# MYTHIC MINIS 52 MYTHIC WEAPONS

# BY JASON NELSON

BATHFINDER ROLEPLAYING BAME COMPATIBLE



## MYTHIC MINIS 52 - MYTHIC WEAPONS

#### 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 52: MYTHIC WEAPONS**

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.

#### **BLADE-EATING BATTLEAXE**

#### **PRICE 21,010 GP**

#### Slot none; CL 18th; Weight 6 lbs. Aura strong abjuration

This +1 adamantine battleaxe allows its wielder to make combat maneuver checks to sunder the weapons (or similar wielded objects) of two adjacent creatures as a standard action, making a separate combat maneuver check against each target. A mythic wielder can expend one use of mythic power to use a mythic surge, applying the result of the surge die to both sunder checks. A mythic wielder of 3rd tier or above can expend two uses of mythic power as a full-round action to attempt a sunder combat maneuver against the weapon of every creature he threatens. If he expends an additional use of mythic power, he can take a 5-foot step in the middle of his turn, making some of these sunder maneuvers before and some after the 5-foot step.

When an opponent attempts a combat maneuver check to disarm or sunder a blade-eating battleaxe, or uses a parrying ability (such as a duelist's parry) to deflect an attack or sunder maneuver made with the axe, the blade-eating battleaxe wielder can use an attack of opportunity or an immediate action to attempt a sunder combat maneuver against the weapon used to perform the disarm, parry, or sunder. This attack of opportunity sunder maneuver is resolved before the opponent's disarm, parry, or sunder. If the attacking weapon is broken, penalties for the broken condition apply immediately. If the attacking weapon is destroyed, the disarm, parry, or sunder automatically fails. If the disarm, parry, or sunder was performed with a natural weapon or unarmed strike, resolve this as a normal attack of opportunity (even if your attacker has Improved Disarm, Improved Sunder, or a similar ability), or a single melee attack if you used this ability as an immediate action, rather than a sunder maneuver.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, haste, shatter

#### KINSLAYER'S KNIFE

#### Slot none; CL 10th; Weight 2 lbs.

Aura moderate conjuration and transmutation

This +2 keen kinslayer<sup>QC</sup> kukri shows the name of its current (or most recent) wielder written in blood on its black blade. Once per day, the wielder can use blood biography<sup>APG</sup> to learn information about the creature most recently wounded with the kinslayer's knife. Once this ability is used, that creature's name also appears written in blood on the knife's blade. As long as that creature's name is on the blade of the kinslayer's knife, its kinslayer property also applies to blood relatives of that creature.

When a mythic wielder wounds a creature with a kinslayer's knife, as a swift action she can discern which creatures (if any) within 30 feet are related to that creature by blood. If she expends one use of her mythic power when doing so, she can find the nearest creature related by blood to the target, as *locate creature*. A mythic wielder can use blood biography on a creature damaged by a kinslayer's knife within the past 24 hours as a standard action by expending one use of mythic power, though only one name other than the wielder's own can be inscribed on the knife's blade.

#### **CONSTRUCTION REQUIREMENTS**

COST 23,308 GP Craft Magic Arms and Armor, blood biography, detect relations, keen edge,

EG

COST 12,010 GP

PRICE 46,308 GP

locate creature

### **Redflame Trollblade**

**PRICE 56,335 GP** 

Cost 28,335 gp

COST 36,000 GP

Slot none; CL 12th; Weight 6 lbs Aura strong conjuration and evocation

This +1 flaming burst humanoid (giant) bane bastard sword is inlaid with red copper like licking flames down its blade. Its bane property is especially effective against trolls, increasing its enhancement bonus by +3 and adding 3d6 points of damage on each hit rather than the normal bane bonuses. A redflame trollblade glows yellow when orcs are within 120 feet, orange when giants are within 120 feet, and bright red when trolls are within 120 feet.

In the hands of a mythic wielder, a redflame trollblade gains the mighty cleaving property, and when the wielder uses Cleave or Great Cleave against giants or trolls it can expend one use of mythic power to use Mythic Cleave, and can take a 5-foot step in between making Cleave attacks. Creatures the wielder threatens after making this 5-foot step are valid targets for additional Cleave or Great Cleave attacks even if the wielder did not threaten them before taking the 5-foot step.

A redflame trollblade sends out an empathic call to trolls within 1 mile. They can sense the direction of the blade, and its presence fills them with hatred. Their attitude becomes hostile and each troll is compelled as suggestion (DC 14) to seek out the sword and destroy its wielder. A troll that successfully saves is immune to this effect for 24 hours unless it comes within 120 feet of the sword, in which case it must save again with a -3 penalty.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, divine power, flame strike, summon monster I, utter *contempt*<sup>UM</sup>

Silverspark Longbow	PRICE 71,500 GP
Slot none; CL 10th; Weight 3 lbs.	
Aura moderate evocation	TELEVILLE MARKET

Int 10, Wis 10, Cha 10, Ego 10, AL: NG. A silverspark longbow possesses blindsense in a 30-foot radius and communicates by empathy. Each was crafted with the special purpose to slay evil arcane spellcasters (including evil creatures that possess spelllike abilities) and can sense the presence of such creatures within 60 feet, alerting its wielder to their presence.

Created to serve an ancient inquisition against evil witches and wizards, these +1 adaptive<sup>UE</sup> seeking shock composite longbows are crafted of magically flexible mithral. Arrows shot from a silverspark longbow are considered silver weapons for the purpose of overcoming damage reduction, and the bow itself gains spell resistance 25 (plus the wielder's mythic tier, if any) against arcane spells and spell-like abilities that duplicate arcane spells.

Once per day, the wielder of a silverspark longbow can fire a silvery lightning bolt (DC 14) from the bow as a standard action. This lightning bolt affects arcane spellcasters and creatures that possess spell-like abilities as the Disruptive SpellAPG metamagic feat. Electrical damage dealt by a silverspark longbow is one-half electricity and one-half divine energy that is not subject to electricity resistance or immunity.

Arrows shot from a silverspark bow by a mythic character gain the limning<sup>UE</sup> and shocking burst properties when they strike an evil arcane spellcaster or evil creature that possesses spell-like abilities. A mythic wielder can use the bow's lightning bolt more than once per day by expending one use of mythic power per additional use.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, dispel magic, faerie fire, lightning bolt, true seeing, warp wood



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