

FOUR HORSEMEN PRESENT

Rules for settlements and PC constructed kingdoms appear in the *Pathfinder Roleplaying Game: GameMastery Guide* and *Pathfinder Roleplaying Game: Ultimate Campaign*. These provide all the information required for the construction of most normal communities, from discrete little thorps to complex thriving nations. However, there is a distinct lack of the wondrous and fantastical within. The rules fall short when posed with the challenge of fashioning technomagical civilizations stuck out of time, necromancy-saturated cities built on undead labor, or extraplanar nations united by mysterious magical gates.

Naturally, it seems that the founding of such should be beyond the reach of mere mortals, but the *Pathfinder Roleplaying Game: Mythic Adventures* book allows PCs to achieve greater reaches of power. Likewise, the GM may simply wish to establish a campaign visiting or based within a location touched by mythic influences. *Four Horsemen Present Mythic Kingdoms* attempts to provide GMs and players with the tools necessary to build castles in the sky or reclaim a lost legendary realm steeped in destiny.

MYTHIC LEADERS

At the heart of a mythic kingdom must be a suitably epic source of power. This is most often one or more mythic characters or more powerful beings (such as demigods or gods). Once created, the kingdom continues on without the founders, but often falls into ruin or becomes cursed until an equal successor to the founder claims it. A mist-covered fey kingdom founded by a god-king might await the sleeping ruler's return. A throneless city of steel and brass within the Plane of Fire could fall to corruption without a fire lord to master the efreet. Without the all-seeing god in the city at the multiverse's center, all the many mystical doorways remain locked.

A mythic leader can forge a connection with a settlement or her entire kingdom through the Mythic Leader and Mythic Kingdom universal path abilities (see below). Each mythic character holding a leadership position may take the Mythic Leader universal path ability to expand their shared kingdom's mythic qualities. Mythic qualities (and disadvantages, if any) gained in this manner are permanent for the settlement and kingdom, even

if the mythic character that selects the ability is vacant, abdicates power, or dies. However, should the kingdom ever lose all mythic leaders with the Mythic Leader path ability, it automatically gains a mythic disadvantage (see below) until at least one mythic character with the Mythic Leader path ability retakes a leadership role.

Note that it is not *necessary* to use the kingdom building rules featured in *Pathfinder Roleplaying Game: Ultimate Campaign* for a mythic character to create a mythic settlement or kingdom in this manner. While the kingdom building rules add a lot of interesting nuance to rulership, they are not for every campaign. The following character options should be available to mythic characters even when the kingdom building rules are not used, with a more abstract handling of their holdings. This way, a mythic character can still command a flying fortress or reclaim a sunken magical island (gaining benefits as mythic qualities), without necessarily involving the full scope of the kingdom building rules.

KINGDOMS

It is important to note the difference between a settlement and a kingdom. A settlement is a discrete town or city, while a kingdom is all settlements bound by a single unifying group of leaders or government. A "kingdom" might be a single settlement, and many mythic kingdoms resemble this. Others might span entire continents or worlds, with hundreds or thousands of discrete settlements. When applying mythic qualities or disadvantages to settlements (or all settlements within a kingdom), carefully consider the ramifications to life within. A kingdom where the settlements all have the ability to fly might be based upon a single enormous flying island built for giants. While it was only a single city for giants, it is so vast it can support multiple settlements for smaller humanoids. A kingdom where every settlement moves to random planes each day or is separated by erratic time is unlikely to remain a true kingdom for long.

MYTHIC LEADER CHARACTER OPTIONS

The following character options are available to mythic characters

UNIVERSAL PATH ABILITIES

Any mythic character holding a leadership role within a kingdom can select from the following path abilities.

1ST-TIER UNIVERSAL PATH ABILITY

Mythic Leader (Su): You sacrifice your mythic potential to empower a settlement you rule over. Select a mythic quality to apply to any single settlement (usually the capital) within a kingdom you hold a leadership role for. If using the kingdom building rules, these roles are defined as Ruler, General, High Priest, etc. Otherwise, leadership and rule is subject to GM discretion. If you are the Ruler or when you become Ruler of the kingdom you may choose for the settlement to gain a mythic disadvantage if it does not already possess one. If you choose for the settlement to gain a mythic disadvantage, you may select an additional mythic quality for the settlement.

If using the kingdom building rules, a mythic character with this ability that holds a leadership role adds 1/2 their mythic tier (minimum +1) to any leader benefits their role grants the kingdom. So a mythic General would add her Charisma modifier or Strength modifier plus 1/2 her tier to Stability.

