



LEGENDARY SUMMONERS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

BY CARL CRAMER



LEGENDARY SUMMONERS



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WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your *Pathfinder* campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official *Pathfinder Reference Document* as well as *d20PFSRD*. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* and headed up by Jason Nelson. *Legendary Games* uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game *Legendary*!

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WHAT YOU WILL FIND INSIDE *LEGENDARY SUMMONERS*

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

Legendary Summoners is the latest volume in our new series of class-focused player supplements for the Pathfinder Roleplaying Game, this time tackling the summoner and unchained summoner class! This book helps bridge the gap between the two with nearly 20 summoner archetypes to expand your PC and their eidolons and summoned minions! You'll find brand-new archetypes like the clan summoner, creative artist, and hostile summoner, alongside hybrid classes like the monster channeler, monster knight, and monster magus that blend the unchained summoner with classes like the magus and cavalier in a spectacular synergy. You'll also find updated, expanded, and enhanced "legacy" archetypes for the original summoner like the blood god disciple, broodmaster, story summoner, and synthesist, revised and redesigned to fit seamlessly with the unchained summoner's altered mechanics. You'll also find over a dozen new spells, feats, and creature templates to expand your summoner's capabilities and help them branch out to call upon creatures from every bestiary book! However you play your summoner, you'll find a ton of terrific options to unleash. Check out this 34-page Pathfinder Roleplaying Game supplement by Carl Cramer today and Make Your Game Legendary!





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^{ACG} = Pathfinder Roleplaying Game Advanced Class Guide

^{APG} = Pathfinder Roleplaying Game Advanced Player's Guide

^{ARG} = Pathfinder Roleplaying Game Advanced Race Guide

^{B2} = Pathfinder Roleplaying Game Bestiary 2

^{HA} = Pathfinder Roleplaying Game Horror Adventures

^{OA} = Pathfinder Roleplaying Game Occult Adventures

^{PU} = Pathfinder Roleplaying Game Pathfinder Unchained

^{THC} = Tome of Horrors Complete

^{UC} = Pathfinder Roleplaying Game Ultimate Combat

^{UI} = Pathfinder Roleplaying Game Ultimate Intrigue

^{UM} = Pathfinder Roleplaying Game Ultimate Magic

^{UW} = Pathfinder Roleplaying Game Ultimate Wilderness



INTRODUCTION

With the advent of the unchained summoner, some of the old summoner archetypes became outdated. This book updates the old summoner archetypes to work with the unchained summoner class. Each archetype has been worked over to comply with developments in the first edition of the *Pathfinder Roleplaying Game*. The aim has been to preserve the feel of each archetype more than to exactly preserve every ability.

Some of these archetypes used to be restricted to certain races, but the reason for this was vague. In this version, all are open to all races, with a note in the introduction about which races used to have access.

DESIGNER'S NOTE: WHY UNCHAINED?

Strictly speaking, none of these archetypes had to be updated. Unlike other unchained classes, summoner archetypes work with the unchained summoner with a little creativity. Still, using the old archetypes with the unchained summoner can be confusing. The game has progressed since these archetypes were published and they can definitely use a revision to bring them up to date.

WHAT DOES NOT CHANGE?

Not every archetype needs to be changed, nor does every spell need to be reconsidered for the unchained summoner. The unchained summoner was published in 2015. Everything published in 2016 or later should work with it. In addition, many archetypes work as they are, including the blood summoner, counter-summoner, evolutionist, master summoner, morphic savant, naturalist, pyroclast, shadow caller, spirit summoner, and unwavering conduit, which all work as written. The devil binder, devil impostor, god caller, fey caller, leshy caller, storm caller, and twinned summoner are already written with unchained summoners in mind.

LEGACY UNCHAINED SUMMONER ARCHETYPES

The following archetypes are updated for use with the unchained summoner.

DESIGNER'S NOTE: BLOOD GOD DISCIPLE

Changes here are basically upgrades; the blood god disciple seems to have been written for NPCs that would only face the PCs once and thus could use all their abilities in that one fight. I rewrote it to work for PCs. It has an abundance of abilities, but each is rather tightly restricted in when it can be used.

BLOOD GOD DISCIPLE

A summoner who devotes himself to one of the gods that demand bloody sacrifices may believe his eidolon is an avatar of his god rather than a mere supernatural creature. A blood god disciple generally fights by the avatar's side and offers it blood sacrifices in exchange for martial prowess.

The blood god disciple is an archetype of the summoner class, originally restricted to half-orc summoners. Orcs and other creatures worshiping violent cannibal gods or spirits can use it without problems. It makes sense for blood good disciples to also have the divine summoner archetype.

A blood god disciple has all the summoner's class features, except as noted.

Blood Feast (Su) At 1st level, a blood god disciple's eidolon can eat the flesh of an enemy to channel some of that creature's power into the summoner. The summoner must be within 30 ft. of the eidolon. The defeated foe must be a helpless, living, corporeal creature of at least half the blood god disciple's Hit Dice, alive or killed in the past minute. The eidolon must spend a standard action to eat some of the opponent. This does damage using one of the eidolon's natural attacks (typically a bite). Once the feeding is complete, the summoner may manifest one 1-point evolution. This lasts for 1 minute per class level. The evolution's effects uses the summoner's Hit Dice and ability scores rather than the eidolon's. The blood god disciple can use this ability a number of times per day equal to 3 + his Charisma modifier. He may only apply one use of this ability at a time (using it a second time replaces any evolution manifested with this ability) and can only manifest evolutions his eidolon has.

At 5th level, when the blood god





disciple uses blood feast, he may manifest one 2-point evolution or two 1-point evolutions. At 9th level, he may manifest up to two evolutions worth a total of 3 evolution points or fewer. At 13th level, he may manifest up to two evolutions worth a total of 4 evolution points or fewer. At 17th level, he may manifest up to three evolutions worth a total of 5 evolution points or fewer.

This ability replaces *summon monster I, III, V, VII, and IX*.

Bloody Gift (Su) At 3rd level, when a blood god disciple uses blood feast to manifest one or more evolutions, he may grant one ally within 30 ft. of the eidolon these evolutions as well. At 11th and 19th level, the blood god disciple can affect an additional ally with this ability. This replaces the *summon monster II* spell-like ability.

Avatar Gambit (Ex) At 7th level, the blood god disciple gains the ability to dismiss his eidolon as a free action and can enter a rage when his eidolon is dismissed. When a blood god disciple dismisses his eidolon or the eidolon is dismissed because of damage or any other reason, the blood god disciple can rage like an unchained barbarian. Each day he can rage a number of rounds equal to his summoner level + Constitution modifier. These rounds recharge when he next prepares spells. At level 11, this becomes greater rage. At level 19, this becomes mighty rage. This replaces the *summon monster IV* spell-like ability.

Rage Power (Ex) At 11th level and 15th level, a blood god disciple selects an unchained barbarian rage power, which he may use when raging (for any reason). Count summoner levels as barbarian levels when learning and using this rage power. This replaces the *summon monster VI* and *VIII* spell-like abilities.

DESIGNERS NOTE: BROODMASTER

Changes here are about playability and make the brood summoner take up less time at the table. The classic broodmaster had individually unique but very weak eidolons. This version is based on the Encounter Level assumption that +2 Encounter levels (or, in this case, effective summoner levels) equals a doubling in number. The brood consists of a number of lesser and identical eidolons, to simplify book-keeping. The swarming trait is there to reduce the space taken up by the eidolons but has a cost in that the eidolons need to be Small to use it.

BROODMASTER

Most summoners bond with one particular eidolon, but the broodmaster forges a link with multiple weaker eidolons that make up his brood. Separately, a broodmaster's eidolons are no match for a summoner's single eidolon, but taken as a whole, an eidolon brood makes up in quantity what it lacks in individual power.

Eidolon Brood: At 3rd level, instead of a single eidolon, a broodmaster summons two identical eidolons to his side, each less powerful than the single eidolon of a standard summoner. At level 8, and every 5 levels thereafter, the broodmaster can summon an additional eidolon, to a maximum of five eidolons at 18th level. All eidolons in the brood are identical. Each eidolon in the brood has statistics based on the summoner's level minus the number of eidolons in the brood. A brood of two eidolons has the statistics of an eidolon belonging to a summoner of two levels lower, a brood of three are based on a summoner three levels lower, and so on.

The broodmaster can summon and dismiss any or all of his eidolons with the same action a regular summoner summons or dismisses their single eidolon. All of the eidolons in a brood are banished if the broodmaster is unconscious, asleep, or killed. However, each eidolon in the brood is sent back to its home plane individually when its hit points are reduced to a negative number equal to or greater than its Constitution score.

The eidolons' link ability is modified in regard to magic items. Either the summoner or one of the eidolons can use each magic item slot. The brood eidolons all gain the automatic benefits of any magic item worn by any of them, but cannot activate the powers of magic items worn. For example, if one brood eidolon wears a *ring of elemental command (air)*, all brood eidolons gain feather fall, but none of them use the other powers of the ring. Brood eidolons can use magic items that do not use item slots (such as weapons and potions) normally.

Summoner abilities that target the eidolon, such as transposition, only target one of the brood eidolons, broodmaster's choice.

This modifies the eidolon ability.

Swarming (Ex) At 3rd level, if the broodmaster's eidolons are of Small size, they gain the swarming special attack.

Swarming (Ex) Two Small creatures with the swarming ability can share the same square at the same time with no penalties. If two swarming creatures in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Brood Senses (Su) At 2nd level, the broodmaster can share the senses of one eidolon in his brood at a time. Once per round he can change which of his eidolons he shares senses with as a free action. This modifies bond senses.

Brood Call (Su) At 6th level, as a standard action, the broodmaster can either call one eidolon of his choice in the brood to his side with this ability, or all currently summoned brood eidolons at once. This modifies maker's call.

Brood Aspect (Su) At 10th level, a brood summoner can divert 1 point from each of his eidolons' evolution pools to add 2 evolution points to himself. This modifies aspect.

Brood Bond (Su) At 14th level, the summoner's life becomes linked to his brood. This works like life bond, except that each eidolon in the brood takes half the damage the broodmaster avoids. Note that with three or more eidolons' present, total damage to the eidolons is greater than the damage to the broodmaster. When all eidolons in the brood are reduced to a number of negative hit points equal to their Constitution scores, all excess damage remains with the summoner. This modifies life bond.

