THE SUMMONER'S CIRCLE by sigfried trent





AD

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Expanded Options and Builds for the Summoner

Introduction

More than just a list of feats, **Advanced Feats: the Summoner's Circle** conjures forth knowledge and insight into the delightfully complicated summoner class. With a class breakdown, 30 new feats, an eidolon record sheet, and three character builds showing you how to put it all together, the Advanced Feats series takes character building to a higher level.

The Advanced Feats series takes the idea of a feats supplement to a new level. Instead of providing a dry list of feats, Advanced Feats helps you put them into context to build interesting and powerful characters in your Pathfinder RPG campaign. For the advanced player, we hope to spark your imagination. For the casual player, we hope to show you the path to making fun characters. For the GM, Advanced Feats provides feats that your players can use without slowing down or unbalancing your adventures.

Advanced Feats draws heavily on the Netbook of Feats, an Open Gaming License (OGL) publication for feats in the d20 system. As its chief editor, I have more than 10 years of experience crafting and editing feats for playability, accuracy, and balance. Before publication, feats in the Netbook of Feats are reviewed by a panel of experienced rules experts, and only a select number are accepted for publication.

Advanced Feats takes this a step further by selecting the best and most applicable feats for the class highlighted. Each feat in this book has been either carefully re-worked to be fully compatible with the *Pathfinder Roleplaying Game* or created specifically for this book based on the new Advanced Player's Guide classes.

Examining the Summoner

The summoner is a wonderful class for players who love building characters and tinkering around with the game rules. With the summoner, you are really building two characters that work together as a team – and every round of combat, you get to make twice as many decisions. A clever player can really leverage this multitude of actions every turn to dominate the battlefield.

Eidolon

The summoner's eidolon is nearly a second character, and playing it as such is the key to using it well. Like a good party, summoner and eidolon team is stronger than each is alone, so designing your character and eidolon to work together and coordinating their attacks in combat is what makes this such a powerful class. Because the eidolon acts according to your wishes but of its own will, the summoner essentially gets twice as many actions and twice the hp of most characters.

This is not without peril. If the summoner goes down the eidolon is gone as well. A perceptive foe will strike the more vulnerable and critical member of the team, but a crafty summoner can even turn that into an advantage by making himself an attractive

but elusive target. For instance, the maker's call and transposition class

abilities help mitigate threats to the summoner or the eidolon and forcing an enemy to deal with the other half of the team.

From a purely roleplaying perspective, the ability to design the look and personality of your eidolon to be nearly anything you like is a delightful way to let your creativity shine and make an utterly unique character. While some players may treat their eidolons as just another weapon, the creature could well have a complicated and engaging personality and story of its own.

Building an eidolon is almost as challenging as building a second character, and the rules involved are often considerably different that that used by most character classes or push the boundaries of the rules in interesting ways. Questions like "can my mount tumble while I'm riding on it?" and "what if it holds on to me with its tentacles?" can make for fascinating rules discussions.

Summoning

The summoning spell-like ability ensures that, even if an eidolon goes down, the summoner is not defenseless. Since these summons last 1 minute/level and you command several of them (3 + Cha bonus per day), a summoner has little chance of running out in a typical day's adventuring. The only disadvantage is that the summoner can have only one such summoned creature in play at a time – including their eidolon. Since the eidolon is likely more powerful than most summons of the same level, more often than not this power becomes a summoner's backup plan.

It's a good idea to really review and learn the summon monster lists and have the stats ready to go at game time. Some summons are definitely better than others, and many are good for certain niche situations. The ability to call on whatever is most useful at the moment certainly makes the summoner powerful and versatile. As an added bonus, these summons require only a standard action rather than a full round, like most summoning spells. This makes them much harder to counter or interrupt.

The one summoned creature restriction applies only to this ability and the eidolon. Creatures summoned by casting the spells from the spell list can be out at the same time. However, with a limited spell progression and a normal duration, those summoned monsters are much weaker.

Spellcasting

The summoner is not a very strong caster, especially at lower levels. Their progression is similar to a bard's, so they gain access to higher level spells at least two levels behind other casters, and they have a fairly limited number of spell slots.

The summoner spell selection is mostly defensive and includes a large number of standard arcane buffs. They have a set of eidolon-specific spells for healing and calling their companion and most are essential for the class. They also get a smattering of summoning-related spells like banishment and phantom steed and a series of interesting pit and wall summoning spells that give them a role as a kind of strategic terrain master.

Defenses

The summoner is proficient with and can cast spells freely in light armor and has a decent d8 HD, which is a modest start. Though they have a pretty good list of defensive buffs, there may be no time to layer all those up in a typical fight.

They also pick up a shield ally ability, so if they are near their eidolon, they enjoy modest bonuses to AC and saving throws. If you build for it with feats and ability choices, you can make the summoner at least decently durable, but you probably want to avoid prolonged exposure to the enemy.

Martial Ability

The summoner also lacks heavy martial abilities; they have only simple weapon proficiency and no built-in combat abilities. They do have a 3/4 BAB progression, which opens the possibility for decent combat skills, but like defenses, you would want to shore that up heavily with ability scores and feats. Likewise, multi-classing would help a summoner pick up additional weapon proficiencies and a combat trick or two.

The summoner abilities to take on eidolon mutations for themselves is useful for summoners who are built to go into combat themselves. However, these abilities come very late in the level progression, so they are unlikely to be the focus of the character build.

<u>Skills</u>

With a small skill pool and Intelligence not playing into their casting, it is unlikely a summoner will focus on skills. Ride stands out as a key skill for those wanting to use their eidolon as a mount and Use Magic Device can be quite handy, especially since the summoner's Charisma is already favored for spellcasting.

Summary Summary

The summoner is both a powerful and diverse class. The ability to essentially design two characters to work in tandem with one another is potentially very powerful. Simply controlling twice the number of actions per round has innumerable advantages. The only down side is that playing a summoner is complicated and potentially time consuming, both between and during games.

30 New Feats for the Summoner

While the following feats are especially useful for summoner, most can be chosen by any PC. The exceptions are, of course, those that have a summoner class features as a requirement.

Aerobatics

You are at home in the air, gaining maneuverability and speed.

Benefit: You improve your maneuverability by one step when flying by any means. This includes flying mounts, if you have the ability to guide them. You also increase your base flying speed by +5 ft.

Commentary—This feat could be used by either summoner or eidolon. It's a bit weaker than the eidolon's options for enhancing flight by mutation, but some builds may have more room for feats than mutations.

