



5 MYTHIC MAGIC ITEMS



It doesn't look evil to me."
Merisiel stretched out a hand. "It's so bright!"

"Of course." Lem knocked her arm aside with a swipe of his flute. "Never mind the fact that it's in the middle of a creepy pit that we reached by walking through a giant skull. No, I'm sure everything's just fine, because nothing evil could possibly be shiny!" He laughed. "It's amazing you elves manage to live so long..."

Merisiel turned with a glare. "Look, half-size, if you think I came all this way to leave without any compensation—"

But Lem cut her off. "Shh! Do you hear that?"

From deep below them in the darkness rose the sound of a thousand skittering legs...

Just as their non-mythic counterparts, mythic characters use magic to aid them in their daring quests, but they can utilize some magic items in more powerful ways. In addition, mythic characters encounter artifacts somewhat more often, as such legendary items are often intertwined in their sagas.

MAGIC ITEMS

Though most items associated with mythic characters and monsters are artifacts in their own right, lesser magic items still help mythic creatures with their powers or aid normal creatures in resisting the power of mythic foes.

Armor and Shield Special Abilities

The following armor special abilities feature additional effects that triggers on the use of mythic power.

DEFLECTING		PRICE +3 BONUS
AURA strong abjuration	CL 13th	WEIGHT —

Three times per day, the wearer of a shield with this ability can cause a group of two dozen small, shiny metal plates to dislodge from the shield and orbit his immediate area. These metal plates protect the wearer and his allies from attacks, granting him and all allies within 10 feet a deflection bonus to AC. This bonus is equal to the shield's enhancement bonus. This ability lasts for 1 minute or until dismissed as a free action. A mythic wearer can expend one use of mythic power when using this ability to increase the deflection bonus granted by the shield by half his mythic tier (minimum 1). This ability can be applied only to steel shields.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, Mythic Crafter, <i>deflection</i> ^{APG}	

DENYING		PRICE +4 BONUS
AURA strong abjuration	CL 13th	WEIGHT —

Once per day, when this armor's wearer is subject to either a critical hit or a sneak attack made with a melee weapon, she can automatically negate that critical or sneak attack and make it a normal attack. If the attack is both a sneak attack and a critical hit, the wearer must decide which of those she wants to negate before the damage is rolled. One use of this special ability doesn't negate both. A mythic wearer can expend two uses of mythic power to use this ability an additional time per day, and can even expend two more uses of mythic power to negate both a critical hit and sneak attack from the same attack. This ability can be applied only to heavy armors.

CONSTRUCTION REQUIREMENTS	COST +4 bonus
Craft Magic Arms and Armor, Mythic Crafter, <i>limited wish</i> or <i>miracle</i>	

RESONATING		PRICE +1 BONUS
AURA moderate abjuration	CL 7th	WEIGHT —

Three times per day, when the wearer expends at least one use of mythic power on his turn, this armor surges with sympathetic power. Its enhancement bonus increases by 2, and any damage reduction the wearer has increases by 5. This lasts for a number of rounds equal to the wearer's tier, and doesn't stack with itself.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, Mythic Crafter, <i>lend power</i>	

Specific Armors and Shields

These armors can be used by anyone, but have greater function when worn by a mythic creature.

BASTION OF THE INHERITOR		PRICE 22,170 GP
SLOT shield	CL 5th	WEIGHT 15 lbs.
AURA faint abjuration		



This +1 rallying^{UE} heavy steel shield prominently displays the sword emblem of the god Iomedae, and functions as a holy symbol for her worshipers. When using this shield, the wearer reduces the extra damage she takes from *anarchic* weapons, smite good, smite law,

and *unholy* weapons by her tier, to a minimum of 0. When its wearer uses the smite evil class feature, she can expend one use of mythic power to extend the deflection bonus to AC she gains against her target to all allies in a 10-foot-radius burst centered on her. This bonus lasts for 1 minute or until the smite evil ends, whichever comes first.

CONSTRUCTION REQUIREMENTS	COST 11,170 GP
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Craft Magic Arms and Armor, Mythic Crafter, *magic circle against evil*, *remove fear*, *sanctify armor*^{APG}

SPIRITWALK ARMOR		PRICE 25,160 GP
SLOT armor	CL 11th	WEIGHT 15 lbs.
AURA strong illusion and transmutation		



This +2 improved shadow leather armor is attractive, yet eerie. It grants its wearer the ability to use *vanish*^{APG} as a quickened spell-like ability five times per day. If a mythic wearer uses the *vanish* ability, he can expend one use of mythic power to also make himself incorporeal for

1 round.

CONSTRUCTION REQUIREMENTS	COST 12,660 GP
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Craft Magic Arms and Armor, Mythic Crafter, *vanish*, *ethereal jaunt*

STALWART BREASTPLATE		PRICE 22,350 GP
SLOT armor	CL 13th	WEIGHT 40 lbs.
AURA strong abjuration		

The burden of this weighty *+1 light fortification breastplate* gives it an armor check penalty of -5. As an immediate action, the wearer can negate the effects of a successful combat maneuver made to bull rush, overrun, or trip her. As a swift action, the wearer can expend one use of mythic power to gain immunity to ability damage, ability drain, critical hits, and sneak attacks. This effect lasts for 1 round per mythic tier the wearer possesses.

CONSTRUCTION REQUIREMENTS	COST 11,350 GP
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Craft Magic Arms and Armor, Mythic Crafter, *iron body*, either *limited wish* or *miracle*

Weapon Special Abilities

These weapon special abilities either enhance or interact with mythic creatures. Some can steal mythic power or block the ability to use it.

DISJOINING		PRICE +1 BONUS
AURA moderate necromancy	CL 7th	WEIGHT —

These weapons were first created by deities and given to mortals so that they could combat mythic foes. When the wielder confirms a critical hit against a mythic creature with a *disjoining* weapon, the target loses the ability to expend its mythic power for 1d4 rounds. A mythic creature wielding a *disjoining* weapon loses the ability to expend uses of mythic power for as long as he wields the weapon. Only melee weapons can have this ability.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, Mythic Crafter, *mythic severance*

HARVESTING		PRICE +2 BONUS
AURA moderate necromancy	CL 9th	WEIGHT —

A *harvesting* weapon siphons away mythic power from one mythic creature to empower another. Whenever a mythic wielder confirms a critical hit against another mythic creature, the weapon leeches away one use of the target's mythic power and transfers it to the wielder. If the wielder already has her maximum number of uses of mythic power, the target's use of mythic power is still leeches, but the wielder doesn't gain it. The weapon can do this a number of times per day equal to the enhancement bonus of the weapon.

If the *harvesting* weapon is a legendary item (see page 169), the wielder can have the mythic power that is leeches replenish one of that weapon's uses of legendary power. Only melee weapons can have this ability.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Craft Magic Arms and Armor, Mythic Crafter, *steal power*

MYTHIC BANE		PRICE +1 BONUS
AURA moderate evocation	CL 8th	WEIGHT —

A *mythic bane* weapon works exactly like a *bane* weapon, except it has a higher bonus and deals extra damage against any creature with the mythic subtype. This ability stacks with the *bane* weapon special ability.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, Mythic Crafter, *divine favor*

POTENT		PRICE +2 BONUS
AURA strong transmutation	CL 12th	WEIGHT —

As a swift action, the wielder can expend one use of mythic power to increase the weapon's enhancement bonus by half his mythic tier (minimum 1, to a maximum of a +6 enhancement bonus) and give it the ability to bypass damage reduction. These benefits last for 1 round. Melee and ranged weapons can have this ability, but not ammunition.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Craft Magic Arms and Armor, Mythic Crafter, *greater heroism*, *greater magic weapon*

SACROSANCT		PRICE +5,000 GP
AURA moderate evocation	CL 8th	WEIGHT —

Taking the form of a deity's favored weapon, a *sacrosanct* weapon serves as both a martial implement and the corresponding deity's holy (or unholy) symbol. Once per day when the wielder uses the *sacrosanct* weapon to channel energy, she can increase the radius of the channel energy to 40 feet. They wielder must be able to channel positive or negative energy to use this ability.

Alternatively, the wielder can expend one use of mythic power to use this ability instead of expending its daily use. When using mythic power to activate this ability, it can be done at will.

CONSTRUCTION REQUIREMENTS	COST +5,000 GP
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Craft Magic Arms and Armor, Mythic Crafter, the crafter must be able to channel energy

Specific Weapons

These majestic weapons are fit for mythic creatures.

BOW OF ERASTIL		PRICE 38,000 GP
SLOT none	CL 15th	WEIGHT 5 lbs.
AURA strong transmutation		

This golden *+1 endless ammunition^{UE} distance composite longbow* (+6 Str) produces a golden arrow whenever it's drawn. By expending one use of mythic power, the bow's wielder can make a single attack and compare the result against every enemy within 60 feet of her. The wielder rolls damage only

once, and applies it to all foes hit by the attack. If the attack is a critical threat, the wielder chooses only one enemy hit and attempts to confirm the critical against that enemy.

CONSTRUCTION REQUIREMENTS	COST 19,500 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>clairaudience/clairvoyance, haste</i>	

BRUTAL AXE		PRICE 21,320 GP
SLOT none	CL 11th	WEIGHT 12 lbs.
AURA moderate transmutation		

The haft of this *+1 adamantite greataxe* is carved from the limb of a treant slain by fire. While wielding this axe, a creature is considered to have the Improved Sunder feat. It also deals an additional 1d12 points of damage when used to sunder. If the wielder already has Improved Sunder, the axe grants Greater Sunder; and if the wielder already has Greater Sunder, it instead provides a further +2 bonus on sunder combat maneuver checks.

As an immediate action after making a successful attack with the axe, the wielder can expend one use of mythic power to make a combat maneuver check to sunder a single item being used by the creature he just successfully attacked. This sunder attempt deals double damage and uses the wielder's full base attack bonus. If the item is destroyed by this sunder attempt, no excess damage is applied to the item's wielder or other items.

CONSTRUCTION REQUIREMENTS	COST 12,320 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>bull's strength, ironwood</i>	

CHAOS HAMMER		PRICE 38,312 GP
SLOT none	CL 9th	WEIGHT 10 lbs.
AURA moderate evocation [chaotic]		



This oversized hammer crackles with chaotic energy. Once per day as a standard action, the wielder of this *+1 anarchic warhammer* can strike the ground to create the effects of the *chaos hammer* spell (Will DC 16, CL 9th) that bursts out from the warhammer's wielder. A mythic creature wielding

this weapon can expend one use of mythic power to activate this ability without using up its daily use.

CONSTRUCTION REQUIREMENTS	COST 19,312 GP
Craft Wondrous Item, Mythic Crafter, <i>align weapon, chaos hammer, creator must be chaotic</i>	

DAGGER OF A THOUSAND BITES		PRICE 24,502 GP
SLOT none	CL 18th	WEIGHT 1/2 lb.
AURA strong conjuration		

This *+1 keen returning mithral dagger* is bleached pale white like some sort of giant tooth. The wielder can expend one

use of mythic power when throwing the dagger. When the dagger is thrown in this fashion and hits its target, it can be directed to strike a different target within 30 feet of the first. The new target must still be within the attacker's line of sight. This additional attack is made using the same attack bonus as the first, though range penalties apply based on the total distance the dagger flies.

The dagger's wielder can continue selecting additional targets within his line of sight until the dagger misses, though no creature can be targeted by the dagger more than once in the same round.

CONSTRUCTION REQUIREMENTS	COST 12,502 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>greater magic weapon, keen edge, telekinesis</i>	

DRAGONBREATH BOW		PRICE 50,375 GP
SLOT none	CL 14th	WEIGHT 3 lbs.
AURA strong evocation		



This *+2 flaming burst longbow's* arrow rest is shaped like a dragon's head with its mouth agape—as if about to unleash its breath weapon. A mythic wielder can expend one use of mythic power when drawing back the bow to create an arrow of pure flame. This flame arrow acts as a ranged touch attack that can target only creatures within the first

range increment of the bow. When it hits its target, this flame arrow deals 3d10+2 points of fire damage. This damage stacks with the bow's *flaming burst* special ability.

CONSTRUCTION REQUIREMENTS	COST 25,375 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>flame strike, scorching ray</i>	

FIRE GODDESS'S BLADE		PRICE 33,315 GP
SLOT none	CL 18th	WEIGHT 4 lbs.
AURA strong conjuration and transmutation		

This *+1 flaming scimitar* has golden flames embossed along the blade, which flicker and glow even when the sword's flames are extinguished. Three times per day as a swift action, its wielder can transform the sword into a blade of pure flame. In this form, the blade deals 1d8+9 points of fire damage (as the *flame blade* spell).

Once per day, the sword's wielder can expend one use of mythic power to transform the blade into a Large fire elemental for 10 minutes. When the duration ends or the fire elemental is defeated, the blade reappears in its owner's hands.

CONSTRUCTION REQUIREMENTS	COST 16,815 GP
Craft Wondrous Item, Mythic Crafter, <i>flame blade, greater magic weapon</i>	

GUN WITH NO NAME		PRICE
		98,300 GP
SLOT none	CL 9th	WEIGHT 5 lbs.
AURA moderate abjuration and conjuration		



Though the green, glowing runes on this firearm denote it as magical, otherwise this +2 *mythic bane greater lucky^{UE} pepperbox^{UE}* appears beat up and nearly useless. This weapon can be reloaded normally, but if its wielder

expends either one use of mythic power or 1 grit point as a swift action, each of the firearm's empty barrels magically reloads with either black powder and a bullet or with a flare alchemical cartridge (the wielder chooses, and she can mix and match the ammunition type with each barrel). While carrying this firearm, the wielder is immune to scrying and any form of divination that attempts to ascertain her location, thoughts, or alignment. The firearm itself is immune to *locate object* and similar effects.

CONSTRUCTION REQUIREMENTS	COST 50,800 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>divine favor</i> , <i>nondetection</i>	

PICK OF STONECLEAVING		PRICE
		11,308 GP
SLOT none	CL 5th	WEIGHT 6 lbs.
AURA faint evocation		

When this +1 *adamantine heavy pick* is used to damage unattended objects, it deals an additional 2d6 points of damage. If the wielder expends one use of mythic power when making such an attack, the pick bypasses the object's hardness and deals 4d6 additional damage instead of 2d6.

CONSTRUCTION REQUIREMENTS	COST 7,308 GP
Craft Wondrous Item, Mythic Crafter, <i>shatter</i>	

SACRED AVENGER		PRICE
		202,630 GP
SLOT none	CL 20th	WEIGHT 4 lbs.
AURA strong abjuration		

This +3 *cold iron longsword* becomes a +5 *holy defiant^{UE} cold iron longsword* in the hands of a paladin or a lawful good mythic creature. If the creature wielding this weapon is a paladin with mythic tiers, she can also grant the weapon the *brilliant energy* special ability on command. Dismissing the *brilliant energy* ability is a free action.

When wielded by a paladin or a lawful good mythic creature, this weapon provides spell resistance equal to 5 + the character's paladin class level (if any) + the character's mythic tier (if any) to the wielder and anyone within 10 feet of her. It also enables the wielder to use *mythic greater dispel magic* once per round as a standard action, with a caster level equal to either the wielder's paladin class level or double her mythic tier, whichever is higher. *Mythic greater dispel magic* functions as *greater dispel magic* including the benefits of

the *mythic dispel magic* spell, but when the wielder dispels a spell, she heals 1d6 points of damage for every spell level of the dispelled spell instead of healing 1d4 points of damage.

CONSTRUCTION REQUIREMENTS	COST 102,630 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>gaseous form</i> , <i>greater dispel magic</i> , <i>holy aura</i> , creator must be good	

SHADOW SPIKE		PRICE
		96,600 GP
SLOT none	CL 12th	WEIGHT 4 lbs.
AURA strong conjuration		

This +2/+2 *cruel quarterstaff* is made of polished ebony, and features a blackened metal spike on its bottom end. As a standard action, the wielder can drive the spike into the ground on either the Material Plane or the Shadow Plane, creating a rift merging those two planes. This rift is 30 feet in diameter, lasts for 1 minute, and can be created once per day. If the creature that drives the *shadow spike* into the ground expends one use of mythic power when doing so, the effect lasts until the *shadow spike* is pulled out of the ground (which takes a standard action).

The rift's area acts as the *deeper darkness* spell. Spells with the darkness or shadow descriptors cast within the rift have +1 caster level, and are affected as if cast with the Extend Spell feat. As a standard action, any mythic creature within the area can expend three uses of mythic power to *plane shift* to the Shadow Plane (if on the Material Plane) or to the Material Plane (if on the Shadow Plane). If a mythic creature *plane shifts* while holding the *shadow spike*, the weapon teleports with that creature, ending the effect.

CONSTRUCTION REQUIREMENTS	COST 48,600 GP
Craft Wondrous Item, Mythic Crafter, <i>cause fear</i> , <i>death knell</i> , <i>deeper darkness</i> , <i>plane shift</i>	

SHADOW'S TOUCH		PRICE
		102,962 GP
SLOT none	CL 13th	WEIGHT 1/2 lb.
AURA strong illusion		

Amazingly light, this ebon +2 *keen dagger* fades into near intangibility at its tip. It ignores bonuses to AC provided by deflection and force effects, and deals 2 points of Strength damage on a confirmed critical hit. By expending one use of mythic power while attacking, the wielder can strike a force effect and *disintegrate* it as a touch attack. This effect also automatically dispels force effects that can be dispelled whether or not they're subject to *disintegrate*.

