

Haloy Wrang

Female half-elf summoner 8/magus 8 (synthesist)

CE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +24

Languages Abyssal, Aklo, Celestial, Common, Elven, Infernal, Sylvan

DEFENSE

AC 29, touch 19, flat-footed 26 (+8 armor, +5 deflection, +3 Dex, +2 natural, +1 insight)

hp 146 (16 HD)

Fort +16, **Ref** +12, **Will** +17; +2 vs. enchantment

Defensive Abilities shielded meld; **Immune** magical sleep

OFFENSE

Speed 30 ft. (6 squares)

Melee +1 rapier +16/+11/+6 (1d6+4/18-20) or
+2 keen rapier +17/+12/+7 (1d6+5/15-20) with Arcane Pool, or
+1 kukri +16/+11/+6 (1d4+4/18-20) or
+2 keen kukri +17/+12/+7 (1d4+5/15-20) with Arcane Pool

Ranged by weapon +15

Special Attacks arcane pool (10 points, +2 bonus)

Summoner Spell-like Abilities (CL 8th; Concentration +12)

7/day – *summon monster IV* (one casting at a time, usable only without eidolon, 8 minute duration)

1/day – maker's jump

Magus Spells Prepared (CL 12th, cast spells as an 9th-level magus; Concentration +18)

3rd (4/day) – *fireball*, *fly*, *lightning bolt*, *sleet storm*

2nd (6/day) – *acid arrow*, *alter self*, *mirror image* (3), *shatter*

1st (7/day) – *chill touch* (2), *magic missile* (4)

0 (at will) – *dancing lights*, *ghost sound*, *open/close*, *prestidigitation*, *read magic*

Summoner Spells Known (CL 12th, cast spells as an 11th-level summoner; Concentration +16 or +20 w/teleportation spells)

4th (2/day) – *greater evolution surge*, *overland flight*, *teleport*

3rd (5/day) – *dimension door*, *greater invisibility*, *heroism*, *wall of ice*

2nd (5/day) – *barkskin*, *lesser evolution surge*^{APG}, *see invisibility*, *summon eidolon*^{APG}, *wind wall*

1st (6/day) – *ant haul*^{APG}, *feather fall*, *lesser rejuvenate eidolon*^{APG}, *shield*, *unseen servant*, *ventriloquism*

0 (at will) – *arcane mark*, *detect magic*, *guidance*, *light*, *mage hand*, *message*

STATISTICS

Abilities Str 16 (+3), Dex 16 (+3), Con 16 (+3), Int 22 (+6), Wis 14 (+2), Cha 18 (+4)

Base Atk +12; **CMB** +15; **CMD** 34

Feats Craft Wondrous Item^B, Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dimensional Savant, Eldritch Claws, Echoing Spell, Quicken Spell, Silent Spell, Skill Focus (intimidate^B), Spell Perfection (*dimension door*)

Skills Diplomacy +20, Fly +23, Intimidate +30, Knowledge (arcana) +26, Knowledge (planes) +26, Perception +24, Spellcraft +26, Use Magic Device +23; **Racial Modifiers** +2 Perception

SQ esoteric training, fused eidolon, fused link, knowledge pool (5 max), magus arcana (arcane accuracy +6, broad study: summoner), maker's jump, medium armor, multidisciplined, ongoing spells, senior guild member (wondrous items), spell recall, spellcasting guild member (80 fame, 80 PP), traits (magical knack, reactionary)

Combat Gear *wand of cure light wounds* (50 charges); **Other Gear** +1 kukri, +1 rapier, +3 large adamantine *nodachi*, *amulet of natural armor* +2, *belt of physical perfection* +6, *boots of speed*, *bracers of armor* +8, *cloak of resistance* +5, *ioun stones* (*cracked deep red sphere*, *cracked dusty rose prism*, *cracked incandescent blue sphere*, *cracked mossy disks* [2], *cracked pink and green sphere*, *cracked scarlet and*



blue sphere, dusty rose prism, ioun torch, scarlet and blue sphere [diplomacy]], pearl of power (1st), ring of protection +5, spellbook, spell component pouch, tender (38gp, 15sp)

Spellbook 3rd—*fireball, lightning bolt, major image, sleet storm*; 2nd—*acid arrow, alter self, glitterdust, mirror image, scorching ray, shatter*; 1st—*chill touch, color spray, enlarge person, feather fall, floating disk, grease, hydraulic push, magic missile, mount, shield, shocking grasp, true strike*; 0—all

Encumbrance light 76 lb., medium 153 lb., heavy 230 lb.; **Weight Carried** 30 lb. (excluding tender)

SPECIAL ABILITIES

Arcane Accuracy (Su) You can expend 1 point from your arcane pool as a swift action to grant yourself an insight bonus equal to your Intelligence bonus on all attack rolls until the end of your turn.

