

MYTHIC MINIS 77

UNDERDARK RACIAL FEATS



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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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 77: UNDERDARK RACIAL FEATS

In the deep places of the world, a lightless civilization has grown up among the fungal caverns, crystal caves, and sunless seas. This subterranean fairyland is a realm seldom glimpsed by those above, and when the lurking races from the night below raid the surface they do so with great stealth and deadly grace, just as they do when defending their deep domains and vaults from invaders from the sun-scorched world above. Whether dour and bitter duergar, graceful and treacherous drow, or secretive svirfneblin, the races of the dark lands have long held a fascination for players since they were revealed in the earliest descents into the depths of the earth.

DROW NOBILITY (MYTHIC)

The powers of your drowic heritage are strong within you.

Prerequisite: Drow Nobility^{ARG}.

Benefit: You add your mythic tier to your caster level for your racial spell-like abilities, and for abilities usable once per day you can use them more than once per day by expending one use of mythic power for each additional use.

GIANT STEPS (MYTHIC)

Your strides are swift and span great distances when you increase your size.

Prerequisite: Giant Steps^{ARG}.

Benefit: Add one-half your mythic tier (minimum 1) times 5 feet to the increase in base speed granted by Giant Steps.

GREATER DROW NOBILITY (MYTHIC)

Your racial spell-like abilities are infused with your spark of mythic power.

Prerequisite: Greater Drow Nobility^{ARG}.

Benefit: Three times per day you can use the mythic version (though not the augmented mythic version) of any of your racial spell-like abilities without needing to expend mythic power.

IMPROVED DROW NOBILITY (MYTHIC)

You can unleash great powers of darkness that ordinary drow cannot match.

Prerequisite: Improved Drow Nobility^{ARG}.

Benefit: You may choose a number of your racial spell-like abilities equal to one-half your mythic tier (minimum 1). You can expend mythic power to use the mythic version of that spell-like ability. In addition, if you are able to cast the spell of the same name, you can cast that as a mythic spell, as if you had learned it with Mythic Spell Lore.

LINGERING INVISIBILITY (MYTHIC)

Your translucence lasts longer, and you can even force your invisibility to resume.

Prerequisite: Lingering Invisibility^{ARG}.

Benefit: Your concealment you gain after the expiration of an *invisibility* effect lasts for 2 rounds per minute of duration the *invisibility* effect had remaining (minimum 2 rounds). This occurs even if the *invisibility* is from an item or a spell cast on you by another creature. While you have this concealment, you can spend one use of mythic power to become invisible again, with a duration equal to the duration the *invisibility* effect had remaining, minus 1 minute (minimum 1 minute).

NOBLE SPELL RESISTANCE (MYTHIC)

You shrug off hostile magic as if it were nothing.

Prerequisite: Noble Spell Resistance^{ARG}.

Benefit: You add one-half your mythic tier to your spell resistance. Against spells or spell-like abilities used by dwarves or elves (including other drow), you add your mythic tier to your spell resistance. Your bonus on Diplomacy and Intimidate checks made against drow is increased to +2.

SHADOW CASTER (MYTHIC)

Your spells draw upon the deepest wells of dark power.

Prerequisite: Shadow Caster^{ARG}.

Benefit: You add one-half your mythic tier (minimum 1) to your caster level to determine the duration of spells you cast from the shadow subschool or with the darkness descriptor. You also add this to the DC to dispel such spells. If you expend one use of your mythic power, you add your full mythic tier or level. Darkness spells you cast are considered to be 2 levels higher for the purpose of determining whether they are countered or suppressed by magical light effects.

SPIDER STEP (MYTHIC)

You step gently yet securely as only a spider can.

Prerequisite: Spider Step^{ARG}.

Benefit: You can walk through natural or magical webs as if using *freedom of movement*, and may climb on webs as if you had a climb speed of 20 feet. When climbing on a web, you gain tremorsense 20 feet with respect to other creatures touching the same web. You can use *spider climb* as a spell-like ability more than once per day by expending one use of your mythic power for each additional use.

SPIDER SUMMONER (MYTHIC)

The spiders you summon are infused with great power.

Prerequisite: Spider Summoner^{ARG}.

Benefit: Spiders you summon are considered mythic creatures and gain DR/epic equal to your mythic tier, and the save DC of their poison is increased by 2. In addition, you can expend mythic power when summoning spiders to grant them the savage mythic template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, expending one use of mythic power if you summon a single spider and two uses of mythic power if you summon multiple spiders.

STOIC POSE (MYTHIC)

You become one with the stone to hide in plain sight in rocky areas.

Prerequisite: Stoic Pose^{ARG}.

Benefit: You can use this feat as a standard action without spending 5 rounds finding a suitable location as long as you are in rocky terrain, such as an area of rubble or underground. If you are at least 3rd mythic tier, you can expend one use of mythic power to *meld into stone*, and if you are at least 6th tier you can expend two uses of mythic power to turn yourself into stone as *statue* while hiding with your Stoic Pose. These are supernatural abilities that duplicate the spells of the same name, with a caster level equal to your mythic tier.

UMBRAL SCION (MYTHIC)

Your exalted status among the drow grants you additional magical power.

Prerequisite: Umbral Scion^{ARG}.

Benefit: You may select a number of spell-like abilities from the following list equal to one-half your mythic tier (minimum 1): *clairaudience/clairvoyance*, *detect secret doors*, *discern lies*, *dispel magic*, *divine favor*, *message*, *see alignment*^{UC}, or *suggestion*. You may use each spell-like ability once per day, though you may use your chosen spell-like ability more often by expending one use of mythic power per additional use. You may choose the same spell-like ability more than once; each time you select it, you gain an additional daily use of that ability.

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