

Galanost Laetalal

Male old elf evoker 15

LN Medium humanoid (elf)

Init +5; **Senses** familiar's alertness, low-light vision; Perception +23 or +26

Languages Celestial, Common, Draconic, Elven, Gnomish, Goblin, Orc, Sylvan; comprehend languages

DEFENSE

AC 41, touch 20, flat-footed 36 (+10 armor, +4 deflection, +5 Dex, +1 insight, +5 natural, +6 shield)

hp 144 plus *greater false life* (15 HD)

Fort +13, **Ref** +15, **Will** +15; +4 vs. mind-affecting effects

DR 10/magic vs. ranged attacks; **Immune** magical sleep

OFFENSE

Speed 30 ft. (6 squares), fly 40 ft. (good); *overland flight*

Melee +5 *longsword* +16/+11 (1d8+12/19-20) with one-handed Arcane Strike, or +5 *longsword* +16/+11 (1d8+14/19-20) with two-handed Arcane Strike

Ranged *oathbow* +14/+9 (1d8+12/×3) with Arcane Strike, or *oathbow* +17/+12 (1d8+12 plus 2d6/×4) with Arcane Strike against sworn enemy

Special Attacks intense spells (+7 damage)

Arcane School Spell-Like Abilities (CL 15th; Concentration +23, or +28 when casting defensively; arcane spell failure 10%)

At-will – elemental wall (15 rounds/day)

11/day – force missile (1d4+7 damage)

Wizard Spells Prepared (CL 15th; Concentration +23, or +28 when casting defensively; arcane spell failure 10%)

8th (3/day) – *form of the dragon III*, *screen*, *sunburst*

7th (4/day) – *control weather*, selective widened *fireball*, *greater teleport* (2)

6th (5/day) – *age resistance*^{UM}, *chain lightning*, *freezing sphere*, *repulsion*, widened *fireball*

5th (6/day) – *cone of cold*, *cloudkill* (2), ~~*overland flight*~~, *sending*, *wall of force*

4th (7/day) – enlarged *fireball*, *fire shield*, ~~*greater false life*~~^{UM}, *greater invisibility* (2), *ice storm*, selective *fireball*

3rd (7/day) – *fireball* (2), *haste*, *lightning bolt* (2), ~~*phantom steed*~~, *vampiric touch*

2nd (7/day) – ~~*mage armor*~~, ~~*protection from arrows*~~, *resist energy* (2), *scorching ray* (2), *shatter*

1st (7/day) – *feather fall*, *magic missile* (3), *mount*, *shield*, ~~*unseen servant*~~

0 (at will) – *arcane mark*, *light*, *message*, *prestidigitation*

Arcane School evocation; **O** Opposition schools spell; **Opposition Schools** divination, enchantment

STATISTICS

Abilities Str 18 (+4), Dex 20 (+5), Con 16 (+3), Int 27 (+8), Wis 12 (+1), Cha 16 (+3)

Base Atk +7; **CMB** +11 (+16 with longsword); **CMD** 31

Feats Alertness^B (with familiar nearby), Arcane Armor Training, Arcane Strike, Armor Proficiency (light, medium), Craft Magic Arms and Armor^B, Craft Wondrous Item, Enlarge Spell^B, Mounted Combat, Scribe Scroll^B, Selective Spell, Trick Riding, Widen Spell^B

Skills Acrobatics +10, Fly +20 (+27 with overland flight), Knowledge (arcana) +26, Knowledge (engineering) +26, Knowledge (geography) +26, Knowledge (nobility) +26, Perception +23 (+26 on sight-based and opposed checks in bright light, +27 with familiar nearby, or +30 with both), Ride +20, Spellcraft +31 (+33 to identify magic items), Stealth +25, Survival +16; **Racial Bonuses** +2 Perception, +2 Spellcraft to identify magic items

SQ arcane bond (hawk familiar), elven magic, ongoing spells, weapon familiarity

Combat Gear *arcane spell scrolls* (*true strike* 3), arrows (20), *feather tokens* (bird 5), *potion of bull's strength*;