Greater Brood Aspect (Su) At 18th level, a summoner can divert up to 2 of each of his eidolons' evolution points to himself, gaining 3 evolution points for each point that he diverts. This modifies greater aspect.

FIRST WORLDER

A few summoners have a primal connection to the first world, and their power is tied to primal magic. It is not unusual for these summoners to associate with druids, for like druids, first worlders have a powerful tie to the natural world. Some first worlders are driven mad by the strange energies and intelligences that seep into their minds and bodies, though, and these poor souls are prone to lash out at loggers, druids, or innocent passersby without considering whether or not they are threats. A first worlder's eidolon is usually an elemental or chaotic outsider, though some are fantastic otherworldly animals or plants with exaggerated features.

Eidolon: A first worlder has a fey eidolon. See "Fey Eidolons" in chapter 1 of *Pathfinder Roleplaying Game: Ultimate Intrigue*.

Summon Nature's Ally (Sp) Starting at 1st level, a first worlder can cast *summon nature's ally I* a number of times per day equal to 3 + his Charisma modifier. At levels where a summoner would gain a more powerful *summon monster* spell as a spell-like ability, he instead gains the equivalent *summon nature's ally* spell. At 19th level, he can use *fey gate*^{UW}, *summon elder worm*^{UM}, or *summon froghearth*^{UM} instead of *gate*.

Remove all *summon monster* spells from the first worlder's spell list and add the corresponding *summon nature's ally* spells.

This ability otherwise functions like the standard summoner's *summon monster* ability and replaces that ability.

Fey Spells: Add the following spells to the first worlder's spell list at the indicated levels. The first worlder must still pick these spells as known spells in the normal fashion in order to cast them.

0—*dancing lights*, *ghost sound*

1—*faerie fire*, *silent image*

2—*minor image*

3—*major image*

4—*entice fey* (lesser)^{UI}

5—*mirage arcana*

6—*entice fey*^{UI}

Primordial Summons: Add the primordial simple template (see **Appendix B**, page xx) to any creature of the animal type the first worlder summons:

DESIGNER'S NOTE: GENIE CALLER

Genie magic gives the genie summoner's eidolon spell-like abilities that become at-will at higher levels. Spells for eidolons has traditionally been severely restricted. In my estimation, spell-like abilities were something of a trap option for the classic eidolon. You had to invest very many evolution points for weak spells. Genie magic is stronger than the spell-like abilities of the classic eidolon, but still is a bit of a trap option. Casting level and saving throws are based on the eidolon, which further weakens these spells. In the most extreme case, the eidolon of a level 20 genie caller can know 5 spells each of spell level 0-2 and 4 spells of level 3 (cl 15) by forsaking all other evolutions. This creates an eidolon with a plethora of spell toys but almost useless in combat.





GENIE CALLER

Genie callers have ties to elemental genies of great power. The genie caller archetype presented here updates and expands the shaitan binder archetype to incorporate genies of all elements. Shaitan binder was originally only open to oreads, and if following this lead this archetype can be restricted to ifrit (fire focus), oreads (earth focus), sylphs (air focus), or undines (water focus). Alternatively, this restriction can be ignored entirely, allowing creatures of all races to bind genies.

This archetype has all unchained summoner class features, except as noted.

Elemental Focus: A genie caller must choose an elemental focus at 1st level; air, earth, fire, or water. If the genie caller is of one of the following races, he must choose the indicated element: **ifrit** (fire), **oread** (water), **sylph** (air), **undine** (water). Several class features change depending on this focus.

Eidolon: Genie callers have genie-related eidolons. The genie caller must choose an elemental, and the element must match his elemental focus.

Elemental Summons (Sp) A genie summoner can only summon animals or creatures of a subtype matching their elemental focus when using summoning or planar binding spells and abilities. This means that most outsiders other than elementals are unavailable to genie summoners, but a few non-elemental outsiders do have an elemental energy subtype, and these are still available. If a summoned creature would normally be celestial or fiendish they lose these templates and gain a simple elemental creature template (see **Appendix B**, page xx) depending on the summoner's elemental focus: aerial (air), aqueous (water), chthonic (earth), or fiery (fire).

Genie Magic (Sp) A genie summoner's eidolon gains spell-like abilities, using these abilities as a sorcerer of a level equal to the eidolon's Hit Dice. The save DC all these spell-like abilities is 10 + spell level + the eidolon's Charisma modifier. An eidolon can learn an additional spell from an accessible list at the cost of one evolution point. Each can be used 1/day and become at-will abilities at the level indicated for each list. The eidolon can never have more spells from a higher-level list than from any of the lower lists.

This means that to pick a second spell from the level 8 list, the eidolon must first pick two spells from each of the level 4 and 6 lists, and so on. The eidolon can change spell choices when it changes evolutions.

At 4th level, select one spell from the following list: *dancing lights*, *daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, or *touch of fatigue*. These are spell level zero for the eidolon and known spells can be used once per day. At 8th level, they can be used at will.

At 6th level, select one spell from the following list: *comprehend languages*, *daze monster*, *silent image*, *spider climb* (self only), *vanish*^{APG} (self only), or *ventriloquism*. These are spell level 1 to the genie summoner's eidolon and known spells can be used once per day. At 10th level, they can be used at will.

At 8th level, select one spell from the following list: *glide*^{APG}, *glitterdust*, *invisibility* (self only), *levitate*, *minor image*, *minor creation*, or *see invisibility*. These are spell level 2 to the genie summoner's eidolon and known spells can be used once per day. At 14th level, they can be used at will.

At 12th level, select one spell from the following list: *arcane sight*, *create food and water*, *daylight*, *fly*, *major creation*, *major image*, or *tongues*. These are spell level 3 to the genie summoner's eidolon and known spells can be used once per day. At 20th level, they can be used at will.

Depending on the summoner's elemental focus, add the following spells to the lists at the indicated levels. The added spells are selected and used exactly as the other spells on each list.

Air focus: *message* (4th), *obscuring mist* (6th), *gust of wind* (8th), *lightning bolt* (12th).

Earth focus: *open-close* (4th), *stone fist* (6th), *soften earth and stone* (8th), *stone shape* (12th).

Fire focus: *flare* (4th), *produce flame* (6th), *scorching ray* (8th), *fireball* (12th).

Water focus: *create water* (4th), *grease* (6th), *water breathing* (8th), *aqueous orb* (12th).

Genie magic replaces shield ally, maker's call, transposition, and greater shield ally.

Genie Movement (Su) At 6th level, the genie summoner's eidolon gains a movement ability depending on the summoner's elemental focus.



Air focus: *Gaseous form* (Sp) (self only) for 1 minute per Hit Dice per day. This time need not be consecutive, but must be spend in 1-minute increments.

Earth focus: The genie summoner's eidolon gains the burrow evolution, leaving no tunnel. If it already has this evolution, it instead gains the earth glide universal monster ability and can use this ability to travel at its full land speed.

Fire focus: *Levitate* (Sp) (self only) as a constant ability.

Water focus: The eidolon gains the water subtype and a swim speed of 30 ft. If it already has a swim speed, it adds 30 ft. to its swim speed. This replaces the eidolon's devotion ability.

Genie Wall (Sp) At 16th level, a genie summoner's eidolon can create an elemental wall as a sorcerer of a level equal to the eidolon's Hit Dice. This replaces merge forms.

Air focus: *Wind wall* (Sp) 6 times/day.

Earth focus: *Wall of stone* (Sp) 3 times/day. Unlike the spell, this is not instantaneous and has a duration of 1 round/level.

Fire focus: *Wall of fire* (Sp) 3 times/day.

Water focus: *Wall of ice* (Sp) 3 times/day.

Grant Earthly Desire (Sp) At 20th level, a genie summoner's eidolon gains the ability to grant most earthly desires. Once per week, the eidolon can use *resplendent mansion*^{UI} (Sp). This replaces twin eidolon.

PLANT CALLER

A plant caller summons plant creatures and forges a bond with an eidolon with a plant body. This archetype used to be called wild caller; the name was changed to distinguish it from another archetype of the same name. That archetype is included below as the wild caller. As a special rule, the plant caller archetype can be combined with the monster ally archetype, even though both archetypes modify some of the same abilities.

Eidolon: A plant caller gains a plant eidolon. See the "Plant Eidolon Subtype" in chapter 2 of *Pathfinder Roleplaying Game: Ultimate Wilderness*.

Summon Nature's Ally I (Sp) A plant caller can cast *summon nature's ally I* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. At levels where a regular summoner would gain access to a new level

of *summon monster* as a spell-like ability, the plant caller instead gains the equivalent *summon nature's ally* spell. At level 19, he gains *gate* (sp) like the normal summoner.

Remove all *summon monster* spells from the plant caller's spell list and add the corresponding *summon nature's ally* spells.

This ability otherwise functions like the standard summoner's *summon monster* ability at all levels and replaces those abilities.

Plant Summons: Rather than summoning animals, a plant caller summons plants with the form of animals. Add the copycat plant simple template (see Appendix B, page xx) to any creature of the animal type the plant caller summons.





Fey Friend (Ex) At 10th level, the plant caller gains a +4 bonus on Bluff, Diplomacy, and Sense Motive checks against fey.

STORY SUMMONER

Story summoners rely on divination cards to weave the paths they walk, turning tales into reality. They channel magic through decks of divination cards to influence the strange extraplanar beings they summon, calling familiar and fateful characters. Some focus on the more whimsical figures of the deck, while others bring its darkest icons into the real world.

Storykin Eidolon: Story summoners have storykin eidolons, outsiders of the storykin subtype, forever tied to divination cards. Storykin eidolons follow all the normal rules for eidolons. Only story summoners can have storykin eidolons.

STORYKIN EIDOLONS

The origin of storykin is uncertain; certain story summoners claim they are ancient, existing before the creation of the world, others claim they are ancestors or that they came into existence with the first deck of divination cards. Some claim storykin are not one spirit, but separate spirits tied to each card. What is real and what is fable might not matter; what matters is that these mercurial spirits can be summoned as eidolons. A storykin eidolon appears as an amalgam of shifting cards until the eidolon draw ability is used, then it changes into an appearance based on the card drawn.