Balanced Spellcaster

You do not need to make concentration checks while in motion.

Prerequisite: Dex 13.

Benefit: You do not need to make concentration checks due to motion.

Commentary—Since spellcasters can quickly gain access to flight, levitation, and all manner of defensive movement, the ability to cast reliably while mounted isn't especially powerful. However, it is awfully handy if you plan to spend most of your time in the saddle.

Jer.

Feat Name	Prerequisites	Benefit
Aerobatics		Gain flying maneuverability and speed
Balanced Spellcaster	Dex 13	No concentration checks for motion
Cannibalistic Casting	_	Lose Con to cast more spells
Clockwork Summoning	Spell Focus (conjuration)	Summon clockwork versions of the normal summons
Controlled Charge	_	Charge without reducing AC
Enhanced Scent	Scent	Double the range of the scent ability
Enlarge Breath Weapon	Innate breath weapon	Increase area by 50%
Enlarge Wall	_	Double the dimensions of walls
Fast Spell	_	Reduce full round spells to a standard action
Fleet of Foot	Dex 15, Run	Turn while charging
Giant Step	Natural reach of 10 ft. or longer	Increases the size of 5-ft. steps
Hardened Spell	Spell Focus	+5 bonus to spell DCs against dispelling and identification
Improved Concentration	—	+2 bonus to concentration checks
Improved Multiweapon Fighting	Dex 17, Multiweapon Fighting, three or more arms, BAB +6	Gain additional off hand attacks
Improved Resistance	Innate spell resistance	+2 bonus to spell resistance
Improved Shield Ally	Shield ally class feature	+1 bonus to shield ally benefits
Multihanded Weapon	Dex 15, Double Slice, Multiweapon Fighting, three or more arms	Use more than two hands on a weapon
Raw Magic	_	Sacrifice spells for level bonus to d20 roll
Shifting Wall	_	Walls from spells can move
Sizeshifter	Eidolon class feature	Forgo size evolutions
Spirit of Vengeance	-	+1 bonus to attack and damage against last opponent that hit you
Stay Down	Int 13, Improved Trip	Prevent opponents from standing up
Strengthen Link	Link or Life Link	Share magic item benefit with eidolon
Tail Tricks	A tail	+1 bonus to CMB for trip and grapple
Toss Foe	Str 15, BAB +6	Throw grappled opponent
Touch of Grace	_	+1 bonus to all saves
Unstable Evolutions	Eidolon class feature	Adjust 2 points of evolution when eidolon is summoned
Vampiric Summoning	Spell Focus (conjuration)	Drain health from summoned monsters
Wall Mastery	CL 7th, 5 ranks in Knowledge (engineering)	Add holes to walls you create
Weaken Link	Eidolon class feature	Eidolon and summoner can both use a chosen itevm slot
Usurp Spell	10 ranks in Spellcraft	Gain benefits of spell countered



You can use your body to fuel your magic.

Benefit: You can cast a spell you know by losing a number of Constitution points equal to the level of the spell rather than using a spell slot. These lost points of Constitution are considered temporary ability score damage for all purposes, but they cannot be healed by magical means and must be regained by rest. If the ability damage is prevented, the spell will fail. 0-level spells count as 1st level for the purpose of this feat.

Special: Spellcasters who prepare spells are limited to selecting spells they prepared for that day but may cast those already used.

Commentary—This feat may not sit well with all GMs as it implies something about how magic can work and encroaches on the line of what a class ability might do. It is also prone to abuse if a character has access to accelerated ability damage healing. The intent is to offer a serious tradeoff between health and the ability to cast another spell at a key moment. If that restriction can be easily circumvented, then this feat should probably not be allowed.

Clockwork Summoning (Metamagic)

You summon clockwork beats instead of those of flesh and bone.

Prerequisites: Spell Focus (conjuration).

Benefit: Clockwork Summoning can only be used with summon monster spells. Creatures summoned with such a clockwork summon monster spell lose their normal creature type and gain the construct creature type. Combat statistics, abilities, and skills remain unchanged, but all other immunities and limitations of the construct type apply. A Clockwork Summoning spell uses up a spell slot 2 levels higher than the spell's actual level.

Controlled Charge (Combat)

You charge without sacrificing defense.

Benefit: You do not suffer the -2 penalty to armor class while charging.

Commentary on Clockwork Summoning (Metamagic)

The main advantage of constructs is their raft of immunities, which make them more fearsome foes for spellcasters to face. And there's the coolness factor to the idea of summoning clockwork creations from some extraplanar world of machine analogs. Changing creature types and templates can be complicated, so the goal is to layer on the static construct traits and otherwise leave the monster's stat block untouched. *Commentary*—The eidolon's pounce evolution is great for charging attacks, which is why I've included a couple of charge-oriented feats and use the mechanic in the mythic knight build.

Enhanced Scent

Your have trained yourself to take full advantage of your keen sense of smell.

Prerequisite: Scent ability

Benefit: You double the range at which you can detect and pinpoint creatures using the scent ability.

Commentary—Scent can be a handy tool for finding creatures normally warded by magical invisibility or who are using the Stealth skill and can be hard to defend against. While this is intended for an eidolon, some summoners may make use of it directly.

Enlarge Breath Weapon

The creature's breath weapon has a longer range than normal.

Prerequisite: Innate breath weapon

Benefit: For line breath weapons, double the length of the line. For cone breath weapons, increase the length of the cone by 50%.

Commentary—The eidolon breath weapon is fairly strong at higher levels although it also costs a bundle of points. If you invest heavily, you may as well guarantee you see maximum returns.

Enlarge Wall (Metamagic)

You can cast larger wall spells.

Benefit: You can alter a wall spell to increase its area. Any and all numeric measurements of the spell's area increase by 100%. Such a spell uses up a spell slot 2 levels higher than the spell's actual level.

Special: Enlarge Wall does not alter the amount of damage a wall deals in any circumstance.

Commentary—Thicker walls are often harder to break down by conventional means, and in some circumstances the height or width of a wall may be important. As a GM, I've found that wall spells can be powerful and dramatically change the tone of a fight, allowing players to dictate the terms of a battle that I'd carefully arranged to their disadvantage.

Fast Spell (Metamagic)

Your slower spells take less time to cast.

Benefit: Fast Spell reduces the casting time of a spell which takes 1 full round to a standard action and halves the casting time for spells that take longer than a full round to cast. Fast Spell has no effect on spells with a casting time shorter than a full round. Such a spell uses up a spell slot 1 level higher than the spell's actual level.

