MYTHIC MINIS 45 SUMMONER FEATS

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 45: SUMMONER FEATS

Summoning monsters is a common feature in Pathfinder campaigns, and the feats contained herein are of great aid to characters wishing to ply their trade as summoners in a mythic campaign. Most are focused on the **Summoner** class introduced in the *Pathfinder Roleplaying Game Advanced Player's Guide*, though several are useful for summoners of any kind.

Defending Eidolon (Mythic)

Your eidolon is devoted to your defense.

Prerequisite: Defending Eidolon.

Benefit: Whenever your eidolon uses this feat, you and your eidolon both gain a +1 dodge bonus to Armor Class. In addition, you can expend one use of your mythic power to negate your eidolon's penalty on attack rolls and combat maneuver checks caused by using this feat for 1 minute. If your eidolon is aware of an attack and you are not, you still gain this dodge bonus to Armor Class even if you are otherwise denied your Dexterity bonus.

EXTRA EVOLUTION (MYTHIC)

Your eidolon is more advanced than others.

Prerequisite: Extra Evolution.

Benefit: Your eidolon gains 1 additional evolution point. In addition, you can grant your eidolon a number of additional evolution points equal to one-half your mythic tier (minimum 1) by expending an equal number of uses of you mythic power.

EXTRA SUMMONS (MYTHIC)

You are a prolific summoner.

Prerequisite: Extra Summons.

Benefit: You gain one additional use of your *summon monster* spell-like ability per day. In addition, you can gain additional uses of your *summon monster* spell-like ability by expending one use of your mythic power for each additional use, up to a maximum number of additional uses equal to one-half your mythic tier.

FOCUSED EIDOLON (MYTHIC)

Your harmonic resonance with your eidolon aids your focus in spellcasting. Prerequisite: Focused Eidolon.

DATHFINDER

Benefit: When you are within your eidolon's reach, you gain a +4 bonus on concentration checks. When you are adjacent to your eidolon, you add onehalf your mythic tier (minimum 1) to this bonus, and if you fail a concentration check you can leach away one evolution from your eidolon in order to reroll your concentration check with an additional bonus equal to the evolution's point cost. You must accept the result of the second check even if worse than the first. That evolution is lost until the next time you summon your eidolon.

Resilient Eidolon (Mythic)

Your eidolon stands by your side even when you have fallen. Prerequisite: Resilient Eidolon.

Benefit: You add your mythic tier to the number of rounds your eidolon remains without being banished after you have been killed, knocked unconscious, or fallen asleep. In addition, when you are killed, fall asleep, or become unconscious, you can spend one or more points of your mythic power. This does not require an action. Multiply the number of uses of mythic power you expend times your mythic tier to determine how many additional rounds your eidolon remains. If you wake up, regain consciousness, or are returned from death before this duration expires, your eidolon is not banished.

SENSE LINK (MYTHIC)

You and your eidolon perceive your surroundings as one.

Prerequisite: Sense Link.

Benefit: You add your mythic tier to the number of rounds per day that you can use your bond senses class feature, and while using it you add one-half your mythic tier to the bonus you gain on Perception checks. In addition, you may allow your eidolon to use your senses at the same time, and it gains the same bonus when using your senses that you gain when using its senses.

SKELETON SUMMONER (MYTHIC)

You can summon the bones of the dead to serve you with ease. **Prerequisite**: Skeleton Summoner.

Benefit: Whenever you cast a *summon monster* spell, you can choose to summon a skeleton version of the creature(s) you summon, as long as the creature is one that possesses a skeleton or exoskeleton. You also add the following creatures to the list of creatures you may summon with your *summon monster* spells:

summon monster I: acid skeleton, exploding skeleton, skeletal archer summon monster II: four-armed mudra skeleton

summon monster II: rout-armed mudra skeleton

summon monster IV: megaraptor skeleton, troll skeleton

summon monster VI: cloud giant skeleton

summon monster VII: multiplying tyrannosaurus skeleton

In addition, once per day you can expend one use of your mythic power when casting a *summon monster* spell to apply the bloody skeleton or burning skeleton template, as described in the *Pathfinder Roleplaying Game Bestiary*, or the mythic skeleton template, as described in *Pathfinder Roleplaying Game Mythic Adventures*. If you are at least 5th mythic tier, you may expend two uses of mythic power to apply the mythic bloody skeleton or mythic burning skeleton template to the creature(s) you summon with a *summon monster* spell.

Special: This spell also applies to summon and *summon monster* spell-like abilities.

SUPERIOR SUMMONING (MYTHIC)

You can summon hordes of creatures to serve at your command. Prerequisite: Superior Summoning.

Benefit: Each time you cast a summoning spell that summons multiple creatures, if the spell's level is lower than your mythic tier you may roll twice to see how many creatures are summoned, choosing the better result. If the spell's level is equal to or greater than your mythic tier, you must spend one use of your mythic power to roll twice to see how many creatures are summoned.

Special: This spell also applies to Summon and *summon monster* spell-like abilities.

VIGILANT EIDOLON (MYTHIC)

DAR

You and your eidolon are always alert for danger. Prerequisite: Vigilant Eidolon.

Benefit: You gain the benefits of this feat as long as your eidolon is within 5 feet times your mythic tier. If your eidolon is adjacent to you, you add one-half your mythic tier (minimum 1) to the Perception bonus you gain from your eidolon, and your eidolon gains a bonus equal to one-half the bonus you gain. If either of you is aware of an opponent, both of you are aware of that opponent. If either of you is not surprised, both of you may act during the surprise round.

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