

Naya Foreteller

Female elf druid 3/conjurer 3/mystic theurge 10

CN Medium humanoid (elf)

Init +5; **Senses** familiar's alertness, low-light vision;
Perception +27

Languages Celestial, Common, Elven, Goblin, Orc,
Sylvan

DEFENSE

AC 31, touch 18, flat-footed 29 (+8 armor, +5
deflection, +2 Dex, +1 insight, +5 natural)

hp 96 (16 HD)

Fort +13, **Ref** +11, **Will** +17; +2 vs. enchantment

Immune magical sleep, starvation, thirst

OFFENSE

Speed 40 ft. (8 squares), fly 40 ft. (good); *overland flight*, run ×5

Melee +3 *guided scimitar* +18/+13 (1d6+10/18-20)

Ranged acid dart +16 touch (1d6+1 acid)

Special Attacks spell synthesis

Spell-like Abilities (CL 17th, or CL 19th to overcome SR; Concentration +26)

12/day – acid dart (1d6+1 acid)

Druid Spells Prepared (CL 16th, or CL 18th to overcome SR, casts spells as a 14th-level druid; Concentration +23)

7th (3/day) – *animate plants*, *heal* (2)

6th (4/day) – *antilife shell*, *fire seeds* (2), *liveoak*

5th (4/day) – *animal growth* (2), *call lightning storm*, *wall of thorns*

4th (5/day) – *cure serious wounds*, *lightning bolt*^W (3), *spike stones*

3rd (6/day) – *greater magic fang*, *meld into stone*, *plant growth*, *protection from energy*, *spike growth*,
stone shape

2nd (6/day) – *animal messenger*, *barkskin*, *fog cloud*, *tree shape*, *warp wood*, *wood shape*

1st (6/day) – *charm animal*, *entangle*, ~~*endure elements*~~, *produce flame* (2)

0 (at will) – *create water*, *light*, *purify food and drink*, *stabilize*

Wizard Spells Prepared (CL 17th, or CL 19th to overcome SR, casts spells as a 16th-level wizard;
Concentration +26)

8th (4/day) – *maze*, *summon monster VIII* (2), *stormbolts*^{APG}

7th (5/day) – *greater teleport* (2), *plant shape III*, *summon monster VII* (2)

6th (5/day) – *chain lightning*, *greater dispel magic*, *greater heroism*, *guards and wards*, *planar binding*

5th (7/day) – *hold monster*, *mage's faithful hound* (2), *mirage arcana*, *overland flight* (2), *telekinesis*

4th (7/day) – *charm monster*, *crushing vines* (as *black tentacles*) (2), *fire shield*, *greater invisibility* (2)

3rd (7/day) – *deep slumber*, *dispel magic*, *haste*, *shrink item*, *sleet storm*, *slow*, *suggestion*

2nd (7/day) – *bear's endurance*, *bull's strength*, *cat's grace*, *darkvision*, *knock*, *web* (2)

1st (8/day) – *alarm*, *color spray*, *expeditious retreat*, *feather fall*, *protection from evil*, *shield*, *silent image*, *unseen servant*

0 (at will) – *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*

Arcane School conjuration; **Opposition Schools** evocation, necromancy

STATISTICS

Abilities Str 8 (+0), Dex 14 (+3), Con 10 (+1), Int 28 (+10), Wis 24 (+8), Cha 8 (+0)

Base Atk +8; **CMB** +8; **CMD** 26

Feats Acrobatic, Additional Traits, Athletic, Augment Summoning, Craft Wondrous Items, Endurance^B, Run^B,
Scribe Scroll^B, Spell Focus (conjuration), Superior Summoning, Toughness

Skills Acrobatics +22 (+31 when jumping), Climb +23, Fly +29, Handle Animal +2, Heal +27, Knowledge
(arcana) +29, Knowledge (geography) +17, Knowledge (nature) +34, Perception +27 (+30 in bright



light), Sense Motive +14, Spellcraft +29 (+31 to identify magic items), Stealth +22, Survival +29, Swim +23; **Racial Bonuses** +2 Spellcraft to identify magical items

SQ arcane bond (hawk familiar), combined spells (5th), esoteric training, fleet-footed, nature bond (hawk companion), nature sense, senior guild member (wondrous items), spellcasting guild member (80 fame, 80 PP), summoner's charm (1 round), trackless step, traits (devotee of the green: geography, magical knack: druid), wild empathy +5, woodland stride

Combat Gear *potions of cure light wounds* (3), *wand of cure light wounds* (50 charges); **Other Gear** +3 *guided scimitar*, *amulet of mighty fists* +1 (worn by treant servant), *amulet of natural armor* +5, *blessed books* (2) (701 pages left), *boots of striding and springing*, *bracers of armor* +8, *cloak of resistance* +5, gems (2,000gp worth), *gloves of swimming and climbing*, *headband of mental prowess* +6 (intelligence, wisdom; acrobatics, climb, swim), *ioun stones* (*clear spindle*, cracked dusty rose prism, *dusty rose prism*, *orange prism*, *pale green prism*, *scarlet and green cabochon*), *ring of protection* +5, *ring of sacred mistletoe*, spell component pouch, tender (12gp, 5sp), *tome of understanding* +1 (already read)