Notes: As with Quicken Spell, spontaneous casters can use this feat without extending the casting time of the spell.

Commentary—The summoner who wants to bring an army of critters into play must use their memorized summoning spells. As full round actions, these are prone to interruption. Fast Spell also helps spontaneous casters counter the increased casting time that results at the cost of bumping it yet 1 level higher.

Fleet of Foot

You can turn while running or charging.

Prerequisite: Dex 15, Run

Benefit: When charging, you can make a single direction change of 90 degrees or less. You must move at least 10 ft. after the direction change. You can't use this feat if your base speed is reduced due to armor or encumbrance.

Normal: Without this feat, you must charge in a straight line.

Commentary—This is based on an SRD feat that never made it into *Pathfinder Roleplaying Game*, probably because of its narrow focus. If you are a character using charge mechanics (as the mythic knight build does), it's a great way to increase your charging opportunities. It has been updated to match the *Pathfinder Roleplaying Game* rules set.

Giant Step

Your long legs allow you to take longer steps.

Prerequisite: Natural reach of 10 ft. or longer

Benefit: Whenever you could normally take a 5 ft. step, you may instead move a distance equal to your natural reach, without provoking attacks of opportunity. You still cannot move through the squares of other creatures, unless the size difference is great enough to allow you to occupy the same space. Nor can you move farther than your speed in this way.

Commentary—This could simply be a house rule for monsters, but it is potentially quite powerful for an eidolon with size evolutions. Shifting out to maximum reach forces smaller opponents to provoke attacks of opportunity each time they want to close ranks with you unless they have tumble or a similar trick to avoid it.

Hardened Spell

Your spells are difficult to counter or dispel.

Prerequisite: Spell Focus

Benefit: Choose a spell school for which you have the Spell Focus feat. Your spells of that school have gain a +5 bonus to the DC needed to identify and to dispel them.

Special: You may take this feat multiple times. Each time you take this feat, it applies to a different school of magic.

Commentary—Caster are alarmingly vulnerable to a sweeping dispel magic. It can destroy all your hard work in one fell swoop. Because the summoner is so heavily focused in the conjuration school and because Spell Focus rarely helps them except as a prerequisite for Augment Summoning, this is a nice way to get more use of it. It also protects your magical investments in battle.

Improved Concentration

You are practiced at spellcasting in difficult circumstances.

Benefit: You gain a +2 bonus to all concentration checks.

Commentary—I was surprised there was no feat to generally increase concentration. When this was a skill, the usual skill feats could be applied for that purpose. Since it is an inherent level-based check in *Pathfinder Roleplaying Game*, the only concentration checks you can improve on through your build are casting defensively.

Improved Multiweapon Fighting (Combat)

You get extra attacks with all your weapons.

Prerequisite: Dex 17, Multiweapon Fighting, three or more arms, BAB +6

Benefit: You may make a second attack with each of your off-hand weapons with an additional –5 penalty to hit.

Balance and Eidolons

As a GM or balance conscientious player, you may want to place some limits on eidolons and Multiweapon Fighting. One strategy would be to require the feats to be taken an additional time to apply to each set of arms beyond the second so that the first feat covers 4 arms and a second feat is required to add another 2 arms into the mix. You could also limit the eidolon to a total number of attacks equal to their maximum natural attacks, be they weapon or not.

You could also change the rules for using natural attacks with two weapon fighting and simply require the eidolon to use one or the other in a given full attack. Even if you decide not to change the rules, you can have the monsters learn quickly that granting the many-armed eidolon a full attack is simply a bad idea. They can then employ tactics to always avoid that situation.



Normal: With Multiweapon Fighting, a creature gains only a single attack with each extra weapon.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.

Commentary—This SRD feat has not shown up in *Pathfinder Roleplaying Game* form as of yet, and it was important to the master of arms build, both for its benefit and because it acts as a prerequisite for other feats in the core rules. The Multiweapon Fighting rules and the eidolon are a dangerous combination balance-wise. It is cheap and easy to add arms to an eidolon, gaining an armed attack for only 1 evolution point.

Improved Resistance

Your magical resistance is greater than normal.

Prerequisite: Innate spell resistance

Benefit: You gain a +2 bonus to your spell resistance. *Commentary*—When looking at modifiers to a d20 roll, every +1 reflects a 5% shift in the outcome. Gaining one 10% boost to SR is not a real game changer, but if it were stackable, you could quickly guarantee nearimmunity to non-damage spells.

The default rule that a feat can be taken only once is essential to feat balance. When adding feats to a game, it's important to make sure a feat not designed to stack isn't used with other feats offering a similar bonus.

Improved Shield Ally

Your eidolon is especially protective.

Prerequisite: Shield ally class feature

Benefit: Gain a +1 bonus to the shield and circumstance bonus from the shield ally and greater shield ally abilities.

Commentary—This is yet another class of feats you

create simply by looking for an existing bonus and offering an option to make it a bit stronger. All told, the shield bonus to AC is less useful than the circumstance bonus to saving throws since it is weak compared to an actual shield and doesn't stack with the shield spell, which is included on the summoner spell list.

Multihanded Weapon (Combat)

You can wield a weapon with three or more hands.

Prerequisite: Dex 15, Double Slice, Multiweapon Fighting, three or more arms

Benefit: You are quite versatile in your use of multiple arms to wield weapons. You can wield a two-handed weapon with up to four hands. Each hand beyond the first adds an additional 1/2 your Strength bonus to the damage roll. Additionally, provided you have sufficient arms to do so, you can wield multi-handed weapons as "off-hand" weapons.

Example: A six-armed monster with a Strength of 20 could wield two greatswords, each with three hands. Both would deal double the Strength bonus damage: 1 + 1/2 for each additional hand for a total of +10 damage in this case. The second greatsword would be considered "off-hand," and the multiweapon penalty of -4 for the primary hand and -4 for the secondary hand weapon would apply.

Commentary—The biomechanics of this may be a bit hard to imagine, but the principle is consistent with the rules for two-armed creatures. An eight-armed eidolon wielding four halberds would be a terrifying sight indeed. It is unclear whether multihanded weapons are usable as "off-hand" in the base rules, so this feat makes it explicit by allowing that approach.

Raw Magic

Multiple Arms

All kinds of questions come up when you end up with more than two arms. The way the multiweapon feats are written, they assume each hand has its own weapon. It would be clearer if the rules simply addressed primary and secondary weapons as is done with natural attacks, but that is not the case. I would say, it's best considered that each weapon other than the one that is claimed as the mainhand weapon is "off-hand," no matter how many hands it has.

