MYTHIC MINIS 3 FEATS OF FLIGHT

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By Tom Phillips and 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. There may be 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 2: FEATS OF FLIGHT

Mythic monsters need mythic feats, and this product provides conversions for most of the monstrous feats provided in the *Pathfinder Roleplaying Game Bestiary* appendix, as well as adding in new mythic feats related to flight and aerial combat.

DEVASTATING FLYBY (MYTHIC)

The force of this creature's devastating aerial attack tosses its opponents about like rag-dolls. Prerequisite: Str 19+, Flyby Attack, Power Attack.

Benefit: When you strikes its opponent in melee as part of a Flyby Attack, you deal bonus damage equal to your mythic rank or tier with that attack. In addition, as a swift action you can make a combat maneuver check to drag, reposition, or trip that opponent, with a bonus equal to your mythic rank or tier. This maneuver does not provoke an attack of opportunity. Additionally, if you threaten a critical hit as part of a melee attack made using this feat, you can expend one use of mythic power as a swift action to automatically confirm the critical.

FLYBY ATTACK (MYTHIC)

You are able to avoid counterattacks when swooping swiftly in and out of combat. Prerequisite: Flyby Attack.

Benefit: When you make a melee attack as part of a Flyby Attack, your movement does not provoke attacks of opportunity from the target of your melee attack. In addition, if you expend one use of your mythic power as a free action at the beginning of your turn, you can move up to twice your fly speed during a round when you use Flyby Attack, rather than being limited to your fly speed.

HOVER (MYTHIC)

The clouds of dust and debris this creature kicks up as it hovers in place can cause blindness and choking.

Prerequisite: Hover.

Benefit: As a standard action which does not provoke an attack of opportunity, the creature can perform a Dirty Trick combat maneuver against all corporeal creatures caught within the 60-foot-radius cloud of dust and debris created when the creature hovers in place. If the combat maneuver succeeds, opponents are blinded for 1 round; if the combat maneuver fails, opponents are instead dazzled for 1 round. As a swift action, the hovering creature can expend one use of mythic power to extend the duration of the blinded or dazzled condition by an additional 1d4 rounds. If the combat maneuver succeeds by 5 or more, creatures within the cloud are also staggered by choking dust for 1 round for every 5 points by which the creature exceeded the DC. Creatures with the air or earth subtype or that do not need to breathe cannot be staggered with this feat.

Improved Flight (Mythic)

You are unusually swift and graceful in flight. **Prerequisite:** Fly speed, Fly 1 rank. **Benefit:** Your fly speed is increased by 20 feet and your maneuverability is improved by one category.

SILENT SOARER (MYTHIC)

You float upon the breezes as swift and silent as a shadow. **Prerequisite:** Dex 13, Fly 1 rank, Stealth 1 rank. **Benefit:** When flying, you take no penalty on Stealth checks for moving at faster than half speed, and you can use Stealth even when using the charge or run action, albeit with a -10 penalty. You gain a +1 bonus on attack rolls against flat-footed opponents when you

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are flying, increased to +2 during a surprise round. If you expend one use of your mythic power, you may add your mythic rank or tier to Stealth checks made while flying for I hour.

STRATOSPHERIC SOARER (MYTHIC)

You float high above the earth on near-endless flights through the thin upper atmosphere. Prerequisite: Fly 5 ranks, Endurance.

Benefit: You are immune to the effects of altitude sickness and environmental damage from cold, severe cold, and extreme cold environments, and you gain a +2 bonus to saving throws against cold effects and effects that cause suffocation. You gain a +1 bonus on attack rolls when you attack a creature from above while flying; this stacks with the bonus gained from the Death from Above feat. In addition, if you expend two uses of your mythic power you can remain flying for up to 8 hours while sleeping; you can activate this ability as an immediate action if you are affected by a magical sleep effect.

WINGOVER (MYTHIC)

You dart, bank, and swoop through the air with astonishing maneuverability. Prerequisite: Fly speed, Wingover,

Benefit: Each round, you can turn in flight up to 360 degrees without requiring a Fly check or using any of your movement to turn. Each turn you make is a free action and each turn counts as 90 degrees even if the turn is at an angle less than 90 degrees. You gain a bonus equal to your mythic rank or tier to Acrobatics checks made to move through another creature's space or through the threatened area of another creature without provoking attacks of opportunity.

In addition, if you spend one use of your mythic power when using the charge action, you may use your Wingover feat to make one or more turns during your charge without interrupting your charge. You gain a +2 dodge bonus to AC against attacks of opportunity provoked by your movement during such a charge.

WINGSTORM (MYTHIC)

The clouds of dust and debris this creature kicks up as it hovers in place can cause temporary or even permanent blindness.

Prerequisite: Str 21+, Hover, Fly speed, Large size or larger, creature must have wings.

Benefit: As a full-round action, the creature can create an effect identical to a *gust of wind* by flapping its wings, though this is an exceptional ability and is not magical. If the creature is larger than size Large, the width of the line of wind created by this effect is increased by 5 feet for each size category above Large, to a maximum of 20 feet wide for a Colossal creature. The save DC against this effect is equal to 1/2 the creature's Hit Dice plus its Strength modifier.

By spending one use of its mythic power, a creature with this feat can duplicate the effect of a mythic gust of wind, and it may spend two uses of its mythic power to create an augmented *mythic gust of wind*.

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