Spellbook all core wizard spells of 7th-level and lower plus *create demiplane*^{UM}, *maze*, *summon monster VIII*, and *stormbolts*^{APG}

Encumbrance light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 8 lb. (excluding tender)

SPECIAL ABILITIES

Combined Spells (Su) You can prepare and cast spells from one of your spellcasting classes using the available slots from any of your other spellcasting classes. Spells prepared or cast in this way take up a slot one level higher than they originally occupied. This ability cannot be used to cast a spell at a lower level if that spell exists on both spell lists. You may only cross 5th-level or lower spells in this fashion. The components of these spells do not change, but they otherwise follow the rules for the spellcasting class used to cast the spell.

Contingencies/Ongoing Spells You have cast the *contingency* spell upon yourself. Should you ever die, you immediately come under the effect of a *breath of life* spell. Additionally, you have used the *permanency* spell to make the following spell effects permanent in regards to yourself: *arcane sight*, *comprehend languages*, *see invisibility*, and *tongues*. The following spells are also regularly active upon your person: *endure elements* and *overland flight*. Additionally, you have a treant servant (via the *liveoak* spell) and rule over a small demiplane (via the *create demiplane* spell), a natural sanctuary that possesses earth-like cycles and is filled with bountiful plant and animal life. All ongoing spell effects function at 17th-caster level (and thus require a DC 28 caster level check to dispel) and their effects are included in the above stats where appropriate.

Devotee of the Green You gain a +1 trait bonus on Knowledge (geography) and Knowledge (nature) checks, and one of these skills (your choice) is always a class skill for you.

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 wizard spells and a +1 bonus to your caster level with druid 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.

Magical Knack You gain a +2 trait bonus to your caster level with wizard spells, provided it does not increase your caster level higher than your character level.

Nature Sense (Ex) You gain a +2 bonus to knowledge: nature checks and Survival checks (included above).

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

Spell Synthesis (Su) Once per day you can cast two spells, one from each of your spellcasting classes, using one action. Both of the spells must have the same casting time. You can make any decisions concerning the spells independently. Any target affected by both of the spells takes a –2 penalty on saves made against each spell. You receive a +2 bonus on caster level checks made to overcome spell resistance with these two spells.

Summoner's Charm (Su) You increase the duration of all of your summoning spells by 1 round.

Trackless Step (Ex) You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. You roll 1d20 and add your druid level and your Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, you and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. You can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a –4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thanks to your ring of sacred mistletoe, not even thorns, briars, and overgrown areas that have been magically manipulated to impede your movement.

Spotter

Hawk familiar

CN Tiny animal

Init +3; **Senses** low-light vision; Perception +29

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 48 (16 HD)

Fort +7, **Ref** +8, **Will** +13

Defensive Abilities improved evasion

OFFENSE

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

Melee 2 talons +13 (1d4–2)

Space 2½ ft.; **Reach** 0 ft.

STATISTICS

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

Base Atk +8; **CMB** +4; **CMD** 17

Feats Weapon Finesse

Skills Acrobatics +22, Climb +22, Fly +22, Heal +18, Knowledge (arcana) +14, Knowledge (geography) +1, Knowledge (nature) +14, Perception +29, Sense Motive +5, Spellcraft +14, Stealth +22, Survival +18, Swim +22; **Racial Modifiers** +8 Perception

SQ alertness, empathic link, familiar traits, share spells

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

SPECIAL ABILITIES

Deliver Touch Spells (Su) A familiar can deliver touch spells for you. If you and the familiar are in contact at the time you cast a touch spell, you can designate your familiar as the “toucher.” The familiar can then deliver the touch spell just as you would. 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 to a 1 mile distance. You can communicate emphatically with your familiar, but cannot see through its eyes. Because of the link’s limited nature, only general emotions can be shared. 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, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells You may cast a spell with a target of “You” on your familiar (as a touch spell) instead of on yourself. You may cast spells on your familiar even if the spells do not normally affect creatures of the familiar’s type (magical beast).



Carrier

Hawk animal companion

N Small animal

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 21 (3 HD)

Fort +4, **Ref** +6, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 10 ft. (5 squares), fly 80 ft. (average)

Melee 2 talons +3 (1d4)

STATISTICS

Abilities Str 11 (+0), Dex 16 (+3), Con 12 (+1), Int 2 (–4), Wis 14 (+2), Cha 6 (–2)

Base Atk +2; **CMB** +2; **CMD** 14

Feats Alertness, Skill Focus (spot)

Skills Perception +11, Stealth +7

SQ link, share spells, tricks (come, defend, down, fetch, guard, heel, stay, work)

Encumbrance light 28 lb. 8 oz., medium 57 lb., heavy 86 lb. 4 oz.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Evasion (Ex) If your animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex) You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding your animal companion.

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

