MYTHIC MINIS 43 MYTHIC RINGS

BY JASON NELSON

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MYTHIC MINIS 43 - MYTHIC RINGS

By Jason Nelson

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 43: MYTHIC RINGS

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.

GAUSS RING

PRICE 60,000 GP

Slot ring; CL 7th; Weight Aura moderate evocation

This ring of braided copper and crystal wire is typically unadorned with any stones. The wearer gains electricity resistance 20, and electricity damage prevented by this resistance is absorbed by the gauss ring, up to a maximum of 60 points per day. Each round as a swift action, the wearer can charge her melee attacks with stored electrical damage. While her melee attacks are charged in this way, she gains a +3 bonus on melee attack rolls against targets made of metal or that are wearing metal armor. If a charged melee attack hits, it deals an extra 1d6 points of electricity damage to the target, dissipating that charge. This electricity is dissipated without effect if she does not hit with a melee attack before the beginning of her next turn. If the wearer does not use this swift action while she has electricity stored in her gauss ring, she can discharge 1d6 points of electricity damage as an immediate action when she is struck with a natural weapon, unarmed strike, touch attack, or a melee attack with a metal weapon, dealing that damage to her attacker. If a creature attempts a grapple combat maneuver against the wearer, she can discharge 2d6 points of electricity damage as an immediate action; the grappler takes this damage and also takes a 2 penalty on combat maneuver checks to grapple until the end of its next turn. Unused electricity stored in a gauss ring fades 24 hours after being absorbed. Electricity discharged by a gauss ring cannot be absorbed by it.

A mythic wearer gains electricity resistance 30, and can expend one use of her mythic power as an immediate action to increase this resistance to 60 until the beginning of her next turn. The maximum amount of electricity damage she can absorb is increased by 5 times her mythic tier. Unlike a non-mythic wielder, this is not a daily limit, but rather how much electricity can be stored at one time by the *gauss ring*. If some of its absorbed energy is discharged, it can absorb more electricity damage up to this maximum. If the wearer confirms a critical hit with a melee attack which she has charged with electricity, she can discharge an additional 1d10 points of electricity damage into the attack, plus an additional 1d10 for each of the weapon's critical multiplier points greater than x2. If the wearer discharges electricity into an attacker as an immediate action when an enemy confirms a critical hit against her in melee, she can discharge an equivalent amount of additional electricity damage based on the attacker's critical multiplier.

In addition, as a standard action, a mythic wearer can choose to discharge electricity damage in the form of a ray (range 60 feet) or a bolt of lightning that fills a 60-foot line-shaped burst (DC 14 Reflex half). The wearer can discharge up to 6d6 points of stored electricity, plus 1d6 times her mythic tier. The ray or line deals one-half this amount of damage to the target or creatures within its area, or the same amount of damage if the wearer expends one use of her mythic power.

Construction Requirements Cost 30,000 gp

Forge Ring, draconic reservoir, lightning bolt, shocking grasp

JATHFINDER

RING OF RETURNING

Slot ring; CL 13th; Weight – Aura strong conjuration

This ring is crafted from overlapping bands of several different precious metals. Once per day when the wearer uses a teleportation effect, he can attune the *ring of returning* to his point of origin. At any point within one minute of leaving that location by teleportation, the wearer can return to his point of origin as if he had cast the same teleportation effect he used to leave it, with no chance of error or arriving in a different location. The *ring of returning* only returns the wearer to his point of origin; other creatures that traveled there by teleportation do not return with him. A familiar, animal companion, or similar creature with the share spells ability may accompany the wearer when he returns, as long as it is touching the wearer. If I minute passes without activating the *ring of returning*, the attunement fades and its power cannot be used.

A mythic wearer can stay up to one hour at his destination before activating his *ring of returning*, and he may choose to bring some or all of the companions that accompanied him with the original teleportation effect back to their point of origin. All creatures returning with the wearer must be touching him. The wearer can extend the time spent at the destination by a number of hours equal to his mythic tier by expending one use of his mythic power. If the wearer is affected by a non-mythic effect that blocks teleportation, he can expend one use of his mythic power as part of activating the *ring of returning* to attempt a caster level check to overcome that effect. This check uses the ring's caster level plus the wearer's mythic tier against a DC of 11 plus the caster level of the effect.

A ring of returning must be worn for 24 hours before its power can be used.

CONSTRUCTION REQUIREMENTS COST 12,500 GP

Forge Ring, plane shift, greater teleport or word of recall

Ring of Truth

PRICE 50,000 GP

PRICE 25,000 GP

Slot ring; CL 7th; Weight -Aura moderate divination

This ring of pure silver is usually unadorned or else set with small white stones. The wearer gains a +5 competence bonus on Sense Motive checks, Diplomacy checks to gather information, Linguistics checks to spot forgeries, and Perception checks made to oppose Disguise or Sleight of Hand checks. The wearer can *discern lies* at will, but the wearer himself is also constrained to never knowingly lie, as if bound by a *mark of justice*. The effect of this *mark of justice* lasts for 24 hours after the wearer removes the *ring of truth*.

A mythic wearer can expend one use of his mythic power to gain the benefits of *mythic discern lies* for as long as he continues concentrating (maximum 1 minute). He can also command the ring to radiate a *zone of truth* (DC 13) for a number of minutes per day equal to his mythic tier. These minutes need not be consecutive and can be allocated in 1-minute increments. Non-mythic creatures take a penalty on their saving throws equal to the wearer's mythic tier against this *zone of truth*. If the wearer expends one use of his mythic power, this functions as a *mythic zone of truth*. *Mythic discern lies* and *mythic zone of truth* are described in *Mythic Magic: Core Spells* from Legendary Games.

CONSTRUCTION REQUIREMENTS

Cost 25,000 gp

Ring of Warmth

Forge Ring, discern lies, zone of truth

PRICE 40,000 GP

<u>Slot ring; CL 7th; Weight —</u> Aura moderate abjuration

The ring's warmth flows through the wielder, granting her cold resistance 10, and whenever the wearer takes cold damage she begins healing 1 point of lethal and 1 point of nonlethal cold damage per round. This effect only heals cold damage taken while the *ring of warmth* was worn. Creatures adjacent to the wearer gain cold resistance 5 and gain the benefits of *endure elements* against cold environments only. Once per day, the wearer can dispel (as *dispel magic*) a spell with the cold descriptor by touch.

If the wearer is a mythic creature, the ring provides cold resistance 20, and all creatures within 10 feet gain cold resistance 10 and the benefits of *endure elements* against cold environments. The wearer can increase this radius by 10 feet per use of mythic power she expends, up to a maximum of 60 feet, and she can also expend one use of mythic power to grant the benefits of *mythic endure elements* to all creatures within this radius. The wearer can also use the dispelling power of the *ring of warmth* multiple times per day by expending one use of mythic power for each use after the first. If the target spell is a non-mythic spell, the wearer adds her mythic tier as a bonus on the caster level check to dispel it.

CONSTRUCTION REQUIREMENTS

DAR

COST 20,000 GP

Forge Ring, endure elements, resist elements

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