

## Roshgog

Male mystic half-orc sorcerer 15 (crossblooded, mythic archmage 3)

CN Medium humanoid (human, orc)

**Init** +11; **Senses** darkvision 90 ft., light sensitivity; Perception +0

**Languages** Common, Giant, Ignan, Orc

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### DEFENSE

**AC** 37, touch 23, flat-footed 35 (+8 armor, +5 deflection, +4 Dex, +1 insight, +9 natural)

**hp** 168 (15 HD)

**Fort** +17, **Ref** +15, **Will** +13

**Defensive Abilities** dragon resistances, mirror dodge; **Resist** fire 10

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### OFFENSE

**Speed** 40 ft. (8 squares)

**Melee** bite +15 (1d4+8) and  
2 claws +15 (1d6+8 plus 1d6 fire)

**Ranged** by weapon +12

**Special Attacks** claws (2, 1d6, treated as magic weapons, 11 rounds/day), mythic power (9/day, surge +1d6)

**Sorcerer Spells Known** (CL 15<sup>th</sup>; Concentration +23)

7<sup>th</sup> (5/day) – *form of the dragon II*<sup>B</sup>, *summon monster VII*

6<sup>th</sup> (7/day) – *chains of fire*<sup>ARG</sup>, *sirocco*<sup>APG</sup>, *transformation*<sup>B M</sup>

5<sup>th</sup> (7/day) – *cloudkill*<sup>B M</sup>, *fire snake*<sup>APG M</sup>, *telekinesis*, *teleport*

4<sup>th</sup> (8/day) – *fear*<sup>B</sup>, *fire shield*, *scorching ash form*<sup>ARG</sup>, *wall of fire*

3<sup>rd</sup> (8/day) – *ash storm*<sup>UM</sup>, *fireball*<sup>M</sup>, *fly*<sup>B M</sup>, *heroism*<sup>M</sup>

2<sup>nd</sup> (8/day) – *boiling blood*<sup>UM</sup>, *burning gaze*<sup>APG</sup>, *fire breath*<sup>APG</sup>, *resist energy*<sup>B</sup>, *see invisibility*

1<sup>st</sup> (8/day) – *burning hands*<sup>B</sup>, *charm person*, *magic missile*, *shield*<sup>B</sup>, *silent image*, *touch of combustion*<sup>ARG</sup>

0 (at will) – *arcane mark*, *detect magic*, *detect poison*, *light*, *mage hand*, *prestidigitation*, *read magic*, *spark*<sup>APG</sup>

**Bloodline** draconic (brass dragon), orc

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### STATISTICS

**Abilities** Str 26 (+8), Dex 19 (+4), Con 22 (+6), Int 10 (+0), Wis 10 (+0), Cha 26 (+8)

**Base Atk** +7; **CMB** +15; **CMD** 35

**Feats** Craft Wondrous Item, Dazing Spell, Elemental Focus (fire), Endurance<sup>B</sup>, Eschew Materials<sup>B</sup>, Improved Initiative<sup>B</sup>, Intensified Spell, Maximize Spell, Mythic Spell Lore<sup>M</sup> (2), Quicken Spell<sup>B</sup>, Razortusk, Spell Perfection (*fire snake*), Spontaneous Metafocus (*fire snake*)

**Skills** Acrobatics +9 (+13 when jumping), Fly +12, Spellcraft +18, Use Magic Device +21

**SQ** amazing initiative, archmage arcana (mage strike), bloodline arcana (damage spells deal +1 damage per die, fire spells deal +2 per die instead; darkvision, light sensitivity), energy conversion, orc blood, power of giants, recuperation, sacred tattoo, shaman's apprentice, speedy summons, weapon familiarity

**Combat Gear** *divine spell scrolls* (heal 3), *wand of cure light wounds* (50 charges); **Other Gear** *amulet of natural armor* +5, *belt of physical perfection* +6, *boots of striding and springing*, *bracers of armor* +8, *cloak of resistance* +5, *dusty rose prism ioun stone*, *goblin fire drum* (standard), *headband of alluring charisma* +6, *page of spell knowledge* (shield), *ring of protection* +5, *robe of arcane heritage*, *shirt of immolation*, tender (1,050gp)

**Encumbrance** light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 8 lb. 1 oz. (excluding tender)



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## SPECIAL ABILITIES

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- Amazing Initiative (Ex)** You gain a bonus on initiative checks equal to your mythic tier (included above). In addition, as a free action on your turn, you can expend one use of mythic power to take an additional standard action during that turn. This additional standard action can't be used to cast a spell. You can't gain an extra action in this way more than once per round.
- Claws (Ex/Su)** You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals 1d6 points of damage plus your Strength modifier plus 1d6 fire damage (the fire damage is considered a supernatural ability). These claws are considered magic weapons for the purpose of overcoming DR. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier.
- Energy Conversion (Su)** Whenever you cast a spell with the acid, cold, electricity, or fire descriptor, you can expend one use of mythic power to switch the energy type to a different one of those energy types. If the spell normally has its original energy type as a descriptor, it loses that descriptor and gains the new type as a descriptor. All other effects of the spell remain unchanged.
- Hard to Kill (Ex)** Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.
- Mage Strike (Su)** As a swift action, you can expend one use of mythic power to make one melee attack. This is in addition to any other attacks you make this round. If you expend one arcane spell that you've prepared or arcane spell slot that you have available, you gain a bonus on the attack roll equal to double the spell's or slot's level, and the attack deals an additional 2d6 points of energy damage (your choice of acid, cold, electricity, or fire) per level of the spell or slot expended. The normal damage from this attack bypasses all damage reduction, but the energy damage is still affected by resistances and immunities.
- Mirror Dodge (Su)** When hit by a melee or ranged attack, you can expend one use of mythic power as an immediate action to replace yourself with an illusory duplicate and teleport to any open square within 30 feet of your current position. You take no damage from this attack, which instead destroys your illusory duplicate (similar to *mirror image*). Using this ability requires a line of effect to the square into which you teleport.
- Mythic Power (Su)** Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount.
- Power of Giants (Sp)** You may grow to Large size as a standard action. At this size you gain a +6 size bonus to Strength, a -2 penalty to Dexterity, a +4 size bonus to Constitution, and a +4 natural armor bonus. You may return to your normal size as a standard action. You may remain in this size for up to 1 minute per character level per day; this duration does not need to be consecutive, but it must be used in 1 minute increments.
- Recuperation (Ex)** You are restored to full hit points after 8 hours of rest so long as you aren't dead. In addition, by expending one use of mythic power and resting for 1 hour, you regain a number of hit points equal to half your full hit points (up to a maximum of your full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.
- Sacred Tattoo** You gain a +1 luck bonus to all saves (included above).
- Shaman's Apprentice** Due to your stalwart ability to survive the years of harsh treatment that an apprenticeship to an orc shaman entails, you gain Endurance as a bonus feat.
- Speedy Summons (Su)** When you cast a *summon monster* spell, the casting time is 1 standard action instead of 1 round. If you expend one use of mythic power, the casting time becomes 1 swift action.

**Strength of the Beast (Ex)** You gain a +4 inherent bonus to your Strength (included above).

**Weapon Familiarity** You are always proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.