MYTHIC MINIS 60 LEGENDARY ITEM ABILITIES

BY JASON NELSON

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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 just one kind of tool used by mythic characters. The mightiest of heroes can create legendary items that are their constant companions on their adventures. An array of legendary item properties are described in *Pathfinder Roleplaying Game Mythic Adventures*. You may also use the following item properties when designing your character's legendary item.

Inestimable Beauty: Your item is a matchless masterwork, so beautiful to behold that all who see it agree they have never seen its equal. Your item gains the *impervious*^{UE} quality as if it were a weapon with an enhancement bonus equal to one-half your mythic tier (minimum 1). In addition, its beauty is so enchantingly perfect that when you wear or wield it you can use bardic performance (distraction or fascinate), using your mythic tier as your bard level (your mythic tier stacks with any levels you possess in a class that grants you bardic performance) and functioning with these performances as though you had a number of ranks in a relevant Perform skill equal to twice your mythic tier. You can expend one use of the item's legendary power to use *enthrall* or *hypnotic pattern* with a caster level equal to your Hit Dice plus your mythic tier. If you expend two uses of legendary power, you can use the mythic version of *enthrall* or *hypnotic pattern*.

Mighty Servant: As a standard action, your legendary item can assume the form of a Small construct, or a Medium construct by expending one use of legendary power or a Large form by expending two uses of legendary power. This construct body acts an animated object of its size, though it is considered a mythic creature and its natural weapons can overcome DR/epic. It has a number of build points equal to one-half your mythic tier (minimum 1), though you can increase this total by 50% by expending one use of mythic power when it animates, or you can double this total by expending two uses of mythic power.

The form your item takes is up to you, though many items are molded into a generally humanoid shape or into a throne or vehicle of some sort. In mighty servant form, the item's appearance suggests the item at its heart, often in inlay, filigree, or other decoration. A mighty servant can converse with its owner even if the item is not normally capable of speech. In this form, the item's hardness is increased by an amount equal to twice your mythic tier, and it gains 10 hit points per mythic tier you possess, plus bonus hit points based on its size. If reduced to 0 hit points, it is forced back into its normal form and cannot resume mighty servant form for 24 hours.

The item must be a minor or major artifact with the intelligent legendary item ability, as described in Chapter 5 of *Pathfinder Roleplaying Game Mythic Adventures*, to take this ability.

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Resonant Regalia: If you are at least 3rd tier, you can split the legendary power of your legendary item with another item, bonding with both of them at the same time. You add this ability to both the original item and the new bonded item. You also select a resonant power, an additional legendary ability that functions only when both items are worn or wielded by the same creature. This may be a standard legendary ability as described in Chapter 5 of Pathfinder Roleplaying Game-Mythic Adventures, or at the GM's option it instead could be a similar ability, like a special purpose or similar ability as an intelligent item, or a bonus mythic feat or a knowledge of a number of mythic spells equal to one-half your mythic tier. A creature with the non-mythic version of that feat or those spells can use their mythic counterparts when both items are worn together, and can expend either the legendary power of the items or his own mythic power to activate mythic versions. When your tier increases, you can add a new mythic power to either piece of the resonant regalia, and such abilities can be used even when only that item is worn or wielded. The items in a resonant regalia are treated as a single item for the purpose of how many daily uses of legendary power they possess, though they gain one additional use per item if worn or wielded together. If separated, their daily uses of legendary power are split between the two items. If you use a legendary surge while wearing or wielding both items, your surge die is increased to 1d8.

If you are at least 6th tier, you can add a third legendary item to your resonant regalia, adding this legendary ability and one other legendary ability or equivalent effect as a resonant power that functions only when all three items in the set are worn or wielded together. A set of three items of resonant regalia otherwise function as a set of two items, though if you use a legendary surge while wearing or wielding all three items, your surge die is increased to 1d10.

All items in a set of resonant regalia are considered legendary items, and if any item is considered a major or minor artifact, all items in the set are.

Soul Drinker: Whenever a blow from this weapon reduces a creature below 0 hit points, the target is affected as *death knell* with a caster level equal to twice your mythic tier. You gain the benefits of *death knell* only if the target's CR equals or exceeds your mythic tier, but the effects stack up to a maximum bonus equal to 1 plus one-half your mythic tier (maximum 1). The save DC uses your Charisma modifier or the item's (if it is intelligent), whichever is better. The weapon can expend one use of legendary power to add the result of its legendary surge die to the *death knell* save DC.

When you slay a creature with this weapon you can expend one use of its legendary power as a swift action (or two uses as a free action) to use *rest eternal*^{APG} upon the target (caster level equals twice your mythic tier), as the targets soul is bound into the weapon. If the weapon gains the broken condition, any *rest eternal* effects it has created are suppressed until it is repaired. Souls bound to the weapon are gradually devoured, and each day a soul remains bound to it that creature gains one negative level. This has no effect while the creature remains dead (though they become permanent negative levels if the creature is returned from death) unless its total negative levels equal its Hit Dice, in which case its soul is devoured and destroyed and the dead creature cannot be brought back from death by any means short of divine intervention unless a *miracle* or *wish* is used to recreate the victim's soul (this eliminates the negative levels inflicted by the soul drinker), leaving him still dead but able to be brought back through normal means.

An item must be a weapon and must be a minor or major artifact to have this ability.

Soul Safe: Your item carries a part of your immortal spark within it, and unless the item is destroyed you cannot be permanently slain. If you are killed, your body reforms 24 hours later in the nearest open space within 30 feet of the item. If you are affected by death effect or energy drain while wearing or wielding the item, you may expend one use of legendary power as an immediate action to negate that effect; this cost is doubled if the effect is a mythic effect and tripled if the mythic rank or tier of the effect's creator exceeds yours.

An item must have the eternal bond legendary ability and be a minor or major artifact to have this ability. This is a persistent ability.

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SPECIAL THANKS: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game Mythic Adventures* hardback.

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