MYTHIC MINIS 67 GOBLIN FEATS

With

BY ROBERT BROOKES AND JASON NELSON

JATHFINDER



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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 67: GOBLIN FEATS

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 delightfully deranged yet hilariously horrifying goblins and their far more deadly serious hobgoblin kin.

BURN! BURN! BURN! (MYTHIC)

Your fervent love of fire allows you to burn even that which doesn't burn. Prerequisite: Burn! Burn! ^{ARG}.

Benefit: You deal additional fire damage equal to 1d4 + one-half your mythic tier when you attack with fire from a non-magical or alchemical source, and gain a +8 competence bonus on Reflex saves made to avoid catching on fire or to put yourself out when you are on fire. If you expend one use of your mythic power as a free action, any fire damage from your attacks bypasses an amount of fire resistance or hardness equal to your mythic tier until the beginning of your next turn.

DEAFENING EXPLOSION (MYTHIC)

The deafening effect of your bombs is persistent.

Prerequisite: Deafening Explosion^{ARG}

Benefit: A creature that takes a direct hit from your bomb is deafened for 1 minute plus 1 minute per mythic tier you possess. Any creatures caught taking splash damage is also deafened for 1 round per mythic tier you possess if it fails its save against the bomb's splash.

DEMORALIZING LASH (COMBAT, MYTHIC)

The touch of your whip can send an enemy fleeing, and cow those that witness it. **Prerequisite:** Demoralizing Lash^{ARG}

Benefit: If your attack hits a creature shaken by your Intimidate check, it becomes frightened for the next round, and is shaken for the following round. Any creatures within 30 feet that witness the attack and already are demoralized by your Intimidate check, have the duration of their shaken condition increased by one round.

Fire Hand (Combat, Mythic)

You delight in setting your foes alight.

Prerequisite: Fire HandARG.

Benefit: Any non-mythic creature you hit with a torch or flaming weapon catches on fire (DC 15 Reflex negates). You can expend a mythic surge to add the result of your surge die to this DC, though this increase applies only against non-mythic creatures.

FIRE TAMER (MYTHIC)

You are marked by the flame, and it lives within you.

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Prerequisite: Fire Tamer^{ARG}.

Benefit: Your saving throw bonus against fire spells increases to +4, and it applies against all fire effects, not just spells. Your bonus on Diplomacy and Intimidate checks against other goblins is increased to +4. You can use *spark*^{APG} at will as a spell-like ability, and you can expend one use of mythic power to use *quench* as a spell-like ability. These spell-like abilities have a caster level equal to your tier.

FLAME HEART (MYTHIC)

The fire recognizes you as its own and burns you not. **Prerequisite**: Flame Heart^{ARG}.

Benefit: Your fire resistance increases to 10, and when you are affected by a fire effect you can expend one use of mythic power to gain fire resistance of 5 times your mythic tier until the end of your next turn. When casting fire spells with the fire descriptor or throwing alchemist bombs that deal fire damage, treat your caster level or alchemist level as though it was.

Focusing Blow (Mythic, Teamwork)

You know just where to strike to bring your allies back to their senses. **Prerequisite:** Focusing Blow^{ARG}.

Benefit: You can use this ability to help allies who do not have this feat to shake off mind-affecting effects. If your allies are not hobgoblins, you must deal them at least 10 points of damage to use this feat, and the bonus you grant is equal to +1 for every 10 points of damage you deal. When you hit an ally with a Focusing Blow, you may expend one use of mythic power (two uses if your allies a mythic creature) to treat the result of your attack as a critical threat. When you confirm a critical hit with a Focusing Blow, one-half of the damage is nonlethal, but you treat it as lethal damage for the purpose of this feat.

GOBLIN GUNSLINGER (COMBAT, MYTHIC)

Your big frakking gun knocks your targets for a loop. **Prerequisite:** Goblin Gunslinger^{ARG}.

Benefit: When you hit with a Medium-sized firearm, you can expend one use of your mythic power to attempt a bull rush or trip combat maneuver as a free action against the target, with a -5 penalty on the combat maneuver check but using your Dexterity modifier in place of your Strength modifier to calculate your CMB. On a critical hit, this functions instead as an awesome blow combat maneuver. If your target is a non-mythic Medium humanoid, you reduce the penalty on the combat maneuver check by an amount equal to one-half your mythic tier (minimum 1).

HOBGOBLIN DISCIPLINE (MYTHIC)

The presence of your fellow hobgoblins steels your will.

Prerequisite: Hobgoblin Discipline^{ARG}.

Benefit: Add one-third your mythic tier (minimum 1) to the morale bonus granted by Hobgoblin Discipline, and this bonus is doubled against emotion-based effects, including fear. You may expend one use of mythic power to share that bonus with all other hobgoblins within 30 feet, and the bonus is increased by 1 if there are 10 or more hobgoblins within 30 feet of you.

TANGLE FEET (COMBAT, MYTHIC)

Your scrambling acrobatics cause larger foes to stumble. **Prerequisite**: Tangle Feet^{ARG}.

Benefit: You can use this feat against an additional number of larger creatures each round equal to one-half your mythic tier (minimum 1). If you use this feat against only one creature, add your mythic tier to the DC of its Acrobatics check to avoid falling prone if it moves. If you use this feat against multiple creatures, add one-half your mythic tier (minimum 1) to the DC of each creature's Acrobatics check to avoid falling.

TASKMASTER (COMBAT, MYTHIC)

Your fearsome leadership drives your underlings to push harder for success. Prerequisite: Taskmaster^{ARG}.

Benefit: You can use this feat as a swift or move action, and you can affect an ally whose Hit Dice (and mythic rank or tier, if any) do not exceed your Hit Dice plus your mythic tier. If you use this ability as a standard action, your ally gains a +2 morale bonus on attack rolls, weapon damage rolls, and Will saves against mind-affecting effects. You can expend one use of mythic power to negate the -2 penalty to AC and on skill checks caused by this feat. Alternatively, you may retain the penalty but extend the duration of the effect by a number of minutes equal to your mythic tier.



TERRORIZING DISPLAY (COMBAT, MYTHIC)

Your marvelous martial puissance inspires your allies even as it intimidates your enemies.

Prerequisite: Terrorizing Display^{ARG}.

Benefit: You can perform a Dazzling Display as a standard action. You can perform it as a move action with a -5 penalty on your Intimidate check or as a swift action with a -10 penalty on your Intimidate check. Allies within 30 feet gain a +2 morale bonus on attack rolls, weapon damage rolls, and Will saves against mind-affecting effects on a successful check, while allies between 30 and 60 feet away gain a +1 bonus; all affected allies take a -2 penalty to AC and on skill checks. You can expend one use of mythic power to negate the -2 penalty but extend the duration of the effect by a number of minutes equal to your mythic tier. Either choice applies to all allies affected by this feat.

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