Arcane Pool (Su) You have a reservoir of mystical arcane energy that you can draw upon to fuel your powers and enhance your weapon. This arcane pool has a number of points equal to ½ your magus level (minimum 1) + your Intelligence modifier. The pool refreshes once each day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +2 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. These bonuses can be used to add any of the following weapon properties: *dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal*. Adding these properties consumes an amount of bonus equal to the property's cost. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time you use this ability. These bonuses do not function if the weapon is wielded by anyone other than you. You can only enhance one weapon in this way at one time. If you use this ability again, the first use immediately ends.

Broad Study (Ex) You can use your spellstrike and spell combat abilities while casting or using spells from the summoner spell list. This does not allow you to cast arcane spells from that class' spell list without suffering the normal chances of arcane spell failure, unless the spell lacks somatic components.

Esoteric Training Due to your membership in a spellcasting guild (and Fame score of 35+) you gain a +3 bonus to your caster level with summoner spells and a +1 bonus to your caster level with magus spells (up to a maximum of your character level). These bonuses grant you additional spells known and spells per day for your modified caster level.

Fused Eidolon You can wear your eidolon like translucent, living armor. The eidolon mimics all of your movements, and you perceive through the eidolon's senses and speak through its voice, as the two of you are now one creature. While fused with your eidolon, you use the eidolon's Strength, Dexterity, and Constitution scores, but retain your own Intelligence, Wisdom, and Charisma scores. You gain the eidolon's hit points as temporary hit points. When these hit points reach 0, the eidolon is killed and sent back to its home plane. You use the eidolon's base attack bonus, and gain the eidolon's armor and natural armor bonuses and modifiers to ability scores. You also gain access to the eidolon's special abilities and the eidolon's evolutions. You are still limited to the eidolon's maximum number of natural attacks. The eidolon has no skills or feats of its own. The eidolon must be at least the same size as you. The eidolon must have limbs for you to cast spells with somatic components. The eidolon's temporary hit points can be restored with the rejuvenate eidolon spell. While fused, you lose the benefits of your armor. You count both as your original type and as an outsider for any effect related to type, whichever is worse for you. Spells such as *banishment* or *dismissal* work normally on the eidolon, but you are unaffected. Neither you nor your eidolon can be targeted separately, as you are fused into one creature. You and your eidolon cannot take separate actions. While fused with your eidolon, you can use all of your own abilities and gear, except for your armor. In all other cases, this ability functions as the summoner's normal eidolon ability (for example, you cannot use your summon monster ability while the eidolon is present).

Fused Link (Su) Whenever the temporary hit points from your eidolon would be reduced to 0, you can, as a free action, sacrifice any number of your own hit points. Each hit point sacrificed this way prevents 1

point of damage done to your eidolon (thus preventing the loss of your temporary hit points), preventing your eidolon from being sent back to its home plane.

Improved Spell Combat (Ex) You can cast spells and wield your weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, you must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, you can make all of your attacks with your melee weapon at a –2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your Intelligence bonus, and add that amount +2 as a circumstance bonus on your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks.

Knowledge Pool (Su) When you prepare your magus spells, you can decide to expend 1 or more points from your arcane pool, up to your Intelligence bonus. For each point you expend, you can treat any one spell from the magus spell list as if it were in your spellbook and can prepare that spell as normal that day. If you do not cast spells prepared in this way before the next time you prepare spells, you lose those spells. You can also cast spells added in this way using your spell recall ability, but only until you prepare spells again.

Maker's Jump (Sp) Whenever you are fused with your eidolon, you can cast *dimension door* as a spell-like ability using your caster level. This ability only affects you and your eidolon. You can use this ability only once per day.

Medium Armor (Ex) You gain proficiency with medium armor. Additionally, you can cast magus spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Magical Knack Your magus caster level gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Multidisciplined The effects of spells you cast from all your classes are calculated as though your caster level were 1 level higher, to a maximum of your character level.

Ongoing Spells You have had *greater magic fang* (CL 20th) made permanent upon you four times to enhance your claw attacks (when you have them). As such, your claw attacks have a +5 enhancement bonus to attacks and damage, but can only bypass DR/magic, DR/piercing, or DR/slashing.

Reactionary You gain a +2 trait bonus on initiative checks.

Senior Guild Member Using guild contacts, you can earn an additional 10% profit when selling magical wondrous items.