Other Gear +5 *mithral kikko armor*, +5 *longsword*, +5 *mithral buckler*, *all-seeing glass eye* (as embedded *dusty rose prism ioun stone*), *amulet of natural armor* +5, *belt of physical perfection* +4,



boots of elvenkind, bracers of sworn vengeance, cloak of elvenkind (doubles as a cloak of resistance +5), eyes of the eagle, gloves of elvenkind, headband of vast intellect +6 (fly, perception, stealth), ivory statuette (contingency focus), jingasa of the fortunate soldier, oathbow (+4 strength bonus), ring of protection +4, spellbooks (3) (12 pages remaining), spell component pouch, tender (36gp, 5sp)

Spellbook 8th—*form of the dragon III, screen, sunburst, telekinetic sphere*; 7th—*control weather, delayed blast fireball, greater scrying^O, greater teleport, mass hold person^O*; 6th—*age resistance^{UM}, chain lightning, circle of death, contingency, control water, freezing sphere, guards and wards, move earth, permanent image, repulsion, transformation^M, wall of iron*; 5th—*cone of cold, dominate person^O, mage's private sanctum, overland flight, permanency^M, sending, teleport, wall of force, wall of sound^{UM}, wall of stone*; 4th—*contagion, fire shield, greater false life^{UM}, greater invisibility, ice storm, wall of fire*; 3rd—*dispel magic, fireball, fly, haste, lightning bolt, magic circle against evil, phantom steed, slow, vampiric touch*; 2nd—*bear's endurance, bull's strength, cat's grace, false life, protection from arrows, resist energy, scorching ray, shatter*; 1st—*alarm, charm person^O, comprehend languages^O, endure elements, feather fall, grease, hold portal, mage armor, magic missile, mount, shield, true strike^O, unseen servant*; 0—all

Encumbrance light 86 lb., medium 173 lb., heavy 260 lb.; **Weight Carried** 44 lb. 1 oz. (excluding tender)

SPECIAL ABILITIES

Contingency Should you ever become grievously wounded (fall below 25 hit points), you are immediately teleported (as per the spell) to a nearby allied temple.

Elemental Wall (Sp) You can create a wall of energy that lasts for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like *wall of fire*.

Force Missile (Sp) As a standard action you can unleash a force missile that automatically strikes a foe, as magic missile. The force missile deals 1d4 points of damage plus the damage from your intense spells evocation power. This is a force effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Intense Spells (Su) Whenever you cast an evocation spell that deals hit point damage, add ½ your wizard level to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This damage is of the same type as the spell.

Weapon Familiarity You are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

Kratos

Male hawk familiar

LN Tiny magical beast

Init +3; **Senses** low-light vision; Perception +14

DEFENSE

AC 27, touch 15, flat-footed 24 (+4 armor, +3 Dex, +8 natural, +2 size)

hp 72 (15 HD)

Fort +5, **Ref** +8, **Will** +11

Defensive Abilities improved evasion; **SR** 20

OFFENSE

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee 2 talons +12 (1d4–2), or
by spell +12 touch

Space 2½ ft.; Reach 0 ft.

Special Attacks deliver touch spells

STATISTICS

Abilities Str 6 (–2), Dex 17 (+3), Con 11 (+0), Int 13 (+1), Wis 14 (+2), Cha 7 (–2)

Base Atk +7; **CMB** +5; **CMD** 16

Feats Weapon Finesse

Skills Fly +7, Handle Animal +13, Knowledge (arcana) +16, Knowledge (engineering) +16, Knowledge (geography) +16, Knowledge (nobility) +16, Perception +28, Ride +18, Spellcraft +16, Stealth +21, Survival +17; **Racial Modifier** +8 Perception

SQ alertness, empathic link, familiar traits, share spells, speak with birds, scry on familiar, speak with master

Encumbrance light 10 lb., medium 20 lb., heavy 30 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Alertness (Ex) While your familiar is within arm's reach, you gain the Alertness feat.

Deliver Touch Spells (Su) If you and your familiar are in contact at the time you cast a touch spell, you can designate your familiar as the toucher. Your familiar can then deliver the touch spell personally. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su) You have an empathic link with your familiar out to one mile. You cannot see through your familiar's eyes, but you both can communicate empathically. Only general emotional content can be communicated. You have the same connection to an item or place that your familiar does.

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, your familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells Any spell you cast on yourself also affects your familiar if it is within 5 feet at the time of casting. If the spell is continuous, it stops affecting your familiar if it moves farther than 5 feet away. Your familiar may accept such spells even if it would normally be an invalid target.

Speak With Master (Ex) You and your familiar may communicate verbally, using a private language no one else understands.