Alignment: Neutral. Storykin eidolons can change alignment abruptly, see the eidolon draw ability, but in their natural state, they are of neutral alignment. A story summoner of any alignment can have a storykin eidolon.

Base Form: Biped (limbs [arms], limbs [legs], claws).

Base Evolutions: Starting at 1st level, storykin eidolons gain the flight evolution. They also gain a +4 bonus on **saves against** petrification and polymorph effects and gain immunity to bleed. Unlike most eidolons, a story summoner's eidolon cannot touch or attack creatures warded by *protection from evil* and similar effects that prevent contact with summoned creatures of the storykin eidolon's alignment.

At 4th level, storykin eidolons gain spell-like abilities. Choose one of *dancing lights*, *daze*, *detect magic*, or *mage hand*, the eidolon can use the selected spell at will as a spell-like ability with a caster level equal to the eidolon's HD and a save DC of 10 + the eidolon's Charisma modifier. The choice of spell-like ability can be changed each time the eidolon changes evolutions.

At 8th level, storykin eidolons gain the spell resistance evolution and can choose an additional spell-like ability from the level 4 list.

At 12th level, storykin eidolons gain DR 5/slashing and can choose an additional spell-like ability from the level 4 list. They gain the shapchanger subtype and lose the +4 bonus on saves against petrification and polymorph effects and instead gain immunity to petrification and polymorph effects.

At 16th level, storykin eidolons gain the blindsense evolution and can choose an additional spell-like ability from the level 4 list.

At 20th level, storykin eidolons gain the blindsight evolution.

Eidolon Draw (Su) As a standard action while his eidolon is summoned, the story summoner can draw a random card from a complete deck of divination cards he owns. For a number of rounds equal to the summoner's class level, the eidolon's alignment changes to match that of the card drawn, and the eidolon gains a +4 enhancement bonus on the ability score linked to the drawn card's suit. The eidolon continues to follow its summoner's orders regardless of its alignment, but interprets orders based on its current alignment. The story summoner can use this ability at will, repeated uses replace earlier uses. By expending one use for the summon monster ability, the story summoner can select a card for this ability, rather than drawing a random card.

To find the alignment of a card, roll two separate d3. On the first die, 1 = good and 3 = evil. On the second die, 1 = lawful, 3 = chaotic. A 2 on either die indicates neutral on that alignment axis. To find the suit and corresponding ability score, roll 1d6: 1 = Strength, 2 = Dexterity, 3 = Constitution, 4 = Intelligence, 5 = Wisdom, 6 = Charisma.

Summon Arcana (Su) At 2nd level, a story summoner can use a complete divination deck he owns as an additional focus component when he summons a creature of the animal type. When he does so, the summoner draws a random card from the deck and applies a simple template to the summoned monster based on the card's alignment: celestial (any good), fiendish (any evil), resolute^{B2} (any lawful), or entropic^{B2} (any chaotic). If a card has more than one alignment—such as a lawful evil or chaotic good card—the story summoner can choose which template to apply to the summoned creature. If the card has the true neutral alignment, the summoned creature gains no template. This replaces the celestial or fiendish template that summoned animals normally have.



DESIGNER'S NOTE: SYNTHESIST

The synthesist is the reason many are skeptical of the summoner class, and doubly of this archetype. What the synthesist gains is increased survivability at the price of actions; instead of one action for the summoner and another for the eidolon, the fused summoner-eidolon gains only one set of actions each round. The classic synthesist could dump all physical ability scores, but this is no longer possible with the unchained synthesist.

SYNTHESIST

Rather than summon an eidolon to serve by his side, the synthesist fuses his eidolon's essence to his own. Instead of two creatures, the synthesist is a fusion of the summoner and eidolon into a single being.

Fused Eidolon: A synthesist summons the essence of a powerful outsider to meld with his own being. The synthesist wears the eidolon like translucent, living armor. The eidolon mimics all of the synthesist's movements, and the synthesist perceives through the eidolon's senses and speaks through its voice, as the two are now one creature. The synthesist must choose an eidolon with a biped base form (or whatever base form best represents his own body for a non-humanoid synthesist), and the eidolon must match his alignment exactly. The eidolon must be at least the same size as the synthesist.

Neither the synthesist nor his eidolon can be targeted separately, as they are fused into one creature. The synthesist and eidolon cannot take separate actions. While fused with his eidolon, the synthesist can use all of his own abilities and gear, except for his armor. The synthesist-eidolon combination must have arms to cast spells with somatic components.

While fused with his eidolon, the synthesist retains his own ability scores, modified by the eidolon's ability score increases from evolutions and the Str/Dex bonuses from **Table: Eidolon Base Statistics**, but does not gain any ability modifiers from the eidolon's advancing Hit Dice. A synthesist's eidolon cannot apply the ability increase evolution to mental ability scores or the skilled evolution to skills with mental key attributes.

The synthesist-eidolon combination uses the eidolon's base attack bonus and saving throw bonuses, except that it can use the synthesist's own base Will saving throws. The synthesist also gains access to the eidolon's special

abilities and the eidolon's evolutions. The synthesist is still limited to the eidolon's maximum number of natural attacks. The eidolon has no skills or feats of its own, but the synthesist can use his own proficiencies, feats, skill ranks, and class skills, modified by the eidolon's ability and size modifiers. The synthesist gains the eidolon's armor and natural armor bonuses.

When fused with his eidolon, the synthesist gains 2 temporary hit points per summoner level. These are the eidolon's hit points. When these temporary hit points reach 0, the eidolon is killed and sent back to its home plane. The eidolon's temporary hit points can be restored with rejuvenate eidolon spells and other effects that specifically restore eidolon hit points, but not by other means such as natural rest or cure spells. The temporary hit points can never exceed this initial maximum. A slain synthesist eidolon summoned the next day starts with its maximum temporary hit points. The synthesist's own hit points can still be healed when in a synthesist-eidolon combination.

While fused, the synthesist counts as both his original type and as the type and subtype of his eidolon for any effect related to type. Any effect affecting the synthesist when he summons his eidolon is transferred to the composite synthesist-eidolon. Any effect on the synthesist-eidolon composite is transferred to the synthesist when the eidolon is dismissed. The exception is that effects that could affect the composite because it was an outsider or extraplanar,

but cannot affect the synthesist in his own form, immediately end. Effects such as banishment or dismissal work normally on the eidolon, but the synthesist is unaffected.





In all other cases, this ability functions as the summoner's normal eidolon ability (for example, the synthesist cannot use his summon monster ability while the eidolon is present). This modifies the eidolon ability and replaces bond senses and life bond.

Fused Link (Su) Starting at 1st level, the synthesist forms a close bond with his eidolon. Whenever the temporary hit points from his eidolon would be reduced to 0, the synthesist can, as a free action, sacrifice any number of his own hit points. Each hit point sacrificed this way prevents 1 point of damage done to the eidolon (thus preventing the loss of the summoner's temporary hit points), preventing the eidolon from being killed and sent back to its home plane. This ability replaces life link.

Shielded Meld (Ex) At 4th level, whenever the synthesist is fused with his eidolon, he gains a +2 shield bonus to his Armor Class. This replaces shield ally.

Transfusion (Su) At 6th level, when the synthesist is at full hit points and would recover hit points beyond his normal maximum for any reason, he can transfer these surplus hit points to his eidolon, thus restoring the temporary hit points he gains from the eidolon. This cannot increase the eidolon form's temporary hit points past its normal maximum. The eidolon must be alive but need not be present for this ability to work. Transfusion replaces maker's call.

Maker's Jump (Sp) At 8th level, when the synthesist is fused with his eidolon, the synthesist can cast dimension door as a spell-like ability at his caster level. This ability only affects the fused synthesist and eidolon. The synthesist can use this ability once per day at 8th level, plus one additional time per day for every four levels beyond 8th. This replaces transposition.

Greater Shielded Meld (Ex) At 12th level, whenever the synthesist is fused with his eidolon, he gains a +4 shield bonus to his Armor Class. This ability replaces greater shield ally.

Split Forms (Su) At 16th level, as a standard action, the synthesist and his fused eidolon can split into two creatures: the synthesist and the eidolon. The eidolon functions as a normal summoner's eidolon, using the statistics of the synthesist-eidolon combination - including magic items. It uses the synthesist's feats and skills. It does not gain any of the synthesist's other abilities, such as spells or class features. The synthesist loses the temporary hit points gained from the eidolon, which now has a number of hit points equal to four times the remaining temporary hit points and has maximum hit points equal to four times its maximum temporary hit points. When separate, the eidolon can be healed with normal healing spells and powers.



The synthesist emerges in a square adjacent to the eidolon or squeezing in the eidolons space if this is not possible. All items, effects, and spells currently targeting the fused synthesist-eidolon affect both the synthesist and the eidolon. Any effect that could not affect either the synthesist or the eidolon because of type immediately end but remember that the share spells ability. The synthesist can use this ability once per day for a number of rounds equal to his summoner level. He can end this effect at any time as a free action. If the eidolon is still alive when split form ends, the synthesist gains one-fourth of the eidolon's remaining hit points as temporary hit points

At level 20, the synthesist can instead use this ability for a number of minutes per day equal to his summoner level. This time need not be continuous but must be spent in one-minute intervals. This replaces merge forms and twin eidolon.

DESIGNER'S NOTE: WILD CALLER

There used to be two summoner archetypes named wild caller; one racial archetype for half-elves and one that deals with plants. This is the archetype for half-elves, the plant archetype has been renamed plant caller (see above) to avoid confusion.



WILD CALLER

The wild caller has eidolons that take more natural and savage forms and summons from nature rather other planes. The wild caller archetype was originally open only to half-elves, a restriction that can be safely ignored. It works well with the monster ally archetype from this book, despite both modifying the eidolon and summon monster abilities.

Savage Eidolon: The eidolon of a wild caller takes more natural and savage forms than other summoners' eidolons. A wild caller gains 1/4 his class level as bonus evolution points in his eidolon's evolution pool, but his eidolon cannot take any supernatural or spell-like evolutions, as well as any of the following evolutions:

Forbidden 1-point evolutions: Skilled (while the eidolon can select this evolution, it can only do so with the following skills: acrobatics, climb, escape artist, fly, intimidate, perception, survival, and swim);

Forbidden 2-point evolutions: weapon training

Forbidden 3-point evolutions: frightful presence

Forbidden 4-point evolutions: spell resistance

If the eidolon would gain one of these evolutions from its subtype, if it gains damage reduction, or if it gains any other supernatural or spell-like abilities, it loses these abilities and gains a single evolution point for each evolution or ability lost.

