MYTHIC MINIS 41 MYTHIC RODS

BY JASON NELSON



BATHFINDER BOLEPLAYING BAME COMPATIBLE

MYTHIC MINIS 41 - MYTHIC RODS

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Welcome to Mythic Minis!

The mythic rules system introduced in the *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything. Sometimes there are large areas to cover with extensive rules adaptations, but sometimes what you need is a power-packed punch of tightly focused rules content that contains exactly what you need for your character, creature, or whatever it may be. A half-dozen feats, a set of linked spells, a group of magic items, five mythic path abilities, and so on; that's where *Mythic Minis* come in. *Mythic Minis* are not about exposition, philosophy, and campaign-building; they are just flat-out fantastic ideas and great mechanics for GMs and players alike, written by the same designers that helped create the official mythic rules.

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MYTHIC MINIS 41: MYTHIC RODS

Mythic magical items are items that create unique mythic effects. Some can be used only by mythic wielders, while others are useful for all characters but have effects enhanced or new abilities unlocked in the hands of mythic wielders.

GNARLTHORN ROD

PRICE 52,000 GP

Slot —; CL 11th; Weight 5 lbs Aura moderate conjuration

This gnarled rod of twisted bramble vines is topped with an enormous thistle, surrounded by writhing nettles and thorns. A *gnarlthorn rod* can be wielded as a + 1 *wounding morningstar*, though the wielder may treat it as a club or morningstar for the purpose of weapon proficiency and combat feats. The wielder adds her mythic tier to the DC of Heal checks made to stop the bleeding caused by a *gnarlthorn rod*, and non-mythic curing effects stop the bleeding only if their creator succeeds at a caster level check (DC 15 + the wielder's mythic tier). Each round a creature takes bleed damage from a *gnarlthorn rod*, it also takes 1 point Dexterity damage from the lacerating thorns and stinging spines. A successful Fortitude save (DC 14 + the amount of bleed damage taken by the target on its previous turn) negates this Dexterity damage.

In addition to its use as a weapon, the wielder of a *gnarlthorn rod* can use *burst of nettles*, *entangle*, and *wall of thorns* once per day each. If the wielder is a spellcaster with those spells on her spell list, she can expend her mythic power to use the mythic version of those spells.

CONSTRUCTION REQUIREMENTS

JATHFINDER

Cost 26,000 gp

Craft Magic Arms and Armor, Craft Rod, bleed, burst of nettles, entangle, wall of thorns

PYROCLASTIC ROD Slot -; CL 8th; Weight 4 lbs.

Aura moderate evocation

This hexagonal rod of black basalt is shot through with tiny cracks glowing with orange light and radiates intense heat that burns any non-mythic creature wielding it for 1d4 points of fire damage per round. The rod can be wielded as a +1 flaming light mace, and the wielder can dispel spells with the cold descriptor once per day (as per dispel magic) by touching the rod to the spell effect. A mythic wielder can use this ability more than once per day by expending one use of her mythic power per use after the first, and may also expend two uses of her mythic power as an immediate action to use this ability to counterspell a spell with the cold descriptor.

PRICE 46,000 GP

PRICE 22,000 GP

The wielder also can create an *ash storm* and a *volcanic storm* once per day each and can see normally through the ash and smoke created by these effects. A mythic wielder can see and breathe normally in any kind of smoky conditions, including those created by *pyrotechnics* or a nightmare's breath, and can use the mythic version of *ash storm* or *volcanic storm*, as described in *Mythic Magic: Ultimate Spells II*, by expending one use of mythic power.

In addition, once per day when the wielder creates a fire effect while wielding a *pyroclastic rod*, she can cause the effect's flame to manifest as clinging magma. A creature failing its saving throw against the effect takes full damage on the first round, half damage on the following round, and is also entangled until the end of its next turn. If the wielder expends one use of mythic power while activating this ability, the entangled condition lasts a number of rounds equal to one-half the wielder's mythic tier (minimum 1), and the fire damage is halved again each round after the first, ending when the entangled condition ends. If the target takes at least 10 points of cold damage, the magma is immediately cooled and no longer deals fire damage, but the solidified magma entangles the creature (and causes it to become stuck an adjacent surface on which it is standing or climbing) as a tanglefoot bag for 2d4 rounds.

