

SUMMONER LEVEL 1

Despite occasional moments of maudlin reflection on all he has lost, Balazar takes comfort in his enduring friendship with the eidolon he rescued from oblivion so long ago.

BALAZAR

Male gnome unchained summoner 1 (*Pathfinder RPG Pathfinder Unchained* 25)

N Small humanoid (gnome)

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

DEFENSE

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size)

hp 11 (1d8+3)

Fort +3, **Ref** +1, **Will** +2; +2 vs. illusions, +2 vs. fear effects when Padrig is within 30 feet

Defensive Abilities defensive training*

OFFENSE

Speed 20 ft.

Melee quarterstaff +0 (1d4-1)

Ranged light crossbow +2 (1d6/19-20)

Special Attacks hatred

Spell-Like Abilities (CL 1st; concentration +5)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

Summoner Spell-Like Abilities (CL 1st; concentration +5)

7/day—*summon monster I*

Summoner Spells Known (CL 1st; concentration +5)

1st (2/day)—*grease* (DC 16), *shield*

0 (at will)—*acid splash*, *detect magic*, *light*, *message*

STATISTICS

Str 8, **Dex** 12, **Con** 16, **Int** 13, **Wis** 10, **Cha** 18

Base Atk +0; **CMB** -2; **CMD** 9 (13 vs. giants)

Feats Spell Focus (conjuration)*

Traits Destined Diplomat^{UCA,*}, Perpetual Companion^{UCA,*}

Skills Acrobatics +1 (-3 jumping), Diplomacy +8 (+10 vs. outsiders), Knowledge (planes) +7, Linguistics +5, Perception +2, Spellcraft +5;

Racial Modifiers +2 Perception

Languages Common, Gnome, Goblin, Protean, Sylvan

SQ academician^{ARG,*}, eidolon, gnome magic*, life link

Combat Gear *potion of cure light wounds*, *scroll of magic fang*, alchemist's fire; **Other Gear** leather armor, light crossbow with 10 bolts, quarterstaff, backpack, spell component pouch, waterskin, 1 gp

*This ability is calculated into Balazar's or the summoned creature's stats.

SPECIAL ABILITIES

Eidolon Balazar can summon Padrig, a powerful outsider known as

an eidolon. Although Padrig is a summoned creature, he is not banished until killed (reduced to -13 hit points or less) and may attack creatures warded with effects that prevent contact with summoned creatures. *Dispel magic* cannot not return Padrig to his home plane, but *dismissal* and *banishment* can. Balazar can banish Padrig as a standard action. If Padrig is banished, Balazar can perform a 1-minute ritual to summon him with the same hit points he had before being banished. If Padrig is reduced below -13 hit points, he is banished and Balazar can't summon him for 24 hours. When Balazar summons him again, he returns with 3 points of damage. Both Padrig and Balazar bear a glowing rune that can be hidden only via nonmagical means (such as a headband).

Hatred Balazar receives a +1 racial bonus on attack rolls against humanoid creatures of the reptilian or goblinoid subtypes.

Life Link Whenever Padrig would be reduced to or below -13 hit points, Balazar can, with no action, sacrifice hit points on a 1-for-1 basis to prevent the eidolon from being banished. Padrig must stay within 100 feet of Balazar to remain at full hit points. If Padrig is between 100 and 1,000 feet away from Balazar, his maximum hit points are reduced to 3. If Balazar moves closer again, Padrig's maximum hit points return to normal, but his current hit point total does not.

Summon Monster I Balazar can cast *summon monster I* as a spell-like ability 7 times per day. The monsters he can summon include the celestial dog or the celestial eagle on the next page. Drawing on this ability uses up the same power that he uses to call his eidolon. As a result, he can use this ability only when Padrig is not summoned. He can cast this spell as a standard action, and the creatures remain for 1 minute (instead of 1 round). Balazar can have only one *summon monster* spell active in this way at one time. If he uses this ability again, any existing summon monster from this spell-like ability immediately ends.

Spells and Gear Balazar has access to the following spells and gear.

Acid Splash Balazar attempts a ranged attack with a +4 bonus against touch AC. If he hits, it deals 1d3 points of acid damage.

Cure Light Wounds Balazar's potion heals 1d8+1 points of damage.

Dancing Lights Balazar can create up to four glowing lights. They shed light in a 10-foot radius. Balazar can move them 100 feet per round.

Detect Magic Balazar can notice magic in a 60-foot cone. If he concentrates, he can find how many magic auras there are on the next round. On the round after that, he can try to find out more about one aura.



"No obstacle is insurmountable, for we need never overcome it alone."

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Ghost Sound Balazar can make noises as loud as up to four humans in any spot within 20 feet for 1 round, but he can't create speech.

Grease Balazar can grease a 10-foot-by-10-foot square of floor or an item for 1 minute, within a range of 25 feet. If he greases the ground, creatures in the area must succeed at a DC 16 Reflex saving throw or fall prone, and creatures walking through the area must succeed at a DC 10 Acrobatics check or stop moving and be forced to attempt the same Reflex saving throw (failing the Acrobatics check by 5 or more makes them fall with no Reflex saving throw). If Balazar greases an attended object, the object's possessor must succeed at a Reflex saving throw to avoid the spell, or drop the object, and she must succeed at a Reflex saving throw each round to pick up or otherwise use the item. If Balazar greases someone's clothing, that person gains a +10 bonus on Escape Artist checks, on combat maneuver checks to escape grapples, and to CMD vs. grapple combat maneuver checks.