This is a modification of the eidolon class feature.

Summon Nature's Ally I (Sp) Starting at 1st level, a wild caller can cast summon nature's ally I a number of times per day equal to 3 + his Charisma modifier.

At 3rd level and every 2 levels thereafter, the power of this ability increases by one spell level, allowing the summoning of more powerful creatures (to a maximum of *summon nature's ally IX* at 17th level). Furthermore, at 19th level, the wild caller can use either *summon elder worm*^{UM} or *summon froghearth*^{UM} instead of *gate*.

Remove all summon monster spells from the wild caller's spell list and add the corresponding summon nature's ally spells.

This ability otherwise functions like the standard summoner's summon monster I ability and replaces that ability.

NEW UNCHAINED SUMMONER ARCHETYPES

These are new archetypes, made specifically for the unchained summoner. Summoners of legend at not all arcane spellcasters bonded to a single eidolon. Some bond to several eidolons, some use other kinds of spells or are not spellcasters and some never actually summon anything.

DESIGNER'S NOTE: CLAN SUMMONER

At the level when a new clan eidolon is gained, it has the same number of evolutions as the base eidolon. It is only on advancing further in level that the clan summoner has to finally decide which of the two will advance as the base eidolon, and which will retain its evolutions as it is because it is clan eidolon.

CLAN SUMMONER

Some summoners are not content with one eidolon—they contact a related group of spirits, an entire clan of eidolons, and can summon any one of their allies at any time.

These are the new or changed class features on the clan summoner.

Fast Eidolon Summons (Sp) It is a standard action for a clan summoner to summon any of his eidolons. At 1st level a clan eidolon can have his eidolons summoned for a number of rounds per day equal to 6 + his Charisma modifier. For each class level after 1st, the clan summoner can keep his eidolons around for 6 additional rounds per day. Any eidolon can be dismissed at any time, this is not an action.

Eidolon Clan: Like most other summoners, the clan summoner begins with the ability to summon a single eidolon. This is called the base eidolon and is a normal eidolon.

At third level, the clan summoner gains the ability to summon multiple eidolons. All additional eidolons beyond the first are called clan eidolons. For every two levels after level three, the clan summoner learns to summon a new clan eidolon, up to a total of nine different eidolons at level 17. The clan summoner can summon any of his eidolons, but only one eidolon can be summoned at any time; if a new eidolon is summoned, any eidolons present at the time are immediately dismissed.

All the clan summoner's eidolons have the same planar origin. If the base eidolon comes from hell, all clan eidolons do too. They must all be of the same subtype, but when there are variations within a subtype, different clan eidolons can pick different choices; specifically, elemental eidolons can be of different elements.



Each clan eidolon is built independently using the normal eidolon construction rules. Each can have a different base form and evolutions. The evolution pool of each eidolon is fixed at the level where it is gained. The clan eidolon gained at level nine always has 7 points in its evolution pool, the clan eidolon gained at level 15 always has 12 evolution points, and so on, as given in **Table: Eidolon Base Statistics**. All other aspects of each eidolon continue to advance, such as Hit Dice, armor, skill ranks, feats, and so on. All clan eidolons gain full benefits from their subtype and base form, based on the clan summoner's level. All eidolons can have their evolutions changed when the clan summoner advances a level.

This replaces *summon monster I - IX*.

Clan Link: The summoner and base eidolon shares magic item slots as described in the eidolon's link ability. Clan eidolons cannot wear or use magic items, instead they share the static benefits of all magic items the base eidolon wears, even when the base eidolon is not present.



Only the base eidolon can activate the powers of magic items. Clan eidolons can still use magic items that do not use item slots, such as weapons and potions. This is a modification of the eidolon's link ability.

For example, if the summoner wears a single magic ring, the base eidolon can use one magic ring, since a character has two ring slots. If the base eidolon wears a *ring of elemental command (air)*, all clan eidolons gain feather fall, but only the base eidolon can activate the other powers of the ring.

Double Eidolons (Su) At 10th level, the clan summoner can summon two eidolons at once. When using this ability, one eidolon already present does not disappear when a new eidolon is summoned. Each round with two eidolons costs three rounds from the clan summoner's eidolon time limit. Using double eidolons itself is not an action, merely removing a limit on other actions. Summoner abilities that target the eidolon, such as transposition, only target one of the two eidolons, clan summoner's choice.

This replaces aspect which is moved to level 14.

Aspect (Su) At 14th level, the clan summoner gains the aspect ability and can select different evolutions to divert to himself for each of the eidolons in his clan. He only gains these evolutions when each specific eidolon is present. If several eidolons from whom the clan summoner has diverted evolutions are present, the clan summoner gains the aspects selected for all present eidolons. This modifies aspect and greater aspect and replaces life bond which is moved to level 16.

Life Bond (Su) Gained at 16th level, this is the same as the summoner ability of the same name. If the clan summoner has more than one eidolon summoned, he only transfers damage to one of them. He can change which eidolon he transfers damage to at the beginning of his turn. This replaces merge forms.

Gate (Sp) At 19th level, the clan summoner can use *gate (sp)* a number of times per week equal to his Charisma modifier. The summoner must pay any required material components. Gate is often used to contact or summon the leader of the planar faction the summoner draws his eidolons from. This is a modification of the gate ability.

Triple Eidolons (Su) At 20th level, a clan summoner can call a third eidolon while having two eidolons already present. Having three eidolons present in a round consumes five rounds of the daily summoning limit. This otherwise functions as double eidolons above and replaces the twin eidolon ability normally gained at level 20.



TABLE 1: CLAN SUMMONER CLASS FEATURES

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	SPELLS PER DAY					
						1	2	3	4	5	6
1st	+0	+0	+0	+2	Cantrips, fast eidolon summons, life link	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Bond senses	2	—	—	—	—	—
3rd	+2	+1	+1	+3	Eidolon clan II	3	—	—	—	—	—
4th	+3	+1	+1	+4	Shield ally	3	1	—	—	—	—
5th	+3	+1	+1	+4	Eidolon clan III	4	2	—	—	—	—
6th	+4	+2	+2	+5	Maker's call	4	3	—	—	—	—
7th	+5	+2	+2	+5	Eidolon clan IV	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Transposition	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	Eidolon clan V	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Double eidolons	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	Eidolon clan VI	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Greater shield ally	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	Eidolon clan VII	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Aspect	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Eidolon clan VIII	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Life bond	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Eidolon clan IX	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Greater aspect	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Gate	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Triple eidolons	5	5	5	5	5	5

CREATIVE ARTIST

A creative artist is an artist whose works take on a tangible form, shaping reality and summoning creatures. It is common for creative artists using the Craft skill to also be spellbook summoners, the two archetypes work together using the creative artist's creative summons ability and not the spellbook summoner's learned summoner ability.

The creative artist has all the abilities of the unchained summoner, except as noted below.

Class Skills: The creative artist's class skills are Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha). The creative artist gains 4 skill ranks plus their Intelligence modifier at each level.

Spells: Add the following spells to the creative artist's spell list. The creative artist doesn't automatically learn these spells, they must be added to his known spells in the normal way.

1st—*beguiling gift*^{APG}, *crafters' fortune*^{APG}, *floating disk*, *heightened awareness*^{ACG}, *magic weapon*, *mirror polish*^{ACG}, *open and shut*^{UI}, *refine improvised weapon*^{ACG}, *silent image*

2nd—*disguise other*^{UM}, *enter image*^{APG}, *make whole*, *masterwork transformation*^{UM}, *meticulous match*^{UI}, *wood shape*

3rd—*instant fake*^{UI}, *magic vestment*, *magic weapon (greater)*, *major image*, *secure shelter*, *stone shape*

4th—*animate objects*, *charnel house*^{HA}, *envious urge*^{UM}, *fabricate*, *hallucinatory terrain*, *majestic image*^{UI}

5th—*impossible angles*^{HA}, *mirage arcana*, *flesh to stone*, *permanency*, *permanent image*, *statue*

6th—*create demiplane*^{UM}, *limited wish*, *mage's magnificent mansion*, *programmed image*, *screen*

Artistic Focus (Ex) Any concentration checks the creative artist makes can be made using the skill bonus for a Craft or Perform skill of the creative artist's choice. This replaces life link.

Creative Summons (Sp) A creative artist can use his *summon monster I* ability a number of times per day equal to 5 + his Charisma modifier + his Intelligence modifier. Using the *summon monster* ability is a full-round action for a creative artist. The creature arrives in the same round the ability is used and can act immediately. This modifies the *summon monster* ability of all levels.



Eidolon Muse: The creative artist's eidolon is a creature that inspires and protects the artist. Summoning or dismissing the eidolon muse happens on the summoner's turn but is not an action; it appears as the player desires. An eidolon muse can be present at the same time as creature summoned by the creative artist's creative summons ability, but it can only be present a number of rounds per day equal to his Charisma modifier + his Intelligence modifier (minimum 3 rounds). This time limit recharges when the creative artist prepares spells. The GM can have the eidolon muse appear more than this for role-playing purposes, but then it cannot take any actions other than converse with the creative artist. If the eidolon muse remains on its home plane for an hour, the next time it arrives it has full hit points and is free of all conditions and effects, even if it was previously dead.

Versatile Art (Ex) Through art, the creative artist gains an insight into many areas. At 2nd level, a creative artist can choose one type of Perform skill or one of a select list of Craft skills (see below). He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the summoner uses his total Craft or Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. At 6th level, and every 4 levels thereafter, the creative artist can select an additional type of Craft or Perform to substitute.

If the creative artist chooses a Perform skill, the benefits are the same as that of the bard's versatile performance ability. If he chooses one of the Craft skills listed below, he gains the listed associated skills: armor (Acrobatics, Heal), bone (Handle Animal, Survival), bows (Perception, Survival), calligraphy (Bluff, Linguistics), carpenter (Disable Device, Survival), glass (Heal, Perception), jewelry (Appraise, Bluff), leather (Handle Animal, Ride), locks (Appraise, Disable Device), painting (Diplomacy, Disguise), pottery (Perception, Swim), sculpture (Climb, Escape Artist), tailor (Diplomacy, Stealth), traps (Disable Device, Perception), weaving (Climb, Fly), and weapons (Intimidate, Sense Motive).

