

## Vicroar Sesnaben

Male venerable half-elf summoner 10 (blood summoner)

CE Medium humanoid (elf, human)

**Init** +1; **Senses** low-light vision; Perception +2

**Languages** Abyssal, Common, Elven, Undercommon

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### DEFENSE

**AC** 28, touch 15, flat-footed 27 (+4 armor, +3 deflection, +1 Dex, +1 insight, +6 natural, +3 shield); *mage armor*

**hp** 82 (10 HD)

**Fort** +6, **Ref** +5, **Will** +8; +2 vs. enchantment

**Immune** magical sleep

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### OFFENSE

**Speed** 30 ft. (6 squares)

**Melee** +1 *harpoon* +15 (1d8+11/×3) and 2 tentacles +9 (1d4+3)

**Ranged** +1 *harpoon* +9 (1d8+11/×3)

**Special Attacks** blood travel (DC 21), summon monster V

**Summoner Spell-like Abilities** (CL 10<sup>th</sup>; Concentration +16)

9/day – *summon monster* V (one casting at a time, usable only without eidolon, 10 minute duration)

**Summoner Spells Known** (CL 10<sup>th</sup>; Concentration +16)

4<sup>th</sup> (2/day) – *black tentacles*, *greater evolution surge*<sup>APG</sup>

3<sup>rd</sup> (4/day) – *contact entity* II<sup>HA</sup>, *dispel magic*, *rejuvenate eidolon*<sup>APG</sup>, *heroism*

2<sup>nd</sup> (6/day) – *alter self*, *barkskin*, *bull's strength*, *resist energy*, *summon eidolon*

1<sup>st</sup> (7/day) – *enlarge person*, *mage armor*, *reduce person*, *shield*, *unfetter*<sup>APG</sup>

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

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### STATISTICS

**Abilities** Str 24 (+7), Dex 13 (+1), Con 14 (+2), Int 14 (+2), Wis 10 (+0), Cha 23 (+6)

**Base Atk** +7; **CMB** +14 (+15 with harpoon, +17 with grapple); **CMD** 28 (31 vs. grapple)

**Feats** Craft Wondrous Item, Dirty Fighting, Exotic Weapons Proficiency (harpoon<sup>B</sup>), Extra Evolution (2), Improved Grapple

**Skills** Craft (alchemy) +15, Knowledge (arcana, planes) +15, Perception +2, Spellcraft +15; **Racial Modifiers** +2 Perception

**SQ** ancestral arms (harpoon), arcane training, aspect (improved natural armor ×2), blood offering, bond senses (10 rounds/day), elf blood, eidolon, fiendish calling, life link, maker's call (2/day)

**Combat Gear** *wands of lesser rejuvenate eidolon* (2, 50 charges each); **Other Gear** +1 *harpoon*, +2 *mithral buckler*, *amulet of natural armor* +2, *armbands of the brawler*, *belt of giant strength* +4, *headband of alluring charisma* +4, *ioun stones* (*dusty rose prism*, *nacreous gray sphere*; both imbedded), *ring of protection* +3, *tender* (140gp), *tentacle cloak* (doubles as a *cloak of resistance* +1)

**Encumbrance** light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 22 lb. 10 oz. (excluding tender)

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### SPECIAL ABILITIES

**Ancestral Arms** You are proficient in the harpoon.

**Arcane Training** You can use spell trigger and spell completion items for your favored class as if 1 level higher.

**Aspect (Su)** You can divert up to 2 points from your eidolon's evolution pool to add evolutions to yourself. You cannot select any evolution that your eidolon could not possess, and you must be able to meet the requirements as well (except for subtype requirements, so long as your eidolon meets the subtype requirement). You cannot select the ability increase evolution through this ability. Any points spent in this way are taken from your eidolon's evolution pool (reducing the total number available to your eidolon). You can change the evolutions granted by these points anytime you can change your eidolon's evolutions.



**Blood Offering (Su)** You can sacrifice a flask of blood, extracted up to 1 day ago from a living creature or a corpse that's been dead no longer than 1 minute, to aid and appease an evil outsider within 30 feet as a standard action. This blood can be extracted from a willing or helpless creature as a full-round action that deals 1 point of Constitution damage. The offering grants the outsider a +2 enhancement bonus to the ability score of your choice and grants you a +4 circumstance bonus on Diplomacy checks and Charisma checks to bargain with it. The bonuses last for 10 minutes. The offering cannot be made to the same fiend twice in the same day.

**Blood Travel (Su)** You can use your maker's call ability to allow your eidolon to travel through the blood of other creatures. Your eidolon can either emerge from the blood of a living creature within range that has fewer than its maximum hit points remaining, or burst from the corpse of a Small or larger creature within range that has been dead for no longer than 1 minute. If your eidolon emerges from an injured creature, that creature takes 4d6 points of damage, which is halved if the creature succeeds at a Fortitude save (DC = 10 + ½ your summoner's level + your Charisma modifier). The eidolon appears in its choice of the nearest unoccupied square to the creature or corpse it emerged from, and is staggered for 1 round.

**Bond Senses (Su)** You can, as a standard action, share the senses of your eidolon, hearing, seeing, smelling, tasting, and touching everything your eidolon does. You can use this ability a number of rounds per day equal to your summoner level. There is no maximum range to this effect, but you and your eidolon must be on the same plane. You can end this effect as a free action.

