# MYTHIC MINIS II FEATS OF GRAPPLING

By JASON NELSON

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# By 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. 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 11: FEATS OF GRAPPLING

Mythic heroes and their enemies need mythic feats, and this product provides brand-new feats as well as conversions for existing feats described in a number of products for the Pathfinder Roleplaying Game to fortify the ever-deadly grapplers of the campaign, including creatures with the grab and constrict abilities described in the Universal Monster Rules in the appendices of the *Pathfinder Roleplaying Game Bestiary* and its sequels.

### BRUTAL GRAPPLER (COMBAT, MYTHIC, TEAMWORK)

You and your allies can tear enemies apart when you tag-team them in a grapple. **Prerequisite:** Brutal Grappler, half-orc or orc.

**Benefit**: If you and an ally grapple the same creature, each of you adds one-half your mythic tier (minimum 1) to your ally's combat maneuver bonus and CMD for the purpose of grapple checks. If your ally deals damage with a successful grapple check, they add your mythic rank or tier to the damage dealt. If you roll a natural 20 on your grapple check, you may choose to double this bonus damage or to deal no bonus damage at all but instead substitute a dirty trick, disarm, sunder, or trip combat maneuver with a bonus equal to one-half your ally's mythic tier (minimum 1).

#### CARRY OFF (COMBAT, MYTHIC)

# Creatures in your clutches are liable to be carried off to their doom.

Prerequisite: Snatch or grab special attack.

**Benefit:** Add your mythic tier on any grapple checks you make to move with a creature you have grappled. In addition, if your grapple check exceeds the target's CMD by 10 or more you can move your full speed rather than at half speed when moving with a grappled creature and you are not considered grappled until the beginning of your next turn even while maintaining the grapple. If you expend one use of your mythic power when making a grapple check to move with a creature you have grappled, you may roll twice and take the better result.

# FINAL EMBRACE (COMBAT, MYTHIC)

Your crushing coils are deadly snares for your enemies. **Prerequisite:** Str 13, Int 3; Final Embrace; naga, serpentfolk, or creature that has the constrict special attack; base attack bonus +3.

**Benefit**: Add one-half your mythic rank or tier (minimum +1) to the damage you deal with your constrict special attack and to the DC of Escape Artist checks to escape your grapple or to your CMD for the purpose of a grappled creature trying to escape from your grapple. In addition, you can grab and constrict opponents up to one size category larger than you with your grab ability if you expend one use of your mythic power as part your grapple check.

**Normal:** You can grab and constrict creatures one size smaller than you (or your size, with the Final Embrace feat).

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#### FINAL EMBRACE HORROR (COMBAT, MYTHIC)

*Creatures caught in your grasp are struck with mortal terror.* **Prerequisite:** Str 15, Int 3; naga, serpentfolk, or creature that has the constrict special attack; Final Embrace; base attack bonus +6.

**Benefit:** A creature that takes damage from your constrict attack is also frightened until the start of your next turn. If you constrict a non-mythic creature, this effect lasts for a number of rounds equal to one-half your mythic tier (minimum 1 round) after the creature last takes damage from your constrict attack.

#### FINAL EMBRACE MASTER (COMBAT, MYTHIC)

#### Few survive your devastating constriction.

**Prerequisite:** Str 17, Int 3; naga, serpentfolk, or creature that has the constrict special attack; Final Embrace, Final Embrace Horror; base attack bonus +9. **Benefit:** Double not only the damage dice dealt by your constrict attack, but also any modifiers to that damage, including the bonus gained from the mythic Final Embrace feat. If you roll a natural 20 on any grapple maneuver, you deal triple damage instead of double damage.

# INESCAPABLE GRASP (COMBAT, MYTHIC)

It is almost impossible for foes to wriggle free from your grasp. **Prerequisite:** Improved Grapple or grab special attack.

**Benefit:** Your CMD against attempts to escape from your grapple is increased by an amount equal to your mythic tier, whether such attempts are made as a grapple combat maneuver or an Escape Artist skill check. In addition, you can grapple creatures using *freedom of movement*, though you take a base -20 penalty on combat maneuver checks made to grapple such a target. This penalty is reduced by an amount equal to your mythic tier (if your target is a mythic creature or is using mythic *freedom of movement*) or by twice your mythic tier otherwise.

#### PINNING KNOCKDOWN (COMBAT, MYTHIC)

When you pin your opponent, you take them to the ground.

Prerequisite: Improved Grapple or grab special attack.

**Benefit:** Whenever you succeed at a grapple combat maneuver to pin a creature, you also knock that creature prone. As long as you remain stationary and adjacent to that creature while maintaining the pin, you are no longer considered grappled.

# PINNING KNOCKOUT (COMBAT, MYTHIC)

#### You wrap foes up and knock them out.

**Prerequisite:** Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Pinning Knockout, base attack bonus +9 or monk level 9th.

Benefit: When you deal nonlethal damage to a pinned target, you deal triple damage instead of double damage. In addition, if your target has damage reduction

that applies specifically to nonlethal damage, such as an invulnerable rager

**barbarian**, or temporary immunity to nonlethal damage due to a spell, item, or similar effect, you can expend one use of your mythic power as a free action to ignore that damage reduction for 1 minute. This does not apply to creatures that are naturally immune to nonlethal damage, such as constructs and undead.

# RAPID GRAPPLER (COMBAT, MYTHIC)

You can grapple and pin your foes with astonishing speed. Prerequisite: Dex 13, Greater Grapple, Improved Grapple, Improved Unarmed

Strike, Rapid Grappler, base attack bonus +9 or monk level 9th.

**Benefit:** If you use Greater Grapple to successfully maintain a grapple as a move action, you can make a grapple combat maneuver as a free action. If you spend one use of your mythic power when making this grapple check, you may roll twice and use the better result. You can use this feat only once per round. **Normal:** Using Rapid Grappler is a swift action.



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