When a creative artist gains versatile art with a new skill, he can immediately retrain all skill ranks invested in that skill's associated skills. This replaces bond senses, maker's call, transposition, aspect, and greater aspect.

Alter Reality (Sp) A creative artist of 19th level can create a work that alters reality, depicting something with such power that it becomes real. This functions as a *wish* spell except as outlined here. The effect of the *wish* must be expressed through art, which takes at least 1 hour and requires a Craft or Perform check (DC 40) and costly materials worth 25,000 gp. A failed check can be tried again and does not consume the materials. As long as work is continuous and the skill checks succeed, multiple wishes are treated as if they were cast in immediate succession for the purpose of granting inherent bonuses. This replaces gate.

DESIGNER'S NOTE: VERSATILE ART

This is the reverse of the above list; it shows what skills are connected to what types of Craft. Acrobatics (armor), Appraise (jewelry, locks), Bluff (calligraphy, jewelry), Climb (sculpture, weaving), Diplomacy (painting, tailor), Disable Device (carpenter, locks, traps), Disguise (painting), Escape Artist (sculpture), Fly (weaving), Handle Animal (bone, leather), Heal (armor, glass), Intimidate (weapons), Linguistics (calligraphy), Perception (bows, glass, pottery, traps), Ride (leather), Sense Motive (weapons), Stealth (tailor), Survival (bone, bows, carpenter), and Swim (pottery).





DIVINE SUMMONER

A divine summoner is a summoner that uses divine magic. Many are spirit-worshipers and consider their eidolon to be a god in manifest form, others serve a creed that grants them a divine servant as an eidolon. Others dedicate themselves to a divine concept manifested through their eidolon—such as battle, death, justice, or knowledge. A divine summoner has all class abilities of the unchained normal summoner, except as follows.

Alignment: A divine summoner with a patron must have an alignment within one step of his patron's, along either the law/chaos axis or the good/evil axis.

Armor and Weapon Proficiencies: A divine summoner is proficient with all simple weapons and with light armor and medium armor. If he has a patron, he is also proficient with his patron's favored weapon. As a divine spellcaster, a divine summoner can freely cast spells in armor.

Spells: A divine summoner uses divine spells from the cleric spell list. Cleric spells of 7th level and above are not on the divine summoner's class spell list, and a divine summoner cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of cleric spells of 7th level or higher. A divine summoner uses orisons rather than cantrips (level zero divine spells rather than level zero arcane spells).

A divine summoner cannot cast spells or use spell-like abilities of an alignment opposed to his own or that of his patron. Spells with alignments are so noted in spell descriptions. Note that *summon monster* spells have the same alignment as the alignment subtypes of the creature summoned.

Otherwise, a divine summoner learns and casts spells just like a summoner, including using Charisma as the casting ability, spontaneous casting, and spells known.

Domain: A divine summoner selects one domain among those available to clerics of his faith. The divine summoner gains and uses domain powers as a cleric of his summoner level, replacing all references to Wisdom with Charisma. Add all domain spells of level 0 to 6 of the two selected domains to the divine summoner's spell list and list of known spells. The divine summoner gains no domain spell slots and uses his regular spell slots to cast domain spells.

Eidolon: The divine summoner's eidolon is an agent of his faith and must be of a type appropriate to his patron or creed. Depending on the divine summoner's faith, this can be any type of eidolon. The eidolon of a divine summoner with a patron must have an alignment within one step of both the summoner's and his patron's alignment.

EX-DIVINE SUMMONERS

A divine summoner who changes to an alignment more than one step removed from that of his eidolon or his patron (if he has one) or grossly violates the code of conduct required by his faith loses all spells and class features, except for weapon, armor, and shield proficiencies. He cannot thereafter gain levels as a divine summoner of that faith until he atones for his deeds (see the *atonement* spell description).

HOSTILE SUMMONER

A hostile summoner subscribes to a philosophy where summoning a creature and risking its life and well-being is inherently a hostile act. As a result, hostile summoners summon creatures of alignments opposed to their own. It is argued that this is a foolish philosophy sure to lead to corruption, but if so, the corruption is too subtle to have been proven.

This archetype works for any class with *summon monster* spells, but obviously only summoners can use the questionable eidolon ability.

Questionable Eidolon (Ex) A hostile summoner can have an eidolon of any alignment.

Hostile Summons (Ex) To the hostile summoner, the act of using a call or summon effect to control a creature of an alignment or alignment subtype is an act of the alignment opposite of the target creature's alignment. The creature summoned is bound by the summoner's orders, but interprets its orders according to its personality and alignment; a demon ordered to protect a temple may find killing the refugees inside is the best way to insure the safety of the building, while an angel ordered to stop a riot would most likely choose nonviolent or at least nonlethal methods to do so. The hostile summoner is responsible for the actions of his creatures. If the summoner goes unconscious, summoned creatures still cannot harm him or his allies, but are otherwise free to act as they want, and may go on a rampage.

DESIGNER'S NOTE: MONSTER ALLY

This was originally a part of the monster knight and monster magus archetypes. I decided to make it a separate add-on and made notes in other archetypes saying that they fit together.

MONSTER ALLY

A monster ally is a summoner who has a pact with a supernatural creature that is of this world. This archetype works conceptually well with many other archetypes, especially ones that give up the *summon monster* ability.



The GM is encouraged to allow characters to combine this archetype with other archetypes, even those that modify the same class features. This does not work with archetypes like the clan summoner or creative artist that limits how much the eidolon can be present, nor does it work with the monster channeler or synthesist archetypes.

The monster ally has all the unchained summoner's class features, except as described here.

Native Eidolon: A monster ally begins play with the services of a powerful creature called a native eidolon. The native eidolon has a pact with the monster ally for reasons that need not be entirely clear. A native eidolon is a creature from the summoner's home plane, usually the material plane. Fortunately for the monster ally, this can be any kind of eidolon; a creature that is normally extraplanar can naturalize itself to the material plane.

Some scholars suggest that becoming a native outsider is the reason such creatures chose to become eidolons to a monster ally in the first place.

The monster ally can opt to call a new native eidolon as a one-hour ritual that severs all ties with the old native eidolon. The replacement eidolon must travel to the monster ally using its own abilities, a process that can take a week or more depending on location.

The native eidolon gains the native subtype and loses the extraplanar subtype. It cannot be summoned or dismissed. This means that it cannot be conveniently stowed; keeping the native eidolon around can cause problems. The native eidolon gains the hard to kill evolution and a choice of bonus evolutions at first level. It can choose either to gain the large evolution, or the change size evolution. Hard to kill and change size are

evolutions only available to monster allies and described below. Whenever the summoner changes the eidolon's evolutions, he can also change which of these evolutions it gains.

This is a modification to the eidolon ability, except as noted this is the same as a regular eidolon.

Hard to Kill (Ex) Native eidolons are very hard to kill; they go unconscious normally at negative hit points, but automatically stabilize and can survive at negative hit points equal to half their full hit points. Unlike normal eidolons, native eidolons heal naturally over time. A native eidolon that is slain can be raised or resurrected without suffering negative levels even if its type would normally not allow this.

Change Size (Su) As a standard action the native eidolon can alter its size, from Tiny to its normal size (normally Medium, but see the large evolution). Any equipment the native eidolon wears or wields also changes size. The eidolon gains the effects due an eidolon of whatever size it currently is. A Tiny native eidolon gains a +4 bonus to its Dexterity score, takes a -8 penalty to its Strength, and a -4 penalty to its Constitution. It gains a +2 size bonus to its AC and attack rolls, a -2 penalty to its CMB and CMD scores, a +4 bonus on its Fly skill checks, and a +8 bonus on its Stealth skill checks. It also loses its natural reach and all natural and weapon attacks do two steps less damage than a Medium eidolon. A Tiny eidolon is likely to be mistaken for a familiar.

Momentary Monsters: The *summon monster* ability of the monster ally can be used when the native eidolon is present, but when doing so the duration is only 1 round/level. This is a modification of the *summon monster I* ability and applies to all levels of the monster ally's *summon monster* spell-like ability. If monster ally is combined with another archetype that modifies the *summon monster* ability to summon a different type of creature or a specific subset of monsters, the duration of such summons is similarly reduced. If the ability is changed to something that does not involve summoning monsters, this ability has no effect and does not interfere with selecting that archetype.

DESIGNER'S NOTE: MONSTER CHANNELER

A monster channeler is in a way like a synthesist, but unlike a synthesist that can only wear his eidolon as a second skin, any creature the channeler summons becomes a second skin. This is both a restriction and a benefit.

The monster channeler is technically possessed by the creatures he summons, but this possession is the reverse of what the Pathfinder Roleplaying Game normally thinks of as possession - the possessed character has the form and abilities of the monster while the channeler remains in control. This can also be seen as the monster channeler summoning and then possessing a monster. This would be exactly the same mechanically, but more similar to how possession normally works in Pathfinder. On the other hand, I feel this would lose some atmosphere. This is why the abilities are written as they are.

MONSTER CHANNELER

Instead of summoning creatures physically into his presence, the monster channeler summons creatures to possess his own body. Often found in shamanic societies, monster channelers are vessels that can house extraplanar creatures, granting those creatures access to the physical world. The result is visually similar to a polymorph, but a spirit channeler does not just assume another form, in a





very real sense he becomes the creature he is channeling. A monster channeler has all class abilities of the normal unchained summoner, except as follows.

Channel Monster (Su) The monster channeler acts as a portal for a creature to enter the physical world, then traps the creature in his own body and controls it. This is a possession effect, the creature possesses the channeler, but the channeler is in control. *Protection from evil* and similar effects cannot prevent this voluntary possession.

Whenever the monster channeler summons a creature, including his eidolon, that creature manifests inside his body. Because of this a monster channeler can only control one summoned creature at a time, further summons merely replace the current one. This limitation applies to the eidolon as well as to creatures summoned by spells or class abilities. Both the monster channeler's and the creature's life force occupies the monster channeler's body, which assumes the physical form and all the characteristics of the possessing creature, including equipment and alignment. The monster channeler controls the creature and it acts on the monster channeler's turn. While possessed, the monster channeler can take no actions other than to use the *life link* ability and to control or dismiss the creature possessing his body. In effect, the monster channeler's player now plays the possessing creature instead of the normal character. The monster channeler can perceive what the possessing creature perceives and can communicate telepathically with it. This telepathy transcends language barriers but does not confer language skills; the creature can be ordered to speak, but only in a language it knows (an eidolon knows the same languages the summoner does).

