

iAs a standard action, Myrna can grow into a giant version of herself.

She gains:

- *Enlarge person* (increase size by one step, +2 Strength, -2 Dexterity)
- Rock throwing (throw Large rocks for 2d8 damage)
- Powerful Limbs: Legs (+4 Athletics to jump and count as running start for jumps) Or Arms (weapons deal damage as if they were one size category larger)

Myrna Riversoar

Female pitborn [skald](#) ([battle scion](#)) 10 / [hedgewitch](#) (combat) 1 / [warlord](#) (vanguard commander) 1 // mythic [marshal](#) 4

NG Medium outsider (native)

Init +2 - silver crane waltz +4; **Senses** Perception +1, darkvision 60ft.

DEFENSE

AC 30, touch 15, flat-footed 27 (+10 armor, +3 shield, +2 natural, +2 deflection, +3 Strength)

Giant berserker, -3 AC

Silver crane waltz, +3 AC

hp 162 (1d10+11d8+64); fast healing 4 during rage song

Fort +14, **Ref** +7, **Will** +11 (+5 vs. mind-affecting, +4 vs. sonic, language-dependent, bardic performance, +1 vs. cold and darkness)

DR 1/- **Resist** cold 5 **Defensive Abilities** improved uncanny dodge, shield active defense, unbreakable gambit

OFFENSE

Spd 30ft.

Melee +2 *hammer of cosmic sundering* +17/+12 (1d8+8 plus 1d6 force/x3)

Ranged mwk longbow +10/+5 (1d8+4/x3)

Special Attacks berserking, guardian's challenge, raging song (inspired rage +3/+2, song of marching, song of strength, song of questing, 26 rounds/day), spell kenning 1/day, arcane pool (3/day, +1), [when all seems lost](#), guardian's gambit

Spell-like Abilities (CL 10th)

At will - *deathwatch*

1 MP - *spike stones*

Skald Spells Known (CL 10th, concentration +15)

4th (2/day) - *rainbow pattern*, *primal scream*

3rd (4/day) - *spectral scout*, *daylight*, *scrying*, *haste*

2nd (5/day) - *blistering invective*, *heroism*, *bladed dash*, *psychic reading*, *alter self*

1st (7/day) - *feather step*, *clarion call*, *liberating command*, *read weather*, *feather fall*

0 (at will) - *dancing lights*, *detect fiendish presence*, *know direction*, *mending*, *message*, *spark*

Battle Scion Maneuvers (IL 9, *prepare 3*)

Stance - silver crane waltz, stance of the silver crane

Strike - *exorcism strike*, silver strike, blessed pinions, *silver knight's blade*

Boost - *blazing crane's wing*

Warlord Maneuvers (IL 6, *prepare 4*)

Stance - stance of the iron tortoise

Strike - angering smash, *kill the wounded*

Counter - defensive shell, *burnished shell*, *encouraging roar*, *warning roar*

----- **STATISTICS**

Str 22, **Dex** 11, **Con** 19, **Int** 10, **Wis** 10, **Cha** 20

Str 24, **Dex** 9 while giant form

Base Atk +9; **CMB** +15; **CMD** 27 (giant berserker +1, silver crane waltz +3)

Mythic Path Abilities Advance, Absorb Blow, Persuasive Countenance, Mythic Sphere Mastery (alteration), Words of Hope, Earth Protection, Mythic Spell Kenning

Bonus Abilities A Feat x1, Pure Power x1

Mythic Feats Dual Path ([guardian](#)), Extra Path Ability

Feats (1/5/9/13/17 feat slots are sacrificed to gain a combat talent on even levels)

Scribe Scroll, Skald's Vigor (1), Martial Training I, Martial Training II, Steadfast Personality (3), Martial Training III, Leadership (7), Improved Shield Bash, Greater Skald's Vigor (11)

Spheres of Might (A martial tradition replaces her proficiencies, plus one combat talent every even level) Dwarven Equipment, Fast Draw talent, Unfettering Armor talent, Force Redirection Technique, [Berserker Sphere](#), Savage talent, [Guardian Sphere](#), Defend Other talent, Steel Hide talent, [Shield Sphere](#), Shielded Focus talent, Blockade talent

