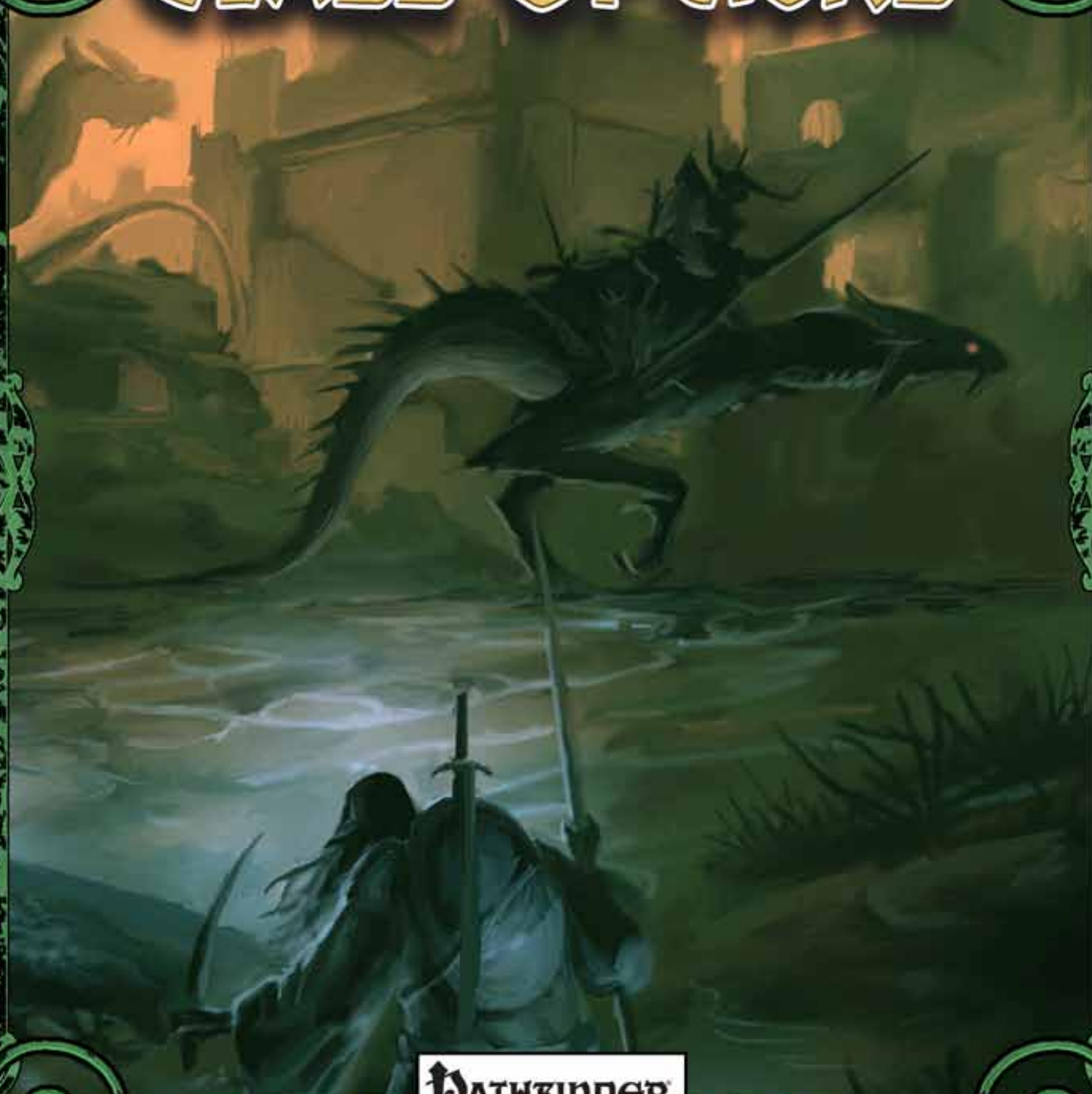




MYTHIC OPTIONS

MYTHIC DRAGONRIDER CLASS OPTIONS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Owen K.C. Stephens

Another thunderbolt slammed into the heavy outer doors of the Spiked Sanctum, causing many of its darkwood timbers to crack. The smell of smoke grew stronger, and dust filtered down from the stones of the great hall's ceiling.

Prince Kaolanean took a step backward from the doors, the light of an arcane lock spell fading from his fingers. He turned to face the last of his companions.

"This won't hold much longer. They'll bring the whole wall down."

Valewyn drew a long, black knife. "We'll make our stand here, then. We can't risk running after the Queen of Chains with a horde of her Tortured Guard at our backs."



The big paladin, Grimvald, scowled. "Then she'll escape. She'll ready the Silver Spikes for travel, find a new land, build a new Cathedral of Pain. All of this will have been a waste of lives spent, and we'll never have the element of surprise again."

Kaolanaan glanced to the last of their company, Eliana, Lady of the North Wind. Her face was grim as she looked from prince to thief to paladin. Then she nodded.