As a standard action, the wielder can expend a use of mythic power while slashing at the air to open up a rift to the Shadow Plane. This functions as *shadow walk*, except that a maximum number of creatures equal to double the wielder's tier can pass through before the rift closes.

CONSTRUCTION REQUIREMENTS	COST 51,632 GP
Craft Magic Arms and Armor, Mythic Creator, <i>shadow walk</i> , <i>shadow weapon^{UM}</i>	

SKIRMISHING SPEAR		PRICE
		19,502 GP
SLOT none	CL 7th	WEIGHT 6 lbs.
AURA moderate conjuration		



When thrown, this *+1 returning spear* is considered a one-handed weapon and gains a +2 bonus on the attack roll. If the spear hits when thrown, the wielder can, as an immediate action, expend one use of mythic power to teleport to an unoccupied

space adjacent to the creature struck. This effect is treated as *dimension door*, except the wielder can act after teleporting. The spear comes back to its wielder's hand when he appears. If he hadn't taken a move action prior to throwing the spear, he can continue a full attack with the spear.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, Mythic Crafter, <i>dimension door</i> , <i>telekinesis</i>	9,902 GP

SPELLBREAKER		PRICE
		71,600 GP
SLOT none	CL 12th	WEIGHT 4 lbs.
AURA strong abjuration		

Only one end of this iron-shod *+3 quarterstaff* has an enhancement bonus. The enhanced end acts as a *bane* weapon against any creature with the ability to cast spells or use spell-like abilities. As a standard action, the wielder can strike the unenhanced end against the ground while expending one use of mythic power to produce an *antimagic field* centered on the staff. This effect has a duration of 2 hours. Anyone striking the staff against the ground a second time dismisses the effect. The *antimagic field* remains in effect if the staff is dropped or disarmed. The staff retains its enhancement bonus and extra damage against spellcasters inside any *antimagic field*.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, Mythic Crafter, <i>antimagic field</i>	36,100 GP

STORMCALLER		PRICE
		98,302 GP
SLOT none	CL 13th	WEIGHT 6 lbs.
AURA strong evocation [electricity]		

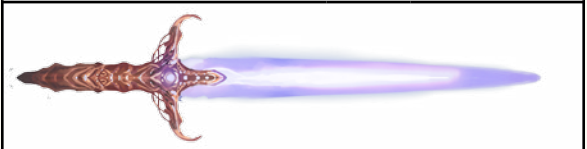
This *+1 keen shock spear* constantly flickers and sparks with power. When casting spells with the electricity descriptor, the spear's wielder adds 1 to her effective caster level. (This doesn't stack with other effects or feats that increase caster level.) Once per week, the wielder can cast *control weather* for the purposes of summoning a storm or increasing the severity of an existing storm.

As a full-round action, the wielder can expend one use of mythic power to call lightning down on foes he hits. This works like the *call lightning* spell (CL 13th), with the following differences. Rather than being directed as a

move action, for 13 rounds the lightning is called down on the first opponent hit by the spear each round. This effect bypasses lightning resistance and treats lightning immunity as lightning resistance 10. If the wielder confirms a critical hit on an attack that calls down a lightning bolt, the lightning also deals double damage.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Mythic Crafter, <i>call lightning</i> , <i>control weather</i>	49,302 GP

SWORD OF INNER FIRE		PRICE
		151,315 GP
SLOT none	CL 16th	WEIGHT 4 lbs.
AURA strong transmutation [fire]		



This *+1 flaming burst brilliant energy longsword* has a burnished copper hilt and burns with blue and white flame. In the hands of a mythic wielder, the sword's fire damage bypasses fire resistance and fire immunity. As a swift action, the wielder can expend one use of mythic power to enable the *sword of inner fire* to damage nonliving creatures (such as constructs and undead) for 1 round, though the sword still can't damage inanimate objects.

A wielder of at least 3rd tier can absorb the *sword of inner fire* into her body as a swift action, and call it back to hand with another swift action. While the sword is stored in this way, her eyes burn with orange flame and she gains a +5 deflection bonus to AC and a +2 luck bonus on all saving throws.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, Mythic Crafter, <i>flame strike</i> , <i>gaseous form</i> , <i>instant summons</i> , <i>shield of faith</i>	75,815 GP

Other Magic Items

The following items' abilities interact with mythic creatures.

AMBROSIA		PRICE
		10,000 GP
SLOT none	CL 18th	WEIGHT 1 lb.
AURA strong conjuration		

This divine food comes in many forms, from a light and airy honeyed cake to a deep, rich chocolate. A mythic creature that eats this food is restored and replenished. Eating this food takes 1 minute, and when the meal is done, the consumer regains all her uses of mythic power for the day. If a non-mythic creature consumes *ambrosia*, that creature is subject to *neutralize poison*, *remove curse*, and *remove disease*, each at caster level 10th. A mythic creature can choose to either gain this effect instead of regaining mythic power.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Mythic Crafter, <i>greater heroism</i> , <i>heal</i>	5,000 GP

ANCHORING BELT		PRICE
		60,000 GP
SLOT belt	CL 9th	WEIGHT 10 lbs.
AURA moderate abjuration		

This belt looks like nothing more than iron chains connecting large pieces of slate. It grants its wearer a +5 inherent bonus to combat maneuver defense against bull rush, drag, grapple, overrun, reposition, and trip combat maneuvers and a +5 inherent bonus on saving throws against any effect that attempts to move the wearer with physical force or energy. Furthermore, if the wearer is a mythic creature and targeted by an effect that would teleport her, she can choose whether or not she wishes to be teleported.

As a standard action, the wearer can expend one use of mythic power to create a 30-foot-radius aura that affects all enemy creatures within it as though they were subject to a *dimensional anchor* spell. This aura lasts for a number of rounds equal to the wearer's mythic tier.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP
Craft Wondrous Item, Mythic Crafter, <i>bull's strength</i> , <i>dimensional anchor</i>	

BLIND HELM		PRICE
		85,000 GP
SLOT head	CL 13th	WEIGHT 3 lbs.
AURA strong divination		

This plain steel helm completely covers the face, lacking even eyeholes or a slit to peer out of. Its wearer is blinded by the helm, but gains blindsense with a range of 60 feet. As a swift action, the wearer can expend one use of mythic power to gain blindsight with a range of 60 feet for 1 minute, or instead expend two uses of mythic power to gain blindsight with a range of 120 feet for 1 minute. The wearer can expend three uses of mythic power to gain the effects of *truesight* for 1 minute.

CONSTRUCTION REQUIREMENTS	COST 42,500 GP
Craft Wondrous Item, Mythic Crafter, <i>echolocation</i> , <i>true seeing</i>	

BOOK OF BANISHING		PRICE
		50,000 GP
SLOT none	CL 18th	WEIGHT 2 lbs.
AURA strong abjuration		



This immense tome contains dozens of banishing rituals, each written in an ever-changing mix of languages. It can be read only by way of *comprehend languages* or a similar translating effect. As a full-round

action, a mythic creature can flip to and read an appropriate ritual of *banishment* for a particular category of extraplanar creatures, such as angels or devils. Creatures not of that category are unaffected. The reader's caster level for this ritual is double her mythic tier.

Once the ritual is read, the book counts as an object that the chosen creatures hate and fear, granting a +2 bonus on the reader's caster level check to overcome the chosen creatures' spell resistance. If other objects and substances that can affect the caster level check to overcome spell resistance are available, the book's user can apply those objects and substances when using the *banishment* ritual, further increasing her bonus.

A *book of banishing* can be safely read once per day. If read additional times during that period (regardless of who reads it), the reader must succeed at a DC 20 Will save or suffer the effects of a *feblemind* spell. This save DC increases by 5 each additional time the book is read that day.

CONSTRUCTION REQUIREMENTS	COST 25,000 GP
Craft Wondrous Item, Mythic Creator, <i>banishment</i> , any one of <i>cloak of chaos</i> , <i>holy aura</i> , <i>shield of law</i> , or <i>unholy aura</i>	

BOOK OF PERFECT JOKES		PRICE
		27,000 GP
SLOT none	CL 8th	WEIGHT 1 lb.
AURA moderate enchantment		

This small, weathered journal contains 10,000 jokes that change to be perfectly suited for particular audiences. The book grants its owner a +5 bonus on any Diplomacy check to influence the attitude of a creature. Additionally, up to three times per day the book can be used to cast *hideous laughter* (Will DC 13 negates).

By expending one use of mythic power as a standard action, the book's reader can make a brutal verbal tirade mocking a creature. The target creature is enraged per the *rage* spell, and all other enemies within 30 feet of the target begin laughing uncontrollably, as *hideous laughter* (Will DC 14 negates either effect). The book contains only one perfect joke for any given creature, so attempting to use the book on a creature a second time yields no effect.

CONSTRUCTION REQUIREMENTS	COST 13,500 GP
Craft Wondrous Item, Mythic Crafter, <i>hideous laughter</i> , <i>rage</i>	

BOOTS OF EARTH AND WIND		PRICE
		20,000 GP
SLOT feet	CL 9th	WEIGHT 3 lbs.
AURA moderate transmutation		



These strange, heavy, leather-and-steel boots feature a pair of ever-fluttering wings on each side. These boots function like *winged boots*, but also grant a +5 bonus to CMD against bull rush, overrun, and reposition combat maneuvers as long as the wearer

is standing on solid ground. A mythic creature can expend one use of mythic power when commanding the boots to fly to gain the bonus to CMD for as long as she uses the boots to fly.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>entangle</i> , <i>fly</i>	

BOUNTIFUL BOTTLE		PRICE 4,000 GP
SLOT none	CL 6th	WEIGHT 1 lb.
AURA moderate transmutation		



This oddly shaped, transparent bottle has one chamber nested inside the other and two separate spouts, one leading into the smaller inner bottle, and the other into the outer bottle. To use the bottle, the inner chamber is filled with a potion and the outer chamber filled with water.

When left alone for 24 hours, the water in the outer chamber slowly takes on the properties of the potion in the inner chamber, creating a second dose of the potion (though the bottle is unable to replicate potions with expensive material components). The second dose of created potion must be quaffed from the *bountiful bottle* to be effective, and loses its potency if transferred to another container. By expending one use of mythic power, the time it takes to transform a potion is shortened to a full-round action.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, Mythic Crafter, <i>universal formula</i> ^{APG}	

BRACERS OF MIGHT		PRICE 10,000 GP
SLOT wrists	CL 10th	WEIGHT 1/2 lb.
AURA moderate transmutation		

These golden bracers are sculpted to depict a pair of mighty stags rearing up in triumph. They grant a +4 bonus on all Strength ability checks and Strength-based skill checks. As a swift action up to three times per day, the wearer can call upon the power of these bracers to gain a +4 sacred bonus to Strength for 1 round. The wearer can expend one use of mythic power to treat one Strength ability check or Strength-based skill check as if he rolled a natural 20.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, Mythic Crafter, <i>bull's strength</i>	

BRACERS OF THE SHIELD MATES		PRICE 40,000 GP
SLOT wrists	CL 7th	WEIGHT 2 lbs.
AURA moderate conjuration		

These heavy, bronze bracers depict scenes of epic battle and heroic sacrifice. When worn together, they provide no benefit. When two individuals each wear a single bracer, each wearer gains a +2 shield bonus to AC as long as the two remain within 100 feet of each other.

By expending one use of mythic power as a swift action, the wearer of one of the bracers can teleport up to 100 feet per mythic tier to any unoccupied space adjacent to the other wearer. The wearer acts normally for the remainder of her turn, then immediately teleports back to her original space when

her turn ends. Effects that prevent dimensional travel either from the wearer's space or to her destination block this ability.

CONSTRUCTION REQUIREMENTS	20,000 GP
Craft Wondrous Item, Mythic Creator, <i>dimension door</i> , <i>shield</i>	

CANOPIC JAR		PRICE 24,000 GP
SLOT none	CL 13th	WEIGHT 2 lbs.
AURA strong necromancy		



This clay burial jar is designed to hold viscera from a corpse. A creature can spend 10 minutes and make a DC 15 Heal check to harvest the intact intestine, liver, lungs, or stomach from a Tiny to Large corpse and preserve it inside the jar. The corpse must be fresh (dead for no longer than 1 hour) and of the animal, dragon, or humanoid type. A full jar weighs 5 pounds.

Up to three times per day, the bearer can gain any one of the following abilities that the creature possessed in life for 10 minutes at a value no greater than the creature had: climb speed, darkvision (up to 60 feet), resist energy, fly speed, low-light vision, scent, or swim speed. Movement abilities are limited to a speed of no more than 60 feet, and flight can be of no greater than good maneuverability. Energy resistance can be gained in any single energy type the creature was resistant or immune to, to a maximum of 20 points (if the creature had immunity, the user gains resistance 20 to that energy type).

By expending one use of mythic power, the bearer can instead take the form of the creature for 10 minutes, as if using *alter self*, *beast shape II*, *form of the dragon II*, or *giant form I*, as appropriate. The bearer resembles the original creature as it appeared in life, as though he were impersonating that creature with a Disguise check result of 20. To use the jar's abilities, it only has to be carried on the bearer's person. In addition to these properties, the *canopic jar* preserves its contents for an indefinite period, similar to *gentle repose*. The organs are suitable remains for *resurrection*, but insufficient for *raise dead*.

CONSTRUCTION REQUIREMENTS	COST 12,000 GP
Craft Wondrous Item, Mythic Crafter, <i>gentle repose</i> , <i>polymorph</i>	

CAPE OF FREE WILL		PRICE VARIES
+1 bonus/+2 Will		1,500 GP
+2 bonus/+3 Will		6,000 GP
+3 bonus/+4 Will		13,500 GP
+4 bonus/+5 Will		24,000 GP
+5 bonus/+6 Will		37,500 GP
SLOT shoulders	CL 7th	WEIGHT 1 lb.
AURA moderate abjuration		

The wearer of this brightly colored patchwork cape gains a bonus on all saving throws, as with a *cloak of resistance*, but the resistance bonus on Will saves is one greater. Furthermore,

if the wearer fails a Will saving throw, he can expend one use of mythic power as an immediate action to reroll that saving throw. If the wearer fails the saving throw on the reroll, he can't use this ability again for 24 hours.

CONSTRUCTION REQUIREMENTS	COST VARIES
+1 bonus/+2 Will	750 GP
+2 bonus/+3 Will	3,000 GP
+3 bonus/+4 Will	6,750 GP
+4 bonus/+5 Will	12,000 GP
+5 bonus/+6 Will	18,750 GP

Craft Wondrous Item, Mythic Crafter, *resistance*, the creator must have the mythic saves ability

CAYDEN'S CUP		PRICE
		16,500 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint conjuration		

On command, this battered pewter tankard fills with ale perfectly matched to the bearer's taste and desire. Ale poured out the tankard quickly loses its flavor and virtue, becoming common swill within minutes. The tankard prevents most of the ill effects of excessive drinking, such as hangovers and blackouts, as long as it remains in its owner's possession. It also provides a +4 bonus on saving throws against poison.

Once per hour as a move action, by drinking the contents of the tankard and voicing a toast the imbiber gains a +2 morale bonus to Strength and Constitution, but takes a -2 penalty on Dexterity- and Intelligence-based ability and skill checks. These effects last for 10 minutes. If the tankard is empty, it must be filled prior to drinking. If the imbiber expends one use of mythic power while drinking from the cup, the morale bonus increase to +4, the penalties to -4, and the duration of the tankard's effects to 1 hour.

CONSTRUCTION REQUIREMENTS	COST 8,250 GP
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Craft wondrous Item, Mythic Crafter, *create food and water*, *heroism*, *neutralize poison*

CENSER OF SANCTUARY		PRICE
		18,000 GP
SLOT none	CL 3rd	WEIGHT 2 lbs.
AURA faint abjuration		



When a block of incense is placed inside this censer and ignited, the bearer gains the benefits of a heightened 2nd-level *sanctuary* spell for as long as the incense burns (1 hour per stick of incense) or until the bearer breaks the effect by attacking. Placing the incense is a move action,

and igniting it is a standard action. If *incense of meditation* is burned instead of normal incense, the *sanctuary* effect is heightened to 7th level.

While lighting the censer, the bearer can expend one use of mythic power to grant the benefits of the censer's *sanctuary*

to all allies within a 20-foot-radius emanation of the censer for 10 minutes. Allies who attack break the *sanctuary* effect only for themselves. The incense extinguishes 1 round after the bearer ceases to use. If *incense of meditation* is extinguished before 8 hours of burning, the remainder becomes normal incense.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
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Craft Wondrous Item, Heighten Spell, Mythic Crafter, *sanctuary*

CHIME OF DISILLUSIONMENT		PRICE
		35,000 GP
SLOT none	CL 9th	WEIGHT 2 lbs.
AURA moderate enchantment		

When struck, this heavy iron tube produces a discordant tone and draws the surrounding light in on itself. Within a 60-foot-radius burst centered on the point where the chime was struck, the illumination level drops one step, to a minimum of dim light. The echoes of the chime resonate for 1 minute, during which creatures in the area can't benefit from morale bonuses and gain a +4 bonus on Will saves made to disbelieve. After this period, the suppression of morale bonuses ends and the ambient light level returns to normal. If the bearer expends one use of mythic power while striking the chime, the area increases to a 120-foot-radius burst, and each mythic enemy within it loses one use of mythic power, in addition to the chime's normal effects. The chime can be struck three times per day. Additional strikes produce no sound or effect.