6TH-TIER UNIVERSAL PATH ABILITY

Mythic Kingdom (Su): Your mythic connection expands to include an entire kingdom. Any mythic qualities or disadvantages you selected for the mythic leader path ability apply to all settlements within the kingdom where you hold a leadership role. Additionally, you may choose an additional mythic quality to apply to all settlements. If you are Ruler of the kingdom or when you become Ruler of the kingdom you may choose for the all settlements within the kingdom to gain a mythic disadvantage if it does not already possess one. If you choose for all settlements to gain a mythic disadvantage, you may select an additional mythic quality for the settlements. If you selected a mythic disadvantage for the mythic leader ability, it and the mythic quality gained must be the same for every settlement. You must have the mythic leader path ability to select this ability.

MYTHIC QUALITIES

The following mythic settlement qualities can be added to any mythic settlement. If the GM is creating a mythic settlement using the settlement rules (see the *Pathfinder Roleplaying Game: GameMastery Guide* for details), these mythic qualities can be selected in place of a normal quality (limited by the settlement's size). A mythic settlement may have any combination of mundane and mythic qualities. A settlement that takes a mythic disadvantage gains a bonus quality (mythic or mundane). A settlement ruled over by mythic characters may have any number of mythic qualities (but requires the mythic character have the mythic leader path ability).

Each mythic quality affects an individual settlement's modifiers and the entire kingdom modifiers the settlement is in. These modifiers remain consistent even if all settlements within a kingdom possess the mythic quality (so do not stack with themselves). Unless otherwise noted, a quality can only be taken once per settlement. If a settlement can take a quality more than once, it only affects the settlement's modifiers once and does not stack with itself.

ARMY

Kingdom: Loyalty +2, Stability +2, Unrest -2

Settlement: Crime -2, Law +4

The settlement possesses a powerful supernatural army that can spring to its defense at a moment's notice. Perhaps skeletons arise to defend the necropolis, or ancient golems endlessly patrol the streets of the Forge God's capital. The army's size and ACR is dependent on the size of the settlement per the following table. The army gains up to one special ability per ACR based on the creature type (subject to GM discretion). If the settlement increases in size, the army increases in size and power as well. The settlement's army cannot be permanently destroyed. It fully heals all hit points each day, even if all units are destroyed or killed. Any mythic leader can command the army, but the army primarily obeys the mythic leader who adds this quality to the settlement. Thus, the army can only be truly defeated by removing all mythic characters from leadership positions. The army can only be used to defend or guard the settlement.

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Settlement Type	Army Size	Army Challenge Rating (ACR)
Thorp	Fine	1
Hamlet	Diminutive	2
Village	Tiny	3
Small town	Small	4
Large town	Medium	5
Small city	Large	6
Large city	Huge	7
Metropolis	Gargantuan	8

BANISHMENT

Kingdom: Loyalty +2, Stability +2, Unrest -2

Settlement: Crime -6

As a standard action, any mythic creature or character who holds an established leadership role within the settlement's kingdom can expend a use of mythic power to exile a single non-mythic creature from the settlement. If not using the kingdom building rules, the status as a leader of the settlement is subject to GM discretion. The creature is allowed a Will save to negate (DC 10 + 1/2 the mythic creature's HD +

mythic creature's Charisma modifier). On a failure, the creature is safely teleported (as the *greater teleport* spell) to the settlement's extents and cannot re-enter by any means. The settlement even appears invisible, silent, and intangible to any observation by the affected creature. This is a permanent curse effect (CL equals mythic creature's HD) that can be removed as a *bestow curse* spell. On a successful save, the creature is immune to banishment for 24 hours.

BLESSED

Kingdom: Loyalty +2, Stability +2, Unrest -2

Settlement: -4 or +4 to any one settlement modifier (increase spellcasting by 2 levels)

The settlement possesses an extremely close connection to a deity, demi-god, or equivalent (such as a mythic character with the divine source universal path ability). The being might even be in residence and hold court within the settlement. Choose one domain available to the god or godlike being. Any character or creature within the settlement who venerates the selected deity gains the benefits and domain powers for that domain as a 1st level cleric while within the settlement. Divine casters in service to the settlement's deity cast any spells listed under



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the domain as if they were improved by the Quicken Spell or Quicken Spell-Like Ability feats while within the settlement. A mythic leader who grants this quality to a settlement chooses which god is venerated and domain is gained when the quality is first applied, and cannot change it thereafter.

DESTINY

Kingdom: +4 to Economy, Loyalty, or Stability; Unrest -2

Settlement: -4 or +4 to any one settlement modifier

The settlement has some great prophecy surrounding it. The tides of fate tend to be circular—even if “fulfilled”, it might occur again in the future. The First City might endlessly promote unity and civilization. A metropolis within the Negative Energy Plane might force residents toward a universe consumed by void. Any non-mythic creature within the settlement is affected by a *geas/quest* spell to work toward the prophecy’s fulfillment. This is not an enchantment, compulsion, or mind-affecting effect, and affects any creature (not just living creatures). The *geas* persists for as long as the creature remains within the bounds of the settlement. Any penalties accrued persist until the creature departs the settlement, but are immediately removed at that time. However, a creature then returning to the settlement regains these penalties unless they honor the *geas/quest* dictums. A mythic leader who grants this quality to a settlement chooses the details of the prophecy when the quality is first applied, but cannot change it thereafter.