Spheres of Power (Sphere casting from hedgewitch levels) [Alteration Sphere](#), Size Change talent, Giant Traits talent, Lycanthropic drawback, Powerful Limbs talent

Skills Athletics [12] +21, Bluff +23, Diplomacy [12] +23 (+24 with other Kellids), Handle Animal +23, Intimidate +29 (+30 with non-Kellids), Knowledge (history) [1] +9, Knowledge (martial) [12] +15, Knowledge (planes) [12] +15, Perform (percussion) [12] +23, Perform (sing) [12] +23, Sense Motive +23, Survival [10] +13

Traits Poverty-Stricken, Storied Scars, The Bridge, Impatient

Languages Common, Kellid, Abyssal

SQ versatile performance (sing, percussion), lore master, scaled skin, soul seer

ABP deflection +2, resistance +3, armor/weapon attunement +2, toughening +1, mental prowess (Cha) +4, physical prowess (Str) +4

Worn Gear *drinking horn of infinite mead, handy haversack, circlet of persuasion, boots of the winterlands, evil outsider bane warhammer (2 capacity), warhammer of cosmic*

sundering, mwk composite longbow (+4 Str), mithril full plate, mwk crusader's cross, *turtle shield of rushing waters*, mwk cold iron battleaxe, *giant messenger bag of holding III*

Haversack Main Pocket bedroll, blanket, efficient tent, compass, crowbar, flint and steel, whetstone, silk rope, folding shovel

Right Pocket *drums of building*, coin purse (3,000gp, 3sp, 8cp), scribing supplies (725gp)

Left Pocket *scroll of speak with dead*, *scroll of water breathing*, *scroll of break enchantment*, *potion of lesser restoration*, *potion of haste*, scrying mirror, *potion of cure serious wounds* (4), *potion of cure moderate wounds* (8), *horn of blessing of fervor*

Giant Messenger Bag

800 pounds of tomes, giving +10 to Knowledge Planes, Arcana, History, and Lore planar studies, Sarkoris, Dominion of the Black

458 platinum and 3,402 gold in loose coins

Four chests, each weighing 100 pounds, holding somewhere between 10 and 15,000 gold pieces.

70 pounds of finery and valuables

Carpet of flying

Warhammer of Cosmic Sundering

Aura strong evocation; *CL* 15th

Weight 5 lbs.; *Price* 22,315 gp

This exquisitely crafted warhammer features a head of polished adamantine alloy with faintly glowing runes along its surface. Its haft is wrapped in supple leather, reinforced with inlaid mithral filigree. The warhammer is designed to resonate with planar energies, adjusting its capabilities depending on the wielder's location. Due to the specialized alloy it is made of, it counts as both silver and cold iron for overcoming damage reduction.

Planar Resonance: The Warhammer of the Planes draws power from its surroundings:

- ->**Material Plane:** The warhammer deals an additional *1d6 force damage*.
- ->**Elemental Planes:** On the elemental planes, the warhammer deals an additional *2d6 force damage*.
- ->**Astral and Ethereal Planes:** While on the Astral Plane or Ethereal Plane, the warhammer deals an additional *3d6 force damage*.
- ->**Other Planes:** On any other plane, the warhammer deals an additional *4d6 force damage*.

Construction Requirements

Feats: Craft Magic Arms and Armor

Spells: plane shift, forceful hand
Cost: 11,315 gp

Future Advancement:

Level Up 13: Skald (battle scion) 11

+12 HP (8 class, 4 Con)
Plus 13 bonus hit points, retroactively from higher Constitution.
+1 BAB
+1 Fortitude from higher Constitution.

A 1st-level spell:
a 4th level spell:
+1 3rd-level spell/day
+1 4th-level spell/day

7 skill ranks (4 class, 2 background, 1 favored class): +1 Athletics, K. History, K. Martial, K. Planes, Diplomacy, P. Percussion, P. Sing
Plus 13 bonus skill ranks, retroactive for higher Intelligence:

Spell kenning now available 2/day

A Feat: Lingering Performance
The benefits of performance linger for 2 rounds after Myrna has ceased maintaining it.

ABP: Constitution increases by +2, to 20, and Intelligence increases by +2, to 12.

Mythic Growth:

Tier 5 -- Mythic Leadership, Pure Body or Interplanar Prestige