CONSTRUCTION REQUIREMENTS	COST 17,500 GP
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Craft Wondrous Item, Mythic Crafter, *calm emotions*, *darkness*

CLOAK OF QUICK REFLEXES		PRICE VARIES
+1 bonus/+2 Reflex		1,500 GP
+2 bonus/+3 Reflex		6,000 GP
+3 bonus/+4 Reflex		13,500 GP
+4 bonus/+5 Reflex		24,000 GP
+5 bonus/+6 Reflex		37,500 GP
SLOT shoulders	CL 7th	WEIGHT 1 lb.
AURA moderate abjuration		

The wearer of this light, short cloak gains a bonus on all saving throws, as with a *cloak of resistance*, but the resistance bonus on Reflex saves is one greater. Furthermore, if the wearer fails a Reflex saving throw, she can expend one use of mythic power as an immediate action to reroll that saving throw. If the wearer fails the saving throw on the reroll, she can't use this ability again for 24 hours.

CONSTRUCTION REQUIREMENTS	COST VARIES
+1 bonus/+2 Reflex	750 GP
+2 bonus/+3 Reflex	3,000 GP
+3 bonus/+4 Reflex	6,750 GP
+4 bonus/+5 Reflex	12,000 GP
+5 bonus/+6 Reflex	18,750 GP

Craft Wondrous Item, Mythic Crafter, *resistance*, the creator must have the mythic saves ability

CLOAK OF THE HUNT

		PRICE 12,000 GP
SLOT shoulders	CL 12th	WEIGHT 1 lb.
AURA strong illusion		

This rough-spun green cloak is trimmed in wolf fur and fastened with a silver clasp. With the cloak drawn over his shoulders and the hood pulled up, the wearer becomes one with his surroundings, gaining a +5 bonus on Stealth checks and on Survival skill checks made to follow tracks. The cloak also renders the wearer immune to the scent ability.

If the wearer expends one use of mythic power, the cloak turns him invisible for 1 hour, as *greater invisibility*. If the wearer makes an attack, the effects last for 1 minute after the attack, then end. A character made invisible by this cloak can't be detected with *detect magic* or other spells or effects that detect magical auras. The *greater invisibility* can't be penetrated, revealed, or dispelled by spells of 2nd level or lower (such as *see invisibility* or *glitterdust*), though *true seeing* and dust of *appearance* can reveal the wearer's presence.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
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Craft Wondrous Item, Mythic Crafter, *greater invisibility*

CORNUCOPIA OF PLENTY

		PRICE 35,000 GP
SLOT none	CL 11th	WEIGHT 5 lbs.
AURA moderate conjuration		

This large container, crafted from an animal horn or woven of wicker, overflows with fruits, nuts, and vegetables. Up to three times per day, it can be inverted to pour forth delicious food equal to a casting of *create food and water* for up to six people. Though the cornucopia produces no water, the succulent fruits slake normal thirst.

If the user expends one use of mythic power when inverting the horn, it instead produces a *heroes' feast* that also refreshes the partakers as though they had rested for a full 8 hours sleep. Creatures with the recuperation ability (see page 12) who dine on this feast recover as though they had rested for the hour required by the recuperation ability, with no need to expend additional uses of mythic power. Eating more than one such feast within a single day provides no additional benefit.

CONSTRUCTION REQUIREMENTS	COST 17,500 GP
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Craft Wondrous Item, Mythic Crafter, *create food and water*, *heroes' feast*

DEATH WARDEN'S BANDOLIER

		PRICE 15,000 GP
SLOT chest	CL 11th	WEIGHT 3 lbs.
AURA moderate necromancy [good]		

This black leather bandolier is adorned with three brass bells of various sizes and shapes. Each bell can be rung to produce its own effect, or all can be rung at once to create a *death ward*. The *death warden's bandolier* can be used three times per day.

A mythic creature can expend one use mythic power to use the bandolier without expending one of the item's daily uses.

Undead Ward Bell: This long, thin bell produces a high-pitched, piercing ring. When it is rung as a standard action, it creates a 30-foot-burst aura that keeps out undead creatures. An undead creature can't enter the aura unless it succeeds at a DC 16 Will save. Undead within the aura take a -2 penalty on all attack rolls, combat maneuver checks, skill checks, and ability checks. The aura lasts for 5 rounds, but can be extended to 1 minute by expending one use of mythic power.

Channeling Bell: This large, bulbous bell creates a rich, reverberating tone. When it's rung as part of the action to channel positive energy to harm undead, it can take the place of the holy symbol needed for channeling. When it's used in such a manner, undead creatures within the area take an additional 2 points of damage per each die of the channelled energy. The undead take this extra damage even if they succeed at their Will saving throws.

Dirge Bell: The final, largest bell is cone-shaped. It creates a deep, bass chime. When rung, this bell creates an aura in a 30-foot-radius burst that causes incorporeal undead within it to become semi-physical for a period of time. While within the aura, undead take half damage from nonmagical attacks and full damage from magical attacks. The aura last for 5 rounds, but can be extended to 1 minute by expending one use of mythic power.

All Bells At Once: When all the bells are rung at once, the wearer and all of her allies within 30 feet are protected as if they were subject to a *death ward* spell (CL 11th). By expending one use of mythic power, the wearer can increase the duration of this effect to 24 hours.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
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Craft Wondrous Item, Mythic Crafter, *death ward*, *ghostbane dirge*, *holy smite*

DOLOROUS ROD

		PRICE 120,000 GP
SLOT none	CL 10th	WEIGHT 5 lbs.
AURA moderate enchantment and necromancy		

On command, this rod beats with a slow, steady pulse, sending a deep, almost inaudible thrum through the air. At the start of each successive round of holding the rod, its bearer takes 1d10 points of damage that can't be reduced in any way, and must succeed at a DC 20 Fortitude save or gain a permanent negative level. While the rod is held, creatures within 120 feet take a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. This is a mind-affecting emotion effect. While held by a mythic creature, the rod prevents all creatures of an equal or lower mythic tier within its radius from expending mythic power. Mythic abilities that don't require expending uses of mythic power are unaffected.

CONSTRUCTION REQUIREMENTS	COST 60,000 GP
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Craft Rod, Mythic Crafter, *bestow curse*, *crushing despair*

EVERBURNING LANTERN		PRICE
		3,000 GP
SLOT none	CL 6th	WEIGHT 2 lbs.
AURA moderate evocation		

This small, brass hooded lantern gives off light as a *daylight* spell. If the bearer expends one use of mythic power, the lantern gives off light as a *mythic daylight* spell for 1 hour. While giving off light as *mythic daylight*, the lantern automatically dispels all non-mythic *darkness* spells or effects that come within its light.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Mythic Crafter, <i>mythic daylight</i>	1,500 GP

EYE ORB		PRICE
		80,000 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate divination		

If a blind creature holds this orb, that creature can see with darkvision with a range of 120 feet, but also gains light sensitivity (*Pathfinder RPG Bestiary* 301). If a sighted creature holds this orb and holds his eyes shut for 1 minute, he gains the blinded condition until he opens his eyes (as a free action), but can see through the orb as if he were a blind creature.

By expending one use of mythic power, a creature using the *eye orb* can see as though using *true seeing*, and loses light sensitivity. These effects last for 1 minute or until he stops using the orb to see, whichever comes first.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Mythic Crafter, <i>darkvision</i> , <i>true seeing</i>	40,000 GP

FIGURINE OF WONDROUS POWER, BASALT DRAGON		PRICE
		60,000 GP
SLOT none	CL 20th	WEIGHT 1 lb.
AURA strong transmutation		

This fist-sized, carved dragon is sculpted from volcanic rock. It becomes either a pseudodragon or a flame drake (*Pathfinder RPG Bestiary* 2 106), depending on the command word used. The transformation can take place twice per day, with a maximum duration of 2 continuous hours. The pseudodragon can use its telepathy to communicate with its owner over any distance, but not across planes.

By expending one use of mythic power, the user of the figurine can instead transform the figurine into a young red dragon. If the user is at least 5th tier, she can instead expend two uses of mythic power to transform the figurine into an adult red dragon. If the user is at least 9th tier, she can instead expend four uses of mythic power to transform the figurine into an ancient red dragon. Transforming the figurine into a true dragon renders the figurine powerless for 1 week after the transformation ends.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Mythic Crafter, <i>animate objects</i> , <i>form of the dragon III</i> , <i>telepathic bond</i>	30,000 GP

GALLOWS ROPE		PRICE
		18,000 GP
SLOT neck	CL 9th	WEIGHT 4 lbs.
AURA moderate necromancy		



This grisly, knotted rope is tied into a noose, and at first glance appears to be nothing more than a gruesome memento of a hanging. While the noose is worn tightly around the neck, any time the wearer is reduced

below 0 hit points he gains DR 10/— and fast healing 5 until he regains consciousness. While the wearer is unconscious, his breathing stops and he appears dead. If the wearer would be killed due to hit point loss while wearing the noose, he can expend any number of uses of mythic power to heal 10 hit points per use spent. This doesn't require an action. If that healing would bring him above the threshold for death, the wearer doesn't die.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Mythic Crafter, <i>mythic regenerate</i>	9,000 GP

GLOVES OF DISTANT ACTION		PRICE
		20,000 GP
SLOT hands	CL 9th	WEIGHT —
AURA moderate transmutation		

As a move action, the wearer of these fine leather gloves can pick up an unattended object (weighing no more than 20 pounds) that is up to 30 feet away, and move it up to 30 feet. The object falls to the ground at the end of the movement unless the wearer of the gloves moves it into his hand. This action doesn't provoke attacks of opportunity.

By expending one use of mythic power as a free action on his turn, the wearer can focus the power of the gloves, allowing him to make unarmed strikes and combat maneuvers to bull rush, disarm, or trip against foes up to 30 feet away until the end of his turn. Treat these attacks as though the wearer had 30 feet of reach. When attacking a non-adjacent target in this manner, the wearer can't be affected by feats and abilities like *Strike Back* or *fire shield* that require touching or coming near the target. The gloves don't increase the wearer's threatened area.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Mythic Crafter, <i>mage hand</i> , <i>telekinesis</i>	10,000 GP

GLOVES OF SPELL SNARING		PRICE
		9,000 GP
SLOT hands	CL 13th	WEIGHT —
AURA strong abjuration		



These thin gloves are covered in reflective glyphs and sigils, and the palms are slightly tacky. Like *gloves of arrow snaring*, twice per day the wearer can act as if she had the *Snatch Arrow* feat, even if she

doesn't meet the prerequisites for that feat. In addition, the wearer can expend one of this item's uses per day to use the Snatch Arrows feat on a projectile targeting an ally in a space adjacent to her.

As an immediate action, the wearer can expend one use of mythic power and one of this item's uses per day to block a spell targeting her or an adjacent ally, as the parry spell guardian path ability (see page 30).

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Wondrous Item, Mythic Crafter, *shield, spell turning*, creator must have the parry spell path ability

GOLDEN HOLY SYMBOL	PRICE
	10,000 GP

SLOT neck	CL 10th	WEIGHT 1 lb.
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AURA moderate conjuration

This holy symbol is always warm to the touch, and whenever it strikes metal it rings out with the sound of a choir of angels. When used as a divine focus for a divine spell, the symbol emits a bright light that heals its wearer of a number of points of damage equal to the spell's level.

If the wearer expends one use of mythic power when casting a divine spell that uses this holy symbol as its divine focus, the emblem glows for a number of rounds equal to the wearer's mythic tier, shedding light like a torch. Instead of this item's normal effect, at the start of each of the wearer's turns, she and all her allies within 30 feet heal a number of points of damage equal to 1d6 + the wearer's tier. This effect lasts as long as the light persists.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, Mythic Crafter, *cure critical wounds*

HEADBAND OF SEALED THOUGHTS	PRICE
	150,000 GP

SLOT headband	CL 15th	WEIGHT 1 lb.
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AURA strong abjuration

Uncomfortably sharp protrusions bristle on the inner edge of this heavy, bronze headband. It grants its wearer a +4 enhancement bonus to Intelligence. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. It also grants skill ranks as a *headband of vast intelligence* +4. The wearer is protected from all effects that gather information about her via divination, and gains a bonus equal to her mythic tier on saving throws against mind-affecting effects. This protection otherwise functions as *mind blank*, except the headband provides no protection against *limited wish*, *miracle*, and *wish*, and it doesn't grant a resistance bonus on saving throws.

When the wearer succeeds at a saving throw against a mind-affecting effect, she can rebound the effect onto the caster as an immediate action by expending one use of mythic power. Treat this as the original spell or effect, except the wearer is treated as the caster and the original

caster as the target. The rebounded spell affects only the original caster, and rebounding doesn't prevent the original spell from affecting targets other than the wearer of the *headband of sealed thoughts*.

CONSTRUCTION REQUIREMENTS	COST 75,000 GP
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Craft Wondrous Item, Mythic Crafter, *fox's cunning, mind blank, spell turning*

HELM OF THE SERPENT KING	PRICE
	96,000 GP

SLOT head	CL 5th	WEIGHT 3 lbs.
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AURA faint transmutation



This helm is made of large, alchemically hardened snake scales, and is crafted in the shape of a stylized serpent mouth. Its wearer stares out through the serpent's eyes, and sees all things cast in a yellow tint. When worn, it grants the

following spell-like abilities to the wearer:

- *Hypnotism* (3/day)
- *Summon nature's ally III* (constrictor snake only, 3/day)
- *Beast shape III* (snake form only, 1/day)
- *Poison* (1/day)

A mythic creature can expend one use of mythic power when using the *beast shape III* spell-like ability to instead cast it as *mythic beast shape III*. Alternatively, he can expend two uses of mythic power to instead cast the augmented version of *mythic beast shape III*.

CONSTRUCTION REQUIREMENTS	COST 48,000 GP
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Craft Magic Arms and Armor, Mythic Crafter, *beast shape III, summon nature's ally III*

HERBS OF THE PRIMAL BEAST	PRICE
	1,400 GP

SLOT none	CL 7th	WEIGHT 1/2 lb.
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AURA moderate transmutation

When a humanoid consumes these bitter herbs, they awaken the animal within him, no matter how civilized the consumer believes himself to be. They grant the partaker low-light vision and the scent ability for 1 hour. If the consumer has the rage class feature, he can expend one use of mythic power as part of entering a rage to take the form of an animal (as *beast shape II*) while gaining the usual benefits of rage. When the rage ends, any remaining duration of the herbs is lost.

A creature without the humanoid type, including a monstrous humanoid, gains no benefits from the herbs. It instead becomes nauseated for 1 round, then sickened for 1d4 rounds. A successful DC 13 Fortitude save leaves the creature sickened for 1 round and negates the nausea.

CONSTRUCTION REQUIREMENTS	COST 700 GP
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Craft Wondrous Item, Mythic Crafter, *beast shape II*

IMMOLATION CLOAK		PRICE
		65,000 GP
SLOT shoulders	CL 6th	WEIGHT 1 lb.
AURA moderate evocation		



An *immolation cloak* grants its wearer resist fire 20. As a swift action, the wearer can command the cloak to burst into flame, providing the benefits of a *fire shield* (warm flames only). The wearer can dismiss the flames as a free action. The cloak can be used for a maximum of 10 rounds per day, which don't have to be consecutive.

By expending one use of mythic power, the cloak's wearer can recharge its immolation abilities. In addition, the wearer can expend one use of mythic power to detonate in a fiery explosion, dealing 1d8 points of fire damage per character level in a 30-foot-radius spread. A successful Reflex save (DC 10 + the wearer's mythic tier + the wearer's Charisma modifier) halves this damage. Though apparently destroyed in the explosion, the wearer reforms just prior to the start of his next turn in the space he exploded in (or the nearest open space if that space is unavailable).

CONSTRUCTION REQUIREMENTS	COST 32,500 GP
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Craft Wondrous Item, Mythic Crafter, *detonate*^{APG}, *fire shield*, *resist fire*

INESCAPABLE GLOVES		PRICE
		9,000 GP
SLOT hands	CL 7th	WEIGHT 1 lb.
AURA moderate abjuration		

The palms of these light doeskin gloves are covered with supple ripples to augment the wearer's grip. The wearer gains a +4 competence bonus on combat maneuver checks to grapple. The wearer can expend one use of mythic power when a creature subject to *freedom of movement* or a similar effect attempts to escape the wearer's grapple with a combat maneuver check or Escape Artist check. That creature must attempt the check as normal instead of automatically succeeding at it. If a creature attempts use a non-mythic teleportation effect to escape the grapple, the wearer can expend two uses of mythic power to negate that effect.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Wondrous Item, Mythic Crafter, *dimensional anchor*, *bull's strength*

LAUREL WREATH		PRICE
		19,000 GP
SLOT head	CL 5th	WEIGHT 1 lb.
AURA faint enchantment		

This crown of laurel leaves inspires its wearer to achieve mighty deeds. She gains a +4 morale bonus on saving throws against mind-affecting effects. If she succeeds at a saving

throw against a harmful mind-affecting effect, the surge of confidence gives her a +2 morale bonus on attack rolls, skill checks, and weapon damage rolls for 1 minute. If she fails such a saving throw, she is instead shaken for 1 minute, though this condition doesn't stack with other fear effects to make her frightened or panicked.