**Eidolon** You can summon to your side a powerful outsider called an eidolon. The eidolon forms a link with you, who forever after summons an aspect of the same creature. Your eidolon must have an alignment within one step of your own and can speak all your languages. Your eidolon is treated as a summoned creature, except it is not sent back to its home plane until reduced to a number of negative hit points equal to or greater than its Constitution score. In addition, due to its tie to you, your eidolon can touch and attack creatures warding by *protection from evil* and similar effects that prevent contact with summoned creatures.

Summoning your eidolon requires a ritual that takes 1 minute to perform. When summoned in this way, your eidolon's hit points are unchanged from the last time it was summoned. The only exception to this is if your eidolon was slain, in which case it returns with half its normal hit points. Eidolons do not heal naturally. Your eidolon remains until dismissed by you as standard action. If your eidolon is sent back to its home plane due to death, it cannot be summoned again until the following day. Your eidolon cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* function normally. If you are unconscious, asleep, or killed, your eidolon is immediately banished.

Your eidolon bears a glowing rune that is identical to a rune that appears on your forehead as long as your eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts).

**Fiendish Calling (Su)** Your summon monster ability can additionally be used as *lesser planar binding* as a standard action, but only to call evil outsiders.

**Life Link (Su)** Whenever your eidolon takes enough damage to send it back to its home plane, as a reaction to the damage, you can sacrifice any number of hit points you have without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to your eidolon. This can prevent your eidolon from being sent back to its home plane.

In addition, you and your eidolon must remain within 100 feet of one another for your eidolon to remain at full strength. If your eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If your eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If your eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when your eidolon gets closer to you, but its maximum hit point total does climb to the levels indicated and eventually returns to normal.

**Maker's Call (Su)** As a standard action, you can call your eidolon to your side. This functions as *dimension door*, using your summoner caster level. When this ability is used, your eidolon appears adjacent to you

(or as close as possible if all adjacent spaces are occupied). If your eidolon is out of range, the ability is wasted. You can use this ability twice per day.

**Summon Monster V (Sp)** You can cast *summon monster V* as a spell-like ability a number of times per day equal to 3 + your Charisma modifier. Drawing on this ability uses up the same power that you use to call your eidolon. Thus, you can use this ability only when your eidolon is not summoned. You can cast this spell as a standard action, and the creatures remain for 1 minute per level (instead of 1 round per level). You cannot have more than one summon monster spell active in this way at one time. If this ability is used again, any existing summon monster from this spell-like ability immediately ends. These summon spells are part of your spell list for the purposes of spell trigger and spell completion items. In addition, you can expend uses of this ability to fulfill the construction requirements of any magic item you create, so long as you can use this ability to cast the required spell.

## Chaerim Witch

Aberrant Eidolon

CE Large outsider (aberrant)

**Init** +3; **Senses** darkvision 60 ft.; Perception +11

**Languages** as summoner

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### DEFENSE

**AC** 28, touch 12, flat-footed 25 (+4 armor, +3 Dex, +12 natural, -1 size);  
*mage armor*

**hp** 92 (8 HD)

**Fort** +10, **Ref** +5, **Will** +6

**Defensive Abilities** evasion; **Immunities** mind-affecting effects

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### OFFENSE

**Speed** 20 ft. (4 squares), swim 20 ft.

**Melee** tentacle mass +12 (1d8+5 plus grab), bite +12 (1d8+5), 2 claws +12 (1d6+5), tentacle +10 (1d6+2)

**Ranged** improvised boulder +6 (1d8+5)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with tentacle mass)

**Special Attacks** constrict (1d8+5)

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### STATISTICS

**Abilities** Str 20 (+5), Dex 16 (+3), Con 18 (+4), Int 8 (-1), Wis 10 (+0), Cha 11 (+0)

**Base Atk** +8; **CMB** +14 (+20 grapple); **CMD** 24 (26 vs. grapple)

**Skills** Bluff +11, Knowledge (planes) +10, Perception +11, Stealth +10, Sense Motive +11

**Feats** Body Shield, Combat Reflexes, Dirty Fighting, Improved Grapple, Multiattack<sup>B</sup>

**SQ** evolutions, link, multiattack, share spells

**Combat Gear** 50-lb. boulders (5); **Possessions** healer's kit

**Encumbrance** light 399 lb., medium 798 lb., heavy 1,200 lb.; **Weight Carried** 251 lb.

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### SPECIAL ABILITIES

**Evolutions** bite<sup>F</sup>, claws, constrict, grab (tentacle mass<sup>F</sup>), large, limbs (arms), magic attacks, reach (tentacle mass), tentacle mass<sup>F</sup>

**Evasion (Ex)** If subjected to an attack that normally allows a Reflex save for half damage, your eidolon takes no damage if it succeeds at its saving throw.

**Link (Ex)** You and your eidolon share a mental link that allows for communication across any distance (if both are on the same plane). This communication is a free action, allowing you to give orders to your eidolon at any time. In addition, magic items interfere with your connection to your eidolon. Thus, you and your eidolon share magic item slots. For example, if you are wearing a ring, your eidolon can wear no more than one ring. In case of a conflict, the items worn by you remain active, and those used by your eidolon become dormant. Your eidolon must possess the appropriate appendages to use a magic item.



**Magic Attacks (Su)** Your eidolon's natural attacks count as magic and chaotic for the purposes of bypassing damage reduction.

**Share Spells (Ex)** You can cast a spell with a target of "you" on your eidolon (as a spell with a range of touch) instead of on yourself. You can 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.