MYTHIC MINIS 66 Sorcerer Feats

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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 66: Sorcerer Feats

Characters with magic in their blood already have a tinge of legendary status, and those able to harness those arcane energies in the path of heroism or villainy have an array of feats that help them unleash their power. Not all of the feats herein are limited to sorcerers—many can be used by any spellcasting class–but they are most commonly associated with the power of blood magic.

CREATE SANGUINE ELIXIR (MYTHIC)

Magic is in your blood, and you can share it powerfully with those who dare to drink. **Prerequisite**: Create Sanguine Elixir^{UM}.

Benefit: When you create a sanguine elixir of a bloodline power whose minimum level is equal to or less than your mythic tier (or twice your mythic tier, if you expend one use of mythic power when creating the elixir), you do not lose access to that bloodline power. A creature that drinks the elixir can choose to delay the onset of the elixir's power for a number of rounds equal to your mythic tier. The drinker's effective sorcerer level for determining the effect of the bloodline power is equal to your sorcerer level or its own Hit Dice, whichever is lower, plus one-half your mythic tier (minimum 1).

DESTRUCTIVE DISPEL (MYTHIC)

You dispel your enemy's even more ferociously, breaking their will to fight back. **Prerequisite:** Destructive Dispel^{UC}.

Benefit: You add one-half your mythic tier to the DC of the Fortitude to avoid being stunned. If the target is a non-mythic creature, it is stunned (or sickened, on a successful save) for a number of rounds equal to one-half your mythic tier (minimum 1). If you expend one use of mythic power when using an area dispel, all creatures on whom you successfully dispel a spell are staggered and sickened until the start of your next turn. A successful Fortitude save (as for the targeted dispel) negates this effect for mythic creatures, or eliminates the sickened condition for non-mythic creatures.

Dispel Synergy (Mythic)

Your opponent's magical defenses in shreds, you create openings that your allies can exploit.

Prerequisite: Dispel Synergy^{UC}.

Benefit: The penalty your opponent takes from Dispel Synergy applies to saving throws the opponent makes against all spells, not just yours, until the end of your next turn, and to your spells for a number of rounds equal to one-half your mythic tier (minimum 1).

Evolved Familiar (Mythic)

The power of your magic causes your familiar to blossom and change in unexpected ways. **Prerequisite**: Evolved Familiar^{UM}.

Benefit: You may select two 1-point evolutions or a single 2-point evolution when you select this spell. If you replace your familiar, the new familiar gains these evolutions within one week of entering your service.

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EXTRA CANTRIPS OR ORISONS (MYTHIC)

You have mastered a miscellany of minor magic.

Prerequisite: Extra Cantrips or Orisons^{UM}

Benefit: At each mythic tier, you may add a new cantrip or orison to your list of spells known, or you may add the mythic version of a 0-level spell which you know to your list of spells known.

GREATER ELDRITCH HERITAGE (MYTHIC)

The magical power that runs through your veins is beyond compare.

Prerequisite: Greater Eldritch Heritage^{UM}.

Benefit: You gain sorcerer bloodline powers of the bloodline tied to Eldritch Heritage as if your sorcerer level were equal to your character level, and you use your full character level to determine the effects of your bloodline powers.

GREATER SPELL SPECIALIZATION (MYTHIC)

You are the consummate master of one spell.

Prerequisite: Greater Spell Specialization^{UM}.

Benefit: When you specialize in a spell, you may spontaneously cast any *communal, greater, lesser,* or *mass* versions of the same spell, or any alternate versions of that spell designated by a Roman numeral (such as *beast shape I, II, III, or IV*) by sacrificing a prepared spell of the same level or higher. Adding metamagic feats to your spontaneously cast specialized spell(s) does not increase their casting time.

If you have the Mythic Spell Focus feat, you can change your specialized spell to a different spell of the same school by expending one use of your mythic power per level of the spell and concentrating for 1 hour. You add any variants of your new specialized spell (as described above) to your list of spells known, and any variants of your former specialized spell that were previously added your list of spells known by this feat are lost.

IMPROVED ELDRITCH HERITAGE (MYTHIC)

The magical power in your veins grows in strength.

Prerequisite: Improved Eldritch Heritage^{UM}

Benefit: You add gain a bonus feat from your list of bloodline feats, or you gain the mythic version of a bloodline feat you already possess. In addition, you treat your character level as your sorcerer level for any 3rd or 9th-level bloodline powers-you gain from the Improved Eldritch Heritage feat.

Sorcerous Bloodstrike (Mythic)

You leach sorcerous power from the spirits of vanquished enemies.

Prerequisite: Sorcerous Bloodstrike^{UM}.

Benefit: You can use this feat an additional number of times per day equal to one-half your mythic tier (minimum 1), and you may activate the feat whenever you reduce a creature to 0 or fewer hit points with any spell or spell-like or supernatural ability. In addition, once per day when you reduce a mythic creature to 0 or fewer hit points with a mythic sorcerer spell, you also regain one use of your mythic power. The creature's mythic tier must be at least one-half yours.

Sorcerous Strike (Mythic)

You can channel mythic power in addition to your sorcerous power on an attack. Prerequisites: Sorcerous Strike^{UC}

Benefit: When you deliver a bloodline power through an unarmed strike you can also activate an ability that uses mythic power as a free action. This ability must normally require a swift action or less to activate.

SPELL SPECIALIZATION (MYTHIC)

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You are a studied master of a single spell.

Prerequisite: Spell Specialization^{UM}.

Benefit: When you specialize in a spell, you add any *communal, greater, lesser,* or *mass* versions of the same spell to your list of spells known, as well as alternate versions of that spell designated by a Roman numeral (such as *beast shape I, II, III,* or *IV*), and all of these spells are considered your specialized spells for the purpose of this feat. You may also expend mythic power to cast the mythic or augmented mythic versions of your specialized spell(s), and you treat your mythic tier, as 2

higher for the purpose of qualifying to cast augmented mythic specialized spells.

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