Light An object Balazar touches sheds light for 10 minutes. If he casts this spell again, his previous light ends immediately.

Magic Fang Balazar's scroll allows him to give one of a touched creature's natural weapons a +1 enhancement bonus on attack and damage rolls.

Message Balazar can whisper messages to one target for 10 minutes as long as the target remains within 110 feet and isn't obstructed. The target can respond each time Balazar whispers. Nearby creatures might overhear the messages (Perception DC 25).

Prestidigitation Balazar can perform simple magic tricks for 1 hour, such as cleaning his outfit, chilling his drink, or flavoring his meal.

Shield Balazar gains a +4 shield bonus to AC for 4 minutes and becomes immune to *magic missile*. He can touch Padrig to cast this spell on the eidolon instead.

Speak with Animals Balazar can talk to animals for 1 minute.

PADRIG

Serpentine eidolon

CN Medium outsider (extraplanar, protean)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 6 (1d10+1)

Fort +1, **Ref** +5, **Will** +2

Resist acid 5

OFFENSE

Speed 20 ft.

Melee bite +4 (1d6+1 plus grab), sting +4 (1d4+1) or bite +4 (1d6+1 plus grab), tail slap -1 (1d6 plus grab)

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +1; **CMB** +2 (+6 grapple); **CMD** 15 (can't be tripped)

Feats Weapon Finesse*

Skills Acrobatics +7 (+9 balancing, +3 jumping), Climb +5, Knowledge (planes) +2, Perception +4

Languages Common

SQ evolution (bite, grab [bite, tail slap], sting, tail, tail slap), link, share spells

SPECIAL ABILITIES

Grab When Padrig hits a Medium or smaller target with its bite or tail slap attack, it can start a grapple combat maneuver as a free action.

Link Balazar and Padrig share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing Balazar to give orders to Padrig at any time.

Share Spells Balazar can deliver any spell he could cast on himself to Padrig instead by touch.

SUMMONED CELESTIAL DOG

Pathfinder RPG Bestiary 294, 87

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +4, **Ref** +3, **Will** +1

Resist acid 5, cold 5, electricity 5; **SR** 6

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)

Special Attacks smite evil (+1 damage)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

SPECIAL ABILITIES

Smite Evil As a swift action, the celestial dog can focus its wrath on an evil creature it can see. Until that creature is dead, the dog gains a +1 bonus on damage rolls against the target.



SUMMONED CELESTIAL EAGLE

Pathfinder RPG Bestiary 118, 294

N Small animal

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +2

Resist acid 5, cold 5, electricity 5; **SR** 6

OFFENSE

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

Melee bite +3 (1d4), 2 talons +3 (1d4)

Special Attacks smite evil (+1 damage)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 11

Feats Weapon Finesse*

Skills Acrobatics +2 (-6 jumping), Fly +8, Perception +10; **Racial Modifiers** +8 Perception

SPECIAL ABILITIES

Smite Evil As a swift action, the celestial eagle can focus its wrath on an evil creature it can see. Until that creature is dead, the eagle gains a +1 bonus on damage rolls against the target.

In Nex's capital city of Quantum, the Arclords adopted an orphaned gnome named Balazar into their most prestigious school of magical instruction. But their motives were not benevolent: they planned to sacrifice him via a mysterious conduit known as the Void Chasm, only to be surprised when he returned with a strange creature at his side. Somehow, Balazar and the avian entity that called itself Padrig managed to win free of the fleshforges, Ecanus, and Nex.

Privacy is very important to Balazar, for the Nexian wizards he betrayed have not forgotten his mastery of the Void Chasm. Agents of the Arclords of Nex constantly dog his travels. Balazar knows that each new stop—however temporary—will provide him with ample opportunity to learn additional skills, meet new people, master the magical craft that always eluded him in Nex, and honor the friends he left behind. Despite occasional moments of reflection on all he has lost, Balazar takes comfort in his friendship with the eidolon he rescued from oblivion so long ago. As long as he travels with Padrig, he knows he will never be alone.

SUMMONER LEVEL 4

Despite occasional moments of maudlin reflection on all he has lost, Balazar takes comfort in his enduring friendship with the eidolon he rescued from oblivion so long ago.

BALAZAR

Male gnome unchained summoner 4 (*Pathfinder RPG Pathfinder Unchained* 25)

N Small humanoid (gnome)

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

DEFENSE

AC 15, touch 13, flat-footed 14 (+2 armor, +1 deflection, +1 Dex, +1 size)

hp 36 (4d8+15)

Fort +5, **Ref** +3, **Will** +5; +2 vs. illusions, +2 vs. fear effects when Padrig is within 30 feet

Defensive Abilities defensive training*, shield ally

OFFENSE

Speed 20 ft.