The possessed monster channeler counts as both his original type and subtypes and as the possessing creature's type and subtypes for the purpose of what spells and effects affect him. Effects that specifically end possession can expel the possessing creature. If the possession ends for any reason, such as if the creature is reduced to zero hit points, dismissed, or cast out of the body, the monster channeler's body returns to normal and the possessing creature is immediately returned to its home plane. Any damage (including ability damage, ability drain, and negative levels) the creature took disappears with it. When possession begins or ends, any spells, effects, and conditions (except those related to hit points, ability damage, ability drain, and negative levels) stay with whoever now inhabits the body. Spells and effects cease to affect the monster channeler if he is no longer a legal target, such as a spell that does not affect the monster channeler's creature type. The share spells ability allows all the monster channeler's own spells to stay in effect when his eidolon possesses him.

All the monster channeler's gear merges with the body when he is possessed and has no effect; the possessing creature appears with whatever gear is in its description. The eidolon appears with whatever gear it has been given. See the eidolon's link ability for restrictions on the magic items of eidolons.

A monster channeler can still call creatures in the normal way with conjuration (calling) effects.

Possession Spellcasting (Su) At 2nd level, a possessed monster channeler can cast spells and use spell-like and supernatural effects on himself and on the creature possessing his body. He is considered a separate creature touching the possessing creature for this purpose. He can access and use any gear merged with his form. He can summon or call a different creature; doing so replaces the creature currently possessing him with a new one. He cannot directly affect anything except the creature possessing him. The possessing creature can still act normally. This replaces bond senses.

Possession Trap (Su) At 4th level, the monster channeler can force a creature to possess his body as a full-round action. When within 30 ft. of a creature with the inherent ability to possess others the monster channeler can force that creature to possess him. This includes creatures that can possess others using supernatural and spell-like abilities, but not spells. Using this ability on a creature incapable of possession automatically fails. A monster channeler can always use this ability on a creature possessing him, regardless of how it came to possess him and even in situations where he'd normally be incapable of taking any action.

At 4th level, the monster channeler can force a creature to possess his body as a full-round action. When within 30 ft. of a creature with the inherent ability to possess others the monster channeler can force that creature to possess him. This includes creatures that can possess others using supernatural and spell-like abilities, but not spells. It also includes creatures already possessing another creature, even if it did so using spells. A monster channeler can always use this ability on a creature possessing him, even in situations where he'd normally be incapable of taking any action. Using this ability on a creature incapable of possession automatically fails.

The target is allowed a Will saving throw (DC 10 + 1/2 the monster channeler's level + his Charisma modifier). If the saving throw succeeds, nothing happens. If the saving throw fails the creature possesses the monster channeler as outlined in channel monster, the channeler assumes the creature's form and abilities and can control its actions. He cannot force the creature to attack itself, become helpless, or reduce its defenses in any way.



TABLE 2: MONSTER CHANNELER CLASS FEATURES

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	SPELLS PER DAY					
						1	2	3	4	5	6
1st	+0	+0	+0	+2	Cantrips, channel monster, eidolon, life link, summon monster I	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Possession spellcasting	2	—	—	—	—	—
3rd	+2	+1	+1	+3	Summon monster II	3	—	—	—	—	—
4th	+3	+1	+1	+4	Possession trap	3	1	—	—	—	—
5th	+3	+1	+1	+4	Summon monster III	4	2	—	—	—	—
6th	+4	+2	+2	+5	Condition selection	4	3	—	—	—	—
7th	+5	+2	+2	+5	Summon monster IV	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Rapid eidolon (full-round)	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	Summon monster V	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Aspect	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	Summon monster VI	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Rapid eidolon (standard)	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	Summon monster VII	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Shielded possession	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Summon monster VIII	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Rapid eidolon (swift)	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Summon monster IX	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Greater aspect	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Gate	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Rapid eidolon (immediate)	5	5	5	5	5	5

Each round at the beginning of the monster channeler's turn while he is possessed in this way, a hostile possessor can make another Will saving throw. If it fails, the monster channeler is in control for this round and can control the creature's actions, acting on the monster channeler's turn. If the saving throw succeeds, the creature is in control and can act normally on its own turn later in the round. It can also choose to immediately end the possession, which physically separates it from the monster channeler, who appears adjacent to the creature, squeezing if there is no legal space. If the possessor chooses to not end the possession, it remains in the channeler's body but is in control. If the possessing creature is exorcised or falls below zero hit points, it materializes as a separate creature.

Possession trap replaces shield ally.

Condition Selection (Ex) At 6th level, when beginning or ending a possession, the monster channeler can select to not transfer select effects and conditions from himself to the possessing creature and vice versa. This allows him to get rid of unwanted effects while keeping beneficial ones. Mind-affecting effects cannot be removed in this way. Condition selection replaces maker's call.

Rapid Eidolon (Ex) At 8th level, the monster channeler can summon his eidolon as a full-round action. At 12th

level, he can summon the eidolon as a standard action. At 16th level, he can summon or dismiss it as a swift action, at 20th level, he can summon or dismiss the eidolon as an immediate action. The eidolon always acts on the summoner's initiative, even if summoned outside his turn. This ability replaces transposition, greater shield ally, merge forms, and twin eidolon.

Shielded Possession (Ex) At 14th level, a creature possessing the monster channeler gains a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. This replaces life bond.

MONSTER KNIGHT

This is a summoner archetype with many of the traits of a cavalier. A monster knight is not a spellcaster, he is a martial character that has a pact with a powerful supernatural creature, an eidolon mount. Besides the eidolon mount, a monster knight has little magic; no spells and few supernatural abilities. The monster knight and his mount make a perfect fighting team, each complimenting the abilities of the other. The pact between them is at the core of their lives. Some eidolon mounts have been longstanding allies of the summoner's family for generations, for others the bond happened at birth, because of an astrological conjunction, or a chance meeting.



Some monster knights have a pact with a monster that is not extra-dimensional but instead native to the same plane as the summoner using the monster ally archetype from this book. These two archetypes work together, despite both changing the eidolon and summon monster abilities.

The monster knight has all the summoner's class features, except as noted.

Class Skills: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str). A monster knight gains 4 skill points plus her Intelligence modifier at each level.

Weapon and Armor Proficiencies: Monster knights are proficient with all simple and martial weapons, with all armor (heavy, light, and medium) and with shields (except tower shields).

Spells: Monster knights cannot cast spells, do not have a caster level, and cannot use spell trigger and spell completion magic items except by using the Use Magic Device skill.

Challenge (Ex) Once per day, a monster knight can challenge a foe to combat. As a swift action, the monster knight chooses one target within sight to challenge. The monster knight's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the monster knight's level. The monster knight can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. A monster knight also gains a +1 attack bonus on melee attacks against a challenged target. This attack bonus increases by one at level seven and every 6 levels thereafter (+2 at level 7, +3 at level 13, and +4 at level 19). The challenge remains in effect until the target is dead or unconscious or until the combat ends. This replaces summon monster.

Eidolon Mount (Ex) A monster knight begins play with the services of a powerful creature called an eidolon mount. The eidolon mount formed a pact with the monster knight for reasons that need not be entirely clear. This is the same as the summoner's eidolon ability except as noted here. The eidolon mount gains the mount evolution as a bonus evolution at first level. Unlike normal eidolons, eidolon mounts heal

naturally over time, and count time not summoned as rest aided by a successful Heal check, recovering 3 hit points/Hit Die/day. The eidolon mount must have the quadruped or serpentine base form. An eidolon mount of any type or subtype can always choose a quadruped base form (bite, limbs [legs, 2]). It counts as a mount to abilities that specifically affect a cavalier's mount. This is a modification of the eidolon ability. A monster knight riding his eidolon mount ignores any armor check penalty to the Ride skill.

A monster knight can opt to give up all his eidolon mount's attacks in order to gain the large evolution for free. This prevents the eidolon from making attacks of any kind. The monster knight can pick or remove this option each time he changes the eidolon's evolutions. This option exists so that a Medium-size monster knight can ride his eidolon mount even at low levels.

Order (Ex) The monster knight gains the cavalier's order ability, including edicts, challenge benefits, skill bonuses, and new order abilities at level 2, 8, and 15. Order abilities affecting a cavalier's mount instead affect a monster knight's eidolon mount. Order abilities that apply to cavalier class features the monster knight does not have (such as greater banner) are lost. This replaces bond senses, transposition, and merge forms.

Strong Fortitude Save (Ex) The monster knight has a good Fortitude save, with the same base save bonus as his Will save.

Focused Charge (Ex) At 3rd level, a monster knight learns to make focused mounted charge attacks. The monster knight receives a +4 bonus on melee attack rolls on a mounted charge (instead of the normal +2). In addition, the monster knight does not suffer any penalty to his AC after making a charge attack while mounted. If the monster knight is mounted on his eidolon, his mount also gains these benefits. This replaces shield ally.

Monster Tactics (Ex) The monster knight gains a feat he fulfills the prerequisites for as a bonus feat at level 5, 12, and 17. These feats must be selected from combat or teamwork feats. At level 5 and up, the eidolon mount gains any teamwork feat the monster knight learns as a bonus feat, ignoring all prerequisites. This replaces greater shield ally and gate.



**TABLE 3: MONSTER KNIGHT CLASS FEATURES**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Challenge +1, eidolon mount, life link, order
2nd	+1	+3	+0	+3	Order ability
3rd	+2	+3	+1	+3	Focused charge
4th	+3	+4	+1	+4	Challenge 2/day
5th	+3	+4	+1	+4	Monster tactics
6th	+4	+5	+2	+5	Maker's call
7th	+5	+5	+2	+5	Challenge +2 3/day
8th	+6/+1	+6	+2	+6	Order ability
9th	+6/+1	+6	+3	+6	Mascot
10th	+7/+2	+7	+3	+7	Aspect, challenge 4/day
11th	+8/+3	+7	+3	+7	Mighty charge
12th	+9/+4	+8	+4	+8	Monster tactics feat
13th	+9/+4	+8	+4	+8	Challenge +3 5/day
14th	+10/+5	+9	+4	+9	Life bond
15th	+11/+6/+1	+9	+5	+9	Order ability
16th	+12/+7/+2	+10	+5	+10	Challenge 6/day
17th	+12/+7/+2	+10	+5	+10	Monster tactics feat
18th	+13/+8/+3	+11	+6	+11	Greater aspect
19th	+14/+9/+4	+11	+6	+11	Challenge +4 7/day
20th	+15/+10/+5	+12	+6	+12	Supreme charge

Mascot (Ex) At 9th level, the monster knight's eidolon mount becomes a symbol of inspiration similar to a cavalier's banner. As long as the eidolon mount is conscious and clearly visible, all allies within 60 feet (including the knight and his eidolon) receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. This is a variant of the cavalier's banner ability and works with abilities that work with banner.