The rules say an off-hand weapon always does 1/2 Strength damage, but I would modify that to being 1/2 Strength less than normal to keep the balance between extra hands and extra attacks. Multihanded Weapon avoids that by using Double Slice as a prerequisite, which means off-hand damage is normalized, and the 1/2 damage per hand rule covers all situations.

A reader may ask "Can a six-armed monster use three long bows at the same time?" I'd say yes, but the rules are not explicit there either. Worse yet, how many crossbows can a six-armed monster reload in one action? A strict reading would say only one but the spirit of the thing might say three.

You can channel spell power into your every action. Prerequisites: CL 1st

Benefit: Before making any d20 roll and 1/round, you may sacrifice a memorized spell or use up a spell slot to gain a bonus to the roll equal to the level of the spell or spell slot used.

Commentary—This can be quite versatile but costly. The bonus you get is likely less powerful than the spell you sacrificed, but it's likely to be used at a clutch moment for a key attack or a desperate saving throw.

Shif ing Wall (Metamagic)

Your walls can move.

Benefit: When casting a spell that creates a wall, the resulting wall can slowly move at your command. As a swift action (1/round), you can command the wall to move 5 ft. in a given direction. The shape and orientation of the wall cannot change as it moves, nor can it break any of the rules for positioning in the spells description (such as required support). Any move that would have such a result causes the wall to remain stationary. You must have line of sight to your wall to command it.

Impassable walls will push any object or creature of medium or smaller size they run into. Encountering a Large or larger object or creature will halt the wall's movement. Any Medium or smaller creature or object pushed by a wall into a solid surface takes damage equal to your CL and stops the wall from moving. These victims are now immobilized by the wall and must make an Escape Artist or Strength to move at half speed along the wall. C

Creatures or objects cannot block the movement of passable walls; the walls simply move into occupied spaces.

Such a spell uses up a spell slot 1 level higher than the spell's actual level.

Commentary—I've always been a fan of the wall spells, and they can be very powerful at controlling a fight. In some situations, this could be quite a death trap for enemies, but in most situations, an escape route is available. The feat is more a tool for manipulating where a fight does or doesn't take place.

Sizeshif er

You can grow or shrink your body size.

Prerequisite: Eidolon

Benefit: As a standard action that provokes an attack of opportunity, you can alter your size between Small, Medium, Large, and Huge if you have those evolutions.

Special: Bonuses and penalties granted by any size evolution are lost when you adopt a different size using this feat.

Commentary—The summoner class is very dependent

on the eidolon, and the size evolutions pose the problem of fitting your massive friend in the tight confines adventurers often find themselves in. Sizeshifter is designed to solve that challenge.

Spirit of Vengeance (Combat)

You exact vengeance from your enemies in blood.

Benefit: You receive a +1 morale bonus to attack and damage on all melee attacks against the opponent who most recently dealt damage to you this combat.

Commentary—The bonus is quite good for a basic feat, but the bonus type is a very common one. You also have little control about which enemy it is applied to. If you take this feat, you may find it advantageous to delay in combat to manipulate which enemy you follow in combat, so you get the bonus against the foe you most want to attack.

Stay Down (Combat)

You can keep an opponent off their feet.

Prerequisite: Int 13, Combat Expertise, Improved Trip

Benefit: When an opponent you threaten rises from prone (provoking an attack of opportunity from you), you may attempt a trip attack. If successful, the trip prevents your opponent from standing up.

Normal: Your opponent can spend a move action (that provokes an attack of opportunity) to stand. Your attack of opportunity cannot be a trip attack as it happens before the opponent finishes standing, and you cannot trip a prone opponent.

Commentary—This feat arises from a common rules mistake, which is why the normal section is important to have here. The normal section is often used to explain little-known or poorly understood rules modified by a feat.

Strengthen Link (Teamwork)

Your eidolon gains the static benefit of one of your worn magic items.

Prerequisite: Life Link or Link

Benefit: If you and your eidolon both have this feat both, you both benefit from a magic item that either one of you is wearing so long as you are within 60 ft. of one another. When your eidolon is summoned, you must specify which item slot you are linking and which one of you is wearing the linked item. Both you and your eidolon are considered to be wearing the item and gain the benefits from doing so. If both are wearing an item in the chosen item slot, only the chosen linked item has an effect.

Special: You cannot use this feat to allow your eidolon to share the benefits from armor or shield slot items.

Commentary-Strengthen Link is quite handy for

an eidolon with a form that logically prohibits using a given type of item. The core rules specify what item slots a humanoid has, but they are silent on other forms. For the most part, common sense can judge what is or isn't appropriate.

Tail Tricks

You have learned to use your tail when tripping and grappling.

Prerequisites: Tail

Benefit: You gain a +1 bonus to CMB and CMD when performing or defending against a trip or grapple.

Commentary—I imagine a tail that can be used for balancing or for striking and distracting opponents. A fleshy nub or fluffy cottontail would be hard to justify. This would go beyond the natural use of a tail by a wolf or big cat and represent a kind of trick or technique with some thought and planning behind it.

Toss Foe

You may throw an opponent when grappling.

Prerequisite: Str 15, BAB +6

Benefit: In addition to normal grappling actions, if you succeed on maintaining a grapple, you can throw your opponent. You can throw only an opponent of equal size or smaller. An opponent of equal size is thrown 10 ft. and lands prone.

For each size category you are larger than your opponent, add 10 ft. to the distance of the throw. Distance is measured from your space, not the space the opponent occupies during the grapple. The victim takes damage as if they have fallen the distance you can throw them (1d6/10 ft. thrown). Throwing an opponent provokes an attack of opportunity from threatening enemies other than your opponent.

Special: If an obstacle stops the throw short of its full distance, the victim takes damage as if they had been thrown the maximum distance. You may choose to throw your opponent at someone else. To do this, make a bull rush attack at the target of the throw with a -5 penalty. The opponent being thrown provokes an attack of opportunity from the target of the bull rush. If the attempt fails, the opponent being thrown lands in an open space nearest to the target of the throw.

Commentary— Knocking one opponent into another is a cinematic staple for large creatures and strongmen. Toss Foe is a great feat for a large or huge eidolon belonging to a summoner fond of the pit spells.

Touch of Grace

Fate is looking out for you.

Benefit: You gain a +1 bonus on all saving throws. *Commentary*—I've always found it hard to take the feats that grant a +2 bonus to a given save type. You just never know if it's going to be useful. A blanket bonus to all saves simply works better for most players and is a nice generic pick for someone unsure of what to take.