Melee quarterstaff +3 (1d4-1)

Ranged light crossbow +5 (1d6/19-20)

Special Attacks hatred

Spell-Like Abilities (CL 4th; concentration +8)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

Summoner Spell-Like Abilities (CL 4th; concentration +8)

7/day—*summon monster II*

Summoner Spells Known (CL 4th; concentration +8)

2nd (2/day)—*barkskin*, *glitterdust* (DC 17)

1st (4/day)—*grease* (DC 16), *magic fang*, *protection from evil*, *shield*

0 (at will)—*acid splash*, *detect magic*, *guidance*, *light*, *message*, *resistance*

STATISTICS

Str 8, **Dex** 12, **Con** 16, **Int** 14, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +1; **CMD** 13 (17 vs. giants)

Feats Augment Summoning, Spell Focus (conjunction)*

Traits Destined Diplomat^{UCA,*}, Perpetual Companion^{UCA,*}

Skills Acrobatics +1 (-3 jumping), Diplomacy +9 (+11 vs. outsiders), Knowledge (arcana) +6, Knowledge (engineering) +6, Knowledge (planes) +11, Linguistics +6, Perception +2, Spellcraft +9, Use Magic Device +11; **Racial Modifiers** +2 Perception

Languages Common, Gnome, Goblin, Protean, Sylvan

SQ academican^{ARG,*}, bond senses (4 rounds/day), eidolon, gnome magic*, life link

Combat Gear *oil of daylight*, *potion of cure moderate wounds*, *potion of invisibility*, *scroll of fly*, *scroll of lesser rejuvenate eidolon*^{APG},

scrolls of mage armor (4), *scroll of summon eidolon*^{APG}, *wand of dispel magic* (3 charges), *wand of magic missile* (CL 3rd, 5 charges), alchemist's fire; **Other Gear** leather armor, light crossbow with 10 bolts, quarterstaff, *cloak of resistance* +1, *ring of protection* +1, backpack, scroll case, spell component pouch, waterskin, 25 gp

*This ability is calculated into Balazar's or the summoned creature's stats.

SPECIAL ABILITIES

Augment Summoning When Balazar uses his *summon monster II* ability, the creature he summons gains a +4 enhancement bonus to Strength and Constitution. This effect is included in the sample monsters' statistics.

Bond Senses Balazar can share Padrig's senses as a standard action, hearing, seeing, smelling, tasting, and touching everything the eidolon does. He can use this ability up to 4 rounds per day. There is no maximum range to this effect, but the two must be on the same plane. Balazar can end this effect as a free action.

Eidolon Balazar can summon Padrig, a powerful outsider known as an eidolon. Although Padrig is a summoned creature, he is not banished until killed (reduced to -13 hit points or less) and may attack creatures warding with effects that prevent contact with summoned creatures. *Dispel magic* cannot not return Padrig to his home plane, but *dismissal* and *banishment* can. Balazar can banish Padrig as a standard action. If Padrig is banished, Balazar can perform a 1-minute ritual to summon him with the same hit points he had before being banished. If Padrig is reduced below -16 hit points, he is banished and Balazar can't summon him for 24 hours. When Balazar summons him again, he returns with 9 points of damage. Both Padrig and Balazar bear a glowing rune that can only be hidden with nonmagical means (such as a headband).

Hatred Balazar receives a +1 racial bonus on attack rolls against humanoid creatures of the reptilian or goblinoid subtypes.

Life Link Whenever Padrig would be reduced to or below -16 hit points, Balazar can, with no action, sacrifice hit points on a 1-for-1 basis to prevent the eidolon from being banished. Padrig must stay within 100 feet of Balazar to remain at full hit points. If Padrig is between 100 and 1,000 feet away from Balazar, his maximum hit points are reduced to 9. If Balazar moves closer again, Padrig's maximum hit points return to normal, but his current hit point total does not.

Shield Ally Whenever Balazar is within Padrig's reach, Balazar gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on



"No obstacle is insurmountable, for we need never overcome it alone."

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his saving throws. This bonus does not apply if Padrig is grappled, helpless, paralyzed, stunned, or unconscious.

Summon Monster II Balazar can cast *summon monster II* as a spell-like ability 7 times per day. Drawing on this ability uses up the same power that he uses to call his eidolon. As a result, he can use this ability only when Padrig is not summoned. He can cast this spell as a standard action, and the creatures remain for 4 minutes (instead of 4 rounds). Balazar cannot have more than one *summon monster* spell active in this way at one time. If he uses this ability again, any existing *summon monster* from this spell-like ability immediately ends. The sample monsters on the next page are two of the creatures he can summon.

Spells and Gear Balazar has access to the following spells and gear.

Acid Splash Balazar attempts a ranged attack with a +4 bonus against touch AC. If he hits, it deals 1d3 points of acid damage.

Barkskin Balazar can touch a target and grant it a +2 enhancement bonus to its natural armor for 40 minutes.

Cure Moderate Wounds Balazar's potion heals 2d8+3 points of damage.

Dancing Lights Balazar can create up to four glowing lights. They shed light in a 10-foot radius. Balazar can move them 100 feet per round.

Daylight When smeared on an object, Balazar's oil creates bright light for 60 feet and raises the light by one step for the next 60 feet for 50 minutes. If there is magical darkness in that area, the overlapping area is unaffected by either spell.

Detect Magic Balazar can notice magic in a 60-foot cone. If he concentrates, he can find how many magic auras there are on the next round. The round after that, he can try to find out more about one aura.

Dispel Magic Balazar's wand can attempt to end one ongoing spell cast on a creature or object, suppress a magic item, or counter another spellcaster's spell. If a spell is affecting a target or area, dispelling it requires him to succeed at a dispel check (1d20+5) that's higher than 11 + the spell's or item's caster level, or higher than the spell's DC.

Fly Balazar's scroll grants a touched target a fly speed of 60 feet and a +6 bonus to Fly checks for 5 minutes.

