# MYTHIC MINIS 18 HIEROPHANT PATH ABILITIES II

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 MINIS 18: HIEROPHANT PATH ABILITIES II

Mythic characters define themselves largely by their path abilities, and this product provides new and unique path abilities that are available to mythic characters from the Hierophant path, as described in the *Pathfinder Roleplaying Game Mythic Adventures* rulebook.

## **1ST-TIER HIEROPHANT PATH ABILITIES**

Adaptive Energy Resistance (Su): If you have energy resistance against acid, cold, electricity, fire, or sonic damage and you are attacked by one of these energy types other than the one(s) to which you have resistance, you can spend one use of your mythic power as an immediate action to switch your energy resistance to that type of energy for a number of rounds equal to your mythic tier.

**Tréesinger (Su):** You add *command plants, control plants, plant growth*, and *speak* with plants to your list of spells known. If they are already on your spell list, you add your mythic tier to your caster level when casting those spells and may expend uses of your mythic power to cast their mythic or augmented versions. If you expend one use of mythic power, you can entrance plant creatures in a manner similar to the *enthrall* spell, though it affects only plants and is a supernatural effect; the save DC is equal to 10 + 1/2 your character level + your mythic tier + your Charisma modifier.

In addition to the above, your song fills plants with vigor and health. For every 10 minutes you sing, all plant creatures and inanimate plants within a radius of 5 feet times your mythic tier are healed of hit point damage equal to your mythic tier and 1 point of ability damage. Wooden objects that are not living plants are unaffected. If a plant is diseased, your song acts as *remove disease*, adding your mythic tier to your caster level.

You can also undo magical effects that alter or manipulate plants or wooden objects. This functions like *dispel magic* (adding your mythic tier to your caster level) but requires 10 minutes to activate and can reverse instantaneous effects, such as *blight* or *warp wood*. If you expend one use of your mythic power, you can use this ability as a full-round action to negate or reverse such an effect, or as an immediate action if you expend two uses of your mythic power; however, in this case you may affect only mythic spells whose level is lower than your mythic tier or non-mythic spells whose level is lower than twice your mythic tier.

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#### **3RD-TIER HIEROPHANT PATH ABILITIES**

Blessing of the Saint (Ex): You add the following spells to your list of spells known and can spontaneously cast them by sacrificing a prepared spell of equal or greater level, as well as spending mythic power to cast their mythic or augmented versions: bestow grace, bless, blood of the martyr, divine transfer, divine vessel, martyr's bargain, prayer, and weapon of awe. Your bestow grace spell can affect a target of any alignment, as long as they share your religion. If these spells are already on your class list, you add your mythic tier to your caster level when casting them.

**Treeshaper (Su/Sp):** You can use your treesinger path ability to cause trees to grow rapidly. This functions as *plant growth* but requires you to sing for 10 minutes and affects an area with a radius of 5 feet times your mythic tier (T00 feet times your mythic tier if using the enrichment version of the spell); you may reduce this time to a full-round action by expending one use of your mythic power. You may instead cause a single tree to grow rapidly. This functions similarly to a *feather token (tree)* but the tree grows at a rate of 1 foot per round that you continue to sing; if you expend one use of mythic power, it grows at a rate of 10 feet per round until it reaches its maximum height of 60 feet.

In addition to affecting the growth of ordinary trees, you can expend one use of your mythic power to increase or decrease the size of a plant creature. This is a spell-like ability that functions identically to *enlarge person* or *reduce person* but affects only plant creatures. You can expend additional uses of mythic power to duplicate the mythic or augmented versions of these spells.

At 6th tier and above, you can instead expend two uses of mythic power to duplicate the effect of *animal growth, mass enlarge person*, or *mass reduce person* to increase or decrease the size of a plant creature. You can expend additional uses of mythic power to duplicate the mythic or augmented versions of these spells.

Finally, you can use your treesinging to repair objects made of wood, even if they are not living plants, and you also can use it to create objects out of living trees, causing the desired object to shape itself out of the tree's existing mass, as if using *wood shape*. At 6th tier and above, you can duplicate the effect of *fabricate*. You add your mythic tier on Craft checks made to form wooden items. If you expend one use of your mythic power, a wooden item you create with this ability is automatically a masterwork item, and if you expend two uses of mythic power, any wooden objects you create with this ability are treated as *ironwood*. Any spell-like abilities you gain through the use of this power have an effective caster level equal to your caster level plus mythic tier. You must have the treesinger path ability to select this path ability.

### **6TH-TIER HIEROPHANT PATH ABILITY**

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Saintly Shroud (Su): You are suffused with an aura of sacred (if good) or profane (if evil) power; a neutral character must choose which type to gain. You gain a bonus equal to one-half your mythic tier on Intimidate checks against creatures with an alignment subtype that is opposed to your alignment, even if they share one alignment subtype in common (e.g., if you are chaotic good and use Iintimidate against a demon, thatwhich has both the chaotic and evil subtypes). You gain the same bonus on saving throws against fear and charm effects used by such creatures, or effects with an alignment descriptor that opposes yours.

If a non-mythic creature whose alignment subtype is opposed to yours touches you, including striking you with a natural weapon or melee touch attack, it takes damage equal to your mythic tier every time it strikes you; a mythic creature takes this damage only the first time each round that it strikes you. If you touch such a creature to deliver a melee touch effect, once per round you may choose to deal this damage to the target in addition to any other effect you deliver with that touch.

If you expend one use of your mythic power as a free or immediate action, you gain DR 5/chaotic, DR 5/evil, DR 5/good, or DR 5/lawful for a number of rounds equal to your mythic tier. The type of DR you gain must match an alignment subtype opposed to yours.

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