A mythic creature wearing the wreath gains 2 temporary hit points per tier at the start of each day. These temporary hit points are restored whenever the wearer rests 8 hours or otherwise gains the equivalent of doing so.

CONSTRUCTION REQUIREMENTS	COST 9,500 GP
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Craft Wondrous Item, Mythic Crafter, *false hope*, *good hope*

LYRE OF STORMS		PRICE
		65,000 GP
SLOT none	CL 7th	WEIGHT 5 lbs.
AURA moderate transmutation		

This finely made instrument is crafted of lovingly polished wood inlaid with mystic runes. When the lyre is played, sparks dance along its strings.

By succeeding at a DC 15 Perform (string instruments) check, the bearer can produce the following spells.

- *Gust of wind* (3/day)
- *Call lightning* (1/day)

By succeeding at a DC 25 Perform (string instruments) check and then expending one use of mythic power, the bearer can produce the mythic version of the spell instead. If the bearer fails her Perform check, her action is wasted, but she doesn't expend one of the item's uses per day or any mythic power.

If bearer has the appropriate mythic tier and the bardic performance ability, she can bring forth one of the following magical effects for as long as she uses the instrument as part of a bardic performance; she also gains the usual benefits of that performance. She must end the performance and start a new one to choose a new effect.

- 3rd tier or higher: *water walk*, shared with all the player's allies within 20 feet
- 4th tier or higher: *control winds* centered on the player, used only to decrease wind strength
- 5th tier or higher: *fickle winds*^{UM}, affecting the player only

CONSTRUCTION REQUIREMENTS	COST 32,500 GP
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Craft Wondrous Item, Mythic Crafter, *call lightning*, *control weather*, *water walk*

MANTLE OF THE FAITHFUL VESSEL		PRICE
		10,000 GP
SLOT chest	CL 3rd	WEIGHT 2 lbs.
AURA faint enchantment and necromancy		

This simple robe automatically shifts color and style to match the signature colors, fabrics, and symbols of the wearer's faith (if any) when she dons it.

When the wearer channels energy, any creatures healed by the energy gain the benefits of *bless* for 1 minute,

and any creatures harmed by the energy are subjected to *bane* (Will DC 11 negates) for 1 minute. The wearer adds her mythic tier to the damage dealt or healed when she channels energy.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, Mythic Crafter, *bestow curse*, *bles*, channel energy class feature

MIRRORING BELT		PRICE 36,000 GP
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SLOT belt	CL 6th	WEIGHT 2 lbs.
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AURA moderate illusion



This broad belt is constructed of steel plates polished to a gleaming finish. The belt grants its wearer a +2 enhancement bonus to Dexterity. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Three times per day, the wearer can use *mirror image* to bring forth illusory duplicates that persist for 6 minutes or until destroyed. These function as normal images from that spell, except any ranged attack (including ranged touch spells) that strikes and destroys an image rebounds onto the attacker, using the attacker's original result to determine whether the attack hits.

If the wearer expends one use of mythic power to activate the belt, the mirror images replenish when the wearer is hit. This functions as above, except each time an attack hits the wearer instead of an image, the belt creates a new image, up to the spell's limit of eight images. Unlike *mirror image*, the effect doesn't end when the images are gone. If there are no more images, the belt continues to create new images for the effect's full duration.

CONSTRUCTION REQUIREMENTS	COST 18,000 GP
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Craft Wondrous Item, Mythic Crafter, *cat's grace*, *mirror image*

MITHRAL ROSE		PRICE 9,000 GP
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SLOT none	CL 5th	WEIGHT —
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AURA faint transmutation



This seemingly delicate silver rose is rigid and nearly unbreakable. When wearing the rose openly on his chest, the wearer treats all of his natural attacks, unarmed attacks, and weapon attacks as if they were made using silver weapons. The wearer can expend one use of mythic power when making a melee attack against an enemy

that possesses DR/silver to negate that DR for a number of rounds equal to the wearer's mythic tier.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
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Craft Magic Arms and Armor, Mythic Crafter, *magic weapon*

MONOCLE OF UNVEILED AURAS		PRICE 12,700 GP
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SLOT eyes	CL 5th	WEIGHT —
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AURA faint divination

The wearer of this crystal monocle gains the ability to use *detect chaos*, *detect evil*, *detect good*, *detect magic*, or *detect law*, each at will for as long as he concentrates, but only one at a time. Any caster level checks to penetrate magical protections receive a +5 bonus, and use the higher of the item's caster level or the wearer's character level. The wearer can expend one use of mythic power to gain the benefits of *arcane sight* and see *invisibility* for 1 hour, or until the monocle is removed.

CONSTRUCTION REQUIREMENTS	COST 6,350 GP
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Craft Wondrous Item, Mythic Crafter, *arcane sight*, see *invisibility*, and any one of the following: *detect chaos*, *detect evil*, *detect good*, *detect law*, or *detect magic*

MOONSTONE CAT		PRICE 12,000 GP
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SLOT none	CL 7th	WEIGHT 1 lb.
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AURA moderate enchantment

This fist-sized statue of a curled-up cat is crafted from gleaming moonstone. When the statue is placed upon the chest of a helpless creature, it briefly animates and stretches like a real cat waking up from a fitful sleep, then curls up again. When this happens, the helpless creature is lulled into a deep sleep, and doesn't awaken until the cat is removed from its chest.

If the creature placing the cat expends three uses of mythic power while doing so, the helpless creature can't be awoken for a week, even if the cat is removed. If the user instead expends six uses of mythic power, the helpless creature can't be awoken for a month. If the user expends 10 uses, the helpless creature can't be awoken for a year. If the user expends 20 uses, the helpless creature can't be awoken for an entire century.

While in this sleep, the helpless creature's heart rate and breathing slow to a barely perceptible rate. It doesn't need to eat or drink, though it must still breathe and it ages normally while in this magical sleep. A *wish*, *miracle*, or *mythic break enchantment* can end this magical sleep.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
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Craft Wondrous Item, Mythic Crafter, *mythic deep slumber*

NECKLACE OF SPECTRAL STRIKES		PRICE 35,500 GP
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SLOT neck	CL 9th	WEIGHT —
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AURA moderate evocation



When worn, this silver-and-turquoise necklace melds with the skin, turning into an intricately patterned tattoo on the wearer's chest. It ignores any wearer with an Intelligence score lower than 3, failing to meld or function. The necklace can be removed as a full-round action

by concentrating on the tattoo to call the necklace back into existence. While in tattoo form, the amulet grants a +1 bonus on attack and damage rolls with unarmed strikes (but not natural weapons) and provides the benefits of the *ghost touch* weapon special ability on unarmed strikes. As a swift action, the wearer can spend a ki point to make one unarmed strike—whether as a single attack or part of a full attack—an incorporeal touch attack.

As an immediate action, the wearer can expend one use of mythic power to become incorporeal for 1 round. This lasts until either just before his next turn (if used during his turn) or at the end of his next turn (if used outside his turn). While incorporeal, the wearer has no Strength score, so his Dexterity modifier applies to his melee attacks, ranged attacks, and combat maneuver checks. Since the necklace provides the *ghost touch* ability, the wearer can make unarmed strikes against corporeal creatures while incorporeal. The wearer can remain inside solid objects as long as he continues expending mythic power to remain incorporeal. If he fails to do so, he materializes inside the object and instantly dies.

CONSTRUCTION REQUIREMENTS	COST 17,750 GP
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Craft Wondrous Item, Mythic Crafter, *magic weapon, plane shift*

NECTAR OF THE GODS		PRICE 5,000 GP
SLOT none	CL 12th	WEIGHT 1 lb.
AURA strong conjuration		

This fragrant mead is made from the purest honey gathered from sunny meadows, mixed with rare herbs in the moonlight, and fermented in earthen jars. Consuming *nectar of the gods* is a standard action that restores 1d4+1 uses of mythic power to a mythic creature (up to the creature's maximum). If a non-mythic creature consumes this drink, it works like the *heroism* spell, lasting for 1 day. A jar contains only a single draft of this potent beverage.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Craft Wondrous Item, Mythic Crafter, *heroism*

PAULDRONS OF UNFLINCHING FORTITUDE		PRICE VARIES
+1 bonus/+2 Fortitude		1,500 GP
+2 bonus/+3 Fortitude		6,000 GP
+3 bonus/+4 Fortitude		13,500 GP
+4 bonus/+5 Fortitude		24,000 GP
+5 bonus/+6 Fortitude		37,500 GP
SLOT shoulders	CL 7th	WEIGHT 1 lb.
AURA moderate abjuration		

The wearer of these elegant, polished steel pauldrons gains a bonus on all saving throws, as with a *cloak of resistance*, but the resistance bonus on Fortitude saves is one greater. Furthermore, if the wearer fails a Fortitude saving throw, he can expend one use of mythic power as an immediate action to reroll that saving throw. If the wearer fails the saving throw on the reroll, he can't use this ability again for 24 hours.

CONSTRUCTION REQUIREMENTS	COST VARIES
+1 bonus/+2 Fortitude	750 GP
+2 bonus/+3 Fortitude	3,000 GP
+3 bonus/+4 Fortitude	6,750 GP
+4 bonus/+5 Fortitude	12,000 GP
+5 bonus/+6 Fortitude	18,750 GP

Craft Wondrous Item, Mythic Crafter, *resistance*, the creator must have the mythic saves ability

PENITENT'S ROBES		PRICE 95,000 GP
SLOT body	CL 16th	WEIGHT 1 lb.
AURA strong varied		

This humble, threadbare robe grants a +1 resistance bonus on all saving throws. A mythic wearer can unlock additional powers by upholding vows. The wearer selects up to five vows, but no more than she has mythic tiers. For each vow taken, the wearer must expend one use of mythic power. This use can't be regained as long as the vow is kept and the wearer retains the robe. After 24 hours adhering to one or more vows, the wearer gains additional benefits from the robe.

- 1 vow: +2 resistance bonus on all saving throws, +1 competence bonus on all skill checks
- 2 vows: +3 resistance bonus on all saving throws, +4 armor bonus to AC
- 3 vows: +4 resistance bonus on all saving throws, +2 competence bonus on all skill checks
- 4 vows: +5 resistance bonus on all saving throws, +6 armor bonus to AC
- 5 vows: +8 armor bonus to AC, and all save DCs for the wearer's spells increase by 1

The wearer receives the bonuses from lower levels as well. For example, with 3 vows, the wearer receives a +4 resistance bonus on saving throws, a +2 competence bonus on all skill checks, and a +4 armor bonus to AC. The armor bonus provided by the robe can be further improved by *magic vestment* and similar spells.

The wearer can select from the following vows.

- Abstain from consuming meat and touching dead creatures.
- Abstain from consuming liquor, drugs, and similar substances, including any magic item that takes effect through eating or drinking.
- Carry nothing made of metal.
- Refrain from dealing lethal damage.
- Refrain from speaking.
- Refrain from touching others, including touching them with or through clothing.
- Speak and write only the truth.

If a vow is broken, the robe's benefits immediately drop to those granted by the number of vows still kept. Broken vows can be regained only by way of an *atonement* spell.

CONSTRUCTION REQUIREMENTS	COST 47,500 GP
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Craft Wondrous Item, Mythic Crafter, *magic vestment, prayer, resistance*

PHOENIX CLOAK

PRICE
55,000 GP

SLOT shoulders **CL** 9th **WEIGHT** 7 lbs.

AURA moderate transmutation



This cloak is made of tough leather, and is decorated with brilliant red and orange feathers. As a free action, the wearer can rub her hands together, setting them alight—thus granting her natural attacks and unarmed strikes the burn special ability (*Bestiary* 298; 1d6, Reflex DC

14). The wearer can use this ability for up to 10 rounds per day, which don't need to be consecutive.

If the wearer takes damage that would reduce her below 0 hit points, she can expend one use of mythic power to transform into a phoenix-like being. This doesn't require an action. When this happens, she is immediately affected as though targeted with a *breath of life* spell (CL 9th) and polymorphs into a bird-like creature made of flames (as *elemental body II*, CL 9; fire elemental only). While in this form, the wearer also gains a fly speed of 50 feet with good maneuverability, as well as a +4 bonus on Fly skill checks due to this maneuverability.

CONSTRUCTION REQUIREMENTS **COST** 27,500 GP

Craft Wondrous Item, Mythic Crafter, *breath of life*, *elemental body II*

RING OF ENERGY DAMPENING

PRICE
31,500 GP

SLOT ring **CL** 10th **WEIGHT** —

AURA moderate abjuration



When the wearer is about to take acid, cold, electricity, or fire damage, this band of braided copper and silver writhes like a snake. It provides resistance 5 to acid, cold, electricity, and fire. The wearer can expend one use of mythic power as an immediate action when taking damage

of one of these types to upgrade the resistance to immunity for that attack or effect only. Also, once per day when the wearer takes damage of one of these types, the wearer can grant resistance 5 to the energy type damaging him to all allies within 20 feet. This resistance lasts for 1 minute.

CONSTRUCTION REQUIREMENTS **COST** 15,750 GP

Forge Ring, Mythic Crafter, *protection from energy*, *shield other*

RING OF TRANSCENDENT SPELLS

PRICE
30,000 GP

SLOT ring **CL** 13th **WEIGHT** —

AURA strong universal

This jade ring is carved in the shape of an ouroboros. Three times per day, the wearer can use it to empower a spell she casts. This

grants her a +2 bonus on caster level checks to overcome spell resistance, and increases the save DC of the spell (if any) by 2.

While enhancing a spell this way, the caster can expend one use of mythic power plus an additional use per two spell levels (minimum two uses), to instead cast the mythic version of her spell (though not an augmented version of the mythic spell) as if she knew the mythic version of that spell. This has no effect if the spell doesn't have a mythic version. The save DC increase for being a potent mythic spell (see page 80) stacks with the save DC increase granted by using the ring's power.

For example, if the wearer enhances *fireball* with this ring, she can expend two uses of mythic power to cast *mythic fireball* instead (one use plus one use for a 3rd-level spell).

CONSTRUCTION REQUIREMENTS **COST** 15,000 GP

Forge Ring, Mythic Crafter *limited wish*, *mnemonic enhancer*

ROOT OF THE WORLD TREE

PRICE
VARIES

Lesser 300 GP

Normal 1,000 GP

Greater 2,500 GP

SLOT none **CL** 17th **WEIGHT** —

AURA strong conjuration

This fibrous powder is ground from bark harvested from the roots of trees growing across planar boundaries. When thrown in the air as part of casting a conjuration (summoning) spell, it grants the creatures summoned the advanced simple template. If the caster also expends one use of mythic power, the summoned creatures gain DR 5/epic, or DR 10/epic if they have at least 11 HD. Lesser root affects conjuration (summoning) spells up to 3rd level, normal root conjuration (summoning) spells up to 6th level, and greater root any conjuration (summoning) spell.

CONSTRUCTION REQUIREMENTS **COST** VARIES

Lesser 150 GP

Normal 500 GP

Greater 1,250 GP

Craft Wondrous Item, Mythic Crafter, Augment Summoning, *heroism*

SEVEN-LEAGUE BOOTS

PRICE
80,000 GP

SLOT feet **CL** 10th **WEIGHT** 1 lb.

AURA moderate transmutation



These well-worn boots act as *boots of speed* combined with *boots of striding and springing*. The wearer can expend one use of mythic power as a move action to take a 7-league step. The steps functions as teleportation with a 21-mile range, except the wearer must have an uninterrupted path to her intended destination, though

this path doesn't have to follow a straight line. Harmful

environments between the wearer and the destination cause her no harm.

If the wearer's path is blocked, her travel ends just short of the obstacle blocking her. If she tries to step too far, she appears in the closest available space to her destination without going beyond 21 miles of where she started.

CONSTRUCTION REQUIREMENTS	COST 40,000 GP
Craft Wondrous Item, Mythic Crafter, <i>expeditious retreat</i> , <i>haste</i>	

STONEFIST GLOVES		PRICE
		10,000 GP
SLOT hands	CL 7th	WEIGHT 3 lbs.
AURA moderate transmutation		



These heavy, stone gloves feel surprisingly supple to anyone who puts them on. While a creature wears *stonefist gloves*, his unarmed strike damage is treated as if he were one size category larger, and bypasses

hardness of 8 or lower. When a mythic creature uses these gloves to make a sunder combat maneuver, he adds half his tier as a bonus on the combat maneuver check.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Magic Arms and Armor, Mythic Crafter, <i>stoneskin</i>	

TORC OF TRUESPEECH		PRICE
		60,000 GP
SLOT neck	CL 5th	WEIGHT 2 lbs.
AURA faint divination		

This heavy gold torc allows its wearer's words to be understood by any creature that speaks a language, as though his words were spoken in that creature's native tongue. Each creature listening hears the words in a language appropriate to itself. The wearer can understand all spoken languages as though using the *tongues* spell. A wearer who is at least 3rd tier can speak to and be understood by animals (as if using *speak with animals*), and one who is at least 6th tier can also speak to and be understood by plants (as if using *speak with plants*).

CONSTRUCTION REQUIREMENTS	COST 30,000 GP
Craft Wondrous Item, Mythic Crafter, <i>speak with animals</i> , <i>speak with plants</i> , <i>tongues</i>	

ARTIFACTS

Though all artifacts are objects of intense magical power, some can reach their full glory and potential only in the hands of mythic creatures.

Minor Artifacts

Minor artifacts are not necessarily unique items. Even so, they cannot be created by mortal means.