Ghost Sound Balazar can make noises as loud as up to 16 humans in any spot within 35 feet for 4 rounds, but he can't create speech.

Glitterdust Creatures in a 10-foot radius take a -40 penalty to Stealth and lose the benefit of invisibility and the like for 4 rounds. They are also blinded if they fail a DC 17 Will save, but at the end of each of their turns, they can attempt the Will save again to end the blindness.

Grease Balazar can grease a 10-foot-by-10-foot square of floor or an item for 4 minutes, within a range of 35 feet. If he greases the ground, creatures in the area must succeed at a DC 16 Reflex saving throw or fall prone and creatures walking through the area must succeed at a

DC 10 Acrobatics check or stop moving and be forced to attempt the same Reflex saving throw (failing the Acrobatics check by 5 or more makes them fall with no Reflex saving throw). If Balazar greases an object, the object's possessor must succeed at a Reflex saving throw to avoid the spell, or drop the object, and she must succeed at a Reflex saving throw each round to pick up or otherwise use the item. If Balazar greases someone's clothing, the target gains a +10 bonus on Escape Artist checks, on combat maneuver checks to escape a grapple, and to CMD vs. grapple combat maneuver checks.

Guidance Balazar can give a touched target a +1 competence bonus that the target can use on any single attack roll, saving throw, or skill check in the next minute.

Invisibility Balazar's potion makes the drinker vanish for 3 minutes or until he attacks. While invisible, the target gains +20 to Stealth (+40 if standing perfectly still). The first attack before becoming visible gains a +2 bonus to hit (and the enemy likely loses its Dexterity bonus to AC).

Lesser Rejuvenate Eidolon Balazar's scroll heals a touched eidolon (such as Padrig) for 1d10+1 points of damage.

Light An object Balazar touches sheds light for 70 minutes. If he casts this spell again, his previous *light* ends immediately.

Mage Armor Balazar's scroll lets him touch a creature and grant it a +4 armor bonus to AC for 1 hour. This bonus does not stack with other armor bonuses and applies to touch AC versus incorporeal creatures.

Magic Fang Balazar's spell gives one of a touched creature's natural weapons a +1 enhancement bonus on attack and damage rolls.

Magic Missile Balazar's wand shoots out 3 missiles of force at up to 2 targets within 150 feet of him and no more than 15 feet from each other. The missiles automatically hit and deal 1d4+1 points of damage each, even to incorporeal creatures. Balazar must succeed at a DC 20 Use Magic Device check to activate the wand.

Message Balazar can whisper messages to up to 4 targets for 40 minutes as long as they remain within 140 feet and aren't obstructed. The target can respond each time Balazar whispers. Nearby creatures might overhear the messages (Perception DC 25).

Protection from Evil A touched target gets a +2 resistance bonus on saving throws and a +2 deflection bonus to AC against evil creatures for 4 minutes. The target cannot be touched by a nongood summoned creature and is immune to direct mental control and possession by evil creatures. Casting the spell after direct mental control or possession allows the target a new saving throw at a +2 bonus.

Resistance Balazar can touch a target to grant it a +1 resistance bonus on saving throws for 1 minute.

Shield Balazar gains a +4 shield bonus to AC for 4 minutes and becomes immune to *magic missile*. He can touch Padrig to cast this spell on the eidolon instead.

Speak With Animals Balazar can talk to animals for 4 minutes.

Summon Eidolon Balazar's scroll allows him to spend a full-round action to summon Padrig anywhere within 35 feet, as long as Padrig is not currently summoned. Padrig gains the benefits of Augment



"No obstacle is insurmountable, for we need never overcome it alone."

SUMMONER LEVEL 4

Summoning and is subject to the normal restrictions on summoned creatures. This summoned Padrig lasts for 4 minutes.

PADRIG

Serpentine eidolon

CN Medium outsider (extraplanar, protean)

Init +3; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 18 (3d10+3)

Fort +2, **Ref** +6, **Will** +3

Defensive Abilities evasion; **Resist** acid 5, electricity 10, sonic 10

OFFENSE

Speed 20 ft.

Melee bite +7 (1d6+1 plus grab), sting +6 (1d4+1) or
bite +7 (1d6+1 plus grab), tail slap +1 (1d6 plus grab)

Reach 5 ft. (10 ft. with bite)

STATISTICS

Str 13, **Dex** 17, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 17 (can't be tripped)

Feats Weapon Finesse*, Weapon Focus (bite)*

Skills Acrobatics +9 (+11 balancing, +5 jumping), Bluff +5, Climb +5,
Escape Artist +7, Knowledge (planes) +2, Perception +6, Stealth +7

Languages Common

SQ evolution (bite*, grab* [bite, tail slap], improved natural armor*,
reach [bite]*, sting*, tail*, tail slap*), link, share spells

* The effects of this ability are calculated into Padrig's statistics.

SPECIAL ABILITIES

Evasion If Padrig is subjected to an attack that allows a Reflex saving throw for half damage, he takes no damage if he succeeds.

Grab When Padrig hits a Medium or smaller target with his bite or tail slap attack, he can start a grapple combat maneuver as a free action.

Link Balazar and Padrig share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing Balazar to give orders to Padrig at any time.

Share Spells Balazar can deliver any spell he could cast on himself to Padrig instead by touch.