CONSTRUCTION REQUIREMENTSCOST 23,000 GP

Craft Magic Arms and Armor, Craft Rod, ash storm, fireball, volcanic storm, wall of lava

ROD OF SPELL FOCUSING Slot --; CL 6th; Weight 3 lbs. Aura moderate universal

This crystalline rod is graven with magical runes representing the eight schools of magic and the four primal energy types of acid, cold, electricity, and fire, and it aids in focusing magical energies of the school or energy to which it is attuned. Attuning the rod is a full-round action that requires expending one use of mythic power and casting any spell of the desired school, causing the rune corresponding to its school of magic or type of energy to glow faintly. The spell is absorbed by the *rod of spell focusing* and has no other effect, but the wielder of the rod is treated as if she possessed either the Elemental Focus feat for that type of energy or the Spell Focus feat for that school of magic. This choice is made when the spell is cast into the rod *of spell focusing* at any time. If the wielder is a mythic creature and possesses the same Elemental Focus or Spell Focus feat, she instead is treated as if she had the Mythic Elemental Focus or Mythic Spell Focus feat, as appropriate.

The wielder can use *detect magic* at will, though this detects only magic of the rod's attuned school or element. Expending one use of mythic power allows the wielder to gain *arcane sight* for 1 hour, though it is likewise limited to the rod's attuned school or energy, or to creatures able to use arcane spells or spell-like abilities of that school or energy type.

CONSTRUCTION REQUIREMENTS COST 11,000 GP

Craft Rod, Elemental Focus, Spell Focus, arcane sight

NDAR

ROD OF DEFOLIATION

PRICE 35,000 GP

Slot —; CL 7th; Weight 12 lbs. Aura moderate necromancy

This gnarled and blighted cudgel seems ready to flake away at a touch, yet it is surprisingly stout and heavy, never cracking despite its superficial rot. A *rod of defoliation* can be wielded as a +1 plant bane greatclub, but a wielder using the total defense action can instead wield it as a +1 plant *defiant heavy wooden shield*. A mythic wielder may add one-half her mythic tier to combat maneuver checks made to sunder wooden objects.

If a *rod of defoliation* is held in one hand, the wielder can use *blight* (DC 16), *defoliate*, and *diminish plants* once per day each. A mythic wielder can use these abilities more than once per day by expending one use of mythic power for each additional use.

A mythic wielder also gains a special affinity for pestilential vermin that devour plant life. She can summon giant locusts and locust swarms as if they were 3rdlevel monsters (using *summon nature's ally III* or *summon monster III* or higherlevel versions), and poison used by vermin created or summoned by the wielder can affect plants. In addition, if the wielder expends one use of mythic power when creating or summoning vermin (including *creeping doom, giant vermin, insect plague, summon swarm,* and *vermin shape*), those vermin carry a *contagion* (DC 16, type of disease chosen by the wielder) that affects only plant creatures. A plant creature that saves against the *contagion* of such a vermin gains immunity to the *contagion* of any vermin created or summoned by that spell or effect.

CONSTRUCTION REQUIREMENTS COST 17,500 GP

Craft Magic Arms and Armor, Craft Rod, blight, defoliate, diminish plants, summon monster III or summon nature's ally III 8310 + 2078 + 5544 + 8316 + 11088 + 8316

ROD OF PEACE

Slot —; CL 7th; Weight 2 lbs. Aura faint enchantment

This plain silver and ivory rod imbues its wielder with an aura of beneficence, granting a +5 bonus on Diplomacy and wild empathy checks, though the wielder takes a -10 penalty on Intimidate checks and the save DC of any fear effect she creates is reduced by 4. The wielder can use *calm emotions* (DC 13) and *suggestion* (DC 13) at will, though this *suggestion* affects only creatures in combat, compelling them to put away their weapons and cease fighting. Once per day, the wielder can also use a *lesser geas* (DC 14) that compels the target to touch no weapon and attack no living creatures for one week. A spellcaster can use a *rod of peace* as a *lesser merciful metamagic rod*.

In the hands of a mythic wielder, the *lesser geas* and *suggestion* powers of a *rod* of peace lose the language-dependent descriptor, though the target must be able to hear the wielder. The wielder may also expend a mythic surge when activating the rod's *calm emotions, suggestion*, or *lesser geas* power and add one-half the result (minimum 1) to the save DC of that effect.

If the wielder is at least 3rd tier, she can expend one use of her mythic power as a free action to place a *mark of justice* (caster level 9th) in place of the rod's *lesser* geas power, or to apply Merciful Spell to a spell up to 6th level. If the wielder is at least 6th tier, she can expend two uses of her mythic power as a free action to place a geas/quest (caster level 11th) instead of *lesser* geas or to apply Merciful Spell to a spell up to 9th level. These spells may only be used to forbid the target from touching weapons or attacking living creatures.

CONSTRUCTION REQUIREMENTS COST 20,000 GP

Craft Rod, Merciful Spell, calm emotions, lesser geas, suggestion

PRICE 40,000 GP

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