DOORS

Kingdom: Economy +6

Settlement: Economy +2, Lore +2, Society +2

Within the settlement are hidden magical doorways. Once per day a mythic character or creature can attempt a DC 20 Knowledge (local) check while within the settlement to find an appropriately enchanted doorway. Once the door is found, they may then attempt a DC 20 Knowledge (geography) check to reach a desired destination. On a success, the character is teleported as the *teleport* spell (CL 20) to the destination of their choosing. If they succeed on the check by 5 or more, they are instead teleported as the *greater teleport* spell (CL 20). A non-mythic

character or creature may also make use of these doors, but must be led and accompanied by a mythic character or creature that succeeds at the skill checks. A settlement with this mythic trait commonly makes use of *keys* (see sidebar). Travel from the settlement is one-way without a *key*. The mythic leader who grants this quality to a settlement does not require skill checks to use its benefits, and can choose to “lock” the settlement or kingdom as a free action, causing this quality to cease functioning. The leader may allow this quality to resume as a free action.

KEY

Aura strong conjuration; **CL** 13th

Slot none; **Price** 30,000 gp; **Weight** —

DESCRIPTION

Every *key* is tied to a single settlement with the doors mythic quality. The appearance of individual *keys* vary widely, from skeleton *keys* crafted from human bone to jagged cold iron depending on the mythic settlement it is tied to. A character holding a *key* can use the doors within a specific mythic settlement with the doors quality as if they were a mythic character.

Once per day a mythic character can expend a use of mythic power as a standard action to transform any door with a lock into a doorway to a specific mythic settlement (decided when the *key* is created) with the doors quality. This acts as the *greater teleport* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, Mythic Crafter, *greater teleport*; **Cost** 15,000 gp

ELUSIVE

Kingdom: Loyalty +4, Stability +2

Settlement: Crime -4, Law +2, Society -2

The settlement is extremely difficult to locate, and most might walk right past it, none the wiser. Locating the settlement requires a DC 30 Perception check. A single successful check allows a creature to lead any number of other creatures to the settlement (including armies). A creature that has visited the settlement before or who knows precisely where it is gains a +10 bonus on the check. Mythic characters

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or creatures gain a bonus on the check equal to their mythic tier or rank. Truly desperate creatures have an easier time finding the settlement. A character suffering from the fatigued condition gains a +2 circumstance bonus to the check. A character suffering from the exhausted condition gains a +4 circumstance bonus to the check. The mythic leader who grants this quality to a settlement does not require a Perception check to locate it.

LEGENDARY BUILDINGS

Kingdom: Varies

Settlement: Varies

The settlement allows for the creation of truly legendary structures—towers of impossible size, arenas fit for mythic monsters, foundries where adamantine is forged in living lava, and so on. Any building described in *Pathfinder Roleplaying Game: Ultimate Campaign* can be upgraded into a legendary building. Creating a legendary building works as described in the kingdom building rules except as follows. The cost for the legendary building is increased by 150% and cannot be discounted except by other legendary buildings (but still provide discounts to non-legendary buildings). A legendary building can only be upgraded from or to another legendary building. A settlement may have any number of legendary buildings, but no more than one legendary building of a given type (regardless of normal limits).

Any kingdom building or settlement modifiers for a legendary building are doubled from those provided by a normal building. Likewise, any special benefits that affect base value, magic items, or purchase value are doubled. For example, a legendary black market would cost 75 BP, but add +4 Economy, +2 Stability, +2 Unrest, +4,000 gp base value, Corruption +4, and Crime +4. It would also provide 4 minor items, 2 medium items, and 2 major items. See the Enchanted Structures section for additional legendary building options.

KNOWLEDGE

Kingdom: Economy +2, Loyalty +2, Stability +2

Settlement: Lore +4 (increase spellcasting by 2 levels)

The settlement contains a renowned repository of knowledge. The source might take many forms, from

ever-growing stacks with all human dreams written upon the pages or endless crystalline memories of a lost civilization. The settlement's knowledge covers all specific Knowledge skill types, allowing any creature within to make untrained Knowledge checks with a DC higher than 10 (with 1d4 hours of research). Mythic characters or creatures add a bonus to all Knowledge checks equal to their mythic rank or tier when researching within the settlement (in addition to the settlement's Lore modifier). Any creature within the settlement can cast *legend lore* as a spell-like ability once per month, except the casting time is as normal for the spell. The creature is always treated as if they possess detailed information on the person, place, or thing being researched (casting time of 1d10 days).

GRAVITY

Kingdom: none

Settlement: none

The gravity planar trait (see *Pathfinder Roleplaying Game: GameMastery Guide* for details) operates differently within the settlement than the plane the settlement is within. This can be used to give a settlement the normal gravity, heavy gravity, light gravity, no gravity, objective directional gravity, or subjective directional gravity planar traits. The plane's normal gravity resumes outside the settlement's extents. This might cause creatures entering or exiting the settlement to experience falling damage.