SUMMONED CELESTIAL GIANT WORKER ANT

Pathfinder RPG Bestiary 294, 16

N Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 22 (2d8+13)

Fort +8, **Ref** +0, **Will** +1

Resist acid 5, cold 5, electricity 5; **Immune** mind-affecting effects;
SR 6

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +5 (1d6+4), sting +5 (1d4+4)

Special Attacks smite evil (+2 damage)

STATISTICS

Str 18, **Dex** 10, **Con** 21, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +5; **CMD** 15 (23 vs. trip)

Feats Toughness⁸

Skills Climb +12, Perception +5, Survival +5; **Racial Modifiers**
+4 Perception, +2 Survival

SPECIAL ABILITIES

Smite Evil A celestial giant worker ant can focus its wrath on an evil creature it can see. Until that creature is dead, the giant worker ant gains a +4 bonus on damage rolls against the target.

SUMMONED SMALL EARTH ELEMENTAL

Pathfinder RPG Bestiary 122

N Small outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 10, flat-footed 17 (-1 Dex, +7 natural, +1 size)

hp 17 (2d10+6)

Fort +6, **Ref** -1, **Will** +3

Immune bleed, critical hits, flanking, paralysis, poison, precision
damage, sleep, stunning

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee slam +8 (1d6+7)

Special Attacks earth mastery

STATISTICS

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +6 (+8 bull rush); **CMD** 15 (17 vs. bull rush)

Feats Improved Bull Rush, Power Attack

Skills Acrobatics -1 (-5 jumping), Appraise +1, Climb +9, Knowledge
(dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

SPECIAL ABILITIES

Earth Glide An earth elemental can pass through stone, dirt, or any other sort of earth as easily as a fish swims through water.



Earth Mastery An earth elemental gains a +1 bonus on attack rolls, damage rolls, and combat maneuver checks if both it and its opponent are touching the ground. If an opponent is airborne or waterborne, it instead takes a -4 penalty on these rolls.

As he stood on the precipice of the Void Chasm, Balazar wondered if perhaps he should have studied more diligently in the relative comfort of Quantum's academies. Reluctantly, he cast his gaze into the miasma and felt the weird energies of the Chasm worming their way into his mind. Worse, he heard whispering voices in the mists, calling out to him and begging him to step over the edge.

Some of the voices were angry, demanding to be left alone. Others beckoned with honeyed words of sweet oblivion. But one voice amid the tumult spoke softly and plainly. "I will help you," it said in reassuring tones. "Give me form and allow me to leave this prison, and you and I will become as one. Do not be afraid, little one. We were meant to be together."

Somehow, Balazar and the avian entity called Padrig managed to win their way free of the fleshforges, of Ecanus, and even of Nex. Padrig explained that he was a bodiless being known as an eidolon, and that only Balazar could give him structure and form due to the affinity of their minds and souls. As the gnome made his way from Nex to Katapesh to Absalom, Balazar grew more adept at shifting Padrig's form to add more legs, terrible wings, or other features befitting the dangers and situations at hand.

Although much of Balazar's mischievous spirit survives, the horror of the Void Chasm sticks with him to this day. Through his constant and relentless travels, though, Balazar remains as engaged and full of life as any of his healthy gnome brethren. When other gnomes inquire about his "condition" with the best of intentions, Balazar sometimes flies into an impatient fit of grumpiness, instructing his would-be helpers to mind their own business.

Privacy is very important to Balazar. Agents of the Arclords of Nex constantly dog his travels, pushing him further away with each season. Balazar knows that each new stop—however temporary—will provide him with ample opportunity to learn additional skills, meet new people, master the magical craft that always eluded him in Nex, and honor the friends he left behind. Despite occasional moments of reflection on all he has lost, Balazar takes comfort in his friendship with the eidolon he rescued from oblivion so long ago. As long as he travels with Padrig, he knows he'll never be alone.

SUMMONER LEVEL 7

Despite occasional moments of maudlin reflection on all he has lost, Balazar takes comfort in his enduring friendship with the eidolon he rescued from oblivion so long ago.

BALAZAR

Male gnome unchained summoner 7 (*Pathfinder RPG Pathfinder Unchained* 25)

N Small humanoid (gnome)

Init +5; **Senses** low-light vision; Perception +2

DEFENSE

AC 15, touch 13, flat-footed 14 (+2 armor, +1 deflection, +1 Dex, +1 size)
hp 72 (7d8+34)

Fort +7, **Ref** +5, **Will** +7; +2 vs. illusions, +2 trait bonus vs. fear effects when Padrig is within 30 feet

Defensive Abilities defensive training*, shield ally

OFFENSE

Speed 20 ft.

Melee quarterstaff +5 (1d4-1)

Ranged light crossbow +7 (1d6/19-20)

Special Attacks hatred, maker's call 1/day

Spell-Like Abilities (CL 7th; concentration +15)

1/day—*dancing lights*, *ghost sound* (DC 16), *prestidigitation*, *speak with animals*

Summoner Spell-Like Abilities (CL 7th; concentration +15)

8/day—*summon monster IV*

Summoner Spells Known (CL 7th; concentration +15)

3rd (2/day)—*displacement*, *haste*

2nd (4/day)—*barkskin*, *bull's strength* (2), *glitterdust* (DC 18)

1st (6/day)—*enlarge person* (DC 16), *grease* (DC 17), *mage armor*, *protection from evil*, *shield*

0 (at will)—*acid splash*, *detect magic*, *guidance*, *light*, *message*, *resistance*

