MYTHIC MINIS 58 MYTHIC SLOTLESS ITEMS

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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 58: MYTHIC SLOTLESS ITEMS

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.

BOOK OF THE BANNED

PRICE 14,000 GP

Slot none; CL 5th; Weight 3 lbs.

Aura faint illusion and transmutation This spellbook is coated in iridescent leather that changes color depending on the direction from which it is seen. A book of the banned can be commanded to create a secret page once per day by a character who knows the proper command word. A second command word can alter the book's appearance, similar to a suit of armor with the glamered property, though the book must always appear as some sort of written work and its actual size and weight do not change.

When a mythic wizard uses the book's secret page power, he can inscribe a spell that belongs to one of his opposition schools by expending one use of mythic power per level of the spell. Such a spell takes up a number of pages equal to twice its level (1 page for 0-level spells). Once the spell has been so inscribed, any wizard who can read the secret page can prepare the spell within as if it were not part of his opposition school.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, Mythic Crafter, disguise self, secret page

BULLROARER'S BUGLE

PRICE 16,000 GP

Slot none; CL 1st; Weight 1 lb. Aura moderate conjuration and evocation

First crafted ages ago for a halfling war hero, a bullroarer's horn can be used to sound a call as *horn of pursuit^{UM}* once per day, and allies of the horn-sounder are affected as bless while enemies of the sounder are affected as bane (DC 11), with each effect centered on the horn.

A halfling can sound the horn three times per day, and halfling allies gain twice the normal bonus from the horn's *bless* effect. A halfling sounding the horn may also choose for the horn's bane effect to affect only a single humanoid subtype. Other enemies are unaffected, but humanoids of that subtype take a 2 penalty on their saving throw against bane and take twice the normal penalties on a failed save, and take the normal penalties for bane even on a successful save.

If the sounder of a bullroarer's bugle is a mythic creature, allies hearing its sound gain the benefits of longstrider for 1 minute, or expeditious retreat for halfling allies or mounts ridden by halflings. This increased speed applies only as long as those allies are moving toward the sound of the horn. The sounder can also expend one use of mythic power to use the mythic versions of horn of pursuit, bless, or bane, spending one use of mythic power for each effect he wishes to make mythic. The user can also use the horn more than once (or three times, for a halfling) per day by expending one use of mythic power for each additional use.

CONSTRUCTION REQUIREMENTS

Cost 8,000 gp Craft Wondrous Item, Mythic Crafter, bane, bless, expeditious retreat, horn of pursuit, longstrider

MIDNIGHT BEACON

Slot none; CL 7th; Weight 20 lbs.

Aura moderate evocation and necromancy Int 10, Wis 12, Cha 12, Ego 13, AL: NE. A midnight beacon possesses darkvision and ordinary senses with a range of 60 feet and communicates by empathy. It can cast detect undead 3/day and desecrate and animate dead 1/day each. The beacon has the special purpose of defending and protecting the undead, and it grants continuous death ward to its wielder as long as it is working to further that goal. The midnight beacon can cast death ward at will on an adjacent evil creature as a standard action. It can use this ability as often as desired; however, this effect persists only as long as that creature remains within 20 feet of the midnight beacon. A midnight beacon can dismiss any or all death ward effects it has created as a standard action.

This black iron lantern is 2 feet tall and a foot in diameter, with a skull-shaped hinged shutter inset with eyes of onyx. When the shutter is opened, the midnight beacon radiates darkness (as the spell) in a 20-foot cone-shaped spread. A creature wielding the midnight beacon can see through any darkness the lantern creates. In the hands of a mythic wielder, a midnight beacon can create a 20-foot cone of deeper darkness rather than darkness, and if the wielder expends one use of mythic

power this darkness fills a 60-foot-radius spread or a 120-foot cone for a number of rounds equal to the wielder's mythic tier.

In the hands of an evil mythic wielder, a midnight beacon also reveals its greatest power. The wielder may expend one use of mythic power to emit a pulse of necromantic power that calls all undead within 300 feet toward it. Mindless nonmythic undead automatically heed the summons; mythic or intelligent undead can attempt a DC 14 Will save to resist. Undead successfully called by the midnight beacon move at their maximum speed toward the beacon for a number of rounds equal to the wielder's mythic tier, as if compelled by a suggestion. Once the undead come within 30 feet of the midnight beacon, the wielder can expend one use of mythic power to command the undead as if she possessed the Command Undead feat, treating the wielder's Hit Dice as her cleric level. The wielder can expend two uses of mythic power to instead duplicate the effect of the Mythic Command Undead feat, as described in Pathfinder Roleplaying Game Mythic Adventures. Undead called to the midnight beacon but not controlled typically attack any living creatures they encounter.

CONSTRUCTION REQUIREMENTS

COST 28,000 GP Craft Wondrous Item, Mythic Crafter, Command Undead, animate dead, darkness, death ward, deeper darkness, desecrate, detect undead

Orb of the Seventh Star

PRICE 62,000 GP

PRICE 96,000 GP

Slot none; CL 7th; Weight 2 lbs. Aura moderate divination, evocation, and transmutation

This melon-sized clear crystal sphere contains seven small winking points of light, which shed light as a candle. The wielder of the orb can use it to create dancing lights and detect magic once per day each for any wielder, but in the hands of an arcane spellcaster it can create dancing lights and detect magic at will and can detect thoughts (DC 13) 1/day. An arcane spellcaster can also launch a total of seven sparkling motes of light per day, each striking as a single magic missile. The wielder can launch all seven notes at once or may allocate them in smaller groups as desired. Launching these magic missiles is usually a standard action; however, If the wielder of the orb casts magic missile or uses another magic item to create magic missiles, he may choose to add up to two of the orb's magic missile motes to that magic missile effect as a free action. When a magic missile is used, one of the tiny stars within the orb winks out for 24 hours.

A mythic arcane spellcaster can tap into the tiny stars within the orb to prepare up to 7 additional levels of spells or spell slots (though no spell or spell slot can exceed 3rd level). Each spell level used in this way causes one star to wink out for 24 hours, and the prepared spells or spell slots must be used within 24 hours or they are lost. If all stars wink out, the orb's other effects are suppressed until they return. When a mythic wielder uses any of the orb's powers or creates a magic missile spell effect with the orb in hand, even if the effect is created from a different magic item, he can expend mythic power to use the mythic version of that spell effect. If the wielder expends mythic power when adding magic missiles from the orb to an existing magic missile effect, the effects of the mythic spell apply to all magic missiles, not just those created by the orb.

CONSTRUCTION REQUIREMENTS

JDARY

COST 31,000 GP

Craft Wondrous Item, Mythic Crafter, dancing lights, detect magic, detect thoughts, magic missile, mnemonic enhancer

JATHFINDER

COST 7,000 GP

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