MAGIC

Kingdom: none

Settlement: Increase (for enhanced or normal magic) or decrease (for impeded magic) spellcasting by 2 levels (minimum 0)

The magic planar trait (see *Pathfinder Roleplaying Game: GameMastery Guide* for details) operates differently for the settlement than how the plane the settlement is within normally functions. This can be used to give a settlement normal magic, enhanced magic, or impeded magic planar traits. The plane's normal magic resumes outside the settlement's extents, but the settlement's magic traits affects any spells cast into the settlement from outside of it or spells cast from within that affect targets outside.

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MORPHIC

Kingdom: Economy +4 (reduce BP cost of all buildings by 4 [minimum 0])

Settlement: Economy +4

Any mythic creature or character within the settlement can use *move earth* as an at will spell-like ability (with the normal casting time) to affect the settlement, and can reshape normal plants or stone in the same manner. The mythic leader who grants this quality to a settlement can reshape the settlement in this manner as a standard action.

MOVEMENT

Kingdom: Economy +6

Settlement: Economy +2, Lore +2, Society +2

The entire settlement is capable of some amazing method of transportation. Perhaps it can fly through the clouds, sail across or under the sea, crawl across the land, or burrow through the earth. Any creatures within the settlement are carried with it when in motion, and depending on the method of locomotion, might be in danger when leaving (for example, falling from the sky, drowning, or becoming buried alive). However, they remain protected from any effects of the settlement's environment moving while within it.

Settlements capable of movement are not quick, traveling 30 feet per round or 3 miles per hour. Most settlements of this type have some sort of "helm" or mechanism to direct its movements, allowing mythic creatures or characters other than the mythic leader who grants this quality to operate the movement. These mechanisms require expending a use of mythic power to operate for 24 hours. The mythic leader who grants this quality to a settlement does not need to expend mythic power or use a mechanism to control the settlement's movement, and their desires supersede



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the control of any other creature. This mythic quality can never be used to directly or intentionally cause damage or destruction. Even if a settlement is dropped from the sky on another settlement or creature (or some analogous event), the mythic magic enchanting the settlement prevents it from crashing into the earth. This quality may be taken more than once, each time bestowing a new method of movement.

MYTHIC POPULACE

Kingdom: +2 to Economy, Loyalty, and Stability

Settlement: +1 to all settlement modifiers

The nature of the settlement causes creatures spending time within it to become imbued with a temporary piece of mythic power. Perhaps spending time in the Heart of Fey makes a creature part fairy, or living within a god's presence imparts a shard of the divine. Any non-mythic creature that spends 24 consecutive hours within the settlement gains the Mythic Companion feat as a bonus feat for as long as they remain within the settlement. At GM discretion, this may also serve to allow the character to qualify for taking the Mythic Companion feat or even become a reason for mythic ascension.

NEXUS

Kingdom: Economy +6

Settlement: Economy +2, Lore +2, Society +2

The settlement contains one or more permanent portals to different planes (as the planar travel version of the *gate* spell). A settlement has a number of *gates* based on its size per the following table. These *gates* cannot be dispelled or ended by any means short of divine intervention. A single settlement might have multiple *gates* going to different locations on the same plane. If the settlement increases in size, it gains additional *gates*. The mythic leader who grants this quality to a settlement dictates where all *gates* are within the settlement and where all *gates* lead. The mythic leader who grants this quality to a settlement can choose to "lock" the settlement or kingdom as a free action, causing this quality to cease functioning. The leader may allow this quality to resume as a free action. This quality can be selected multiple times, each time adding an additional number of *gates* based on the settlement's size. A settlement with this mythic trait commonly makes use of *planar keys* (see sidebar).

Settlement Type	Number of Gates
Thorp	2
Hamlet	2
Village	4
Small town	4
Large town	6
Small city	8
Large city	10
Metropolis	12

PLANAR KEY

Aura strong conjuration; **CL** 17th

Slot none; **Price** 50,000 gp; **Weight** —

DESCRIPTION

Every *planar key* is tied to a single settlement with the nexus mythic quality. The appearance of individual *planar keys* varies widely, from ever-hot iron to solidified shadow, depending on the mythic settlement it is tied to. A character holding a *planar key* can *plane shift* to the settlement once per day. Using the *planar key* in this manner always causes the user to arrive within the settlement (and never outside of it), although they appear in a random location within the settlement.

Once per day, a mythic character can expend a use of mythic power as a standard action to temporarily alter the destination of any *gate* within the settlement with the nexus mythic quality. This acts as the planar travel version of the *gate* spell only and requires the users to be in the settlement and adjacent an active unlocked permanent *gate*.