STATISTICS

Str 8, **Dex** 12, **Con** 16, **Int** 14, **Wis** 10, **Cha** 20

Base Atk +5; **CMB** +3; **CMD** 15

Feats Augment Summoning, Improved Initiative*, Spell Focus (conjuratun)*, Toughness*

Traits Destined Diplomat^{UCA,*}, Perpetual Companion^{UCA,*}

Skills Acrobatics +1 (–3 when jumping), Bluff +8, Diplomacy +18 (+20 vs. outsiders), Disguise +8, Fly +7, Intimidate +8, Knowledge (arcana) +6, Knowledge (engineering) +6, Knowledge (planes) +14, Linguistics +6, Perception +2, Spellcraft +9, Use Magic Device +18;

Racial Modifiers +2 Perception

Languages Common, Gnome, Goblin, Protean, Sylvan

SQ academician^{ARG,*}, bond senses (7 rounds/day), eidolon, gnome magic*, life link

Combat Gear *oil of daylight*, *potion of cure moderate wounds*, *potion of invisibility*, *scroll of fly*, *scroll of stoneskin*, *scroll of summon eidolon*^{APG}, *wand of dispel magic* (CL 7th, 3 charges), *wand of lesser of rejuvenate eidolon*^{APG} (15 charges), *wand of magic missile* (CL 5th, 7 charges), *wand of versatile weapon* (2 charges), alchemist's fire (3); **Other Gear** leather armor, light crossbow with 10 bolts, quarterstaff, *circlet of persuasion*, *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +1, backpack, scroll case, spell component pouch, waterskin, 65 gp

*This ability is calculated into Balazar's or the summoned creature's stats.

SPECIAL ABILITIES

Augment Summoning When Balazar uses his *summon monster IV* ability, the creature he summons gains a +4 enhancement bonus to Strength and Constitution. This effect is included in the sample monsters' statistics.

Bond Senses Balazar can share Padrig's senses as a standard action, hearing, seeing, smelling, tasting, and touching everything the eidolon does. He can use this ability up to 7 rounds per day. There is no maximum range to this effect, but the two must be on the same plane. Balazar can end this effect as a free action.

Eidolon Balazar can summon Padrig, a powerful outsider known as an eidolon. Although Padrig is a summoned creature, he is not banished until killed (reduced to –13 hit points or less) and may attack creatures warded with effects that prevent contact with summoned creatures. *Dispel magic* cannot not return Padrig to his home plane, but *dismissal* and *banishment* can. Balazar can banish Padrig as a standard action. If Padrig is banished, Balazar can perform a 1-minute ritual to summon him with the same hit points he had before being banished. If Padrig is reduced below –16 hit points, he is banished and Balazar can't summon him for 24 hours. When Balazar summons him again, he returns with 19 points of damage. Both Padrig and Balazar bear a glowing rune that can only be hidden with nonmagical means (such as a headband).

Hatred Balazar receives a +1 racial bonus on attack rolls against humanoid creatures of the reptilian or goblinoid subtypes.

Life Link Whenever Padrig would be reduced to or below –16 hit points, Balazar can, with no action, sacrifice hit points on a 1-for-1 basis to prevent the eidolon from being banished. Padrig must stay within 100 feet of Balazar to remain at full hit points. If Padrig is between



"No obstacle is insurmountable, for we need never overcome it alone."

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100 to 1,000 feet away from Balazar, his maximum hit points are reduced to 19. If Balazar moves closer, Padrig's maximum hit points return to normal, but his current hit point total does not.

Maker's Call As a standard action once per day, Balazar can cause Padrig to appear adjacent to him (or as close as possible). This ability functions as *dimension door* (CL 7th).

Shield Ally Whenever Balazar is within Padrig's reach, Balazar gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if Padrig is grappled, helpless, paralyzed, stunned, or unconscious.

Summon Monster IV Balazar can cast *summon monster IV* as a spell-like ability 8 times per day. Drawing on this ability uses up the same power that he uses to call his eidolon. As a result, he can use this ability only when Padrig is not summoned. He can cast this spell as a standard action, and the creatures remain for 8 minutes (instead of 8 rounds). Balazar cannot have more than one *summon monster* spell active in this way at one time. If he uses this ability again, any existing *summon monster* from this spell-like ability immediately ends. The sample monsters on the next page are two of the creatures he can summon.

Spells and Gear Balazar has access to the following spells and gear.

Acid Splash Balazar attempts a ranged attack with a +6 bonus against touch AC. If he hits, it deals 1d3 points of acid damage.

Barkskin Balazar can touch a target and grant it a +3 enhancement bonus to its natural armor for 70 minutes.

Bull's Strength A touched creature gains a +4 enhancement bonus to Strength for 7 minutes. This bonus does not stack with the bonus augment summoning grants Balazar's summoned creatures.

Cure Moderate Wounds Balazar's potion heals 2d8+3 points of damage.

Dancing Lights Balazar can create up to four glowing lights. They shed light in a 10-foot radius. Balazar can move them 100 feet per round.

Daylight When smeared on an object, Balazar's oil creates bright light for 60 feet and raises the light by one step for the next 60 feet for 50 minutes. If there is magical darkness in that area, the overlapping area is unaffected by either spell.

Detect Magic Balazar can notice magic in a 60-foot cone. If he concentrates, he can find how many magic auras there are on the next round. On the round after that, he can try to find out more about one aura.

