# MYTHIC MINIS 61 PLANETOUCHED FEATS I

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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 *Mythie 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 61: PLANETOUCHED FEATS I**

Just as races have their own unique specialties and innovations in realms both magical and mundane, so too do the mythic heroes of each race have the ability to learn mythic versions of their unique facial feats. This product focuses on the racial feats of the fiery ifrit and the stony oreads.

#### BLAZING AURA (COMBAT, MYTHIC)

The intense heat radiated by your body can destroy what touches you. **Prerequisite:** Blazing Aura<sup>ARG</sup>.

**Benefit:** When you use Scorching Weapons, on your turn as a free action, you may create an aura of heat that lasts for 1 round per mythic tier you possess. This aura deals 2d6 points of fire damage to any creature that begins its turn adjacent to you. If an opponent successfully strikes you with a melee attack, its weapon takes 2d6 fire damage which ignores the weapon's hardness. If the opponent strikes you with an unarmed strike or natural weapon, it must make a Reflex save (DC = 10 + 1/2 your character level + your Con modifier) or catch fire.

#### BLISTERING FEINT (COMBAT, MYTHIC)

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The distracting flames of your weapon give you further openings in your opponent's defenses.

Prerequisite: Blistering Feint<sup>ARG</sup>.

**Benefit:** You gain a +4 bonus on feint checks while wielding a weapon that deals fire damage. Anytime you successfully feint a creature while using such a weapon, you may deal its fire damage to the enemy, plus a damage bonus equal to your mythic tier, and it must make a Reflex save (DC = 10 + 1/2 your character level + your Dex modifier) or catch fire. If your opponent catches fire, you may make an attack at your highest attack bonus as an immediate action.

#### Dwarf Blooded (Mythic)

#### Your dwarven blood is strong.

Prerequisite: Dwarf Blooded<sup>ARG</sup>

**Benefit:** Your dwarven blood manifests further in the following ways. First, you gain a +2 racial bohus on saving throws against poison, spells, and spell-like abilities. Second, you gain a +4 racial bohus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

#### **ECHOES OF STONE (MYTHIC)**

Your senses are so keen among the rocks and stone, you can hear them speak. **Prerequisite:** Echoes of Stone<sup>ARG</sup>

**Benefit:** You gain a +6 racial bonus on Perception checks underground, and on Survival checks to avoid becoming lost in caverns and rocky areas. So long as you do not move, you gain tremorsense up to 10 feet. If you spend one use of your mythic power, you can *stone tell*, as the spell, using your level as your caster level.

#### Elemental Jaunt (Mythic)

You can return to your ancestral home, protecting those you bring with you. **Prerequisite:** Elemental Jaunt<sup>ARG</sup>

**Benefit:** You can share the *planar adaptation* you receive when you *plane shift* as if it were *mass planar adaptation*, using your level as your caster level.

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#### FIRESIGHT (MYTHIC)

The flames grant you extra insight, revealing your enemies. Prerequisite: Firesight<sup>ARG</sup>.

**Benefit:** You can see any invisible creatures or objects within 10 ft. of a fire source within your line of sight, as if using *see invisibility*.

#### INNER FLAME (COMBAT, MYTHIC)

The heat your body generates can set others aflame.

Prerequisite: Inner Flame ARG.

**Benefit:** Your bonus on saves against fire attacks and spells with the fire or light descriptors increases to +6. When you use Scorching Weapons or grappling, targets that take fire damage from your attacks or successful grapple checks must succeed at a Reflex save or catch on fire (DC = 10 + 1/2 your level + your Con modifier). This fire does not harm you even if you are grappling a burning creature.

#### MURMURS OF EARTH (MYTHIC)

You are even more sensitive to what the earth tells you.

Prerequisite: Murmurs of EarthARG.

**Benefit:** You can gain your tremorsense ability as a swift action. Additionally, you can expend one use of mythic power to increase the range to 30 feet and increase the duration by 1 round for every three mythic tiers you possess.

#### **OREAD BURROWER (MYTHIC)**

The ground parts for you like water, and you can virtually swim through the earth. **Prerequisite:** Oread Burrower<sup>ARG</sup>.

**Benefit:** You gain a burrow speed equal to your base speed through sand, dirt clay, gravel, and similar materials. You can expend one use of mythic power to leave a tunnel behind you with a diameter equal to one-half your space. This tunnel lasts for 1 round per mythic tier you possess before collapsing. Alternately, you can spend one use of mythic power to burrow through stone at 1/3 your base speed or to leave a tunnel whose width is equal to your size.

#### **OREAD EARTH GLIDER (MYTHIC)**

The earth aids your passage, moving you at great speeds. **Prerequisite:** Oread Earth Glider<sup>ARG</sup>.

**Benefit:** You can earth glide at a speed equal to your base speed plus 5 feet for every two mythic tiers (minimum 5 feet) you possess. You can burrow through stone at your base speed.

#### SCORCHING WEAPONS (COMBAT, MYTHIC)

The elemental fire in your body protects you and sets your weapons aflame.

Prerequisite: Scorching Weapons ARG.

**Benefit:** Your bonus on saving throws against fire attacks and spells with the fire descriptor or light descriptor increase to +4. When you heat your weapons with this feat, they remain hot for a number of rounds equal to your mythic tier. Additionally, you can spend one use of mythic power to give your wielded weapons the *flaming* weapon ability for a number of rounds equal to one-half your mythic tier.

#### STONY STEP (COMBAT, MYTHIC)

The earth does not impede your movement, and favors you when you attack. **Prerequisite:** Stony Step <sup>ARG</sup>.

**Benefit:** You may move through up to 5 additional feet of earth or stone-based difficult terrain per two mythic tiers you possess (minimum 5 feet) each round as if it were normal terrain. You can expend one use of your mythic power to make a charge attack that ignores earth or stone-based difficult terrain between you and your opponent. Creatures with the earth subtype do not impede your charge, and if you and the target of your charge are both touching an earth or stone surface you gain a +2 circumstance bonus on your attack roll and you deal additional damage equal to one-half your mythic tier if your charge attack hits.

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