AEGIS

SLOT shield	CL 15th	WEIGHT 15 lbs.
AURA strong transmutation		

This +4 *determination*^{UE} *heavy steel shield* has the preserved head of a medusa mounted in its center, its eyes shut tight. It grants its wearer a +4 resistance bonus on saving throws and immunity to gaze attacks. When the wearer fights defensively or uses Combat Expertise, the shield's bonuses to AC and on saving throws increase to +6. When she's taking the total defense action, the bonuses increase to +10.

As a standard action, the wearer of the *aegis* can expend one use of mythic power to awaken the medusa's head, causing its serpentine hair to writhe and its glowing, red eyes to open. This unleashes a cone of widened *fear* in the direction of the wearer's choice. The head remains awakened for 1 round per tier the wearer possesses, during which the wearer gains a petrifying gaze like that of the medusa's (turn to stone permanently, 30 feet), except the effect is caused by meeting the gaze of the shield's mounted head rather than the bearer's gaze.

The save DC for both the *fear* and petrification effects is equal to 10 + the wearer's tier + the wearer's Charisma



modifier. While the medusa's head is awakened, the wearer can attempt to make an enemy look into its eyes as a standard action, using the normal rules for gaze attacks (*Bestiary* 300).

DESTRUCTION

The *aegis* is destroyed if the medusa whose head adorns it is brought back to life, and the awakened shield meets the gaze of this medusa.

BLACK IRON AXE

SLOT none **CL** 20th **WEIGHT** 12 lbs.

AURA strong transmutation



When a mythic creature uses this +6 *keen vorpal greataxe* forged from a dull black alloy to decapitate his foes, the axe's head glows with dozens of mysterious runes. The wielder of a *black iron axe* can claim any heads he decapitates with the artifact, and use them as batteries for mythic power.

The axe's wielder can place a single use of mythic power into the head as a full-round action for later use. A decapitated head rots and become useless in 1d6 days. Only the creature that placed the use of mythic power in a head can use the power stored within it, and she must be in physical contact with the head to do so. Each head weighs 10 pounds.

DESTRUCTION

If a mythic hero uses a *black iron axe* to decapitate herself, the artifact loses all of its magical properties and becomes a plain iron axe. The uses of mythic power remain in the affected heads after the *black iron axe* is destroyed.

BULLROARERS OF OUTBURST

SLOT none **CL** 20th **WEIGHT** 5 lbs.

AURA strong enchantment

These five oblong, wooden planks range in length from 5 inches to about 1 foot, and weigh 1 pound each. None is carved thicker than a finger, and their sides taper to form dull blades. Each is delicately carved with intricate, symmetrical designs of seemingly primitive origin. A long cord bound to the plank through a hole at the top of the blade allows the bearer to whirl the blade about in a circle, causing it to emit a low, growling tone with a strange warble that can be heard many miles away.

In the hands of a mythic creature, whirling bullroarers can induce powerful sonic waves that trigger profound emotional reactions in anyone they touch. A mythic creature can attempt to spin up to two bullroarers at a time, provided he has a free hand for each. Spinning more than two bullroarers creates a cacophony that causes their effects to cancel each other out. The penetrating sonic waves don't need to be audible to be

effective, however they can't affect creatures immune to mind-affecting effects.

The bullroarers affect mythic opponents within a radius of 60 feet plus 10 additional feet per the tier wielder possesses, and non-mythic creatures within double that range. The effect remains for as long as the artifact's owner swings the bullroarer, up to a maximum number of rounds equal to his mythic tier. The individual blades and their powers are listed below.

Blade of Courage: All allies within the area of effect are treated as if affected by of a *blessing of courage and life*^{APG} spell.

Blade of Castigation: All opponents within the area fall to their knees as if affected by a *castigate*^{APG} spell.

Blade of Despair: All opponents within the area of effect that hear the sound become saddened as if affected by a *crushing despair* spell.

Blade of Fear: All opponents within the area of effect that hear the sound become frightened as if affected by a *fear* spell.

Blade of Rage: All opponents within the area of effect that hear the sound become enraged as if affected by a *rage* spell.

DESTRUCTION

The bullroarers simultaneously shatter if all five are swung at the same time while their bearer stands within the eye of a massive hurricane.

ELEMENTAL CHAIN

SLOT none **CL** 20th **WEIGHT** 3 lbs.

AURA strong evocation

This looks to be just two plain steel rings. But when a mythic creature grasping them expends one use of mythic power as a swift action, they explode into a 10-foot-long spiked fighting chain formed from of the wielder's choice of acid, cold, fire, or electricity. The wielder can dismiss this effect as a free action. The chain is a +6 *spiked chain* that deals 4d6 points of damage of the chosen type instead of the normal damage typically done by a spiked chain. Once activated, the chain retains its shape for 1 hour or until the wielder dismisses the weapon, whichever comes first.

DESTRUCTION

Feeding its twin steel rings to an elemental lord destroys an *elemental chain*.

FLESHHOOK OF MYTHIC SUSTENANCE

SLOT none **CL** 20th **WEIGHT** 12 lbs.

AURA strong transmutation

The fleshhook is an ancient ceremonial artifact used by high priests to serve the sacred feast-meat from their cooking pots. This 4-foot-long wooden pole is wrapped with three metal bands etched with elaborate cygnets and ravens—one band at the base, one in the center, and one shaped into a headpiece that forks into four sharpened tines. When recreating the ancient feasting ritual, which takes 10 minutes, a mythic

creature can use the fleshhook to imbue the meat served upon its tines with his own mythic power. With each piece of meat served, the bearer can transfer one use of mythic power to the creature that eats the meat.

If eaten by a mythic creature, the meat replenishes one use of mythic power. If eaten by a non-mythic creature, it grants a single use of mythic power for 24 hours. For as long as that non-mythic creature holds this use of mythic power, it's considered a mythic creature for the purposes of spells and effects, and gains both the hard to kill and surge base mythic abilities. Once that use of mythic power is spent, the creature loses these abilities and is no longer considered mythic.

DESTRUCTION

A *fleshhook of mythic sustenance* snaps and become useless if used to serve the rotten flesh of a mythic creature to a powerful outsider.

FORTUNE'S ARROW

SLOT none **CL** 15th **WEIGHT** 1/10 lb.

AURA strong evocation



While this +3 *seeking arrow* is carried, it grants its bearer a +2 luck bonus on saving throws and skill checks. The wielder doubles her favored enemy bonus on attack and damage rolls against any creature of that type she attacks with the arrow.

When taking a full-round action to fire a single shot using the arrow, the wielder ignores all range penalties for that attack. By expending one use of mythic power while such an attack,

the wielder scores an automatic critical hit if the attack hits, and the arrow bypasses any damage reduction the target possesses.

Fortune's arrow can always be recovered if searched for. Even if lost, it finds its way back to its previous owner within 1d6 days as long as she still lives. *Fortune's arrow* fails to return to its owner only if she dies or freely gives it to another.

DESTRUCTION

Fortune's arrow can be destroyed by burying it within the heart of a being of pure chaos at the center of the realm of purest law.

GLABREZU CLAW

SLOT none **CL** 20th **WEIGHT** 5 lbs.

AURA strong varied [evil]



This gruesome artifact looks like the mummified, hollowed-out arm of a glabrezu. This graft contains an imprisoned parasitic demon that can be satiated only by mythic power. To use the artifact, the user must place his own naked arm into the hollow graft, which then permanently bonds

itself to his flesh and muscle. If placed upon the arm of a non-mythic character, the graft instead devours the limb, dealing 5d6 points of damage and amputating the arm.

Once attached, the *glabrezu claw* surrounds its wearer with a field of force. This provides a deflection bonus to AC equal to the wearer's mythic tier. The wearer also gains immunity to electricity and poison. In addition, the wearer can feed the *glabrezu claw* some of his mythic power in order to activate spell-like abilities. All these spell-like abilities have a caster level equivalent to the graft wearer's total class levels plus his mythic tier.

The graft wearer can expend one use of mythic power to gain telepathy with a range of 100 feet for 2 hours (*Bestiary* 300) or cast any of the following spells: *chaos hammer*, *confusion*, *dispel magic*, *mirror image*, *reverse gravity*, or *true seeing*.

By expending two uses, he can cast *greater teleport* (self plus 50 pounds of objects only), *veil* (self only), or *unholy blight*.

By expending three uses, he can cast *power word stun* or *summon* (level 4, either 1 glabrezu 30% or 1d2 vrocks 70%; *Bestiary* 300).

DESTRUCTION

A *glabrezu claw* crumbles to dust and the demon within is destroyed if placed upon arm of a formerly evil high priest who has atoned for his past and converted to worship a good deity.

HERMETIC FLASK

SLOT none **CL** 20th **WEIGHT** 1 lb.

AURA strong transmutation

This humble-looking, round-bottomed flask was used to purify one of the legendary *philosopher's stones*, and acquired some special properties as a side effect of this use. The *hermetic flask* and its creations function for only users with the alchemy class feature (*Pathfinder RPG Advanced Player's Guide* 26) and the ability to make extracts. Using the flask normally requires an alchemist's lab or crafting kit. Makeshift tools can be used, but result in a -5 penalty on all checks.

If a user spends 10 minutes and 100 gp, and succeeds at a DC 30 Craft (alchemy) check, the flask can distill one dose of alchemical essence. If the user expends one use of mythic power during the distilling process, 10 doses are made instead. Alchemical essence remains stable only as long as it's contained within the *hermetic flask*. As a standard action, an alchemist can pour forth a dose and immediately convert it into an alchemical item worth 100 gp or less, or into a poison worth 1,000 gp or less. He may throw it or apply it as part of the same standard action.

A weapon-like liquid, such as alchemist's fire, congeals into a fragile globule and remains stable until thrown or otherwise broken. Any such substance poured from the flask remains stable for 1 minute, and then dissolves harmlessly. The purity of the alchemical essence increases the effectiveness of alchemical items derived from it. Any save DCs associated with the item

increase by 2, and any damage caused or healed by it increases by 50% (including ability damage). The *hermetic flask* can hold a maximum of 10 doses of alchemical essence at a time.

The user can identify the properties of an unknown alchemical substance or poison by pouring it into an empty *hermetic flask* and succeeding at a DC 25 Craft (alchemy) check for a normal substance, or a DC 30 or 35 check for a rarer substance. This analysis takes 1 minute and doesn't destroy the substance. Poisons analyzed in the flask can be converted into an antidote as part of this check, consuming the poison in the process. Such an antidote automatically cures the poison in any creature currently suffering from it, and provides immunity to further exposure to that specific poison for 24 hours. The antidote remains stable for as long as it's within the flask, and for 1 minute after it's removed.

By expending one use of mythic power and using the flask as part of a Craft check, the user can halve the cost of materials needed to create an alchemical item or poison. This doesn't apply to the creation of alchemical essence.

DESTRUCTION

A *hermetic flask* can be destroyed by using it to analyze any of the products of a *philosopher's stone*. Such an act of hubris shatters the flask in a powerful explosion, dealing 25d6 points of fire damage in a 30-foot-radius spread. The person performing the experiment receives no saving throw. Other victims can halve the damage with a successful DC 30 Reflex save.

NEXUS CRYSTAL

SLOT none	CL 18th	WEIGHT 1 lb.
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AURA strong conjuration



These cloudy, white crystals are believed to form spontaneously—though extremely infrequently—when a region of planar chaos drifts near a lawfully oriented one. When carried by a non-mythic creature, a *nexus crystal* bestows the ability to

survive the conditions of a hostile plane as though the bearer were native to that plane. For example, the crystal would give immunity to the fires of the Plane of Fire and the life-draining radiation of the Negative Energy Plane. Any adaptation given protects only against the hazards of the plane itself, not the creatures within it—fire attacks from creatures on the Plane of Fire are still hazardous to the bearer. The crystal doesn't provide protection against extreme conditions not normally experienced by inhabitants of the given plane, such as the vacuum of space on the Material Plane.

When carried by a mythic creature, a *nexus crystal* has the following additional powers.

- As a standard action, the bearer can bestow the crystal's planar adaptation ability to another by touching the creature with the crystal and expending one use of mythic

power. The protection can be withdrawn over any distance on the same plane with a standard action. The use of mythic power can't be recovered while the protection remains in place. If another creature claims the crystal and uses this ability, any protection bestowed by the previous owner immediately ends.

- As a standard action, the bearer can use *plane shift* to move herself and up to seven other willing creatures to any plane she is familiar with by expending one use of mythic power. If traveling to a location she's already visited, she can reduce the inaccuracy of *plane shift* by expending two uses of mythic power when she does so, in which case she appears 1d6–1 miles (minimum 0 miles) from her destination.
- As a standard action, the bearer can touch another creature with the *nexus crystal* and expend three uses of mythic power to use *plane shift* to move the target to a random plane (Reflex DC 27 negates).
- As a standard action, the bearer can expend two uses of mythic power to create a widened *dimensional lock* centered on the crystal instead of on a point in space. The lock lasts for 24 hours or until dismissed.
- As a full-round action, the bearer can attempt to draw back other creatures that teleported away by expending four uses of mythic power. If she succeeds at a DC 40 Knowledge (planes) check, the bearer can draw back up to one creature per mythic tier she possesses that departed via a conjuration (teleportation) effect in the previous round. To draw back a creature, the bearer must be within 15 feet of the location the creature left from. If the creature resists, it can attempt a Will save (DC 25 + the bearer's tier) to avoid returning. The bearer can choose freely which creatures from a group to pull back, and can even pull back creatures that departed with different means or to different destinations, as long as their points of departure are within range.

DESTRUCTION

A *nexus crystal* can be destroyed by invoking its *plane shift* power as the bearer steps through a *gate*. Doing so destroys the crystal and the *gate*, and the resulting magical explosion causes 18d10 points of damage to creatures within a 2-mile-radius burst of either side of the *gate* (Reflex DC 27 for half damage). Permanent gates between planes could potentially be destroyed in this fashion, at the GM's discretion.

RING OF EQUILIBRIUM

SLOT ring	CL 20th	WEIGHT —
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AURA strong conjuration

A *ring of equilibrium* is a wooden ring carefully carved from core of an oak tree, decorated with delicate runes, and sanded and finished to be perfectly round, smooth, and symmetrical. When slipped on a finger, it sizes itself appropriately.

It's said the ring has a will of its own, but if it does, it evinces no obvious agenda. It favors wearers who possess

strong personality traits—either those with strong morals, who exemplify goodness and honor, or those utterly devoid of morals, with the vilest and blackest souls imaginable. The ring especially favors mythic creatures, and often refuses to slip onto the finger of a creature that lacks strong personality traits or isn't mythic.

The ring has no special power over the living, but when its wearer dies or it's placed on the finger of a dead creature it deems worthy, the corpse and equipment of the wearer remain where they are but the ring vanishes entirely. Within 24 hours, a tree grows in a location that's as close as possible to where the wearer died. The next day, the tree splits along the middle, revealing a cavity where the wearer has been resurrected whole and uninjured, with the ring still adorning her finger. If the wearer died in an unsafe place, the tree appears as close to that location as possible while still being relatively safe for the wearer.

This rebirth comes at a price. The wearer receives certain knowledge that somewhere in the world, another being has been resurrected along with her—an individual of an opposite alignment who is every bit as wretched as the wearer is good, or vice versa. The opposite has roughly the same level and power as the wearer. The wearer has no knowledge of this other party whatsoever, other than that it exists and is free to do whatever it wishes—perpetrate any crime or perform any good deed—thanks to the wearer. This opposite is always brought back a considerable distance from the wearer. If the wearer dies again but the opposite doesn't, the wearer is resurrected again, along with another creature of an opposed nature. This cycle continues indefinitely until the ring is discarded or it moves on.

DESTRUCTION

A *ring of equilibrium* is destroyed if the wearer commits suicide while wearing it and while her opposite is still alive and healthy.

ROD OF SPELL SUNDERING

SLOT none	CL 18th	WEIGHT 4 lbs.
AURA strong abjuration		

This 3-foot-long aspen rod bears glyphs of protection and abjuration. Each end is capped with a smooth copper sphere. While holding the rod, the bearer automatically perceives any spell cast (or spell-like ability used) within a 120-foot radius, even if she can't otherwise perceive the caster. Spells cast from spell completion and spell trigger items are automatically detected as well. The bearer immediately knows the specific spell cast, whether or not it was from a magic item, its level, the caster level, and whether the spell is arcane or divine.

When the bearer of the *rod of spell sundering* counters a spell, she can counterspell with any spell of equal or greater level she's prepared, automatically countering as if she'd cast the proper spell to counterspell. As an immediate action after countering a spell, the rod's wielder can expend one use of mythic power to reflect the spell back on the caster. The

rod's bearer must have line of effect to reflect a spell, unless the spell reflected doesn't require it. Treat the caster as the target, center, or origin of the spell's effect, as appropriate. Treat the spell as though cast by the rod's bearer on the caster. The power of the *rod of spell sundering* augments the spell, increasing the DC of any saving throws by 2 and the spell's caster level by the bearer's tier.

When used as a weapon, the *rod of spell sundering* functions as a masterwork light mace. On a successful attack, it targets the creature struck with *greater dispel magic*, with a caster level equal to its bearer's character level plus her mythic tier. This effect can also be delivered with a successful melee touch attack made using the rod.