Mighty Charge (Ex) At 11th level, a monster knight learns to make devastating charge attacks when mounted. Double the threat range of any weapons wielded during a mounted charge. This increase does not stack with other effects that increase the threat range of the weapon. In addition, when changing while mounted, the monster knight can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Supreme Charge (Ex) At 20th level, whenever the monster knight makes a charge attack while mounted, he deals double the normal amount of damage (triple if using a lance). If the monster knight has the Spirited Charge feat, he now inflicts triple damage (quadruple damage with a lance). In addition, if the monster knight confirms a critical hit on a charge attack while mounted,

the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the monster knight's base attack bonus. This replaces twin eidolon.

MONSTER MAGUS

This archetype shares many traits with the magus class. Much as sorcerers gain their power through a monstrous heritage, a monster magus gains his magic from a bond with a supernatural creature—only the monster magus' ally is an actual, physical creature. This bond can be a matter of heritage, obligation, or fondness.

Many monster magi have a pact with a monster that is native to his world. This is represented by the monster ally archetype from this book. The monster ally and monster magus archetypes can be combined despite both modifying the eidolon and summon monster abilities.

The monster magus has all the summoner's class features, except as described here.

Weapon Proficiency: A monster magus is proficient with all simple and martial weapons.

Spells: A monster magus casts and learns spells as a summoner in all respects but chooses spells from the magus spell list.



TABLE 4: MONSTER MAGUS CLASS FEATURES

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	SPELLS PER DAY					
						1	2	3	4	5	6
1st	+0	+2	+0	+2	Cantrips, deliver touch spell, eidolon, life link	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Bond senses	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Spellstrike	3	—	—	—	—	—
4th	+3	+4	+1	+4	Shield ally	3	1	—	—	—	—
5th	+3	+4	+1	+4	Bonus feat	4	2	—	—	—	—
6th	+4	+5	+2	+5	Maker's call	4	3	—	—	—	—
7th	+5	+5	+2	+5	Medium armor	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Transposition	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Fighter training	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Aspect	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Bonus feat	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Greater shield ally	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Heavy armor	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Life bond	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Counterstrike	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Merge forms	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Bonus feat	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Greater aspect	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Greater spell access	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Twin eidolon	5	5	5	5	5	5

Strong Fortitude Save: Like a magus, the monster magus has base fortitude saves in the good category, the same as his base Will save bonus.

Deliver Touch Spells (Su) The monster magus' eidolon can deliver touch spells for the monster magus. If the monster magus and the eidolon are in contact at the time the monster magus casts a touch spell, he can designate his eidolon as the "toucher." The eidolon can then deliver the touch spell just as the master would, including using spellstrike at level 3. The monster magus and eidolon can each hold the charge of a separate touch spell, and the monster magus can cast a spell for his eidolon to hold while he is himself holding the charge of a spell. This replaces *summon monster I*.

Spellstrike (Su) At 3rd level, whenever a monster magus casts a spell with a range of "touch" from the magus spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a monster magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects),

but the spell effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier. This replaces *summon monster II*.

Bonus Feats: At 5th level, and every six levels thereafter, a monster magus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat or metamagic feats. He must meet the prerequisites for these feats as normal. This replaces *summon monster III, VI, and IX*.

Medium Armor (Ex) At 7th level, a monster magus gains proficiency with medium armor. A monster magus can cast magus spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a monster magus wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. This replaces *summon monster IV*.

Fighter Training (Ex) Starting at 9th level, a monster magus counts $1/2$ his total magus level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack. This replaces *summon monster V*.

Heavy Armor (Ex) At 13th level, a monster magus gains proficiency with heavy armor. A monster magus can cast magus spells while wearing heavy armor without



incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. This replaces *summon monster VII*.

Counterstrike (Ex) At 15th level, whenever an enemy within reach of the monster magus successfully casts a spell defensively, that enemy provokes an attack of opportunity from the monster magus after the spell is complete. This attack of opportunity cannot disrupt the spell. This replaces *summon monster VIII*.

Greater Spell Access (Su) At 19th level, the monster magus gains access to an expanded spell list. He adds 14 spells from the wizard's spell list to his spell list and list of spells known as magus spells of their wizard level. He gains two of each of the following wizard spells not on the magus spell list: 0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level.

He can ignore the somatic component of these spells, casting them without the normal chance of spell failure. This replaces *gate*.

SPELLBOOK SUMMONER

The spellbook summoner is a learned summoner, endlessly studying to learn new arcane methods. A spellbook summoner has all class features of the normal summoner, except as follows.

Spells: Spellbook summoners have Intelligence as their spellcasting attribute. They learn and cast spells as a magus does, including cantrips, spellbook, and how they learn and prepare spells. They still use the summoner spell list.

Learned Summoner: The spellbook summoner used Intelligence instead of Charisma for the *summon monster* class feature.

APPENDIX A: SUMMONER SPELLS AND FEATS

SUMMON ZERO

School Conjuratation (summoning)

Level bard 0, cleric/oracle 0, druid 0, medium 0, psychic 0, shaman 0, sorcerer/wizard 0, spiritualist 0, summoner 0, witch 0

Casting Time 1 round

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect one animal

Duration Concentration

Saving Throw none; **Spell Resistance** no

This spell summons a weak animal to your side. You can summon any animal available to be a familiar, as the wizard's arcane bond class feature. The summoned creature is not a familiar, you just use the same list of creatures. Summoned creatures gain none of the benefits of being a familiar, you do not gain the advantages of having a familiar, and you cannot summon improved familiars or familiars with an archetype. Also, animals summoned cannot use any abilities limited to a certain number of uses per day. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. Summoned animals are of neutral alignment.

The summoned animal appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability.

LASTING SUMMONS (METAMAGIC)

You can make your summons last for hours.

Benefit: You extend the duration of a summoning spell with a duration of 1 round/level or more to 1 hour/level.

Creatures summoned this way avoid combat if possible but defend themselves if attacked; if they attack, the remaining duration of the spell changes from 1 hour per level to 1 round per level (so if the spell had 5 full hours left, the creature(s) remain in combat for 5 rounds before the spell ends).

Level Increase: +1 (a lasting summons spell uses up a spell slot one level higher than the spell's actual level.)

You can use Lasting Summons to summon a creature with full duration even in combat, but this increases the level increase of the feat to +3.

Special: A summoner can use this to affect his *summon monster* spell-like ability, reducing the numeral of the summoning ability instead of increasing the effective spell level.

SUMMON FEY ALLY (GENERAL)

You have the power to summon allies from the fey realms to aid you.

Prerequisites: *Summon nature's ally* spell or ability, non-lawful alignment.

Benefit: Add the following creatures to the list you can summon with *summon nature's ally*. Spell-like abilities with a duration other than instantaneous used by fey allies are dispelled when *summon nature's ally* ends.

Summon nature's ally I: grimple (gremlin)^{B4, f}uath (gremlin)^{B3}, jinkin (gremlin)^{B2}, grig^{B2} (no fiddle), haniver (gremlin)^{B4}, sprite^{B3}, primordial weasel



Summon nature's ally II: atomie^{B3}, brownie^{B2}, corby (dire)^{B3}, faun^{B3} (no pipes), grindylow^{B2}, gathlain^{B4}, zoog^{B3}

Summon nature's ally III: forlarren^{B2}, jack-o'-lantern^{B4}, nixie^{B3}, nuglub (gremlin)^{B2}, pooka^{B4}, seps (juveline)^{B4}, slurk^{B2}

Summon nature's ally IV: adaro^{B3}, amphisbaena^{B2}, fey giant toad^{B3}, living topiary^{B4}, quickling^{B2}, peryton^{B2}, twigjack^{B2}

Summon nature's ally V: bagiennik^{B5}, blodeuwedd^{AP33}, lampad^{B4}, leucrotta^{B2}, mantichore, pixie, redcap^{B2}, swan maiden^{B4}

Summon nature's ally VI: encantado^{B5}, hangman tree^{B2}, oceanid^{B4}, remorhaz, sangoi^{B5}, veela^{B5} (air, earth, fire, water)

Summon nature's ally VII: adlet^{B3}, aurumvorax^{B2}, giant flytrap, ijiraq^{B4}, nuckelavee^{B3}, nymph, rukh^{B4}, sargassum fiend^{B3}

Summon nature's ally VIII: catoblepas^{B2}, frost worm^{B2}, lukwata^{B3}, seps^{B4}, sleipnir^{B3}

Summon nature's ally IX: akhlut^{B3}, ankou^{B4}, seaweed siren^{B4}, viper vine^{B2}

SUMMON GIANT (GENERAL)

You can summon brutish humanoids to fight by your side.

Prerequisites: *Summon nature's ally* spell or ability.

Benefit: Add the following creatures to the list you can summon with *summon nature's ally*. Spell-like abilities with a duration other than instantaneous used by summoned creatures from this list are dispelled when the summoned creature disappears.

Summon nature's ally I: orc

Summon nature's ally II: half-ogre^{THC}

Summon nature's ally III: thaw^{PA31}

Summon nature's ally IV: ogre, firbolg^{B5}

Summon nature's ally V: cave giant^{B3}, river giant^{B4}, wood giant^{B2}

Summon nature's ally VI: hill giant, slag giant^{B4}, stone giant

Summon nature's ally VII: cliff giant^{B4}, desert giant^{B3}, fire giant, frost giant, jungle giant^{B3}

Summon nature's ally VIII: ash giant^{B3}, cloud giant, taiga giant^{B2}

Summon nature's ally IX: ocean giant^{B4}, storm giant

SUMMON GUARDIAN ALLY (GENERAL)

You can summon magical beasts and steadfast guard creatures to serve you.

