

Batta Wrang

Male half-elf unchained summoner 15

NG Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +6

Languages Auran, Common, Elven, Sylvan

DEFENSE

AC 31, touch 18, flat-footed 27 (+4 armor, +3 deflection, +4 Dex, +1 insight, +5 natural, +4 shield); *barkskin*, Greater Shield Ally, *mage armor*

hp 125 (15 HD)

Fort +19, **Ref** +20, **Will** +22; +2 vs. enchantment, +4 vs. wind effects

Defensive Abilities greater shield ally, life bond; **DR** 10/magic vs. ranged attacks; **Immune** magical sleep

OFFENSE

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

Melee +2 *longspear* +17/+12/+7 (1d8+3/×3)

Ranged +2 *distance composite longbow* +21/+16/+11 (1d8+4/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with *longspear*)

Spell-like Abilities (CL 15th; Concentration +18)

6/day – *summon monster VIII* (one casting at a time, usable only without eidolon, 15 minute duration)

Summoner Spells Known (CL 15th; Concentration +18)

5th (3/day) – *cloudkill*, *greater rejuvenate eidolon*, *overland flight*, *summon monster VI*

4th (4/day) – *dimension door*, *greater invisibility*, *solid fog*, *vitriolic mist*^{UM}

3rd (6/day) – *evolution surge*^{APG}, *haste*, *heroism*, *stinking cloud*, *wind wall*

2nd (6/day) – *barkskin*, *communal protection from evil*^{UC}, *fog cloud*, *see invisibility*, *protection from arrows*, *summon eidolon*^{APG}

1st (6/day) – *enlarge person*, *feather fall*, *mage armor*, *shield*, *unfetter*^{APG}, *unseen servant*

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

STATISTICS

Abilities Str 12 (+1), Dex 18 (+4), Con 16 (+3), Int 14 (+2), Wis 14 (+2), Cha 16 (+3)

Base Atk +11; **CMB** +14; **CMD** 30

Feats Extra Evolution (2), Improved Share Spells, Martial Weapon Proficiency (longbow), Mounted Archery, Mounted Combat, Mounted Skirmisher, Skill Focus (ride^B), Trick Riding

Skills Fly +24 (+31 with *overland flight*), Knowledge (arcana) +12, Knowledge (planes) +17, Ride +38, Spellcraft +22; **Racial Modifiers** +2 Perception

SQ arcane training, aspect (skilled: ride), bond senses (15 rounds/day), eidolon, elf blood, life link, maker's call, transposition

Combat Gear arrows (120); **Other Gear** +2 *distance composite longbow* (+1 strength bonus), +2 *longspear*, *belt of incredible dexterity* +4, *cloak of resistance* +5, *dusty rose prism ioun stone* (embedded), *Goz mask*, *greater bracers of archery*, *minor metamagic rod* (extend), *ring of protection* +3, tender (5,189gp)

Encumbrance light 43 lb., medium 86 lb., heavy 130 lb.; **Weight Carried** 42 lb. (excluding tender)

SPECIAL ABILITIES

Arcane Training You can use spell trigger and spell completion items for your favored class as if one 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 the eidolon's evolution pool (reducing the total number available to the



eidolon). You can change the evolutions granted by these points anytime you can change your eidolon's evolutions.

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.

Greater Shield Ally (Su) Whenever an ally is within reach of your eidolon, the ally gains a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally you, these bonuses increase to +4. This bonus does not apply if your eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Life Bond (Su) As long as your eidolon has 1 or more hit points, you are protected from harm. Damage in excess of that which would reduce you to 0 hit points is instead transferred to your eidolon. This damage is transferred 1 point at a time, meaning that as soon as your eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with you. Effects that cause death but don't deal damage are unaffected by this ability. This ability does not affect spells such as *baleful polymorph*, *flesh to stone*, *imprisonment*, or other spells that don't deal damage.

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) Three times per day, 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.

Ongoing Spells The following spells are regularly active upon you and your eidolon: *barkskin*, *heroism*, *mage armor*, *overland flight* (self only), and *protection from arrows*. Your eidolon also frequently benefits from *evolution surge* (breath weapon) and *shield* prior to entering dangerous areas or situations. All ongoing spell effects function at 15th-caster level (and thus require a DC 26 caster level check to dispel) and their effects are included in the stats where appropriate. Depending on the situation these spells may or may not benefit from the Extend Spell metamagic feat, or be cast via the Improved Share Spells feat.

Transposition (Su) You can use your maker's call ability to swap locations with your eidolon. If the eidolon occupies more squares than you, you can appear in any square occupied by your eidolon. Your eidolon must occupy the square that was occupied by you if able, or as close as possible if it is not able.

Fulgur

Serpent Eidolon

N Large outsider (air, elemental)

Init +5; **Senses** darkvision 60 ft.; Perception +17

Languages as summoner

DEFENSE

AC 44, touch 15, flat-footed 38 (+4 armor, +1 deflection, +5 Dex, +21 natural, +4 shield, -1 size); *barkskin*, *mage armor*, *shield*

hp 114 (12 HD)

Fort +10, **Ref** +15, **Will** +10; +4 vs. enchantment

Defensive Abilities devotion, improved evasion; **DR** 10/magic vs. ranged attacks; **Immunities** bleed, electricity, flanking, paralysis, poison, sleep, stun

OFFENSE

Speed 40 ft. (8 squares), climb 20 ft., fly 100 ft. (perfect)

Melee bite +24 (2d8+11 plus 1d6 electricity), 2 claws +24 (1d6+11 plus 1d6 electricity), tail slap +22 (1d8+8 plus 1d6 electricity) or bite +20 (6d8+19 plus 1d6 electricity) with Improved Vital Strike and Power Attack

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (30-ft. cone, 12d6 electricity damage, Reflex DC 20 for half)

STATISTICS

Abilities Str 22 (+6), Dex 20 (+5), Con 18 (+4), Int 7 (-2), Wis 10 (+0), Cha 11 (+0)

Base Atk +12; **CMB** +21; **CMD** 35 (39 vs. overrun/trip)

Feats Combat Reflexes, Flyby Attack, Improved Natural Attack (bite), Improved Vital Strike, Multiattack^B, Power Attack, Vital Strike

Skills Escape Artist +22, Fly +28, Perception +17, Stealth +18; **Racial Modifiers** +2 Acrobatics to balance SQ evolutions, link, multiattack, share spells

Possession *amulet of mighty fists* +5, *fogcutting lenses*, *jingasa of the fortunate soldier*

Encumbrance light 5,592 lb., medium 11,184 lb., heavy 16,800 lb.; **Weight Carried** 47 lb. (without rider)

SPECIAL ABILITIES

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

Evolutions bite^F, claws, energy attacks (electricity), flight (magic^F +60-ft.-speed), immunity (electricity^F), improved damage (bite), improved natural armor^F, large, limbs (legs ×2), magic attacks, mount, reach (bite^B), tail^F, tail slap^F

Improved Evasion (Ex) When subjected to an attack that allows a Reflex saving throw for half damage, your eidolon takes no damage if it succeeds at its saving throw and only half damage if it fails.

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. In addition, magic items interfere with your connection to your eidolon. As a result, 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.

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.