DESTRUCTION

A *rod of spell sundering* can be destroyed by leaving it within an area devoid of all magic for a year and a day. After this, it must be broken across the knee of a spellcaster formerly capable of casting at least 5th-level spells who lost her powers by using *mage's disjunction* on an artifact.

SCREAMING SPEAR OF THE SUN

SLOT none	CL 20th	WEIGHT 4 lbs.
AURA strong divination and enchantment		

This +4 *wounding throwing longspear* has a 2-foot-long iron spearhead covered with over 30 cruel flesh barbs. On a critical hit, the barbs lodge in the victim's flesh and can be removed only by tearing the blade free. Yanking the blade free is a full-round action that requires a successful Strength check with a DC equal to the attack roll that struck the critical hit, and deals 3d6 points of damage to the victim.

In the hands of a mythic creature, the spear gains the *returning* special ability, and when thrown seemingly comes alive, screaming wickedly as it flies. When it hits a creature, it radiates *fear* (as the spell) in a 60-foot-radius burst surrounding the creature struck.

Each use of mythic power the wielder expends when throwing the spear increases the spear's throwing range by 100 feet.

DESTRUCTION

A *screaming spear of the sun* disintegrates if thrown into the flaming heart of a sun.

STAFF OF ELDRITCH SOVEREIGNTY

SLOT none	CL 20th	WEIGHT 5 lbs.
AURA strong varied		

Similar to the *staff of the magi*, this long ivory staff is inlaid with platinum sigils and burns with eldritch fire when its powers are called upon. Unlike a normal staff, a *staff of eldritch sovereignty* holds 50 charges and can't be recharged normally. Some of its powers use charges, and others don't. A *staff of eldritch sovereignty* doesn't lose its powers if it runs out of charges. The following powers don't use charges:

- Arcane lock
- Arcane sight
- Daylight
- Knock
- Mage armor
- Mage hand
- Touch of idiocy

The following powers drain 1 charge per use:

- Black tentacles
- Cone of cold (15d6 damage, Reflex DC 20 half)
- Fireball (10d6 damage, Reflex DC 18 half)
- Greater dispel magic
- Greater invisibility
- Greater teleport
- Lightning arc^{UM} (15d6 damage, Reflex DC 20 half)
- Major image (Will DC 18 disbelief)
- Suggestion (Will DC 18 negates)

These powers drain 2 charges per use:

- Summon monster IX (the summoned creatures receive the benefits of the Augment Summoning feat)
- Plane shift (Will DC 22 negates, arrive 2 to 200 miles from the intended destination)
- Prismatic sphere (DC 24)
- Prismatic spray (DC 22)

For 5 charges, the *staff of arcane sovereignty* creates a *gate*.

The *staff of eldritch sovereignty* has higher DCs than normal for a staff. The wielder still uses her own save DCs if they exceed those of the staff.

The wielder can use any of her metamagic feats on spells cast with the *staff of eldritch sovereignty* by expending 1 charge per increase in spell level, with a minimum of 1 charge spent. The adjusted level of the spell can't be increased above 9th level. For example, a user with Quicken Spell can spend 5 charges to cast a quickened *cone of cold* with the staff, but couldn't use it to cast quickened *greater teleport*.

The wielder can expend one use of mythic power to gain the benefit of a number of charges equal to her mythic tier. Any excess charges are lost. For example, a 5th-tier wielder with Empower Spell could expend one use of mythic power to cast an empowered *fireball* without consuming any charges from the staff. A wielder who knows the mythic version of one of the staff's spells can cast such spells from the staff by expending one use of mythic power. This can be combined with using mythic power to provide charges. Finally, the wielder can expend one use of mythic power to add 1 charge to the staff, with no risk of explosion if the staff is already fully charged.

A *staff of eldritch sovereignty* gives the wielder spell resistance equal to 23 plus her tier. If this is willingly lowered, however, the staff can be used to absorb arcane energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs

enough energy to exceed its limit of 50 charges, it explodes as if the wielder had performed a retributive strike (see Destruction). The wielder has no idea how many spell levels are cast at her—the staff doesn't communicate this knowledge as a *rod of absorption* does. Thus, absorbing spells can be risky.

DESTRUCTION

A *staff of eldritch sovereignty* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot-radius spread. Quadruple the wielder's tier and add this amount to the number of charges remaining in the staff. All creatures within 10 feet of the staff take an amount of damage equal to 10 times this number. A successful Reflex save with a DC equal to 23 plus the wielder's tier halves the damage.

Unlike with the *staff of the magi*, breaking a *staff of arcane sovereignty* invariably destroys the wielder (no saving throw).

SWORD OF THE MISTS

SLOT none	CL 20th	WEIGHT 12 lbs.
AURA strong conjuration and transmutation		

Forged by powerful fey from the primal word as a gift to mortal champions, a *sword of mists* is a +6 *defending greatsword* of gleaming blue steel with a stag's head pommel. Strange, ancient runic etchings encircle the rain guard, and the cross guard is fashioned in the shape of thorny vines. Anyone who wields the weapon gains low-light vision, resist nature's lure (as the druid class feature), and the ability to speak and understand Sylvan.

The wielder can expend one use of mythic power to imbue the blade for 1 minute with the ability to bypass the hardness of any solid object and cut through even the toughest material as if slicing through butter.

Once per week, the wielder can expend one use of mythic power to enter the primal world of fey from the Material Plane or vice versa.

DESTRUCTION

If bathed in the blood of its fey creators, a *sword of mists* mystically melts into a pool of useless lead.

TORC OF THE HEAVENS

SLOT neck	CL 20th	WEIGHT 1 lb.
AURA strong divination and transmutation		

This simple neck ring consists of a silver braid with matching ivory ends sculpted to resemble wolf's heads. The torc allows itself to be worn by only a mythic character who swears absolute service to his deity. Thereafter, the torc cannot be removed until its wearer dies. The wearer gains an enhancement bonus to his Charisma score equal to half his tier (minimum 1). Once per day, he can use the torc to cast *commune* for the purpose of contacting his deity. Lastly, he can expend one use of his mythic power to cast *legend lore*.

If the wearer violates his deity's code of ethics, the torc constricts and begins suffocating him until he dies or receives an *atonement* spell.

DESTRUCTION

Melting a *torc of the heavens* in a cauldron filled with the boiling blood of an ancient red dragon destroys it.

WITHERFANG

SLOT none	CL 20th	WEIGHT 2 lbs.
AURA strong necromancy and transmutation		



While in the hands of a non-mythic creature, a *witherfang* functions as a +3 *kukri*. However, over time it begins to consume the life essence of its wielder. If the wielder is non-mythic, each week he must succeed

at a DC 20 Fortitude save or take 1d4 points of Constitution drain that can't be healed until 1 week after he stops wielding the weapon. The *witherfang* then converts the stolen life essence into mythic power. A *witherfang* can hold a maximum of 20 uses of mythic power.

A mythic character can use a *witherfang's* stolen mythic power to activate her own mythic abilities or to enhance the blade with the following abilities: *bane*, *dancing*, *speed*, and *wounding*. Each ability lasts for 24 hours, and only one can be applied to the blade within each 24-hour period. The wielder can increase the *witherfang's* enhancement bonus by 1 for each use of mythic power she expends. Alternately, the wielder can expend one use of mythic power to imbue the blade with the *bane* special ability, two uses to imbue it with the *wounding* special ability, three uses to imbue it with the *speed* special ability, or four uses to imbue it with the *dancing* special ability.

DESTRUCTION

A *witherfang* permanently loses its magical properties if plunged deep into the heart of a non-mythic humanoid that no longer possesses a soul.

Major Artifacts

The greatest of all artifacts are unique items, coveted by the most powerful beings in existence and capable of altering the course of entire worlds. Only one of each major artifact exists, and even the least of them will certainly alter the balance of any campaign. Major artifacts are not easily destroyed—each has only a single, specific means of destruction, noted in its description.

APOCALYPSE BOX

SLOT none	CL 25th	WEIGHT 2 lbs.
AURA overwhelming conjuration and necromancy		

This small, innocuous, black wooden box appears randomly throughout the multiverse, drawn to great heroes, greedy

rulers, and desperate (and often morally ambiguous) mortals. The *Apocalypse Box* appears subtly, sometimes as a dusty old box on a shelf or a forgotten heirloom in a grandparent's attic. A creature looking upon the *Apocalypse Box* is struck with a sensation of nearly overwhelming avarice, and must succeed at a DC 30 Will save or be compelled to touch the box. This is a mind-affecting compulsion effect. If a creature touches the *Apocalypse Box*, she must succeed at another DC 30 Will save or fall under the box's curse. Cursed creatures are compelled to use any available means—including fleeing from or murdering friends and loved ones—to keep the box out of the hands of others. This curse can't be broken until the cursed creature dies or the box is destroyed. Additionally, if the cursed creature moves more than 10 feet away from the box, she immediately takes 1d4 points of Wisdom damage plus 1d4 points of Wisdom damage each subsequent day until she and the *Apocalypse Box* are reunited.

Only a creature bearing the *Apocalypse Box's* curse can open it. Once per day, the cursed creature can open the box and draw forth a single item her heart desires. The item must be nonmagical, weigh no more than 50 pounds, and be worth no more than 50,000 gp, but is otherwise limited only by the parameters of the *wish* spell. A mythic character can expend two uses of mythic power to draw forth a second such item each day.

Each time the *Apocalypse Box* is opened, there is a 50% chance that instead of granting a *wish*, the box summons a number of horrific monsters that immediately attack anyone in sight and remain to wreak havoc on the Material Plane for 1 week before returning to their plane of origin. Roll on Table 5-1 below to determine the monsters that appear.

The *Apocalypse Box* is quite tenacious in its desire for someone to open it. Each day, the cursed creature must succeed at a Will save or be compelled to open it. This is a mind-affecting compulsion effect. The save DC is initially 20, but increases by 2 each subsequent day the box isn't opened until the cursed creature fails the Will save, at which point she opens the box and the save DC resets to 20.

DESTRUCTION

The *Apocalypse Box* can be destroyed by being crushed under the claw of an ancient gold dragon after a creature cursed by the box defeats three groups of *Apocalypse Box* monsters in a single day. The act of crushing the box immediately slays the gold dragon, who can't be returned to life short of divine intervention.

TABLE 5-1: APOCALYPSE BOX MONSTERS

1d6 Monsters Summoned	
1	Daemonic apocalypse: 1d4+1 olethrodaemons ^{B2}
2	Demonic invasion: 1 balor and 2d6 glabrezus
3	Infernal assault: 1 pit fiend and 2d6 barbed devils
4	Oni domination: 1 void yai ^{B3} and 2d6 fiendish cloud giants
5	Qlippoth infestation: 1 iathavos ^{B2} and 2d6 nyogoths ^{B2}
6	Unspeakable visitation: 1d4+3 shoggoths

DIADEM OF NOD

SLOT headband	CL 20th	WEIGHT —
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AURA strong conjuration

The *Diadem of Nod* is a slender, platinum headband adorned with a large, perfectly cut diamond that rests on its wearer's forehead. When the wearer sleeps, she can create a pocket dream dimension and move herself there. The qualities of the dream dimension can be chosen by the wearer, as the *create demiplane*^{UM} spell. Once inside the dream dimension, the wearer is considered awake and in control of her creation. The pocket dimension lasts for up to 7 days, whereupon it ends and the diadem must recharge for 1 week before it can be used again, regardless of the time spent inside.

There is one inherent risk in using the *Diadem of Nod*. The GM should roll a secret DC 20 Will save on behalf of the wearer each time the diadem is used. Failure indicates that some rogue element not of the wearer's creation or under her control has been added to the pocket dream dimension. This might be an animate dream (*Bestiary* 2 29) or some other outsider of any alignment that traffics the Ethereal and Astral planes. The rogue element is not necessarily hostile or unfriendly.

DESTRUCTION

The *Diadem of Nod* can be destroyed if its wearer uses it to create a dream inside of another pocket dream dimension. It can't be destroyed from within a dream it created.

EMPEROR'S MAMMOTH

SLOT none	CL 20th	WEIGHT 8 tons
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AURA strong transmutation

This strange construct vehicle looks like a giant woolly mammoth with a fortified palanquin mounted upon its back. Fashioned from rope, metal, wood, and bone, the *Emperor's Mammoth* stands nearly 15 feet tall at the shoulder. Four long, curved, wooden tusks protrude from its huge head, as does a thick trunk consisting of a score of segmented metal plates wrapped in hide and wood.

The mammoth can be animated and controlled by a golden crown; however, the wearer of the crown must retain at least one use of his mythic power in order to animate and control the vehicle. When activated, the mammoth has the statistics of a huge animated object with the constrict, grab, metal, and trample abilities.

If the crown's wearer runs out of uses of mythic power while the mammoth is active, he loses control of the mammoth and it goes berserk for the next 5d10 rounds. After this rampage, the mammoth becomes inanimate and ceases to move until it is reactivated.

DESTRUCTION

Placing the crown upon the head of an unworthy goblin dung-sweeper causes the *Emperor's Mammoth* to crumble into a thousand pieces.

FROZEN HEART OF COCYTUS

SLOT none	CL 15th	WEIGHT 2 lbs.
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AURA strong divination



At a glance, this object appears to be a hard, dark, roughly egg-shaped rock. Closer inspection reveals it's actually a humanoid heart—frozen hard, solid, and covered in smooth ice. When clenched in a fist, it feels like it throbs, though the organ remains unmoving and unyielding to the eye. It's said

to once have been the heart of a gelugon, and before that it was the heart of a human being. Staring at it causes the surface to gloss over with darkened ice and makes the observer's eyes swim. Once the holder knows to study it, the heart functions as a *crystal ball with telepathy*.

The heart has a more sinister secret ability. With practice, mythic creatures can use the heart to scry more than just individuals, but entire settlements and cities. As the owner does, her mind becomes flooded with information about the region. Initially this knowledge consists of facts about population size, local economy, agriculture, leaders, and popular deities worshiped in the area.

The owner feels a powerful desire to continue watching, and if she does so while taking no other breaks except to eat and sleep, the information continues unabated. Over the course of 1d10 days, the heart reveals much more: the subtle social, religious, and economic influences of the settlement; the strengths and weaknesses of its leaders; and all the many secrets both pedestrian and profane that could be used to manipulate and extort those with power over the location. At this point, the heart begins to communicate to its new owner, suggesting courses of action that would bring her a higher social station, wealth, and power in that area. The heart's advice is almost always sound, but also always driven toward an unfortunate and evil outcome for someone—just not necessarily its owner. If the owner refuses to heed its advice, eventually the heart vanishes, seeking a more pliant puppet to manipulate.

Legends suggest that those who never question the heart's orders or decline its gift of knowledge eventually disappear to whatever cold place from which the heart originated.

DESTRUCTION

The heart must be carried to the plane of Elysium and submerged for a day in the warm waters in the settlements of the azata. Once melted, a willing kiss from a brijidine^{B2} upon the now beating heart causes it to burst and turn to dust.

LEGENDBANE

SLOT none	CL 20th	WEIGHT 1 lb.
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AURA strong necromancy

This *+6 keen speed adamantine dagger* was constructed in defiance of the gods and their chosen mortal champions,

for *Legendsbane* was created to slay mythic creatures. *Legendsbane* bypasses all types of damage reduction, and deals an additional 3d6 points of damage to mythic creatures and to non-mythic creatures that have epic DR. This additional damage is multiplied for critical hits.

Non-mythic characters can wield *Legendsbane* normally. However, when a mythic character first attempts to wield the dagger, she must succeed at a DC 25 Fortitude save or suffer the effects of a *destruction* spell. If the mythic character survives, she can wield the dagger normally.

Legendsbane imparts upon its wielder the ability to track down mythic creatures she has hunted before. At will, the wielder can cast *locate creature* to find a specific mythic creature known to the wielder.

DESTRUCTION

Legendsbane can be destroyed if it's anointed in the blood of a slain 10th-rank mythic creature and then struck three times by a *vorpal* weapon. This act also destroys the *vorpal* weapon.

NETHERWORLD CAULDRON

SLOT none	CL 20th	WEIGHT 1/2 ton
AURA strong conjuration		

This huge cauldron forged from black iron serves as a dimensional gateway to a mythic netherworld where powerful entities come seeking to barter with, commune with, or corrupt mythic mortals. To activate the cauldron, a mythic creature must spill some of its own blood into the black basin as an offering of his mythic power. If the wound deals at least 4 points of damage, the cauldron drains one use of the individual's mythic power through it. Once activated, the cauldron fills with a strange red fog that remains for 1d20+10 minutes. During this time, mythic creatures can enter the cauldron and be transported to the crossroads. Non-mythic creatures that enter the cauldron take 4d6 points of damage per round until they climb out or die.

The netherworld is small, with an overall area of 1 square half-mile. Highly mutable, the netherworld's appearance is determined by the will of whatever outsider currently waits there. Only one outsider can inhabit the netherworld at any given time. The specifics of what entity resides in the netherworld, as well as that entity's desire, change frequently and therefore are left to the discretion of the GM.

Time in the netherworld passes out of sync with time in the Material Plane, thus a mythic creature can remain in the netherworld for as long as he wishes, and reemerges from the cauldron only a few minutes after his descent. The netherworld is a crossroads, coterminous with all planes. Outsiders can enter from any plane, but mortals can't travel to other planes from the netherworld.

DESTRUCTION

Using the *Netherworld Cauldron* to boil a mythic hero to death destroys it.