Dispel Magic Balazar's wand can attempt to end one ongoing spell cast on a creature or object, suppress a magic item, or counter another spellcaster's spell. If a spell is affecting a target or area, dispelling it requires him to succeed at a dispel check (1d20+7) that's higher than 11 + the spell's or item's caster level, or higher than the spell's DC.

Displacement Balazar can touch a creature to make it appear to be

slightly to the side of its actual location, granting it a 50% miss chance for 7 rounds.

Enlarge Person After 1 full round of casting, Balazar can make a humanoid target within 40 feet become one size larger for 7 minutes, gaining +2 Strength, -2 Dexterity, a +1 size bonus to CMB and CMD, a -1 size penalty to hit and AC, a -4 size penalty to Stealth, and a -2 size penalty to Fly. Melee and natural weapons increase in damage. Medium creatures such as Padrig become Large and gain reach. Balazar may target Padrig with this ability even though Padrig isn't humanoid (increasing the base damage dice of his attacks from 1d6 points to 1d8 points).

Fly Balazar's scroll grants a touched target a fly speed of 60 feet and a +6 bonus to Fly checks for 5 minutes.

Ghost Sound Balazar can make illusory noises as loud as up to 20 humans in any spot within 40 feet for 7 rounds, but he can't create discernible speech.

Glitterdust Creatures in a 10-foot radius take a -40 penalty to Stealth and lose the benefit of invisibility and the like for 7 rounds. They are also blinded if they fail a DC 18 Will save, but at the end of each of their turns, they can attempt the Will save again to end the blindness.

Grease Balazar can grease a 10-foot-by-10-foot square of floor or an item for 7 minutes, within a range of 40 feet. If he greases the ground, creatures in the area must make a DC 16 Reflex saving throw or fall prone, and creatures walking through the area must make a DC 10 Acrobatics check or stop moving and be forced to make the same Reflex saving throw (failing the Acrobatics check by 5 or more makes them fall without a Reflex saving throw). If Balazar greases an object, the object's possessor must succeed at a Reflex saving throw to avoid the spell, or drop the object, and she must attempt a Reflex saving throw each round to pick up or otherwise use the item. If Balazar greases someone's clothing, they gain a +10 bonus on Escape Artist checks, CMB to escape grapple, and CMD vs. grapple.

Guidance Balazar can give a touched target a +1 competence bonus that the target can use on any single attack roll, saving throw, or skill check in the next minute.

Haste Balazar can grant to up to 7 targets within 40 feet of him and all within 30 feet of each other a +30 foot enhancement bonus to movement speed, +1 to attack rolls, +1 to Reflex saves, a +1 dodge bonus to AC, and an extra attack at the highest bonus during any full attack. These benefits lasts for 7 rounds.

Invisibility Balazar's potion makes the drinker vanish for 3 minutes or until he attacks. While invisible, the target gains +20 to Stealth (+40 if standing perfectly still). The first attack before becoming visible gains a +2 bonus to hit (and the enemy likely loses its Dexterity bonus to AC).

Lesser Rejuvenate Eidolon Balazar's wand heals a touched eidolon (such as Padrig) for 1d10+1 points of damage.

Light An object Balazar touches sheds light for 70 minutes. If he casts this spell again, his previous *light* ends immediately.

Mage Armor Balazar can touch a creature and grant it a +4 armor bonus to AC for 7 hours. This bonus does not stack with other armor bonuses and applies to touch AC versus incorporeal creatures.

Magic Missile Balazar's wand shoots out 3 missiles of force at up to 3 targets all within 150 feet of him and no more than 15 feet from each other. The missiles automatically hit and deal 1d4+1 points of damage each, even to incorporeal creatures. Balazar must succeed at a DC 20 Use Magic Device check to activate this wand.

Message Balazar can whisper messages to up to 7 targets for 70 minutes as long as they remain within 170 feet and aren't obstructed, and the target can respond each time Balazar sends a whisper. Nearby creatures might be able to overhear the messages (Perception DC 25).

Prestidigitation Balazar can perform simple magic tricks for 1 hour, such as cleaning his outfit, chilling his drink, or flavoring his meal.

Protection from Evil A touched target gets a +2 resistance bonus on saving throws and a +2 deflection bonus to AC against evil creatures for 7 minutes. The target cannot be touched by a nongood summoned creature and is immune to direct mental control and possession by evil creatures. Casting the spell after direct mental control or possession allows the target a new saving throw at a +2 bonus.

Resistance Balazar can touch a target to grant it a +1 resistance bonus on saving throws for 1 minute.

Shield Balazar gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*. He can touch Padrig to cast this spell on the eidolon instead.

Speak With Animals Balazar can speak with animals for up to 7 minutes.

Stoneskin Balazar's scroll grants a touched target DR 10/adamantine for 50 minutes or until the damage reduction has prevented 50 points of damage.

Summon Eidolon Balazar's scroll allows him to spend a full-round action to summon Padrig to anywhere within 35 feet, as long as Padrig is not currently summoned. Padrig is treated as a normal summoned creature; he gains a +4 enhancement bonus to Strength and Constitution from augment summoning and is subject to all the normal restrictions on summoned creatures. This summoned form of Padrig lasts for 4 minutes.

SUMMONER **LEVEL 7**

Versatile Weapon Balazar's wand allows him to temporarily enhance one weapon or natural attack (or up to 50 arrows) to +1 while allowing it to bypass DR as if it were one of the following: bludgeoning, cold iron, piercing, silver, or slashing. This effect lasts for 3 minutes.