Unstable Evolutions

Your eidolon changes a little each time it is summoned. **Prerequisites**: Eidolon class feature

Benefit: Each time your eidolon is summoned, you may alter up to 2 points of its evolution pool.

Commentary—This feat suffers from clear potential to slow down play. If you want the versatility it offers — but not the dirty looks from your fellow players — I recommend you master the evolutions and work out alternate forms ahead of time. This means you have shifts ready to go, rather than trying to re-imagine things every time you summon your eidolon.

Vampiric Summoning

You can extract life essence from the creatures you summon.

Prerequisites: Spell Focus (conjuration)

Benefit: Whenever you summon a creature using a summoning spell or spell-like ability, you may reduce the summoned creatures starting hp by its HD value and apply an equal amount of healing to yourself.

Commentary—Over the long haul, this feat provides a fair number of hp, but any given summon is not likely to have a big impact in your health. I found that for a caster who is a dedicated conjurer, the feat options are pretty slim. Metamagics are not often very useful and they badly dilute the power of your spells more than they help them.

Wall Mastery

You can shape walls in useful ways.

Prerequisites: CL 7th, 5 ranks in Knowledge (engineering)

Benefit: When casting a spell of the wall series or that creates a wall of some kind, you can alter its shape by including gaps in the wall. Gaps can be up to 1/2 the wall's height or 1/4 its width and can be as small as 1 inch across. The gaps can be round or rectangular.

Commentary—The holes can have many uses, creating artificial doorways, windows, arrow slits, breathing holes, and so on. From a roleplaying perspective, this feat would be invaluable to the wizard engineer or architect.

Weaken Link

You and your eidolon can both wear a magic item in a given item slot.

Prerequisite: Eidolon

Benefit: When you take this feat, choose an item slot. Both you and your eidolon can now wear an item in that slot and have it function normally at the same time. If you choose a ring slot, you must specify right or left ring.

Special: You can take this feat multiple times, each time choosing a different item slot. You cannot choose the armor slot because eidolons are prohibited from wearing armor of any kind.

Commentary—The game rules encourage a human-shaped eidolon since this gives them access to magic items designed for humanoids if they take the proficiencies. The link rule limiting eidolons to using slots not used by its master helps keep one player from benefiting from multiple items and helps encourage nonhumanoid eidolons. I think this feat is most attractive if you already have a pair of powerful magic items you want to make use of rather than a strategy you plan on employing to build a character.



Character Builds

Planning out a character can be a lot of fun, and you avoid finding yourself at a loss for what to take at your next level or unable to take what you want because you missed a prerequisite for your build. These builds are handy for players who may not know all the ins and outs of the rules but still want to create a powerful and wellthought-out character.

These character builds were created using the *Pathfinder Roleplaying Game Core Rulebook* and *Advanced Players Guide*, and Open Design's *Advanced Feats* series as source material. Ability scores were purchased using 15 points (standard fantasy). I list only those elements of the character where you are making build choices, and in the leveling charts, only those levels where such choices occur are shown.

The Chess Master

As chess master, you like to control the flow of battle with walls, pits, and zones of fiery death as if battle were a great board game. Your massive eidolon behemoth defends you in battle by snatching potential threats and throwing them into your pits or crushing them with its terrible strength, so you can remain aloof from the fighting. Should the eidolon fall, you have a large number of ready game pieces on call.

Your eidolon is a hulking, multi-armed brute with sizable physical defenses and excellent grappling ability. Instead of maximizing the number of natural attacks, this eidolon focuses heavily on a single devastating slam attack that can initiate a grapple. With Strength of over 40, Power Attack, and 4d8 base slam damage, it can hit very hard. With Improved Vital Strike, that becomes 12d8 base damage. Once grappled, it can continue to inflict damage or toss opponents into pits or walls of fire or even other opponents. The Sizeshifter feat ensures that even in tight spaces, your eidolon can be your protector, albeit with significantly reduced abilities.

On the defensive side, the eidolon behemoth buys all the natural armor improvements. Its Constitution is cranked up by size modifiers and through its special abilities to give a good number of hp. Finally, spell resistance is snatched up toward the end to round out its defenses. All in all, this is a tough and durable defender.

Of these builds, chess masters are the most traditional summoners in that they can function as well with summoned monsters as with an eidolon. The chess master can safely send pets on suicide missions, for there are almost always more available. The down side is that, without a summons, there is little the summoner can do to help with fighting until getting into mid levels.

The chess master's spell list begins with buffs and moves into spells that control physical space and movement, such as the wall and pit series of spells and



the grease spell. At higher levels, spells that can take an opponent out of the fight in one cast come into play and some of the more potent summons are taken to add presence to the battlefield.

The chess master's feats are very caster focused, mostly supporting the various types of spells in their list including walls, targeted offensive spells, and of course, augmenting summons. The Cannibalistic Casting feat makes an early appearance since, once out of spell slots, the summoner has very little to do in a fight, especially at lower levels.

The Chess Master Build Details

Race: Human

Stats: Str 8, Dex 12, Con 14, Int 10, Wis 10, Cha 18 Skills: Knowledge (engineering), Spellcraft, Use Magic Device

Favored Class: +1 hp

Leveling Guide (class features, feats, and ability increase choices per level):

- 1—Augment Summoning feat, Spell Focus (conjuration) feat
- 3-Cannibalistic Casting feat
- 4—Cha +1
- 5—Improved Shield Ally feat
- 7—Wall Mastery feat
- 8—Cha +1
- 9—Fast Spell feat
- 11-Shifting Wall feat
- 12—Cha +1
- 13—Spell Penetration feat
- 15-Hardened Spell (conjuration) feat
- 16—Cha +1
- 17—Vampiric Summons feat
- 19—Enlarge Wall feat
- 20—Cha +1

Spells that combine especially well with this build:

- 0—daze, detect magic, light, mage hand, mending, read magic
- 1st—enlarge person, expeditious retreat, grease, magic fang, rejuvenate eidolon (lesser), shield
- 2nd—cat's grace, create pit, haste, invisibility, summon eidolon, summon monster II
- 3rd—displacement, fly, rejuvenate eidolon, stoneskin, wall of fire, wall of ice

- 4th—acid pit, baleful polymorph, hold monster, magic jar, purified calling, summon monster V
- 5th—banishment, hungry pit, repulsion, simulacrum, wall of iron
- 6th—dominate monster, incendiary cloud, maze, protection from spells, summon monster IX

Chess Master's Eidolon Build Details

Base Form: biped

Skills: Climb, Heal, Survival, Use Magic Device **Leveling Guide** (evolutions, feats, and ability increase choices per level):

Since evolutions are frequently swapped when new options become available, the listed evolutions for each level represent the total pool of evolutions at each level. Other features that are much less dynamic—like the feats and ability scores increases—are listed only when acquired.