CONSTRUCTION

Requirements Craft Wondrous Item, Mythic Crafter, *gate*, *plane shift*; **Cost** 25,000 gp

PROTECTED

Kingdom: Loyalty +2, Stability +2, Unrest -2

Settlement: Law +4, Society +2

Any creature within the settlement is protected from any damaging or dangerous planar traits (see *Pathfinder Roleplaying Game: GameMastery Guide* for details) of the plane the settlement is located within (or moved to in the case of some qualities

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or disadvantages). For example, a settlement located within a negative-dominant plane would protect living creatures within from damage or negative levels, and a settlement on the Plane of Fire would protect inhabitants (and flammable objects) from fire damage.

SANCTUARY

Kingdom: Stability +4, Unrest -2

Settlement: Crime -4, Law -2

The settlement is supernaturally peaceful, making it difficult for creatures to behave in an aggressive or violent manner. Every creature within the settlement is affected by a constant *sanctuary* spell effect. If this effect is ended for any reason, it resumes 1 round later. The Will save DC to attack the creature is equal to 10 + 1/2 the creature's HD + the creature's Charisma modifier. Mythic characters or creatures gain a bonus to their Will saves equal to 1/2 their mythic tier or rank.

TIME

Kingdom: Stability +4, Unrest -2

Settlement: none

The time planar trait (see *Pathfinder Roleplaying Game: GameMastery Guide* for details) operates differently for the settlement than how the plane the settlement is within normally functions. This can be used to give a settlement normal time or the timeless planar traits. The plane's normal time resumes outside the settlement's extents.

TECHNOLOGICAL

Kingdom: Economy +6

Settlement: Lore +4, Society +2

The settlement contains a single technological crafting laboratory (see the *Pathfinder Roleplaying Game* supplement concerning technology for details) and a power source sufficient to allow the laboratory's use each day for work on a single project. Given the relative rarity of technology in most campaigns, this mythic quality being available for PC controlled settlements is subject to GM discretion. This quality can be selected multiple times, each time granting an additional technological laboratory (with sufficient power to function).

WEALTH

Kingdom: Economy +6

Settlement: Economy +6

The settlement possesses legendary prosperity, perhaps with streets literally paved with gold, and precious gemstones used by children like marbles. The average citizen lives in a manner superior to most mundane kings and queens, and the powerful have vast unbelievable resources. The base value and purchase limit of a settlement with a size equal to a thorp or hamlet is treated as a Small city. The base value and purchase limit of a settlement with a size equal to a village, Small town, Large town, or Small city is treated as a metropolis. A settlement with a size equal to a Large city or metropolis has a base value of 50,000 gp and a purchase limit of 200,000 gp.

MYTHIC DISADVANTAGES

A mythic settlement usually does not have more than one or two mythic disadvantages, as they inflict sufficiently severe negatives to devastate a community poorly prepared for them. A settlement within a kingdom controlled by mythic player characters generally only gains a mythic disadvantage if the mythic Ruler of the kingdom chooses to gain one in order to also gain a bonus mythic quality. Otherwise, the settlement might gain one if the mythic leaders who granted mythic qualities are deposed or abdicate power.

APATHY

Kingdom: Economy -6

Settlement: Economy -2, Law -2, Lore -2

It is difficult for creatures within the settlement to feel emotion. This effect suppresses (but does not dispel) any morale bonuses granted by non-mythic spells or effects such as *bless*, *good hope*, and *rage*, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and the confused condition from creatures within the settlement. While within the settlement, a suppressed spell, condition, or effect has no effect. When a creature leaves the settlement,

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the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime. Mythic creatures and characters are immune to this effect. A settlement cannot have this disadvantage and the unnatural disadvantage.

CATASTROPHE

Kingdom: -6 to any one kingdom modifier

Settlement: -6 to any one settlement modifier

The settlement suffers from some terrible and ongoing calamity. Perhaps it has sunk beneath the waves, or becomes saturated in a thick poisoned fog each night. Any tenacious survivors depend on some special circumstances for continued survival, or live on borrowed time.

CURSED OBJECTS

Kingdom: Economy -2, Stability -2, Unrest +2

Settlement: Economy -4, Lore -2 (only cursed magical items can be purchased)

Any non-mythic magical item (an item with Mythic Crafter as a prerequisite) within the settlement becomes cursed for as long as it remains within the settlement. To determine the item's curse, roll randomly on the common item curses table (see *Pathfinder Roleplaying Game: Core Rulebook*). Any non-mythic item crafted within the settlement is permanently cursed, even if removed from the settlement.

CURSED PEOPLE

Kingdom: Economy -2, Stability -2, Unrest +2

Settlement: Economy -4, Lore -2

Any non-mythic creature that remains within the settlement for 24 hours is affected by a curse with an effect equivalent to a *bestow curse* spell effect (CL 20) for as long as they remain within the settlement. This curse is always the same for every creature, and is defined when this disadvantage is gained. Unlike an ordinary *bestow curse* effect, this does not allow a save to negate. This curse can be temporarily removed for an individual creature with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. However, the creature becomes cursed again after 24 hours if they remain within the settlement. A settlement with the mythic populace mythic quality cannot have this disadvantage.