NIMBUS OF RADIANT TRUTH

SLOT headband	CL 20th	WEIGHT —
AURA strong evocation		

The *Nimbus of Radiant Truth* exists only when good has need of a great champion. Such a champion can attain it only through a perilous quest that tests mettle and righteousness. Rather than being a physical object, the *Nimbus of Radiant Truth* manifests as a glowing halo of light around the wearer's head. It's ordinarily as bright as *continual flame*, but in battle it brightens to the dazzling brilliance of *daylight*. Its radiance is treated as resulting from a 9th-level spell for purposes of interaction with other sources of light and darkness. The radiance of the nimbus can be suppressed or resumed as a standard action.

The *Nimbus of Radiant Truth* grants a +6 enhancement bonus to Wisdom and Charisma. Treat this as a temporary ability bonus for the first 24 hours the nimbus is worn. Its wearer can't deliberately utter a lie, though the nimbus doesn't prevent other forms of deception, evasiveness, and giving incomplete answers within the boundaries of the truth. All of the wearer's natural weapons and any weapons she wields overcome damage reduction as though they were good-aligned. In addition, the *Nimbus of Radiant Truth* has the following powers.

- The wearer can bring forth a *zone of truth* (DC 20) with a 40-foot radius at will. By expending one use of mythic power, the DC increases to 30.
- As an immediate action, the wearer can expend one use of mythic power to gain the benefits of freedom's call (as the Liberation domain power) or nimbus of light (as the Sun domain power) for 2 minutes. For purposes of this power, the wearer has a cleric level equal to her character level. Either power can be dismissed as a free action, but any unused duration is lost.
- Seven times per day, the wearer can *cure moderate wounds* as a cleric with a caster level equal to her character level. The wearer adds her mythic tier to the hit points healed.
- Three times per day, the wearer can unleash a *holy aura* (DC 25) or an empowered *holy smite* (DC 22).
- Once per day, the wearer can unleash a blast of righteous power. Treat this as *sunburst* (DC 27) centered on the wearer, except that it has no effect on good-aligned creatures and inflicts double damage to evil-aligned creatures. After this power is used, the nimbus fades to a barely visible glow for 1 hour, and the wearer loses access to all of its powers save its enhancement bonuses. She remains unable to lie.
- Once per week, the wearer can expend one use of mythic power to perform a *resurrection*.

The wearer of the *Nimbus of Radiant Truth* can remove it as though it were a physical item, and place it either on the head of another creature or on an inanimate object. When placed on an inanimate object, the *Nimbus of Radiant Truth* can be picked up. When placed on a living creature, it can't be removed except by the wearer's conscious choice.

When donned by a creature of evil alignment, the nimbus blasts the creature for 20d6 points of damage, then teleports 1d10×10 miles away in a random direction. However, if the wearer becomes evil some time after donning it, the *nimbus* retains its powers and doesn't damage the wearer. The nimbus cannot be deceived by any mortal means of masking alignment (including mythic abilities).

DESTRUCTION

The *Nimbus of Radiant Truth* can be destroyed by placing it on the head of a person who was once completely good and innocent, but is now corrupted into the vilest depths of evil and depravity.

PLAGUEBRINGER

SLOT none	CL 20th	WEIGHT —
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AURA strong necromancy

A twisted blend of artifact, disease, and malign intellect, the *Plaguebringer* isn't so much found as contracted. Once it infects a host, *Plaguebringer* renders him immune to the effects of any lesser disease. Despite this immunity, the host can still spread disease; indeed, his body becomes an incubator for the countless ailments of the mortal world. When exposed to a disease, the host automatically fails any saving throw to avoid contracting it, but suffers no ill effects. The host indefinitely remains an asymptomatic carrier for any diseases caught.

Plaguebringer also grants the following abilities:

- The host receives a +2 profane bonus on attack rolls, caster level checks, and saving throws.
- The host generates an aura of unlife in a 30-foot radius. All living creatures other than the host within this radius take 2d6 points of negative energy damage each round. Undead creatures gain fast healing 5 that stacks with any fast healing they already possess. This aura can be suppressed or resumed as a standard action.
- As part of using an ability that requires him to expend mythic power, the host can target a mythic creature within 30 feet. If that creature fails a DC 23 Fortitude save, it contracts a random disease (as *contagion*) and one use of its mythic power is stolen and granted to the host. If the host fails to steal mythic power, he must expend double the usual amount of his own mythic power or the ability fails.
- The host can use *contagion* heightened to 8th level (DC 23) at will.
- The host can use empowered *vampiric touch* three times per day.
- As a swift action, the host can expend one use of mythic power to gain the effects of *death ward*, *divine power*, and *spell resistance*. These effects last 1 round per tier he possesses and can't be dispelled.
- Once per day, the host can expend two uses of mythic power to summon a nightwing^{B2} to do his bidding for 1 hour. If the nightwing is slain, a new one can't be summoned for 1 week.

Plaguebringer is intelligent, with an Intelligence score of 15, a Wisdom of 10, and a Charisma of 20. It has a neutral evil alignment, communicates by empathy, and has an Ego of 30. It exists only to spread disease and cause suffering. It protects and aids hosts that please it. If infecting a host who resists these goals, it withholds its abilities and attempts to control the host. *Plaguebringer* can take a single standard or swift action on its host's turn to activate any of its powers that don't require a touch attack. It has five uses of mythic power available to expend each day. It can use its host's own mythic power by becoming dominant (*Pathfinder RPG Core Rulebook* 535).

When infecting a host, it has full access to its host's senses, along with darkvision and blindsense with a range of 120 feet. When not in a host, *Plaguebringer* has only limited awareness, with hearing and blindsense usable to a range of 30 feet and no vision. When not infecting a host, *Plaguebringer* is undetectable by normal vision due to its microscopic size, though *detect evil* reveals its presence. It can fly at a speed of 30 feet, and can infect a new host by entering its body. If the target fails a DC 30 Fortitude save, *Plaguebringer* infects it and the creature gains access to the artifact's powers. If the target succeeds, *Plaguebringer* can't attempt to infect it again for 1 month.

Plaguebringer can leave a host by becoming dominant and choosing to leave. Immediately after it leaves, the host is affected by multiple *contagion* effects (DC 30), one for each of the diseases listed in the spell.

DESTRUCTION

To be destroyed, *Plaguebringer* must first be forced or tricked into the body of an angel. The angel must then willingly sacrifice itself by dying at the heart of a star.

SCEPTER OF THE SHINING LORD

SLOT none	CL 20th	WEIGHT 4 lbs.
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AURA strong abjuration and enchantment

Fashioned from a single piece of black jade, this 3-foot-long scepter has a T-shaped handle carved to resemble the head of a horned crocodile. The scepter's other end curls and forms an eyehook, to which is tied a leather strap. Strung along this strap are four small, copper bells. Each bell signifies a single concept related to rulership: authority, banishment, dominion, and imprisonment.

An individual seeking to wield the scepter must first bond with the artifact by permanently offering it one use of her mythic power. Thereafter, the owner must always keep one use of power unspent to maintain the bond. If the owner expends all her mythic power, the bond breaks and the individual can no longer access any of the scepter's power until she reestablishes her bond of ownership.

Once bonded, the scepter can be wielded as a +6 *brilliant energy light mace* that grants a +4 enhancement bonus to its bonded owner's Charisma score. In addition, the owner can

expend one use of mythic power and ring the scepter's bells to produce the following effects:

- The wielder can ring the bell of authority to cast *command* targeting any non-mythic creature.
- The wielder can ring the bell of banishment to cast *dismissal* upon any non-mythic outsider with a CR at least 3 less than the wielder's total class level plus her tier.
- The wielder can ring the bell of dominion to cast *sanctuary* on any non-mythic creature.
- The wielder can ring the bell of imprisonment to cast *forcecage* on any non-mythic creature with a CR at least 3 less than the wielder's total class level plus her tier.

The caster level for all four effects is equal to the owner's total character level plus her tier. When she rings a bell, she can also expend an additional use of mythic power to increase the DC of the spell-like ability's saving throw by 10.

Lastly, the owner can use the scepter to appoint a mythic agent to be a protector and advocate of the owner's people. When she does so, she bestows 1d4 uses of mythic power upon that creature that last for 1 month if the creature is mythic, or until they are spent if the creature is non-mythic. If the agent is mythic, these points increase the agent's maximum number of mythic uses for the month. If the champion is non-mythic, as long as that agent retains at least one use of mythic power, it gains the hard to kill and surge base mythic abilities (see page 12).

DESTRUCTION

The *Scepter of the Shining Lord* explodes if its owner uses it to appoint a non-mythic queen, lord, or other ruler as an agent. This slays the scepter's owner and makes the ruler mythic.

SHADOWWRAITH HEART

SLOT none	CL 20th	WEIGHT 3 lbs.
AURA strong necromancy		

This strangely shaped, ebon-colored rock streaked with deep purple veins is actually the petrified heart of a long-forgotten mythic hero. Over the centuries, the heart has appeared as an amulet, the head of a staff, and a mace head. Regardless of its form, the *Shadowwraith Heart* functions the same. The heart seeks out the location of the nearest source of mythic power—either a creature or place—and when brought to the source devours its power. As soon as it comes within a 60-foot-radius of a mythic creature, it begins to leech off that creature's mythic power. Each round a mythic creature remains within the area of effect, it must succeed at a DC 25 Fortitude save or lose 1d4 uses of mythic power. If the heart drains a mythic creature of all its daily uses of mythic power, the creature loses a mythic tier. The tier loss is semi-permanent, remaining until the creature successfully completes one trial.

DESTRUCTION

Implanting the *Shadowwraith Heart* into the chest of a dying mythic hero reanimates the heart, restoring the hero as the *heal* spell (CL 15th), though the hero loses all mythic tiers.

SILVER MAIDEN

SLOT none	CL 30th	WEIGHT 500 tons
AURA overwhelming abjuration and transmutation		

With its shimmering, luminous silver-gray sails and tendency to briefly shift in and out of phase with the Material Plane, this star-faring sailing ship is often mistaken for a ghost ship. Though non-mythic creatures can board the ship as passengers, the *Silver Maiden* requires a mythic creature to be its captain. If the ship currently has no captain, a mythic character can claim the captaincy by touching the ship's wheel and stating her desire to be captain. The captain then serves until death or voluntarily retirement. Upon assuming the captaincy, the captain becomes aware of all of the ship's powers, and can propel the ship completely unaided from anywhere aboard the vessel, whether sailing the high seas of a terrestrial world or gliding through the vast blackness of deep space.

At will, the captain can expend two uses of mythic power to launch the *Silver Maiden* into outer space. Once in space, the ship can sail through the vacuum at incredible speeds. Although exact travel times vary, a voyage between two planets within a solar system takes 2d20 days, and a voyage to another star system takes 2d20 weeks (or more at the GM's discretion). The captain must know which world she wishes to travel to (as if the captain cast *greater teleport*). When the ship arrives at its destination, it slowly descends to the surface (as the *feather fall* spell), and typically lands in a body of water. Once earthbound, the ship moves as a standard sailing ship. If the planet has no water or comparable liquid, the ship lands on solid ground and is unable to move until the captain once again launches the ship back into space.

The *Silver Maiden* can also sail the Outer Planes. At will, the captain can expend three uses of mythic power to transport the ship to another plane, as the *plane shift* spell. When the ship arrives at its extraplanar destination, it appears in a body of water or comparable liquid, 1 to 100 miles from the captain's intended destination. If the plane has no water (such as the Plane of Earth) the ship appears on solid ground, and is unable to move until the captain transports it to another plane. If the plane has neither water nor a solid surface, such as the Plane of Air, the ship continues to slowly fall (as the *feather fall* spell) until the captain transports it to another plane.

The *Silver Maiden* protects its passengers from the environmental dangers of deep space and the outer planes, and can even sail the molten surface of a star. At all times, the ship simulates a comfortable temperature and gravity normal for its current captain's home world. This protection extends 10 feet from the exterior of the vessel.

DESTRUCTION

The *Silver Maiden* can be destroyed if its captain sails it into a black hole.

TARNHELM

SLOT head	CL 20th	WEIGHT 2 lbs.
AURA strong conjuration, illusion, and transmutation		



This mithral cap includes prominent guards for the eyes and nose. The helmet was forged under duress by a dwarven smith to further the ambitions of his mad brother. The *Tarnhelm* has the following powers.

- The wearer gains the shapechanger subtype.
- The wearer gains immunity to polymorph effects, except ones he chooses to allow to affect him.
- At will, the wearer can use *greater invisibility* as a spell-like ability for as long a duration as desired.
- At will, the wearer can change his appearance in the same fashion as a *hat of disguise*, with a DC 25 Will save required to disbelieve the illusion. If the *Tarnhelm* is used to create a disguise, the wearer receives a +25 bonus on the Disguise check.
- Three times per day, the wearer can use *greater teleport*, exactly as if he had cast the spell of the same name. The wearer can teleport additional times by expending one use of mythic power per teleport.

- Three times per day, the wearer can assume the form of an animal as though he had cast *beast shape IV*, except the duration lasts until the effect is dismissed or dispelled. The wearer can change shape additional times by expending one use of mythic power per transformation.
- By expending two uses of mythic power, the wearer can assume the form of Gargantuan chromatic or metallic dragon. The effect lasts until dispelled or dismissed. He gains a +14 size bonus to Strength, a +12 size bonus to Constitution, a +10 natural armor bonus, a fly speed of 150 feet (poor), blindsense 90 feet, darkvision 180 feet, a breath weapon, DR 15/magic, frightful presence (DC 23), one bite (4d6), two claws (2d8), two wing attacks (2d6), and one tail slap (2d8). All his breath weapons deal 16d8 points of damage and allow a Reflex save (DC 10 plus his tier plus his Constitution modifier) for half damage. This ability otherwise functions as *form of the dragon III*.

DESTRUCTION

The *Tarnhelm* can be destroyed by being struck by a succession by hammer blows from a dwarven smith wielding an adamantine hammer, a human smith with a steel hammer, and an elven smith using a hammer of spun glass. Each must succeed at a DC 30 Craft (armor) check when landing the blow. Failure destroys the hammer, disrupts the attempt to destroy the *Tarnhelm*, and deals 12d6 points of damage to the smith.

TRUEFORGE

SLOT none	CL 25th	WEIGHT 500 lbs.
AURA overwhelming transmutation		

Formed of meteoric adamantine, the massive anvil known as the *Trueforge* appears and vanishes according to unknowable whims—perhaps those of a greater power, perhaps its own. A creature with sufficient power and knowledge can bind the *Trueforge* to a fixed location to best take advantage of its power.

Labor at the *Trueforge* requires both supreme skill and mythic power. Non-mythic creatures are affected as the *feblemind* spell (DC 30) for daring to use the forge, and can't use the forge's abilities even if they succeed at their saving throws.

When toiling at the *Trueforge*, a mythic creature can create magical weapons and armor with a cost up to her mythic tier squared times 2,000 gp, ignoring the nonmagical cost of the item created. For example, a 10th-tier character could craft a magic weapon of a +10 enhancement equivalent, worth 200,000 gp plus the cost of the weapon itself. The item forged must be at least partially metal, such as a breastplate or spear. Creating such an item requires only half the usual value of raw materials. However, to create items involving exotic materials (such as adamantine), the creator must use and have access to the normal amount of the material.

Regardless of the materials involved, it takes 1 day of labor to forge a nonmagical light or one-handed



weapon, shield, or suit of light armor; 2 days to forge a suit of medium armor or two-handed weapon; and 3 days to forge a suit of heavy armor. For items with magical properties, square the number of days of labor and multiply by 1,000 to determine the total gold piece value. For example, completing an item with magical properties worth 144,000 gp or less requires 12 days of work. The crafter must labor continuously on the item, not sleeping until work is completed, though she's kept awake and vigorous through the magic of the forge. If the work is interrupted for more than 1 hour at a time or more than 2 hours in a single day, the item is ruined, and half the value of the raw materials wasted.

In addition to making normal and magical weapons and armor, the *Trueforge* can repair a broken magic item, generally in half the number of days it would take to make it from scratch. It can even repair or create an artifact, though such a task requires months of preparation to gather the proper materials followed by weeks of labor at the forge.

Only one person can work the forge at a time. As the crafter labors, the *Trueforge* feeds on her mythic power and life energy, drawing it into the item forged. Forging nonmagical items carries less risk. The crafter must succeed at a DC 25 Fortitude save at the start of each day of work or gain 2 permanent negative levels. For magic items, the save DC is equal to 25 plus the number of days worked thus far. At the start of each day of labor, the crafter must expend a number of uses of mythic power equal to the number of days worked so far plus one.

If the crafter accumulates a number of negative levels equal to her own character level or exhausts her mythic power, the labor proves fatal at the end of the day. Normally, this ruins the work in progress, but if this occurs on the final day of work, the crafter finishes the item as she dies. Her soul enters the item, making it an intelligent item with the crafter's personality—and likely some of her abilities, as determined by the GM.

Creatures immune to level drain, whether by innate nature or magical protection, can't use the *Trueforge*.

DESTRUCTION

The *Trueforge* can be destroyed by first destroying every object forged by it, then shattering the forge with a single blow from a *hammer of thunderbolts*.

LEGENDARY ITEMS

Mythic heroes are known for their trials and the incredible deeds they accomplish during those trials. These trials are often acts of great courage or defiance in the face of insurmountable adversity. Many legendary magic items become so intrinsically tied to a hero's trials that it's hard to separate the legend of the hero from the legend of the item.