- 1—Claws, limbs (arms), limbs (legs), improved natural armor, slam, and improved damage (slam) evolutions; Improved Natural Attack (slam) feat
- 2—Claws, limbs (arms), limbs (legs), improved natural armor, slam, improved damage (slam), and reach (slam) evolutions
- 3—Claws, limbs (arms), limbs (legs), improved natural armor, slam, improved damage (slam), and grab (slam) evolutions; Power Attack feat
- 4—Claws, limbs (arms), limbs (legs), improved natural armor, slam, improved damage (slam), grab (slam), reach (slam), and bite evolutions
- 5—Claws, limbs (arms) ×2, limbs (legs), improved natural armor, slam, improved damage (slam), grab (slam), and reach (slam) evolutions; Con +1
- 6—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×2, slam, reach (slam), grab (slam), and improved damage (slam) evolutions; Sizeshifter feat
- 7—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×2, slam ×2, reach (slam), grab (slam), and improved damage (slam) evolutions

Natural Armor

The improved natural armor evolution is a bit vague. It says you can take it once every 5 levels, and in the *Pathfinder* RPG, you generally round fractions down. This would mean you can't take it until 5th level, yet it doesn't list a minimum level as many other evolutions do.

While there was no official word at the time of this writing, the consensus among players was that it should read, "may be taken at 1st level and again for each 5 levels after first." This is how I've used it in these builds.

Chess Master's Eidolon Build Details Continued

- 8—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×2, slam ×2, reach (slam), grab (slam), improved damage (slam), and bite evolutions
- 9—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×2, slam ×2, grab (slam), large, and improved damage (slam) evolutions; Toss Foe feat
- 10—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×2, slam ×2, grab (slam), large, improved damage (slam), and bite evolutions; Con +1
- 11—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×3, slam ×2, grab (slam), large, improved damage (slam), and bite evolutions; Vital Strike feat
- 12—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×3, slam ×2, grab (slam), large, improved damage (slam), and bite (upgraded) evolutions
- 13—Claws, limbs (arms), limbs (legs), improved natural armor ×3, slam, grab (slam), huge, and improved damage (slam) evolutions
- 14—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×3, slam, grab (slam), huge, and improved damage (slam) evolutions; Improved Vital Strike feat
- 15—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×3, slam ×2, grab (slam), huge, and improved damage (slam) evolutions; Con +1
- 16—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×4, slam ×2, grab (slam), huge, and improved damage (slam) evolutions
- 17—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×4, slam ×2, grab (slam), huge, improved damage (slam), and bite evolutions; Giant Step feat
- 18—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×4, slam ×2, grab (slam), huge, improved damage (slam), bite, and tentacle evolutions
- 19—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×4, slam, grab (slam), huge, improved damage (slam), bite, and spell resistance evolutions; Improved Resistance feat
- 20—Claws, limbs (arms) ×2, limbs (legs), improved natural armor ×4, slam ×2, grab (slam), huge, improved damage (slam), bite, and spell resistance evolutions

Mythic Rider

Charging into battle, you and your mythic eidolon mount act as one, each defending the other in the heat of battle and delivering terrible blows to your enemies as you charge headlong into the fray.

The central theme for this build is to have the eidolon as a mount and the summoner as a mounted warrior. This arrangement keeps the summoner always at hand to heal and protect the eidolon and be protected by it. The summoner gains the full mobility of the eidolon – which can be significant. Unlike most low-level mounts, the eidolon can do significant damage.

I designed the eidolon first, focusing it on delivering a powerful bite attack that could trip a foe. Because the summoner is not a defensive class, a disabling combat maneuver is a good way to add protection for the rider. Early evolutions focus on enhancing the bite damage of the eidolon as its primary attack.

I also develop mobility—first with climb and then with flight. By mid-levels, the eidolon expands its number of attacks and gains pounce to make full attacks on a charge. From there, I maximize the number of natural attacks. To that end, I add in some more defensive evolutions since there isn't much available for offense. Feats enhance the eidolon's mobility and – in some cases – its damage output. The Fleet of Foot feat expands the number of situations where you can perform a charge.

In the end, the eidolon is a flying mount with a Strength of more than 30 and 7 attacks that do considerable damage. Because it can act on its own, it requires no actions from its rider to command it in combat – leaving the summoner free to act. While not a defensive powerhouse, the eidolon has its own healer strapped to its back, and the Mounted Combat feat can protect it from blows.

By making the summoner a member of a Small race, you can start out with the eidolon as mount and immediately, and you can ride about in confined spaces like dungeons. Even as the mount becomes Large at later levels, most areas can accommodate it with a Small rider atop it without suspending disbelief. Small size does bring some damage penalties, but the eidolon is the damage powerhouse and the summoner is merely piling on with lance and magic.

Use of a lance was a bit of a sticky element. The choices are to multi-class or to use a feat. Feats are a bit short and taking a fighter level provides the added benefit of other weapon and armor use as desired along with adding a free feat. This lets us stock up on the essential mounted combat feats very quickly.

Because this build is as much a fighter as a caster, Charisma is balanced out with the physical ability scores, just enough to cast all its spells without enhancement



but no more. This means sticking primarily to buffs and spells without defensive saving throws.

In the feats department, Mounted Combat and Trick Riding are very powerful on this build, allowing you to negate attacks against your powerful eidolon. Of course, this means clever enemies will turn to attack you instead, but you can use riding maneuvers like Cover and Full Defense to turn that tactic against your enemies. Spirited Charge helps you deal some telling blows with your lance, especially when combined with Power Attack at higher levels. Improved Critical is always nice on a ×3 weapon like the lance.

Ride by Attack, Improved Shield Ally, and Controlled Charge all contribute to defense, which is one of the build's potential weaknesses. Balanced Spellcaster and Combat Casting are both there to aid casting in the thick of battle, which is where you will be much of the time. Finally, Unstable Evolutions are great for making adjustments to your eidolon as the situation demands..