Shielded Meld (Ex) Whenever you are fused with your eidolon, you gain a +2 shield bonus to your Armor Class and a +2 circumstance bonus on your saving throws.

Spell Recall (Su) With a swift action you can recall any single magus spell that you have already prepared and cast that day by expending a number of points from your arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

Spellstrike (Su) Whenever you cast a spell with a range of "touch" from the magus spell list, you can deliver the spell through any weapon you are wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, you can make one free melee attack with your weapon (at your highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If you make this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Doom Squall

Biped Eidolon

CE Large outsider

Init +1; **Senses** darkvision 60 ft.; Perception +14

Languages as summoner

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 63 (6 HD)

Fort +9, **Ref** +3, **Will** +6; +4 vs. enchantment

Defensive Abilities devotion, evasion, **Immune** electricity, fire

OFFENSE

Speed 30 ft. (6 squares), fly 70 ft. (average)

Melee 4 claws +14 (1d6+9)

Ranged by weapon +6

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Abilities Str 28 (+9), Dex 13 (+1), Con 17 (+3), Int 7 (–2), Wis 10 (+0), Cha 11 (+0)

Base Atk +6; **CMB** +16; **CMD** 27

Skills Fly +8, Intimidate +9, Perception +14, Sense Motive +11, Stealth –3

Feats Alertness, Eldritch Claws, Skill Focus (perception)

SQ evolutions, link, share spells

Encumbrance light 800 lb., medium 1,600 lb., heavy 2,400 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Devotion (Ex) Your eidolon receives a +4 morale bonus on Will saves versus enchantment spells and effects.

Evolutions claws^F (2), flight (wings, +40 ft.), immunity (electricity, fire), large, limbs (arms^F, legs^F)

Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, your eidolon takes no damage if she makes a successful saving throw.

Link You and your eidolon share a mental link that allows for communication across any distance (as long as you are on the same plane). This communication is a free action, allowing you to give orders to your eidolon at any time. What's more, magic items interfere with this link, so that you and your eidolon must share magic item slots. When both you and the eidolon are wearing a magic item in the same slot, your magic item continues to function while the eidolon's becomes dormant. An eidolon must still have the appropriate magical item slot in order to be able to use of a given magic item.

Share Spells (Ex) You may cast a spell with a target of "You" on your eidolon (as a spell with a range of touch) instead of on yourself. You may cast spells on your eidolon even if the spells normally do not affect creatures of the eidolon's type (outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow your eidolon to share abilities that are not spells, even if they function like spells.



Storm Dragon

Doom Squall/Haloy Wrang synthesis

CE Large humanoid (elf, human) or outsider

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +24

Languages as Haloy above

DEFENSE

AC 38, touch 16, flat-footed 37 (+8 armor, +5 deflection, +1 Dex, +1 insight, +12 natural, +2 shield, -1 size); shielded meld

hp 194 plus 81 temporary hp (16 HD)

Fort +21, **Ref** +15, **Will** +21; +6 vs. enchantment

Defensive Abilities devotion, evasion, shielded meld; **Immune** electricity, fire, magical sleep

OFFENSE

Speed 30 ft. (6 squares), fly 70 ft. (average)

Melee +3 *adamantine nodachi* +26/+21/+16 (2d8+19/18-20) and 2 claws +23 (1d6+11) with *greater magic fang*, or

+4 *keen adamantine nodachi* +27/+22/+17 (2d8+20/15-20) and 2 claws +23 (1d6+11) with Arcane Pool and *greater magic fang*, or

4 claws +28 (1d6+17) with *greater magic fang*

Ranged by weapon +15

Space 10 ft.; **Reach** 10 ft.

Special Attacks arcane accuracy +6, arcane pool (10 points, +2 bonus), *summon monster IV*

Spells and Spell-like Abilities as Haloy above

STATISTICS

Abilities Str 34 (+12), Dex 19 (+4), Con 23 (+6), Int 22 (+6), Wis 14 (+2), Cha 18 (+4)

Base Atk +12; **CMB** +25; **CMD** 45

Feats as Haloy above

Skills Diplomacy +20, Fly +22, Intimidate +30, Knowledge (arcana) +26, Knowledge (planes) +26, Perception +24, Spellcraft +26, Use Magic Device +23; **Racial Modifiers** +2 Perception

SQ as Doom Squall and Haloy above

Combat Gear as Haloy above; **Other Gear** as Haloy above

Encumbrance light 1,864 lb., medium 3,728 lb., heavy 5,600 lb.; **Weight Carried** 10 lb.

SPECIAL ABILITIES

As Doom Squall and Haloy above