DEAD MAGIC

Kingdom: Economy -4, Stability -2

Settlement: Economy -6 (no magic items or spellcasting)

No magic other than permanent planar portals can operate within the settlement. This functions as the *antimagic field* spell.

ERRATIC GRAVITY

Kingdom: Stability -6

Settlement: none

Gravity within the settlement fluctuates from day to day, making movement always a challenge for those that dwell within. Each day within the settlement, roll a d% to determine how gravity functions for the day. A settlement with the gravity mythic quality cannot have this disadvantage.

d%	Gravity Planar Trait
01-10	objective directional gravity
11-30	light gravity
31-70	normal gravity
71-90	heavy gravity
91-100	subjective directional gravity

ERRATIC TIME

Kingdom: Stability -6

Settlement: Crime -2, Law +2

Time within the settlement flows in a chaotic manner in comparison to the outside world. Time might pass normally one day and rapidly diverge the next. Each day within the settlement roll a d% to determine how time flows in comparison to the outside world for that day. Any inhabitants of the settlement are likely to be almost completely cut off from the outside world, as decades within might be days on the outside (or vice versa), and leaving carries the possibility of returning aged or finding all your friends and family dead. A settlement with the time mythic quality cannot have this disadvantage.

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d%	Time Within Settlement	Time Outside Settlement
01-10	1 day	1 round
11-30	1 day	1 hour
31-70	1 day	1 day
71-90	1 hour	1 day
91-100	1 round	1 day

RESTLESS DEAD

Kingdom: Stability -4, Unrest +2

Settlement: Economy -2, Law +4, Society -2, Danger +20

The settlement is saturated with negative energy, resulting in any humanoid who dies (and is not properly disposed of) returning to unlife. Worse, undead who arise in this manner are extremely difficult to control and prone to violence. Any humanoid that dies animates as a ghoul at the next midnight. If a humanoid of 4 Hit Dice or more dies, it rises as a ghost. Humanoids killed by these undead arise as ghouls or ghosts after only 1d4 rounds. More powerful creatures or characters might arise as different or unique types of undead at GM discretion. Undead created due to this mythic disadvantage are immune to any non-mythic spell or effect that controls or influences their actions (such as the Command Undead feat or *command undead* spell).

SHIFTING

Kingdom: Stability -6

Settlement: Crime -2, Law +2

The entire settlement constantly moves randomly between the planes, making it impossible to know where it might be day to day, or for the populace to leave with any certainty of returning. More importantly, only an exceptionally hardy populace can survive some of the planes for a day (without the protected mythic settlement quality). Each day roll a d% to determine which random plane the settlement shifts to. On a result of the plane the settlement currently resides within, the settlement remains where it is. Even when shifting to the same plane

on different days, the settlement is unlikely to be anywhere close to where it was previously (usually 5 to 500 miles distant as the *plane shift* spell).

d%	Plane
01-20	Material Plane
21-30	Plane of Earth
41-50	Plane of Water
51-60	Plane of Fire
61-70	Plane of Air
71-80	Shadow Plane
81-90	Astral Plane
91-100	Ethereal Plane

UNNATURAL

Kingdom: Does not contribute to any kingdom modifiers as unclaimed territory or settlement.

Settlement: No settlement modifiers, magic items, or spellcasting available

While the settlement's buildings and mythic qualities remain, any population has abandoned it and most people remain irrationally fearful of the area. The settlement seems inherently ominous—the shadows move without flickering light, structures seem like leering faces, and every dead tree looks like a grasping hand. Any non-mythic creature entering the settlement must succeed on a DC 15 Will save or become shaken for as long as they remain within the settlement. Every consecutive day spent within the settlement causes an additional Will save with the DC increased by +5. Shaken creatures who fail the save become frightened, and frightened creatures become panicked (fleeing from the settlement). A settlement with the mythic populace mythic quality cannot have this disadvantage.

WILD MAGIC

Kingdom: Stability -6

Settlement: Crime +4, Economy -2 (decrease spellcasting by 2 levels [minimum 0])

Any non-mythic magic cast within the settlement might function in radically different ways as the wild magic planar trait (see *Pathfinder Roleplaying Game: GameMastery Guide* for details).

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ENCHANTED STRUCTURES

While the majority of legendary buildings feature merely interesting thematic elements and improved kingdom/settlement modifiers, some might feature specific magical benefits that impact mechanics on a smaller scale. This allows for the creation of taverns featuring a daily *heroes' feast* or a stables filled with *phantom steeds*.