Mythic Rider Build Details

Race: halfling

Stats: Str 14, Dex 15, Con 12, Int 10, Wis 8, Cha 14 Skills: Ride, Use Magic Device

Favored Class: Summoner (extra hp for eidolon)

Leveling Guide (class features, feats, and ability increase choices per level):

Unless noted otherwise, all new levels are of the summoner class.

- 1—Mounted Combat feat
- 2 (fighter)—Ride-By Attack feat
- 3—Spirited Charge feat
- 4—Dex +1
- 5—Balanced Spellcaster feat
- 7—Improved Shield Ally feat
- 8—Cha +1
- 9—Trick Riding feat
- 11—Improved Critical (lance) feat
- 12—Cha +1
- 13—Combat Casting feat
- 15—Unstable Evolutions feat
- 16—Str +1
- 17—Power Attack feat
- 19—Controlled Charge feat
- 20—Str +1

Spells that combine especially well with this build:

- 0 (at will)—detect magic, light, mage hand, mending, open/ close, read magic
- 1st—enlarge person, expeditious retreat, feather fall, mount, rejuvenate eidolon (lesser), shield
- 2nd—barkskin, blur, bull's strength, haste, summon eidolon, wind wall

- 3rd—displacement, invisibility greater, magic fang (greater), rejuvenate eidolon, stoneskin, wall of ice
- 4th—acid pit, evolutionary surge (greater), purified calling, teleport, transmogrify, wall of stone
- 5th—dispel magic (greater), heroism (greater), rejuvenate eidolon (greater), simulacrum, true seeing
- 6th—charm monster (mass), incendiary cloud, protection from spells, teleportation circle

Mythic Rider's Eidolon Build Details

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Base Form: quadruped
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Skills: Acrobatics, Fly, Perception, Stealth

Leveling Guide: (evolutions, feats, and ability increase choices per level):

Since evolutions are frequently swapped when new options become available, the listed evolutions for each level represent the total pool of evolutions at that level. Other features that are much less dynamic—like the feats and ability scores increases—are listed only when acquired.

- 1—Bite, limbs (legs) 2, mount, and trip evolutions; Improved Natural Attack (bite) feat
- 3—Bite, limbs (legs) ×2, mount, trip, and improved damage (bite) evolutions
- 4—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), and climb evolutions; Controlled Charge feat
- 5—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), climb, and ability increase (Str +2) evolutions
- 6—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, and ability increase (Str +2) evolutions; Con +1
- 7—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), and magic attacks evolutions; Run feat
- 8—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), and energy attacks (acid) evolutions
- 9—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), energy attacks (acid), and magic attacks evolutions
- 10—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), energy attacks (acid), pounce, and gore evolutions; Fleet of Foot feat
- 11—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), energy attacks (acid), pounce, gore, and claws evolutions; Str +1

Mythic Rider's Eidolon Build Details Continued

- 12—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, ability increase (Str +2), energy attacks (acid), pounce, gore, claws, and magic attacks evolutions; Improved Critical (bite) feat
- 13—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, and large evolutions
- 14—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, and wing buffet evolutions
- 15—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, and poison (bite) evolutions; Hover feat
- 16—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, poison (bite), and improved natural armor evolutions; Str +1
- 17—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, poison (bite), and improved natural armor ×2 evolutions
- 18—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, poison (bite), improved natural armor ×2, and tail evolutions; Tail Tricks feat
- 19—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, improved natural armor ×2, tail, and tail slap evolutions
- 20—Bite, limbs (legs) ×2, mount, trip, improved damage (bite), flight, energy attacks (acid), pounce, gore, claws, large, wing buffet, poison (bite), improved natural armor ×3, tail, and tail slap evolutions; Flyby Attack feat

The Master of Arms

The master of arms is a summoner with a taste for battle and an eidolon that's the ultimate sparring partner and battle companion. Unlike most bestial eidolons, the eidolon of a master of arms is trained in the use of arcane devices, shields, and weapons.

For this build, I wanted to create an eidolon that fights side by side with its summoner, who is competent in a fight, to really take advantage of the summoner's ability to have two characters, each using a full set of actions in combat and acting on the same initiative. I also wanted to explore the notion of using weapon training and multiple arms to create a marilith-like eidolon (see sidebar). Be warned that this build that utilizes some obscure areas of the combat rules to play properly.

The decision to use a shield and weapons with the eidolon meant that Medium size made the most sense, so it would be relatively easy to equip. Without the size penalties to AC, I could also shore up defense and push the eidolon's AC fairly high while keeping it a strong offensive force.

Finally, I also wanted the summoner to have decent AC potential since he or she would be up in the thick of things. Because the class doesn't have great defenses, this led me to imagine an armored caster, using the Still Spell feat to enable casting while both armed and armored. The fighter level is critical for picking up armor, shield, and weapon proficiencies. The Raw Magic feat also gives you something to do with your spell slots when you are more inclined to fight than cast spells. This is probably the least typical summoner of the bunch.

Both summoner and eidolon are using multiple combat maneuvers here. The eidolon has a pull which drags an opponent into flanking position or just brings it close so all the non-reach attacks can fire off during a full attack sequence. Trip comes in later simply because it can be linked to the bite and is a free combat maneuver, letting you not only drag opponents closer but also sit them down.

The summoner is more of a combat maneuver specialist with feats for both tripping and disarming. I went for the more defensive maneuvers since that is part of the overall strategy. If your eidolon keeps a free hand, it could always snatch up the items you knock out of your foe's hands. Coordinated Maneuvers is a nice feat here, and in general, the summoner is an interesting

Eidolon Possessions

The rules are silent on whether an eidolon takes its items with it when banished. This would be a disadvantage if it were banished while holding something you might need but an advantage in that it means a lot less picking up junk off the battlefield and having to re-equip the thing when it is summoned again. Personally, I don't like to keep things simple, so I would allow the Eidolon to have its own set of stuff that comes and goes along with it.

class with which to try the new teamwork feats.

Due to the weapons theme in how the build operates, I decided for flavor reasons to give the summoner crafting skills and, eventually, Craft Magic Arms and Armor to outfit the mighty eidolon. Choosing Leadership was in the same vein.

This build takes a while to come together. The eidolon doesn't start using weapons right away, and the summoner cannot really cast freely while armored until 7th level, just as the eidolon is gearing up for multiweapon combat. The build really shines in the mid levels when all the pieces come together, and it reaches its zenith around 17th level.

Master of Arms Build Details

Race: human

Stats: Str 16, Dex 10, Con 12, Int 13, Wis 8, Cha 14 Skills: Craft (armor), Craft (weapons), Intimidate, Use Magic Device

Favored Class: Summoner (extra hp for eidolon) Leveling Guide (class features, feats, and ability increase

choices per level): Unless noted otherwise, all new levels are of the summoner class.