Legendary items often start out as simple magic items, but can grow in power to become artifacts in their own right. Even long after their creators pass away, they

influence events, becoming instrumental in the creation of future legends.

Becoming Legendary

Legendary items are magic items that transcend mere magic and become tied to mythic destiny. Though all are powerful, some become even greater magical objects—minor and major artifacts.

Paralleling the trajectory of a mythic character, a legendary item begins as a normal magic item that ascends to something greater. Typically this ascension occurs when a character first takes the legendary item universal path ability (see page 50), but this isn't always the case. Deities, the servants of deities, peculiar chance, magical experimentation, and destiny can serve as catalysts for legendary item ascension. Such items can be bestowed upon the worthy or found by the lucky.

Legendary items are always non-consumable magic items, and are typically magic weapons, magic armor, or magic items that take up an item slot (though there are a few legendary items that don't take up slots). Even vehicles and siege weapons can become legendary items.

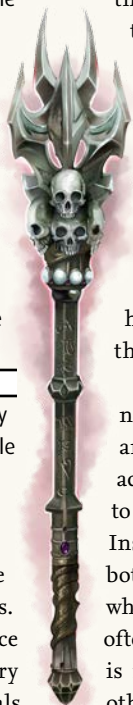
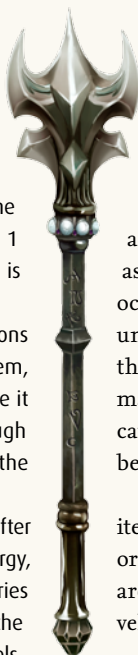
Legendary Artifacts

When a magic item ascends to legendary status, it gains the suite of base legendary abilities and can have up to three additional legendary abilities. By selecting the legendary item universal path ability more than once, a mythic creature can transform a normal legendary item into either a minor artifact (if the character chooses it a second time) or a major artifact (if the character chooses it a third time). A minor artifact legendary item can have up to six additional legendary abilities, and gains the difficult to destroy ability (see below). A major artifact legendary item can have up to 10 additional legendary abilities and gains the difficult to destroy ability.

Difficult to Destroy: An artifact can't be destroyed by normal means. Though a minor artifact has hit points and can be broken, it can't be destroyed by taking additional hit point damage. A major artifact is immune to hit point damage and can't gain the broken condition. Instead of being destroyed by taking hit point damage, both minor and major artifacts are instead destroyed when a creature successfully performs a very specific and often difficult task. The GM gets to determine what action is necessary to destroy the artifact, and should look to other artifacts' destruction entries for inspiration.

Base Legendary Abilities

Base legendary abilities affect the item's bearer, whether the item is wielded, worn, carried, or otherwise used. All legendary items have the following abilities, which don't



LEGENDARY SURGE

A legendary item's nature or purpose determines the rolls its legendary surge ability modifies. The following are rolls that legendary surge ability typically modifies based on item type, but these are merely guidelines. A GM who creates a legendary item can alter this ability based on the item's history or nature.

Armor: Saving throws

Belt: Strength- and Dexterity-based skill checks, and Constitution checks

Body: Strength- and Dexterity-based skill checks, and Constitution checks

Chest: Strength- and Dexterity-based skill checks and Constitution checks

Eyes: Intelligence-, Wisdom-, and Charisma-based skill checks

Feet: Dexterity-based skill checks, initiative checks, and Reflex saving throws

Hands: Attack rolls and combat maneuvers checks

Head: Intelligence-, Wisdom-, and Charisma-based skill checks

Headband: Intelligence-, Wisdom-, and Charisma-based skill checks

Neck: Saving throws

Ring: Either saving throws or both concentration checks and caster level checks

Rod: Concentration checks and caster level checks

Shield: Saving throws

Shoulders: Saving throws

Staff: Concentration checks and caster level checks

Weapons: Attack rolls and combat maneuver checks made while using the weapon

Wrists: Saving throws or ranged attack rolls

count against the maximum number of legendary abilities an item can have or the maximum number of abilities the item's bearer can use.

Mythic Bond: A legendary item is typically bonded to a single mythic creature. Others can pick up and use a legendary item for its basic functions (like hitting a foe with a legendary mace), but only the creature bonded to the item can utilize it fully.

A mythic creature can be bonded to only one legendary item at a time. If a mythic creature is already bonded to a legendary item, she can't become bonded to another item until the previous bond is broken. Likewise, a legendary item that is already bonded to a mythic creature can't be bonded to another until the former bond is broken.

Creatures that aren't bonded to the legendary item can typically use all of its special abilities that aren't legendary

item abilities. Such creatures can also use the item's legendary surge base legendary ability, but only by using the item's reservoir of legendary power. They can't use any other legendary item abilities requiring an expenditure of legendary power, though some legendary item abilities (such as intelligence) are persistent abilities, which means they continue to function whether the user is bonded to the item or not.

A mythic creature bonded to a legendary item can use a number of that item's legendary abilities equal to or less than her tier. If the legendary item has more legendary abilities than the bonded creature has tiers, the creature can select which abilities it gains access to when it first wields, wears, or possesses the item, but must select all of the persistent abilities first, after which it can select non-persistent abilities. For example, if a legendary item has the intelligence ability along with other non-persistent abilities, a 1st-tier character can't manifest any of its powers other than intelligence until she gains another tier.

If the bonded creature has taken the legendary item universal path ability a sufficient number of times, she can add legendary abilities to the item.

Lastly, a bonded creature can expend uses of her mythic power to activate an item's legendary abilities that otherwise require uses of legendary power. One use of the creature's mythic power counts as one use of the item's legendary power.

A mythic creature becomes bonded with an item either when she makes the item ascend using the legendary item universal path ability, or when she completes a trial while wielding, wearing, or carrying the item. The nature of the trial needed to bond with a legendary item and any other prerequisites for bonding are determined by the GM.

The bond between a mythic creature and a legendary item can be broken in the following ways. If the bonded creature dies, the bond is broken. If that creature comes back to life, the bond is typically not reinstated unless the item has the eternal bond ability. The bonded creature can also relinquish the bond. Doing so requires a special ritual that takes 24 hours to perform, though the GM might add other requirements. If the bonded creature becomes non-mythic, the bond is broken. Lastly, the bond is broken if a legendary item gains the broken condition.

Legendary Power: All legendary items contain a pool of power—at least two uses that recharge each day. This power is called legendary power, and it works differently than mythic power. Any creature bearing the item can expend the item's uses of legendary power, whether or not that creature is mythic. These uses of legendary power can be expended only to activate the legendary item's abilities. If the item's bearer isn't bonded to the item, she can expend the item's legendary power only to use its legendary surge ability.

Legendary Surge: All legendary items have a legendary surge ability, similar to a mythic character's surge ability (see page 170). It can be used only on specific rolls or checks based on the nature or purpose of the legendary item—see the Legendary Surge sidebar on page 170.

The legendary surge ability allows the bearer to add the result of a d6 to the appropriate type of roll or check. A mythic bearer can use her surge die type in place of the d6. If she's bonded to the item, she can increase that die type by one step.

Legendary Item Abilities

When a mythic creature creates a legendary item (using the legendary item universal path ability; see page 50), the item can have up to three additional abilities, but no more than the number of tiers possessed by the creature bonded to it. This maximum increases to six if the bonded creature selects the legendary item universal path ability twice, and then to 10 if the bonded creature selects the ability three times (again, the maximum cannot exceed the bonded creature's number of tiers). These abilities are added at the rate of one per day. Once selected, these abilities cannot be changed.

If a mythic creature bonds to an existing legendary item, it can use a number of the item's existing abilities equal to its tier, but cannot add abilities unless it possesses the legendary item universal path ability (subject to the limitations of that ability).

The following legendary abilities can be added to a legendary item.

Adroit: Choose a single skill that can be augmented by the item's legendary surge. As a swift action, the item's bonded creature can expend one use of legendary power to gain a +20 insight bonus on the next check she attempts with that skill before the end of her turn. The item must have a legendary surge that augments skill checks to have this ability.

Dedicated Bond: An item with this ability can't be used by anyone not bonded with it. Such creatures can't use the item's non-mythic special abilities, its legendary power, or its legendary surge. Furthermore, using a special ritual that takes 10 minutes to perform, the bonded creature can sequester the item in a solid object at least twice as large as the item (such as putting a sword in a stone or an oak tree). The item becomes impossible to remove by any creature not bonded to it unless by means of a *wish* or *miracle* cast by a mythic creature of higher tier than the bonded creature. If the bonded creature is at least 8th tier, she can instead perform this sequestering ritual and transfer the bond to another mythic creature she designates upon completing the ritual.

An item must be a minor or major artifact to have this ability. This is a persistent ability.

Eternal Bond: When this ability is taken, the item becomes intimately tied to the creature that gave it this ability. This item can't be bonded to another creature as long as the creature that gave it this ability is alive and mythic. If the creature that gave it this ability dies or becomes non-mythic, this item can be bonded to another creature, but that creature doesn't gain the benefit of this ability. If the creature who placed the eternal bond comes back to life or becomes mythic again, and this item is bonded to another, the bond reverts back to the eternally bonded creature at any time the eternally bonded creature wishes. Reinstating a bond in this way is a free action. If this item is broken, the bond is temporarily severed, but is reinstated when the item is repaired. Lastly, the bonded creature can't use the special ritual to relinquish the bond (see Mythic Bond on page 170).

An item must be a minor or major artifact to have this ability. This is a persistent ability.

Everlasting: This ability grants its bearer limited immortality. While in contact with this item, the bonded creature doesn't age; doesn't need to eat, drink, or breathe; and doesn't suffer any ill effects from extreme heat or extreme cold.

An item must be a major artifact to have this ability. This is a persistent ability.



Flexible Bond: The bonded creature can lend this item out with full utility to other creatures. As a standard action, the bonded creature can grant a temporary bond to a number of creatures equal to or less than her mythic tier. These creatures can be mythic or non-mythic. A creature with a temporary bond can fully utilize all of the item's legendary abilities, and if that creature has mythic power, he can expend it to use the item's legendary abilities that require legendary power use (including its legendary surge). This temporary bond ends either when the bonded creature wills it—a mental command requiring no action, which can be done at any time while she is conscious—or when the bond is broken between this item and its bonded creature.

Foe-Biting: When this item deals damage, its user can use mythic power to double the total amount of damage it deals. If the attack is a normal attack, the bearer can expend one use of legendary power to double the total amount of damage. If the attack is a confirmed critical hit, the bearer must instead expend two uses of legendary power to double the total damage. Damage from weapon special abilities (such as *flaming*) and precision-based damage are also doubled.

This ability can be applied only to weapons. An item must be a minor or major artifact to have this ability.

Intelligent: A legendary item with this ability becomes an intelligent magic item (*Core Rulebook* 523). When this ability is first selected, the legendary item starts with base Intelligence, Wisdom, and Charisma scores of 10. The item gains speech as a supernatural ability. It can speak Common plus a number of additional languages based on its Intelligence score. The additional languages can be any that the bonded creature wants, except for secret languages (such as Druidic). The item gains senses with a range of 30 feet. Furthermore, this item always has the alignment of the bonded creature who first selected this ability.

An intelligent legendary item has an Ego score, just like a non-mythic intelligent item, but it can never become dominant in its relationship with its bonded creature as long as the bonded creature's alignment corresponds to the item's (using the normal rules for intelligent items).

This is a persistent ability. An intelligent legendary item gains a +4 bonus to its Ego when interacting with non-mythic wielders.

You can select this ability more than once. Each time you do, you can increase its ability scores (to a maximum of 20 each) and select one of the following special abilities. You can increase all three of its ability scores by 2 points, or one of these ability scores by 4 points and one other ability score by 2 points.

The special abilities are listed below. Some have another ability as a prerequisite.

Animate: This item can sprout limbs and move with a speed of 10 feet.

Blindsense: This item gains blindsense with the same range as its other senses. The item must have the darkvision ability to have this ability.

Darkvision: This item gains darkvision with the same range as its other senses.

Expanded Senses (60 ft.): The range of this item's senses increases to 60 feet.

Expanded Senses (120 ft.): The range of this item's senses increases to 120 feet. The item must have expanded senses (60 ft.) to have this ability.

Fly: The item gains a fly speed of 30 feet with average maneuverability. The item must have the animate ability to have this ability.

Read Languages: This item can read script in any language regardless of its known languages.

Read Magic: This item can read magical writing and scrolls as if using *read magic*. This ability doesn't allow the item to activate scrolls or other spell-completion items. The item can suppress and resume this ability as a free action.

Shape Change: The item can change its shape into one other form of the same size.

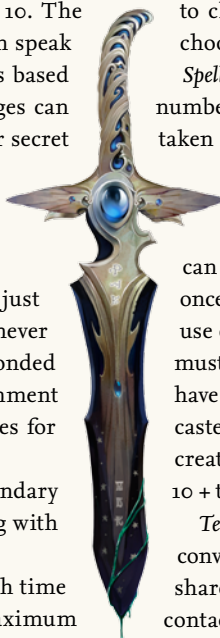
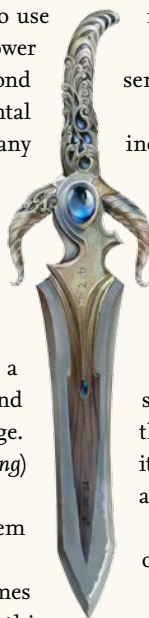
Skill Ranks: This item gains 10 ranks in one skill. This must be an Intelligence-, Wisdom-, or Charisma-based skill, unless the item has the animate ability (allowing it to choose Acrobatics) or the fly ability (allowing it to choose Fly).

Spellcasting: This item allows its bearer to cast a limited number of spells as spell-like abilities. This ability can be taken more than once. Each time it's taken, the bonded creature gains 5 points to spend on selecting what spells the item can cast. A spell costs a number of points equal to its level (minimum 1). The bearer can then activate the item to use each spell-like ability once per day. By spending double the cost, the bearer can use each spell-like ability three times per day. All spells must come from the same class's spell list. No spell can have a level higher than the bonded creature's tier. The caster level for these spells is equal to double the bonded creature's tier. The save DC for these spells is equal to 10 + the spell level + the bonded creature's tier.

Telepathy: This item can hold private mental conversations with its bearer, regardless of whether they share a known language. The item must be in physical contact with a creature to communicate this way.

Teleport: Once per day, the item can *teleport* as the spell. It must have either the spellcasting ability or the fly ability to have this ability.

Legendary Fortification: When a critical hit or sneak attack is scored against a creature wearing an item with this ability, the wearer can expend one use of legendary



power to negate the critical hit or sneak attack and instead take normal damage.

Only armor, shields, and worn items can have this ability.

Metamagician: This ability allows a spellcaster to apply a metamagic feat she knows to a spell as she casts it. She must expend a number of uses of legendary power equal to the increase of spell level the metamagic feat usually applies (minimum 1). This metamagic feat is applied spontaneously and without changing the casting time. This ability can be placed only on a head, headband, staff, ring, or rod legendary item.

Perfect Surge: This item's legendary surge can apply to any d20 roll. The surge adds a further +2 bonus when applied to one of the types of rolls initially chosen for it. A legendary item must be a major artifact to have this ability.

Powerful: An item with this ability has two additional uses of legendary power per day. This ability can be taken up to three times. The item must be a minor or major artifact to take this a second time, and a major artifact to take this a third time. This is a persistent ability.

Rejuvenating: The bearer of this item can expend uses of legendary power to rejuvenate her body. As a standard action, she can expend one use of legendary power to heal herself of 10 points of damage per mythic tier she possesses. Alternatively, as a standard action she can expend two uses of legendary power to remove a single condition affecting her.

A legendary item must be a minor or major artifact to have this ability.

Returning: The creature bonded to this item can expend one use of mythic power to teleport the item to her waiting hand, as if using *teleport object*. The item must be on the same plane as the bonded creature for this ability to function. This ability can be taken a second time, allowing the item to cross planes to return to the bonded creature. The item must be a major artifact to take this ability again.

Undetectable: This grants its bonded user the ability to become utterly undetectable while invisible. While invisible and in physical contact with this item, the bonded creature can't be detected or scryed by any method.

Unstoppable Strike: This weapon bypasses all armor. The wielder can expend one use of legendary power when attacking to make the attack against touch AC. If she instead expends two uses of legendary power, the weapon also bypasses any deflection bonus to AC the target has.

An item must be a weapon and be a minor or major artifact to have this ability.

Unyielding: A legendary item with this ability has double the hardness of a typical item of its type and triple the hit points. Furthermore, it's immune to all attempts to sunder it made by non-mythic creatures. This is a persistent ability.

Upgradable: This ability grants the bonded creature the ability to more easily increase the non-mythic magical power of the legendary item. If the base magic item has a version with a higher bonus or greater version (such as a +1 *longsword*, a +2 *light steel shield*, a *cloak of protection* +3, an *amulet of might fists* +4, or a *minor ring of inner fortitude*), the bonded creature can improve it by performing a special ritual. She must spend a number of gold pieces equal to half the difference between the cost of the legendary item's current, non-mythic base item and the greater version she wishes to upgrade the item into. For example, she would pay 3,000 gp to upgrade a +1 *longsword* into a +2 *longsword*.

This ritual takes 8 hours. When it's completed, the bonded creature transmutes the item's base version into the desired version. When upgraded in this fashion, the legendary item retains all legendary item abilities it had before the transmutation.

