# MYTHIC MINIS 46 MYTHIC ARMOR

BY JASON NELSON



# MYTHIC MINIS 46 - MYTHIC ARMOR

#### 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 46: MYTHIC ARMOR**

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.

CLOUDCLOTH ARMOR Slot armor; CL 10th; Weight –

#### **PRICE 29,205 GP**

### Aura moderate transmutation

This +3 padded armor is quilted from soft white quilted cloth. The wearer gains mistsight and is always shrouded in a faint mist and gains a +5 bonus on Stealth checks in areas of mist, cloud, or fog. The wearer can assume gaseous form for a total of 10 minutes per day. Entering or leaving gaseous form is normally a move action; however, if the wearer falls more than 5 feet she automatically assumes gaseous form. A mythic wearer can assume mythic gaseous form by expending one use of mythic power when triggering this ability; this effect persists until the wearer resumes her normal form.

Once per day as an immediate action, a mythic creature wearing *cloudcloth armor* can absorb a natural or magical area of cloud, fog, mist, or smoke, including toxic or harmful gases such as *cloudkill*, *solid fog*, or gaseous breath weapons. She must be within the area to absorb it. Absorbing a magical gas effect requires a successful caster level check, using the armor's caster level plus the wearer's mythic rank or tier, against a DC equal to 11 + the caster level (or Hit Dice, for supernatural effects) of the effect's creator. Natural, non-magical gas is automatically absorbed. This absorption effect is instantaneous and affects the entire area of a magical effect or a 30-foot-radius spread centered on the wearer for non-magical smoke, fog, or gas. This absorption does not prevent additional gas effects in the same area. The wearer of *cloudcloth armor* can use this ability to force a creature in *gaseous form* back into its normal form. With a successful melee touch attack against the gaseous creature and a successful check as described above, the target is forced out

gaseous creature and a successful check as described above, the target is forced out of gaseous form and its ability to assume gaseous form is suppressed for a number of rounds equal to the wearer's mythic rank or tier.

#### **CONSTRUCTION REQUIREMENTS**

Cost 14,680 GP

Craft Magic Arms and Armor, darkvision, dispel magic, fog cloud, gaseous form

#### **CUIRASS OF MIRACLES**

#### Slot armor; CL 13th; Weight 30 lbs.

#### Price 77,750 GP

Cost 40,050 GP

PRICE 64,500 GP

COST 32,500 GP

Aura strong evocation

This +1 bolstering deathless determination breastplate is crafted of Elysian bronze, granting DR 2/— against the natural weapons and unarmed strikes of monstrous humanoids and magical beasts. When worn by a mythic creature, the competence bonus granted by its *bolstering* property and the energy resistance and chance to ignore negative levels from its *deathless* property are doubled. When the armor's *determination* ability is triggered, a mythic wearer adds her mythic rank or tier to the armor's caster level to determine the healing granted by the *breath of life* effect, and the wearer can expend one use of mythic power to gain the benefit of *mythic breath of life* instead. If an ally within 30 feet is reduced below 0 hit points, the wearer can expend one use of her mythic ally within a number of rounds equal to one-half the wearer's mythic tier (minimum 1 round) and touches that ally as a swift or move action. If the wearer expends two uses of mythic power, she instead grants the ally the effect of *mythic breath of life*.

*Cuirass of miracles* can also be used to store a reservoir of mythic power. The wearer can expend one mythic surge each day into the armor. After seven days of doing so, the *cuirass of miracles* stores a single mythic surge that the wearer can use at any time as a swift or immediate action. In addition to the normal uses of a mythic surge, the wearer can expend a mythic surge and add the result of the die roll as a dodge bonus to AC against a single attack. The *cuirass of miracles* can store up to seven mythic surges in this fashion. Any additional mythic surges imbued into the armor have no effect. Once the *cuirass of miracles* contains seven surges, a mythic wearer can expend all seven surges at once along with one use of mythic power to cast *limited wish*. If the wearer is at least 7th mythic tier, she can expend one additional use of mythic power to cast an augmented *mythic limited wish*.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, breath of life, death ward, heroism, limited wish

#### Dragonmail

Slot armor; CL 8th; Weight – Aura moderate abjuration

This +3 dragon-definit energy resistance banded mail is crafted from the hide of a mythic dragon. The armor's dragon-definit property applies against all dragons, though the specific type of energy resistance granted by the dragonmail is determined by the damage dealt by the breath weapon of the dragon from whose hide it was made. This energy resistance can apply to unusual damage types, such as negative energy damage, as long as they deal hit point damage, but it does not apply against negative levels or other harmful conditions or effects caused by breath weapons.

A mythic wearer adds his mythic rank or tier to the energy resistance granted by the armor, though this additional energy resistance applies only against the supernatural abilities of dragons. The wearer also gains the benefit of evasion against the supernatural abilities of dragons, and the wearer can expend one use of mythic power as an immediate action to gain improved evasion against the supernatural abilities of dragons for a number of rounds equal to his mythic tier.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, jump, resist energy, summon monster I



#### EARTHENPORT PLATE Slot ring; CL 18th; Weight –

#### **PRICE 70,350 GP**

#### Aura strong abjuration

This hulking suit of oversized armor is +3 *stoneplate* crafted of shining stone engraved with dwarven runes and effigies in relief. Activating the full power of the armor requires deciphering the runic engravings in Dwarven and Terran, requiring fluency in those languages as well as a DC 25 Linguistics check. Mythic creatures may add their rank or tier to this check, and dwarves may add twice their mythic rank or tier. Once these checks are made, the wearer can expend one use of mythic power while chanting for 1 minute to imbue the armor with either the *invulnerability, titanic,* or *wild* armor property for 24 hours. This ritual can be listed. If the armor is taken off and another creature puts it on, the ability is lost unless the ritual is repeated by the new wearer.

In addition, a creature who has unlocked the armor's power can perform a different chant to traverse great distances from one point on a natural stone or earthen surface to another. Activating this earthenport is a full-round action that can be used once per day, though a mythic wearer can use this ability more than once per day by expending one use of its mythic power for each additional use. When the rune is recited, the earth at the wearer's feet is riven apart, affecting a 10-foot-radius spread centered on the wearer as soften earth and stone as the wearer (and any companions teleporting with her) sink into the earth. This sinking takes 1 round, during which time the wearer and any companions cannot move and are considered grappled but gain improved cover against all attacks. Once they have sunk into the ground, they are whisked away to their destination as if using teleport, though their destination must be on a surface of natural, unworked earth or stone. If the departure or arrival location is affected by a non-mythic effect that blocks teleportation, the wearer can expend one use of mythic power to attempt a caster level check (adding her mythic tier as a bonus on the check) against a DC of 15 plus the caster level of the effect in order to breach that effect. The ground at the destination is also affected as soften earth and stone and the wearer and any companions rise slowly out of the ground, taking 1 round, during which they cannot move and are considered grappled but also have improved cover, as above. If a mythic character wearing the armor is a dwarf, any dwarf traveling via this earthenport gains DR/ adamantine equal to twice the wearer's mythic rank or tier and spell resistance equal to 15 plus the wearer's mythic rank or tier while performing this earthenport.

#### **CONSTRUCTION REQUIREMENTS**

#### Cost 36,150 gp

Craft Magic Arms and Armor, baleful polymorph, enlarge person, soften earth and stone, stoneskin, transport via plants

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