1 (fighter)—Combat Expertise feat, Improved Disarm feat, Improved Trip feat

3-Coordinated Maneuvers feat

4—Str +1

5—Power Attack feat

7-Still Spell feat

8—Str +1

9-Greater Trip feat

11-Raw Magic feat

12—Cha +1

13—Greater Disarm feat

15—Stay Down feat

16—Cha +1

17—Craft Magic Arms and Armor feat

19-Leadership feat

20—Int +1

Aspect Evolutions for PC (through the aspect class feature):

Since evolutions are frequently swapped as new options become available, the listed evolutions for each level represent the total pool of evolutions at that level.

- 13-Skilled (Use Magic Device) evolution
- 15—Skilled (Intimidate) and Skilled (Use Magic Device) evolutions

- 16—Skilled (Intimidate) and Skilled (Use Magic Device) evolutions
- 17—Skilled (Intimidate) and Skilled (Use Magic Device) evolutions
- 19—Frightful Presence evolution
- 20—Frightful Presence evolution

Spells that combine especially well with this build:

- 0 (at will)—detect magic, light, mage hand, mending, open/ close, read magic
- 1st—expeditious retreat, feather fall1, mage armor, rejuvenate eidolon (lesser), shield, summon monster I
- 2nd—barkskin, blur*, bull's strength, evolution surge (lesser), haste, summon eidolon
- 3rd—displacement1, dispel magic, fire shield, rejuvenate eidolon, ton**g**ues1, wall of fire
- 4th—acid pit, evolutionary surge (greater), overland flight, purified calling, teleport, summon monster V
- 5th—heroism (greater), rejuvenate eidolon (greater), summon monster VII, true seeing, wall of iron

6th—discern location, incendiary cloud, protection from spells, summon monster IX, teleportation circle

* Spells without somatic components can be cast in armor with no arcane spell failure.

Master of Arms's Eidolon Build Details

Base Form serpentine

Skills Acrobatics, Disable Device, Heal, Use Magic Device

Leveling Guide (evolutions, feats, and ability increase choices per level):

Since evolutions are frequently swapped as new options become available, the listed evolutions for each level represent the total pool of evolutions at that level. Other features that are much less dynamic—like the feats and ability scores increases—are listed only when acquired.

- 2—Bite, climb, reach (bite), tail, tail slap, improved natural armor, and limbs (arms) evolutions; Shield Proficiency feat
- 3—Bite, climb, reach (bite), tail, tail slap, improved natural armor, limbs (arms), and skilled (Use Magic Device) evolutions
- 4—Bite, climb, reach (bite), tail, tail slap, improved natural armor, limbs (arms), skilled (Use Magic Device), and pull (bite) evolutions; Coordinated Maneuvers feat

Master of Arms's Eidolon Build Details Continued

- 5—Bite, climb, reach (bite), tail, tail slap, improved natural armor, limbs (arms), weapon training, skilled (Use Magic Device), and pull (bite) evolutions
- 6—Bite, climb, reach (bite), tail, tail slap, improved natural armor, limbs (arms) ×2, weapon training, and skilled (Use Magic Device) evolutions; Con +1
- 7—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×2, limbs (arms) ×2, weapon training, and skilled (Use Magic Device) evolutions; Multiweapon Fighting feat
- 8—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×2, limbs (arms) ×2, skilled (Use Magic Device), and pull (bite) evolutions
- 9—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×2, limbs (arms) ×2, weapon training (martial), and skilled (Use Magic Device) evolutions
- 10—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×2, limbs (arms) ×3, weapon training (martial), and skilled (Use Magic Device) evolutions; Double Slice feat
- 11—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×2, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), and pull (bite) evolutions; Str +1
- 12—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), and pull (bite) evolutions; Improved Multiweapon Fighting feat
- 13—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), and pull (bite) evolutions; aspect (1 point)
- 14—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), and trip evolutions
- 15—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), and trip evolutions; aspect (2 points); Two Weapon Rend feat
- 16—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device),

pull (bite), trip, and improved damage (bite) evolutions; aspect (2 points); Str +1

- 17—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×4, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), trip, and improved damage (bite) evolutions; aspect (2 points)
- 18—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), trip, and energy attack (cold) evolutions; aspect (2 points); Improved Shield Bash feat
- 19—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), trip, and energy attack (cold) evolutions; aspect (3 points)
- 20—Bite, climb, reach (bite), tail, tail slap, improved natural armor ×3, limbs (arms) ×3, weapon training (martial), skilled (Use Magic Device), pull (bite), trip, and breath weapon (cold, 2/ day) evolutions; aspect (3 points); Multihanded Fighting feat

Multiweapon Fighting

This eidolon is a case where I have intentionally limited just how far I'm willing to push the envelope in min-maxing. Multiweapon Fighting is typically reserved for certain high level monsters and a few cases of four-armed PC classes. Once you have it, each arm you add is another attack—three more attacks with Improved and Greater Multiweapon Fighting.

The eidolon rules limiting natural attacks apply only to the number of natural attack forms you can add to the eidolon and not the number of attacks it can make with weapons. Multiweapon combat rules also allow for adding natural attacks to your routines as secondary natural weapons. You could max out the full seven natural attacks, take six sets of arms, and you get three main hand, seven natural, and 33 secondary attacks for 43 swings, each of which has various attack and damage values and will grind your game to a screeching halt. I decided to stop at six arms (one with a shield), stop at Improved Multiweapon, and only develop the original two natural attacks. That is still up to 15 attacks, which is a heck of a lot for one critter.

EIDOLON'S NAME							Eidolon Character Sheet					
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			ATTACKS		ATTACK					RANGE/		
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WISDOM												
CHA CHARISMA												
BAB BASE ATTACK BONUS	CMB	CMD										
ATTACK BONUS												
D	EFENSE											
AC ARMOR CLASS	TOUCH	FLAT FOOTED		SKILLS						EVOLUTIO	DN	
ARMOR BONUSES			SKILL NAME			TOTAL BONUS		OLUT		POOL	POINTS	
HP												
FORT R	EF WE	WILL SAVE										
SPECL	AL DEFENSI	ES										
	FEATS											
			SPECIAL A	BILITIES ITY NAME & DESCI	DIDTION							
			SPECIALABIL	ITY NAME & DESC	KIP HON							
	NOTES											

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