To create an enchanted structure, a character must possess the Craft Wondrous Item feat and the Mythic Crafter mythic feat. Enchanted structures can only be located within settlements with the legendary building mythic quality, and the building must be enchanted during its construction. The cost for the building's enchantment(s) is either paid in gold pieces as magic item crafting, added to the Build Point cost of the structure (1 BP = 2,000 gp), or is some combination of gold and BP.

Enchanting buildings works in a similar manner to the creation of wondrous items with the Craft Wondrous Item feat. Most building enchantments are simply spell effects, but some might resemble any wondrous item (at GM discretion). Any spells required in the building's enchantments are added to the requirements, and the mythic character enchanting the building must succeed on a Spellcraft or applicable Craft or Profession check as normal. On a failed check, the building is still a legendary building, but does not have the desired enchantments.

The base price of enchanting a building is the same of making an equivalent wondrous item. Do not double the price as a slotless magic item. Creating an enchanted building requires 1 day for each 1,000 gp in the base price.

The major divergence between wondrous items and enchanted buildings is that the latter has far greater potential scope and effect, anchored by the building's legendary nature. Most enchantments on buildings affect the structure itself or empower creatures within it.

- Any spell effect that affects an area and has a duration can be placed on a building, with a cost equal to a continuous magical item effect. The spell effect affects the entire building's area, regardless of the spell's normal area. For example, a continuous *mage's private sanctum* spell could be placed over a sprawling legendary palace and its grounds. This would have a cost of 45,000 gp (for a continuous level 5 spell, caster level 9th) beyond the legendary building's cost.
- The building can grant the benefits of any continuous or use-activated wondrous item effect (or equivalent) to all creatures within the structure. This cost is typically

150% of the wondrous item's cost (beyond the legendary building's base cost). All creatures gain the benefits of the wondrous item while within the structure, but lose the benefits when outside of the structure. This does not require an item slot, even if the item normally requires one. For example, everyone on a legendary paved road might gain the benefits of *boots of striding and springing* for as long as they remain on the road. This would have a cost of 4,125 gp beyond the legendary building's cost.

- Any spell effect that affects an object can be placed on an enchanted building as if it was a single object and ignores any restrictions based on weight. Discrete objects (like furniture) within it are not affected, but objects considered part of the structure (like doors and windows) would be affected. This costs the same as a continuous magical item effect. For example, a legendary magical academy might be completely *invisible*. This would have a cost of 6,000 gp (for a continuous level 2 spell, caster level 3rd) beyond the legendary building's cost.
- The building can allow creatures to duplicate spell effects or use-activated magical item effects. If the effect has a use limit per day, it applies to any individual creature within the building. If the building duplicates a spell effect with a duration (such as *heroes feast* or *phantom steed*), the effects persist outside of the building. For example, a legendary bank might allow creatures within to cast *secret chest* 1/day on a chest they provide with replicas provided by the bank. Any number of creatures could cast *secret chest* each day, but each could only do so once per day. This would have a cost of 10,600 gp (for a command word activated level 5 spell, caster level 9th, with a 25 gp material component) beyond the legendary building's cost. While the *secret chest* duration would persist even after they depart the bank they can only send or recall the chest while within the bank.

Enchanted legendary buildings cannot be used to duplicate the effects of single use items or items with a limited number of charges before becoming non-magical (such as a *necklace of fireballs*). Mythic characters cannot cast the mythic version of a spell enchanting a building when it is activated.

SAMPLE MYTHIC SETTLEMENTS

The following are examples of the sort of settlements that can be created with mythic qualities and disadvantages.

NULL

LN Small town (mythic)

Corruption +2; **Crime** -2; **Economy** -5; **Law** +7; **Lore** +6; **Society** +0

Qualities destiny, technological (2)

Danger 0; **Disadvantages** dead magic

DEMOGRAPHICS

Government overlord

Population 1,000 inevitables (900 arbiters, 90 zelekhtus, 9 kolyaruts, 1 lhaksharut)

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 5,000 gp; **Spellcasting** —

Minor Items —; **Medium Items** —; **Major Items** —

KINGDOM

Buildings castle, foundry, library

Economy +9, **Loyalty** +7, **Stability** +5, **Unrest** -5; **Defense** +8, **Fame** +1

Null is a clockwork fortress of moving pieces, saturating steam, and deafening mechanical sounds. The inevitables possess many long-term strategies and plans, some which might seem silly to shortsighted mortals. While magic can be a useful tool, most undoubtedly stinks of chaos. The nature and rules of magic are difficult to quantify, which alone makes it a threat. The inevitables and their axiomite overlords (see *Pathfinder Roleplaying Game: Bestiary 2* for details) would prefer a more reliable and lawful alternative, for when the universe has been conquered and chaos reduced to nothing. The fact that the war with chaos might be the next best thing to eternal makes little difference.

With this goal in mind, the primal inevitables created the town of Null, secreted away within

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Utopia. Within it they eliminated every hint of magic, and set servants to discovering the secrets of technology. The inevitable's single-minded fanaticism in pursuit of this goal affects any creature entering Null (as the *geas* spell). However, the experimental bastion possesses both a military and production laboratory, powered by massively inefficient steam engines endlessly fed by hundreds of tireless arbiters.

