MYTHIC MINIS 5 FEATS OF MONSTROUS MAGIC

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, 5 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 5: FEATS OF MONSTROUS MAGIC

Mythic monsters need mythic feats, and this product provides conversions for monstrous feats provided in the *Pathfinder Roleplaying Game Bestiary* appendix, as well as adding in new mythic feats related to monsters and their magical abilities.

ASCENDANT SPELL-LIKE ABILITY (MYTHIC)

One of your spell-like abilities ripples with mythic power.

Prerequisite: Spell-like ability at CL 12th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can duplicate the mythic version of that spell in place of the standard version of the spell three times per day (or less, if the ability is normally usable only once or twice per day). You may not use the augmented version of a mythic spell with this feat. Using this feat does not require the expenditure of mythic power. The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 5, as described below.

Spell LevelMinimum Caster Level

0-level	10th
1st	12th
2nd	14th
3rd	16th
4th	18th
5th /	20th

When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending three daily uses of this feat, you may use the mythic version of a different spell-like ability you possess. This spell-like ability must be one whose spell level does not exceed your one-half your caster level (rounding down) -5.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

CRAFT CONSTRUCT (ITEM CREATION, MYTHIC)

JATHFINDER

You are a master craftsman of animate constructs of surpassing magnificence. Prerequisite: Caster level 5th, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: You add your mythic rank or tier on skill checks related to crafting a construct. In addition, you can create constructs at a much faster rate than normal. Each day of labor on a construct enables you to craft up to 1,000 gp times your mythic tier of a construct's base price, up to a maximum of 10,000 gp of its price per day at 10th mythic tier.

In addition, you can craft mythic constructs, including both constructs with the mythic subtype as well as and constructs with one or more mythic simple templates applied. When adding a mythic simple template, use the normal construction rules; howeyer, the cost of the construct is increased by 50% times its mythic tier, and any skill check DCs for its construction are increased by an amount equal to 5 plus the creature's mythic rank. For constructs with the mythic subtype, use the listed construction rules if they are provided; if they are not provided, adjust the construct's price and associated DCs as described above. Crafting a mythic construct requires the expenditure of a number of uses of mythic power equal to the construct's final mythic rank each day of construction.

At the GM's option, you can use this feat to create a sentient construct. Crafting aA sentient construct has increases the construct's cost by 100% and increases the DC of all associated skill check DCs by 5; these adjustments stack with those for creating a mythic construct as described above if you also make a construct mythic. A sentient construct gains an Intelligence score equal to craft as a construct with a mythic simple templateandis It gets 3d6 Intelligence, increases its Charisma score by , +11d3 Charisma, and gains 2 racial Hit Dice+2 HD. It cannot serve as a familiar, or special mount. It can speak one language that you know, plus one additional language that you know per point of its Intelligence bonus (if any). You cannot use this feat to grant sentience to a construct with an Intelligence greater than 2. A sentient construct loses its immunity to mind-affecting effects and to Intelligence, Wisdom, and Charisma ability damage, and drain, and penalties.A sentient construct is no longer under your control, though its initial attitude towards you is friendly.

You can add mythic simple templates or sentience to an existing construct. Deduct the construct's normal base cost from its final adjusted cost to determine the cost of adding these enhancements to the construct.

EMPOWER SPELL-LIKE ABILITY (MYTHIC)

One of your spell-like abilities erupts with raw magical energy.

Prerequisite: Empower Spell-like Ability, 3rd mythic rank or tier **Benefit:** If the spell-like ability you have chosen to empower can be used more than three times per day, you can use this feat an additional number of times per day for every 2 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may empower a different, spell-like ability you possess. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -2. If you cannot use an empowered spell-like ability at least twice per day, you cannot use this ability.

IMPROVED SPELL RESISTANCE (MYTHIC)

You shrug off the mightiest of magical effects with ease.

Prerequisite: Improved Spell Resistance, spell resistance as an exceptional ability. **Benefit:** Add one-half your mythic tier to your spell resistance against mythic spells and spell-like abilities, and add your full tier to your spell resistance against nonmythic spells and spell-like abilities. This bonus stacks with the bonus from the Improved Spell Resistance feat.

MAXIMIZE SPELL-LIKE ABILITY (MYTHIC)

One of your spell-like abilities redounds with perfected power.

Prerequisite: Maximize Spell-like Ability, 5th mythic rank or tier

Benefit: If the spell-like ability you have chosen to maximize can be used more than three times per day, you can use this feat an additional number of times per day for every 3 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may maximize a different spell-like ability you possess. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -3. If you cannot use an empowered spell-like ability at least twice per day, you cannot use this ability.

QUICKEN SPELL-LIKE ABILITY (MYTHIC)

EGE

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You can trigger one of your spell-like abilities with but a-thought. Prerequisite: Quicken Spell-like Ability, 5th mythic rank or tier

Benefit: If the spell-like ability you have chosen to quicken can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may quicken a different spell-like ability you possess. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use an empowered spell-like ability at least twice per day, you cannot use this ability.

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