cannot cast spells while transformed in this way, nor can you wield weapons or wear armor, though such items meld into you and reappear on your body at the end of the effect, in the same fashion as spells of the polymorph subschool. You also gain the distraction special attack, and the saving throw DC to resist its effects is equal to 10 + 1/2 your Hit Dice + your mythic tier. You remain transformed for one minute, or until you end the effect (a full-round action).

6th-Tier Mythic Abilities

Entomb in Oblivion (Su): Your connection to pharaonic might gives you the power to bring doom upon a foe, imprisoning him within a tiny amber pyramid that forms in your hand, and striking his very memory from existence. Once per day, as a full-round action, by expending three uses of mythic power, you can force a single creature within 60 feet to succeed on a Will save (DC 10 + 1/2 your Hit Dice + your mythic tier) or be magically imprisoned within a 3-inchtall amber pyramid that forms in your outstretched hand when you use this ability. Creatures imprisoned in this way cannot escape on their own, but are automatically freed if the pyramid in which they are imprisoned is destroyed (hardness 10 + your mythic tier, hit points equal to 5 x your mythic tier). Mythic creatures gain a +2 bonus on their saving throw to resist this effect.



Additionally, as long as the target is entombed in this way, his name is stricken from history and from memory. Non-mythic creatures and texts throughout the world forget who the target was, and that he ever existed. Mythic characters who knew of the target previously can retain those memories with a successful Will save (DC 10 + your mythic tier + your Charisma modifier). You automatically remember the target. Depending on how well a given individual knew the target, this memory alteration may be fairly seamless and undetectable (if they only met briefly, or the individual only had casual knowledge of the target), or it may be fairly obvious to those affected that their memory has been altered (if removing the target from the individual's memories would leave large amounts of unexplainable gaps).

Despite the harrowing nature of the imprisonment, if the pyramid is broken, the target returns in the same state he was in when he was imprisoned.

Summon Guardians of the Old Kingdom (Su): Your privileged status and link to the pharaohs allows you to

command the power of some of the exemplary guardians of the old kingdom. As a full-round action, by expending one use of mythic power, you can summon your choice of either a mythic sphinx, or 1d3 mythic mummies. The summoned creatures serve you faithfully for 1 minute, as though summoned by a *summon monster* spell. The summoned creatures do not have any uses of mythic power; however, you can allow them to access your own font of mythic power, effectively expending uses of your own mythic power in order to fuel any of their abilities that require uses of mythic power. In the case of mythic mummies, while they can create spawn, their spawn depart with them when the effect ends.

Summon Sandstorm (Su): You can draw upon your pharaonic heritage and intimate connection to the primal force of the desert in order to call forth a sandstorm of incredible proportions, even when indoors. As a full-round action, by expending two uses of mythic power, you can conjure a powerful sandstorm, which affects an area with a radius of 10 feet per mythic tier you possess (to a maximum of a 100-foot radius at 10th tier), centered on your location at the time that you use this ability. In the affected area, the wind speed increases to over 50 miles per hour (windstorm speeds), and intense sand in the air imposes a -8 penalty on Perception checks and grants all creatures in the affected area concealment. Finally, the sand whipping through the air is imbued with your semi-divine wrath, and each round, at the beginning of your turn, each creature in the affected area suffers 1d6 points of damage per mythic tier you possess (to a maximum of 10d6 points of damage, at 10th tier). A successful Reflex save (DC 10 + 1/2 your Hit Dice + your mythic tier) halves this damage. You are immune to this damage, and your movement is not hampered by the wind, but you suffer all the other negative effects of the sandstorm. The sandstorm lasts for 1 minute, or until you dismiss it (a move action).

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Unlock a New Kind of Mythic Power!

Sure, your character's mythic path tells you about the kinds of abilities in which he specializes, and perhaps even gives some clue as to his ultimate mythic destiny, but it doesn't say anything about where he came from, and what made him mythic in the first place. For that, you can turn to a mythic heritage. This new aspect of mythic characters allows for further customization of your mythic character. A mythic character can choose a mythic heritage in addition to his or her mythic path, and doing so grants him access to a number of unique abilities that are designed to reflect the flavor of his heritage, while also being of value to characters of every mythic path.

This book introduces the pharaonic heritage in particular, which represents characters whose mythic power comes from sources such as the Nile for similar mythic rivers in hostile wastes), the Old Kingdom, and the pharaohs. If you are the long-lost descendant of an ancient pharaoh, accidentally awakened a sleeping power deep within a forgotten pyramid, have been imbued with power by a pharaoh or one of the mysterious gods of the Old Kingdom, or even are a pharaoh yourself, this mythic heritage allows you to tap into the ineffable and ancient power of the god=kings of the desert. This book includes 18 new mythic abilities, all of which are part of the pharaonic mythic heritage. Call forth powerful sandstorms which harm your foes, but leave you untouched. Imprison your foes in miniature pyramids and erase their names from history forever. Adventure with confidence, knowing that if you are slain you will rise again as a mummy in short time to wreak vengeance on those who slew you. Call forth oases with merely a word. Transform into a swarm of scarabs. All these and more are powers of the pharaohs. and they can be yours to command.

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.

