MYTHIC MINIS 56 MYTHIC JEWELS

BY JASON NELSON



JATHFINDER

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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 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 wearers.

CROWN OF IRON SORCERY

PRICE 88,000 GP

Cost 44,000 gp

EGE

Slot head; CL 10th; Weight 3 lbs Aura moderate evocation

This battered circlet resembles a twisted serpent with two heads, clutching a blackened crystal between their jaws. The wearer's arcane spell failure chance from wearing metal armor or wielding a metal shield is decreased by 10%; this applies separately to armor and shield. In addition, if the wearer is wearing magical metal armor or wielding a magical metal shield, he gains DR/cold iron equal to the combined enhancement bonus of his armor and shield. This property of a crown of iron sorcery does not apply when wearing mithral armor or wielding a mithral shield.

Whenever the wearer targets a magical weapon with magic weapon, keen edge, lead blades, or a similar enhancing effect, that weapon is treated as a cold iron weapon as long as that spell effect persists. If the wearer possesses the Arcane Strike feat, a weapon she wields is treated as a cold iron weapon during any round in which she uses the feat.

Once per day, the wearer can store up to three spell levels of arcane spells in the crown of iron sorcery, as a minor ring of spell storing, and can also implant an arcane spell of up to 3rd level in a weapon she touches, as if that weapon had the spell storing property. This property only functions when the weapon is wielded by the wearer of the crown.

A mythic wearer reduces arcane spell failure from metal armor and shields by an amount equal to 10% plus her mythic tier, and any iron or steel object she carries is immune to rusting attacks. A mythic wearer can store an additional number of spell levels in the crown equal to one-half her mythic tier (minimum 1). The wearer can also expend mythic power to use the mythic version of any spell she imbues into her weapon with the spell storing property, even if she does not normally know the mythic version of that spell; however, she must spend one additional use of mythic power when doing so. If the spell stored in her weapon is discharged, she can store more than one spell per day by expending one use of mythic power for each spell after the first.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, Mythic Crafter, fabricate, limited wish, major creation

PRICE 60,000 GP DIAMOND OF EVERWINTER Slot neck; CL 9th; Weight 1 lb.

Aura moderate abjuration and evocation

This icy blue-white diamond is cold to the touch and mounted on a mithral chain. Crafted by an ancient cabal of winter witches and frost wizards, a diamond of everwinter protects its wearer from extremes of temperature as endure elements and allows the wearer to go without food and water as a ring of sustenance, and icy or snowy terrain do not impede the wearers movement; he moves at full speed in icy and sn. owy terrain, and the terrain does not impose penalties on Acrobatics or Climb checks.

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The wearer also gains cold resistance 10 and fire resistance 10, and if she would be damaged by a cold or fire effect she can divert the remaining damage she would take into the diamond of everwinter. The diamond has 70 hit points, and it must absorb all remaining damage that the wearer would otherwise have taken. If this exceeds the diamond's hit points, the diamond of everwinter absorbs all damage from the effect, leaving the wearer unharmed, but the diamond is destroyed. If the diamond of everwinter is damaged but has at least 1 hit point remaining, it regains 1 hit point per day. Spells like mending and make whole do not affect the diamond.

A mythic creature wearing a diamond of everwinter can grant endure elements toup to 9 allies per day, and if he expends one use of mythic power this functions as mythic endure elements. A mythic wearer's cold resistance and fire resistance increase to 20, and the diamond of everwinter regains a number of hit points each day equal to the wearer's mythic tier. A mythic wearer can expend one use of mythic power to enhance a spell with the Rime Spell^{UM} metamagic feat without increasing the spell's level or casting time.

A mythic wearer can expend two uses of mythic power to unlock the diamond's power to transport himself and other creatures through arctic terrain. This effect functions like transport via plants, but the wearer's current location and destination must each be adjacent to a Colossal mass of solid ice filling at least a 30-foot cube. The ancient covens that created the diamonds of everwinter had a series of hidden retreats, and it is believed that speaking the name of such a place when activating this ability will transport the wearer and his companions to that location. As a mythic wearer advances in mythic tiers, he gains additional abilities the longer he possesses the jewel.

Each time a creature gains a new mythic tier while possessing a diamond of everwinter, the diamond gains an additional ability from the following list. Each ability can be used once per day, though the wearer can gain an additional use of any of these abilities by expending one use of mythic power, and may expend mythic power to use the mythic versions of these spell effects. These effects affect only objects and terrain features of ice and snow, in place of the objects and terrain they can normally affect. The wearer can select an effect only if its spell level is equal to or lower than his mythic tier. The wearer can select from the following abilities: animate objects, create food and water, fabricate, hallucinatory terrain (DC 16 + the wearer's mythic tier), meld into stone, move earth, shifting sandAPG, stone shape, water walking.

CONSTRUCTION REQUIREMENTS

Cost 30,000 gp Craft Wondrous Item, Mythic Crafter, Rime Spell^{UM}, create food and water, endure elements, magic missile, resist energy, spell turning

FORCE SHIELD PIN

Aura moderate conjuration and evocation; CL 5th Slot see text; Price 7,000 gp; Weight 1 lb.

DESCRIPTION

DAR

This silver stick-pin is crafted in the shape of a curved kite shield and can be attached to a normal or magical cloak, hat, headband, or garment in the chest slot; it does not take up an item slot of its own but it must be worn in order to function. It functions similarly to a brooch of shielding, but it can absorb an unlimited amount of damage from non-mythic magic misisles. If the wearer is targeted with mythic magic missiles, the force shield pin absorbs that damage as well, and it can absorb up to 101 points of damage before being destroyed. A mythic wearer can expend a mythic surge directly into the force shield pin to restore a number of hit points of absorption capacity equal to the result of the surge die, up to a maximum of 101 hit points.

The wearer can command the pin to create a *shield* once per day, and can expend mythic power to command the pin to create an additional shield for an adjacent ally or a shield for herself even if she has already used that ability's daily use. Alternatively, she can create a shield emanation that lasts 5 rounds and protects the wearer and all allies adjacent to her. The wearer can expend an additional use of mythic power to use mythic shield, as described in Mythic Magic: Core Spells from Legendary Games.

CONSTRUCTION REQUIREMENTS

COST 3500 GP

Requirements Craft Wondrous Item, Mythic Crafter, shield;

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