MYTHIC MINIS 35 FEATS OF MISCELLANEOUS MAGIC

BY JASON NELSON AND TORK SHAW

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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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A fantasy campaign hosts all manner of magical characters, from charlatans to high apostles who stand high in divine favor, and from dabbling hedge wizards to mighty sorcerer-kings. The mythic feats described herein run the gamut from representing natural talent and predilection for particular kinds of magic to the kind of focus and concentration that comes only from long practice of the proper rituals, rites, and recitations. These feats include arcane and divine practitioners of witchcraft and nature magic, and the synthetic sorceries that blend multiple forms into one unified magic.

ARCANE TALENT (MYTHIC)

You have a natural knack for a particular field of magic.

Prerequisites: Arcane Talent

Benefit: Every two mythic tiers, you can select an additional 0-level spell from the same class spell list as the spell chosen for Arcane Talent. You can use these cantrips at will as spell-like abilities. In addition, your caster level increases by +1 when casting arcane spells from the spell list of that class that are of the same school(s) as your chosen cantrips.

DIVINER'S DELVING (MYTHIC)

Your divinations are almost second nature to you.

Prerequisites: Diviner's Delving

Benefit: Your bonus on caster level checks from Diviner's Delving increases by an amount equal to your mythic tier. In addition, you gain information from divination spells which require concentration 2 rounds sooner than normal. Finally, you may spend a use of mythic power to maintain concentration on a divination spell as a swift or move action; as long as you spend this action each round, your concentration remains uninterrupted, even if you cast another spell.

PREFERRED SPELL (MYTHIC)

You are exceptionally flexible with the casting of your chosen spell.

Prerequisites: Preferred Spell

Benefit: Each time you prepare or regain spells after resting you may change your Preferred Spell. In addition, you may spend a number of uses of mythic power equal to the level of your Preferred Spell to cast that spell even if you have no spells or spell slots of a high enough level left that day.

SACRED SUMMONS (MYTHIC)

The scions of your patron alignment heed your call with dispatch.

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Prerequisites: Sacred Summons

Benefit: You may summon creatures whose alignment matches your aura, as well as those whose alignment subtype matches your aura, as a standard action. In addition, any creatures you summon gain the benefits of *protection from chaos, protection from evil, protection from good,* or *protection from law,* whichever is the opposite of their own alignment subtype, for as long as they are summoned. If a summoned creature has more than one subtype, you must choose one of the above spells to provide to them. When summoning a creature whose alignment subtype(s) match yours, you may spend one use of your mythic power to double the duration of the summoning effect. This does not stack with the Extend Spell feat.

SPELL HEX (MYTHIC)

You can convert your practiced spells into the practical magic of hexes. Prerequisites: Spell Hex

Benefit: You may replace the spell selected for the Spell Hex feat with a spell of 2nd level or lower. Each day when preparing spells you may change the spell selected for your Spell Hex by expending a number of uses of mythic power equal to the level of the new spell.

Split Hex (Mythic)

You can share the power of your hexes among numerous targets while losing none of their potency.

Prerequisites: Split Hex

Benefit: The second target of your Split Hex may be up to 30 feet plus 10 feet per mythic tier from the first target. In addition, you may choose which target must save against the hex first. If the first target's save is successful, the second target takes a -2 penalty on its save.

Split Major Hex (Mythic)

Your powerful hexes can be spread around with elan.

Prerequisites: Split Major Hex

Benefit: The second target of your Split Major Hex may be up to 30 feet plus 20 feet per mythic tier from the first target. In addition, you may choose which target must save against the major hex first. If the first target's save is successful, the second target takes a -2 penalty on its save.

STARLIGHT SUMMONS (MYTHIC)

Your summoned creatures are shrouded in dappled shadows shot through with pinpricks of light.

Prerequisites: Starlight Summons

Benefit: Creatures you summon are surrounded with an aura of semisolid shadow and whirling motes of star-stuff that protects them as *entropic shield*. In addition, when your summoned creatures confirm a critical hit, the target is shrouded in *faerie fire* for 1d4 rounds.

SUNLIGHT SUMMONS (MYTHIC)

Your summoned creatures shine like the noonday sun. Prerequisites: Sunlight Summons

Benefit: Creatures you summon shed light as a *daylight* spell, though with only half the normal radius of effect. In addition, when your summoned creatures confirm a critical hit, the target is blinded for 1 round. A successful Reflex save (DC 10 + 1/2 the creature's Hit Dice + the creature's Charisma modifier) reduces the effect to being dazzled for 1 round.

TENACIOUS TRANSMUTATION (MYTHIC)

Your transmutations are exceptionally difficult to reverse.

Prerequisites: Tenacious Transmutation

Benefit: The DC of caster level checks to dispel or remove your transmutations is increased by an amount equal to your mythic tier, and you may add one-half your mythic tier (minimum +1) on caster level checks made to overcome spell resistance with your transmutation spells. In addition, if you are under the effects of a polymorph effect which is dispelled, you may choose to maintain one of the following features (if provided by the dispelled spell): a size bonus to one physical ability score, darkvision, low-light vision, natural armor bonus to AC, scent, climb speed, or swim speed. This feature persists for the remaining duration of the spell or until you are subject to another polymorph effect or another successful dispelling attempt.

THEURGY (MYTHIC)

You entwine arcane and divine magic into a magnificent synergy.

Prerequisites: Theurgy

Benefit: When using Theurgy to enhance the level of a divine spell, its caster level is increased by an amount equal to the level of the arcane spell sacrificed, with a maximum increase equal to your mythic tier. When using Theurgy to enhance an arcane spell, the spell deals additional holy damage equal to your mythic tier times the level of the divine spell sacrificed.

UNCANNY CONCENTRATION (MYTHIC)

You are cool and unflappable in dire circumstances.

Prerequisites: Uncanny Concentration

Benefit: You do not need to make concentration checks when grappled or entangled. In addition, you gain a bonus on all concentration checks equal to one-half your mythic tier. Finally, you may spend a use of mythic power as a swift action to gain a +20 bonus on concentration checks for 1 round.

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