PADRIG

Serpentine eidolon

CN Medium outsider (extraplanar, protean)

Init +4; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 38 (6d10+6)

Fort +3, **Ref** +9, **Will** +5 (+9 vs. enchantment)

Defensive Abilities evasion; **Resist** acid 10, electricity 10, sonic 10

OFFENSE

Speed 20 ft., fly 20 ft. (good)

Melee bite +11 (1d6+4 plus grab), sting +11 (1d4+4) or bite +11 (1d6+4 plus grab), tail slap +6 (1d6+2 plus grab)

Special Attacks constrict (1d6+4 with bite or 1d6+2 with tail slap)

STATISTICS

Str 16, **Dex** 19, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 23 (can't be tripped)

Feats Combat Reflexes, Stand Still, Weapon Finesse*

Skills Acrobatics +13 (+15 balance, +9 jump), Bluff +5, Climb +7, Escape Artist +8, Fly +17, Knowledge (planes) +2, Perception +9, Stealth +8

Languages Common

SQ devotion, evolutions (bite*, constrict, grab [bite, tail slap]*, flight, improved natural armor*, reach [bite]*, sting*, tail*, tail slap*), link, share spells

Gear *amulet of mighty fists* +1*

* The effects of this ability are calculated into Balazar's statistics.

SPECIAL ABILITIES

Combat Reflexes Padrig can make up to 5 attacks of opportunity per round, and he can make attacks of opportunity while flat-footed.

Constrict When Padrig successfully grapples a foe using his grab ability, he deals additional damage.

Evasion If Padrig is subjected to an attack that allows a Reflex save for half damage, he takes no damage if he succeeds at his saving throw.

Grab When Padrig hits a Medium or smaller target with his bite or tail slap attack, he can start a grapple combat maneuver as a free action.

Link Balazar and Padrig share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing Balazar to give orders to Padrig at any time.

Share Spells Balazar can deliver any spell he could cast on himself to Padrig instead by touch.

Stand Still When a foe provokes an attack of opportunity by moving through a square adjacent to Padrig, Padrig can use his attack of opportunity to attempt a combat maneuver check. If the check succeeds, the foe cannot move for the rest of its turn.

SUMMONED CELESTIAL GIANT WASP

Pathfinder RPG Bestiary 275, 294

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 42 (4d8+24)

Fort +10, **Ref** +2, **Will** +2

Resist acid 5, cold 5, electricity 5; **SR** 8

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee sting +8 (1d8+9 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks smite evil (+5 damage)

STATISTICS

Str 22, **Dex** 12, **Con** 22, **Int** —, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +10; **CMD** 21

Skills Fly +3, Perception +9; **Racial Modifiers** +8 Perception

SPECIAL ABILITIES

Poison Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save.

Smite Evil As a swift action, the celestial giant wasp can focus its wrath on an evil creature it can see. Until that creature is dead, the wasp gains a +4 bonus on damage rolls against the target.

SUMMONED CELESTIAL RHINOCEROS

Pathfinder RPG Bestiary 235, 294

N Large animal

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 52 (5d8+30)

Fort +12, **Ref** +4, **Will** +2

DR 5/evil; **Resist** acid 10, cold 10, electricity 10; **SR** 10

OFFENSE

Speed 40 ft.

Melee gore +10 (2d6+12)



Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (gore, 4d6+16), smite evil (+5 damage)

STATISTICS

Str 26, **Dex** 10, **Con** 23, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +3; **CMB** +12; **CMD** 22 (26 vs. trip)

Feats Endurance, Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +0 (+4 jumping), Perception +12

SPECIAL ABILITIES

Powerful Charge When the celestial rhinoceros charges, it deals 4d6+12 damage instead of the typical damage from its gore attack.

Smite Evil As a swift action, the celestial rhinoceros can focus its wrath on an evil creature it can see. Until that creature is dead, the rhinoceros gains a +5 bonus on damage rolls against the target.

As he stood on the precipice of the Void Chasm, Balazar wondered if perhaps he should have studied more diligently in the relative comfort of Quantum's academies. Reluctantly, he cast his gaze into the miasma and felt the weird energies of the Chasm worming their way into his mind. Worse, he heard whispering voices in the mists, calling out to him and begging him to step over the edge.

One voice amid the tumult spoke softly and plainly. "I will help you," it said in reassuring tones. "Give me form and allow me to leave this prison, and you and I will become as one. Do not be afraid, little one. We were meant to be together."

Somehow, Balazar and the avian entity that called itself Padrig managed to win their way free of the fleshforges, of Ecanus, and even of Nex. Padrig explained that he was a bodiless being known as an eidolon, and that only Balazar could give him structure and form due to the affinity of their minds and souls.

Although a great deal of the young Balazar's mischievous spirit survives, the horror of the Void Chasm sticks with him to this day. Privacy is very important to Balazar; agents of the Arclords of Nex constantly dog his travels. Balazar knows that each new stop—however temporary—will provide him with ample opportunity to learn additional skills, meet new people, master the magical craft that always eluded him in Nex, and honor the friends he left behind. Despite occasional moments of maudlin reflection on all he has lost, Balazar takes comfort in his enduring friendship with the eidolon he rescued from oblivion so long ago. As long as he travels with Padrig, he knows he will never be alone.