MYTHIC MINIS 47 PALADIN 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 47: PALADIN FEATS

Paladins have a variety of class features to aid in their crusade for the forces of good, and the feats that follow are a great boon for mythic paladins in protecting the weak and smiting the wicked.

CHANNELED SHIELD WALL (MYTHIC)

Your holy power shields your allies.

Prerequisite: Channeled Shield Wall.

Benefit: Using this feat provides a sacred bonus to AC rather than a deflection bonus, and you and adjacent shield-using allies also gain a +2 sacred bonus on Reflex saves. If you channel negative energy, you grant a profane bonus rather than a sacred bonus. In addition, you and any adjacent allies using shields can use a standard action to gain total cover on one side of your space as if wielding a tower shield. This does not require Tower Shield Proficiency and does not have any of the hindrances normally associated with tower shields.

FEARLESS AURA (MYTHIC)

Your allies adopt your fearlessness in the face of peril.

Prerequisite: Fearless Aura.

Benefit: Your aura of courage expands to a 30-foot-radius emanation, and you and your allies gain immunity to all harmful non-mythic emotion effects whose spell level is lower than your tier. If you use your lay on hands ability to heal an ally, in place of a mercy you can grant that ally an aura of courage for a number of rounds equal to your Charisma modifier plus your mythic tier.

GREATER MERCY (MYTHIC)

Your powers of healing are miraculous indeed.

Prerequisite: Greater Mercy.

Benefit: Whenever you use your lay on hands ability and the target has no conditions your mercies can remove, you add your mythic tier to the additional 1d6 points of damage you cure. If this brings the target to full health, any leftover healing is gained by the target as temporary hit points that last one hour or until expended. In addition, if you expend one use of your mythic power you may add the effect of one additional mercy that you do not possess but for which you qualify.

PAINFUL ANCHOR (MYTHIC)

Fiends of all kinds are ravaged with agony by your holy presence.

DATHFINDER

Prerequisite: Painful Anchor.

Benefit: You add one-half your mythic tier to the save DC of your anchoring aura. In addition, when an evil outsider uses a calling, summoning, or teleportation effect or similar ability to physically transport a creature to or from another plane within your anchoring aura, you add your mythic tier to the damage dealt and this damage is taken by the creature(s) being called, summoned, teleported, or otherwise transported as well as by the creature using the ability. A creature teleporting or transporting itself to or from another plane takes damage only once.

You can spend one use of your mythic power as a swift action to intensify the effect of your anchoring aura for a number of rounds equal to your mythic rank or tier. All evil outsiders called, summoned, teleported, or otherwise transported into or out of your anchoring aura during this time become sickened for a number of rounds equal to your Charisma modifier. A successful Will save against the DC of your anchoring aura reduces the sickened effect to 1 round.

RADIANT CHARGE (MYTHIC)

The power of holiness infuses your charge attack. **Prerequisite:** Radiant Charge.

Benefit: You add your mythic tier to the damage dealt by your charge attack, and you may choose to expend any number of your remaining uses of lay on hands; you are not required to expend all of them. If your attack roll on your charge attack misses the target's AC but hits its touch AC, the target still takes the holy damage from this feat but is not otherwise harmed by the attack.

Reward of Grace (Mythic)

Channeling your holy blessing infuses you with righteous exultation. **Prerequisite:** Reward of Grace.

Benefit: Each time you use your lay on hands ability, you gain a + 1 sacred bonus on attack and damage rolls for a number of rounds equal to your mythic tier. If you heal a good-aligned creature with your lay on hands ability, it also gains a + 1 sacred bonus on attack and damage rolls for 1 round. When you use lay on hands to heal yourself, these bonuses stack.

Reward of Life (Mythic)

You receive the same merciful measure you dole out to your allies.

Prerequisite: Reward of Life.

Benefit: When you use your lay on hands ability to heal another creature, you heal a number of hit points equal to your mythic tier plus your Charisma modifier. In addition, you may apply the effects of any one mercy you possess to yourself, or you may choose to heal 1 point of ability damage you have taken.

SIN SEER (MYTHIC)

You can perceive the powers of darkness of all kinds, not only those from beyond the grave. Prerequisite: Sin Seer.

Benefit: When you use your *detect evil* or *detect undead* ability, you may choose to gain the benefit of both effects simultaneously. If you may choose to *detect evil* or *detect undead*, you gain the effect of *mythic detect evil* or *mythic detect undead*, as described in *Mythic Magic: Core Spells* from Legendary Games.

ULTIMATE MERCY (MYTHIC)

Your healing touch can bring even those long dead back to life. Prerequisites: Ultimate Mercy.

Benefit: You subtract one-half your mythic tier (minimum 1) from the number of uses of lay on hands you must expend to raise a dead creature from death. If you expend a number of uses of mythic power equal to one-half the dead creature's Hit Dice you may duplicate a *resurrection* spell rather than *raise dead*.

ULTIMATE RESOLVE (MYTHIC)

Your auras of holiness linger on even if you have fallen.

Prerequisite: Ultimate Resolve.

Benefit: Any of your paladin auras, including aura of courage, aura of resolve, aura of faith, and aura of righteousness, persist even if you are unconscious or otherwise helpless. If you are killed, the effects of your auras persist for a number of rounds equal to your mythic rank or tier.

Special: An antipaladin can select this feat (and the non-mythic version of Ultimate Resolve) using his aura of despair as a prerequisite and affecting that feat as Ultimate Resolve.

UNSANCTIONED DETECTION (MYTHIC)

Your intuition for truth is penetrating indeed.

Prerequisite: Unsanctioned Detection.

Benefit: You may use the normal benefit of this feat a number of times per day equal to your mythic tier. In addition, as a swift action you expend one use of your mythic power to alter your ability to *detect evil* to allow you to *detect chaos*, *detect good*, *detect law*, *detect undead*, or *detect outsider*. This latter ability functions identically to *detect undead*, but applies to only one outsider subtype (which may be a general type, such as fire or evil, or a specific outsider race such as devil or qlippoth), which you must choose at the time you activate this feat. This new type of detection functions like and replaces your normal *detect evil* ability for the next 24

hours or until you dismiss the change as a standard action.



UNSANCTIONED KNOWLEDGE (MYTHIC)

You are a clever study in fields outside the normal purview of paladinly power. Prerequisite: Unsanctioned Knowledge.

Benefit: You may add one additional spell to your list of spells known for each mythic tier you possess, adding an additional spell each time you gain a new tier. The level of the spell you select may not exceed one-half your mythic tier (minimum 1st). In addition, when you gain a new tier you may choose to unlearn a number of spells you have gained with this feat equal to one-half your mythic tier, selecting new spells of the same level in their place.

CREDITS

AUTHOR: Jason Nelson ARTIST: Frank Hessefort EDITING: Alistair Rigg

DESIGN AND LAYOUT: Richard Kunz

LEGENDARY GAMES TEAM MEMBERS: Clinton J. Boomer, Benjamin Bruck, Matthew Goodall, Jim Groves, Tim Hitchcock, Jonathan H. Keith, Nicolas Logue, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Tork Shaw, Mike Shel, Mike Welham, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, and Clark Peterson

PUBLISHER: Jason Nelson EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

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