"They're both right. If we delve into the Spiked Labyrinth to seek the queen while her minions are free to follow us, we'll be trapped between the two forces. But if we don't, she'll have plenty of time to dismantle her most powerful artifacts and take them with her. We'll never get a chance like this again."

Her gaze locked on Kaolanaan's. "Someone has to hold this hall, while the rest of us dive into the Labyrinth to finish this."

Grimvald nodded and moved to draw his sword Dawnbringer, but Valewyn put a hand on his arm before the blade slid free of its sheath.

"Not you, Grim. We'll need your holy weapon when we reach her. And the Labyrinth is full of tight spaces. Kaol won't have the ally in there he'd have out here."

Grimvald turned to Kaolanean. "They'll have chainwrights. Tormentors, too. All form of vile spellcaster to throw soul-damning magics at you."

Prince Kaolanean smiled, though the expression held no mirth.

"Let them come, old friend."

With a wave of his arm, Kaolanean tore a hole through the fabric of reality. What was at first a snakelike blackness grew and turned to a golden color. The glowing shape slid under the dragonrider's feet and lifted him up into the air. As reality resettled, the shape of a gold dragon as large as an elephant solidified, with Kaolanean astride its crimson saddle. The great hall seemed smaller now that the mighty creature filled half its space.

Another thunderbolt struck the door, and this time the bolt holding it firm shattered. The dragon turned its scaled head toward the entrance, and began to draw in a long breath. Kaolanean drew his black-lacquered bow.

"Let them ALL come."

Being mythic is awesome, and the rules from the *Pathfinder Roleplaying Game: Mythic Adventures* provide many options for upgrading a character to the realm of mythic heroes. However, while there are numerous mythic spells and a long list of mythic feats (and even more are available in *Mythic Options: The Missing Core Feats*, which gives a mythic version of every feat from the core rules that does not already have one), none of these options are specifically designed to work with the dragonrider class (from *The Genius Guide to the Dragonrider*). There are champion and guardian path abilities that tie into some dragonrider character concepts, but nothing that can add a mythic touch to the dragonrider's core class features, or to a dragon steed.

Mythic Options: Mythic Dragonrider Class Features offers mythic upgrades for every rogue class feature and talent from the core rulebook. It allows dragonrider characters to focus their mythic power entirely on their unique class features, or select just a few such abilities to upgrade while adding the normal options of mythic feats and path abilities.

DRACONIC TRAINING

Draconic training is not among the class features listed below, because it works a little differently than most mythic class features. A mythic dragonrider may use this ability to select the mythic version of any feat allowed with draconic training for which he meets the prerequisites. As a result a special mythic version of the draconic training class feature is not required.

GAINING MYTHIC CLASS FEATURES

Gaining a mythic class feature is considered a 1st tier universal path ability, or may be taken in place of a mythic feat. You must have a class feature in order to gain its mythic version.

Mythic Bonded Dragon Steed (Ex): The dragonrider's dragon steed gains a portion of the dragonrider's mythic power. It is considered a mythic creature for the purposes of determining how mythic spells and effects affect it. The dragon steed may also spend points from its rider's mythic pool to gain a mythic surge as if it was the same mythic tier as its rider.

This ability may be taken a second time. This allows the dragonrider to expend a point of mythic power to establish a focus with his dragon steed as a free action. Focus established this way lasts for a minute for dragonrider level.

Mythic Low-Light Vision (Ex): Both the dragonrider and his dragon steed gain low-light vision so acute that they always treat an area as if it was at least dimly illuminated. A darkness spell negates this ability, but only if its spell level is greater than the dragonrider's mythic tier.

Mythic Resist Energy (Su): The dragonrider halves any damage he takes from the same energy type as the damage of his bonded dragon steed's breath weapon. Damage is halved before any energy resistance is applied. If the dragonrider is 18th level, he becomes immune to this energy type.

Mythic Summon Steed (Sp): When the dragonrider summons his dragon steed, the steed receives healing equal to 1d8 per dragonrider class level. Additionally, the dragonrider may expend a point of mythic power to use this ability as a swift action and to summon the dragon steed into the same space as the dragonrider. If the dragonrider chooses this option, he automatically mounts his dragon steed as part of the summoning.

Mythic Spells: A dragonrider with mythic spells shares his spells known and spells per day with his dragon steed. Both dragonrider and steed may cast these spells, and each casting by either of them counts against the dragonrider's total spells per day.

Mythic Darkvision (Ex): Mythic darkvision penetrates all darkness, even magic darkness, to a range of ten feet.

Mythic Scent (Ex): The range of the dragonrider's scent ability doubles (generally within 60 feet, or 120 feet if the source is upwind and 30 feet if the source is downwind). Noting the direction of a scent or pinpointing the source of an adjacent scent is a swift action.

Mythic Blindsight (Ex): The dragonrider gains blindsight out to the same range as his blindsense.

Mythic Spell Resistance (Su): The dragonrider's spell resistance increases by +5 against non-mythic sources. His dragon steed also gains spell resistance equal to the dragonrider's.

Mythic Dragonform (Sp): The dragonrider may expend a use of mythic power to use this ability, even if he has already used it in the day.

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