DREAD NECROPOLIS

NE Small city (mythic)

Corruption +3; **Crime** +2; **Economy** +8; **Law** +7; **Lore** +9 (+11 Knowledge [religion]); **Society** +4

Qualities army, magic (enhanced necromancy), morphic, movement (land), mythic populace

Danger 5; **Disadvantages** restless dead

DEMOGRAPHICS

Government magical

Population 7,600 (4,400 undead, 3,000 dwarf, 200 other)

MARKETPLACE

Base Value 6,000 gp; **Purchase Limit** 25,000 gp; **Spellcasting** 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

KINGDOM

Buildings academy, barracks, black market, brewery, cistern, city wall, dump, graveyard, foundry, sewer system, watchtower

Economy +17, **Loyalty** +9, **Stability** +12, **Unrest** -4; **Defense** +5, **Fame** +0

The Dread Necropolis is built within and upon the body of an endlessly rotting titan of such colossal proportions that it may have been a god. Dwarven settlers discovered the corpse an age ago, buried deep beneath a mountain's stone. They found its very proximity poisoned their people's bodies, causing all to arise as hungry dead. Most fled the cursed caves, but a few remained behind, determined with characteristic stubbornness to master the

threat. Becoming the first of the Dread Lords, these necromancers found consuming the god's flesh gave them great power, and that they could shape the dead god's rock-hard bone with sheer will.

As their power grew, they became forgotten by their cowardly cousins. Until, with a lurching quake of the earth, the dead god burst free of the mountain tomb. The great mobile corpse fortress now crawls across the world's surface, with massive arms slowly dragging it leagues with every lurching motion. The necromantic archmages of the dwarves claim no dark motive, but their agents and influence spread ever-outward. It is likely only a matter of time before the tumorous forts of bone expel armies of the dead.

CROSSROADS

CN metropolis (mythic)

Corruption +11; **Crime** +14; **Economy** +2; **Law** -1**; **Lore** +8; **Society** +9

Qualities blessed (Travel domain), magic (normal), nexus (2), protected, time (normal)

Danger 30; **Disadvantages** anarchy*, catastrophe**

DEMOGRAPHICS

Government anarchy

Population 85,000 (40,000 outsiders, 30,000 humanoids, 15,000 other)

MARKETPLACE

Base Value 22,000 gp; **Purchase Limit** 100,000 gp; **Spellcasting** 10th

Minor Items all available; **Medium Items** 4d4+1; **Major Items** 3d4+1

KINGDOM

Buildings alchemist, arena, black market, cathedral, foreign quarter, guildhall, inn (3), monument, paved streets, sewer system, tavern, tenement (6)

Economy +20, **Loyalty** +13, **Stability** +17, **Unrest** +4; **Defense** +0, **Fame** +2

* The surface of Crossroads is plagued by warp storms that plague the poorest of the populace. This mythic disadvantage is removed if the city can be reclaimed by a mythic character with the mythic leader ability.

A forgotten goddess of travel and trade once calmed a portion of Limbo's pandemonium, creating a still oasis of reality within the formless wild. With her near-omnipotence in regards to locations, she placed her city at the exact center of the infinite plane, though this seemed to defy reason. This drove the protean lords of chaos into a rage that defies description. Now Limbo *had* a center, and a point by which it could be forever defined. They bent all their power toward the city's destruction, but their might could not overcome the divine defenses. The warp storms still rage at the city's extents.

Gates opened, connecting the Crossroads of reality to cities across the planes. Mortals and outsiders alike migrated to the center of formless sea, which soon became the greatest collection of civilized beings within the cosmos. None can recall exactly what happened to the goddess founder. Some say she simply left, while others claim her dead. Regardless, for millennia now the city has lacked any centralized governance. A hundred villains and heroes carve out small constantly shifting territories, laying claim and trading access to the invaluable *gates* and *planar keys*. Many believe the Crossroad's gradual descent into anarchy is the influence of the thwarted protean lords, driving the hated city to ruin.

The Crossroads is a metropolis-sized planet, with an interior resembling a beehive. Every square inch is settled, with the poorest relegated to the surface, where they must face the risk of warpwaves (see *Pathfinder Roleplaying Game: Bestiary 2* for details). Twenty-four *gates* are spread evenly within the sphere, leading to safe locales within a dozen different planes. The normally erratic time and wild magic of Limbo are eliminated within the city's bounds, and the goddess' wards prevent the warp storms from tearing the metropolis to shreds. However, the protean lords' enduring anger wears down the metropolis like an ocean's shore. The city weakens more with each passing century, and it may be only a matter of time before the forces of chaos descend upon Crossroads.

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Producer: Owen K.C. Stephens

Publisher: Owen K.C. Stephens

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