Prerequisites: *Summon nature's ally* spell or ability, non-chaotic alignment.

Benefit: Add the following creatures to the list you can summon with *summon nature's ally*. These creatures can only be summoned in a location or situation typical of its kind, tough summoned guardians are less picky than a normal creature of its type. Spell-like abilities with a duration other than instantaneous used by guardian allies are dispelled when *summon nature's ally* ends.

Summon nature's ally I: badger, goat^{B3}, gourd leshy^{B3}, great horned owl^{B3}, primate (baboon)^{B2}, skunk^{B3}, swan (trumpeter)^{B4}

Summon nature's ally II: almiraj^{B4}, axe beak (diatryma)^{B3}, amoeba (giant)^{B2}, leaf ray^{B4} (no seed), ningyo^{B4}, ram^{B2}, reefclaw^{B2}

Summon nature's ally III: blink dog^{B2}, foo dog^{B3}, fungus leshy^{B3}, hippogriff^{B2}, kappa^{B3}, shikigami kami^{B3}, shocker lizard





Summon nature's ally IV: flytrap leshy^{B5}, foo lion^{B3}, gargoyle, griffon, hydra, seaweed leshy^{B3}, tanuiki^{B3}

Summon nature's ally V: divine guardian hydra^{B4}, kodama kami^{B3}, lotus leshy^{B5}, hypnalis^{B4}, lunar naga^{B3}, mudlord^{B4}, shambling mound

Summon nature's ally VI: cerynitis^{B5}, dosojin kami^{AP52}, gorgon, grey render, gynosphinx, stymphalidies^{B3}, water naga^{B3}

Summon nature's ally VII: couatl, guardian naga, kapre^{B4}, spirit naga, treant, zuishin kami^{B3}, water orm^{B2}

Summon nature's ally VIII: amarok^{B5}, cat lord^{B3}, lorelei^{B4}, lukwata^{B3}, royal naga^{B3}, sea serpent, thunderbird^{B2}

Summon nature's ally IX: azruverda^{B3}, charybdis^{B2}, cherufe^{B5}, ghorazagh^{B3}, red reaver, wakandagi^{B5}, zuijin kami^{AP52}

SUMMON MOUNT (GENERAL)

You can summon a wide variety of steeds willing to be ridden by you and your allies.

Prerequisites: *summon monster* or *summon nature's ally* spell or ability.

Benefit: Add the following creatures to the list you can summon with *summon monster* and *summon nature's ally* spells. Spell-like abilities with a duration other than instantaneous used by summoned mounts are dispelled when the summoning ends. You can summon a creature (not only the creatures on these lists, although the GM may judge some creatures unsuitable as mounts) into the space occupied by you or an ally. When you do so, the summoned creature is considered combat trained as a mount, appears with any required saddle and tack, and if the ally is of a smaller size category than the summoned creature, the ally can mount the creature as a free action that does not require a Ride check.

Summon nature's ally I: dolphin, horse (common), horse (pony).

Summon nature's ally II: axe beak (diatryma)^{B3}, camel^{B2}, dog (riding), elk^{B3}, giant bee^{B2}, horse (heavy).

Summon nature's ally III: axe beak^{B3}, giant black widow spider^{B2}, giant seahorse^{B4}, hippogriff^{B2}, monitor lizard, seps (juveline)^{B4}.

Summon nature's ally IV: black bear, giant chameleon lizard^{B3}, giant eagle, giant locust^{B4}, pegasus, unicorn.

Summon nature's ally V: blink dog^{B2} (can *blink* and *dimension door* with rider), hieracosphinx^{B3}, giant owl^{B3}, manticores, shadow mastiff (evil), wyvern.

Summon nature's ally VI: behir, cerynitis^{B5}, elephant, criospinx^{B3}, gorgon, kirin^{B3}.

Summon nature's ally VII: abaia^{B4}, androsphinx^{B3}, couatl, dragon horse^{B4}, roc, water orm^{B2}.

Summon nature's ally VIII: amarok^{B5}, frost worm^{B2}, sea serpent, seps^{B4}, thunderbird^{B2}.

Summon nature's ally IX: emperor kirin^{B3}, sleipnir^{B3}.

SUMMON SPIRIT OF AWAKENING (GENERAL)

You can summon spirits to possess mundane objects.

Prerequisites: *summon monster* or *summon nature's ally* spell or ability.

Benefit: Add the following creatures to the list you can summon with *summon monster* and *summon nature's ally* spells. Using this ability requires a separate focus item for each creature, a miniature replica of the object the summoned creature looks like. You get to select any ability options each creature has, like the construction points of animated objects. This not include any additional options or add-on abilities exceptional creatures of this type might have. You can only give a summoned creature alignment or domain specific abilities if you have that alignment or domain. Spell-like abilities with a duration other than instantaneous used by summoned creatures from this list are dispelled when the summoned creature disappears. Abilities usable on a weekly or longer basis are unavailable to creatures summoned this way.

Summon monster or *Summon nature's ally I:* animated object (tiny), homunculus (any poison ends when the creature disappears, though harmful effects such as damage remain), leaf ray^{B4} (no seed), gourd leshy^{B3}, xtabay^{B2}

Summon monster or *Summon nature's ally II:* animated object (small) (no construction points or hardness), celedon^{B5}, jack o' lantern^{B4}, gourd leshy^{B4}, glutongrass^{B6}, leaf ray^{B4} (no seed)

Summon monster or *Summon nature's ally III:* animated object (small), foo dog^{B3}, fungus leshy^{B3}, koto-furunishi^{B5}, raktavarna rakhasa^{B3}, shikigami kami^{B3}, soulbound doll^{B2}, waxwork human^{HA} (no regeneration)

Summon monster or *Summon nature's ally IV:* animated object (medium), foo lion^{B3}, guardian scroll^{B5}, flytrap leshy^{B5}, gargoyle, kasa-obake tsukumogami^{B5}, scarecrow^{B2}, seaweed leshy^{B3}, taxidermic grizzly bear^{B5}

Summon monster or *Summon nature's ally V:* animated object (large), boroboroton tsukumogami^{B5}, graven guardian^{B3}, kodama kami^{B3}, lotus leshy^{B5}, skinstitch^{B4}, terra cotta soldier^{B3}

Summon monster or *Summon nature's ally VI:* animated object (huge), treant (cannot animate trees), soulbound mannequin^{B4}, urannag^{B5}, cephalophore^{B4}, tupilaq^{B3}



Summon nature's ally VII: animated object (gargantuan), cryptguard^{B6}, kapre^{B4}, tophet^{B3}, tiberolith^{B4}, zuishin kami^{B3}

Summon monster or *Summon nature's ally VIII*: animated object (colossal), bonethorn^{B6}, juggernaut^{B4}, soulbound shell^{B4}, taotieh^{B3}

Summon nature's ally IX: kikituk^{B6}, wickerman^{B4}

SUMMONING CONCENTRATION (GENERAL)

With concentration, you can extend the duration of your summons.

Prerequisite: Ability to cast a *summon monster* or *summon nature's ally* spell.

Benefit: When you cast a conjuration (summoning) spell with a duration of 1 round/level, that spell gains a duration of concentration + 1 round/level.

Special: This can be used with the summoner's *summon monster* class feature, giving it a duration of concentration + 1 minute/level.

SWIFT SUMMON ALLY (GENERAL)

Your specialized training allows you to reach out and call for certain types of allies more quickly.

Prerequisite: Ability to cast *summon nature's ally*, plus another class feature, see table.

Benefit: Choose one creature type from **Table 5: Quick Allies** for which you fulfil the prerequisite. When you cast a *summon nature's ally spell* to summon a creature of this type, the casting time of the spell becomes 1 standard action. This does not work on creatures that have a template.

Special: You can take this feat multiple times. Each time, select a different type of creature.

TABLE 5: QUICK ALLIES

Type	Prerequisite
Animal	Wild Empathy
Fey	Resist nature's lure
Humanoid	A thousand faces
Magical Beast	Able to cast (or use wild shape to duplicate) <i>beast shape III</i>
Outsider	Able to cast (or use wild shape to duplicate) <i>elemental body III</i>
Plant	Woodland stride
Vermin	Wild empathy usable with vermin

APPENDIX B: TEMPLATES

The following templates modify summoned creatures. Some come from existing official sources and are reprinted here for ease of reference.

SIMPLE TEMPLATE: AERIAL CREATURE

An aerial creature's CR increases by 1 only if the base creature has 5 or more HD.

Rebuild Rules: **Type** gains the air subtype; **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and resistance to electricity as noted on the table below; **Speed** gains a fly speed equal to its highest speed with perfect maneuverability (maximum fly speed of 10 feet per HD); **Attacks** gains bonus electricity damage as noted on the table below on attacks with natural weapons and metal weapons.

Hit Dice	DR	Resist Electricity	Electricity Damage
1-4	—	10	1 point
5-10	3/—	15	1d6
11+	5/—	20	2d6

SIMPLE TEMPLATE: AQUEOUS CREATURE

An aqueous creature's CR increases by 1 only if the base creature has 5 or more HD.

Rebuild Rules: **Type** gains the water subtype; **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and resistance to cold as noted on the table below; **Speed** gains a swim speed equal to its highest speed + 10 ft.; **Attacks** gains bonus cold damage as noted on the table below on attacks with natural weapons and metal weapons.

Hit Dice	DR	Resist Cold	Cold Damage
1-4	—	10	1 point
5-10	3/—	15	1d6
11+	5/—	20	2d6





SIMPLE TEMPLATE: CHTHONIC CREATURE

A chthonic creature's CR increases by 1 only if the base creature has 5 or more HD.

Rebuild Rules: **Type** The creature gains the earth subtype; **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and resistance to acid as noted on the table below; **Speed** gains a burrow speed equal to half its highest speed (its tunnels always collapses behind it and never leave behind a usable passage); **Attacks** gains bonus acid damage as noted on the table below on attacks with natural weapons.

Hit Dice	DR	Resist Acid	Acid Damage
1-4	—	10	1 point
5-10	3/—	15	1d6
11+	5/—	20	2d6

SIMPLE TEMPLATE: COPYCAT PLANT

A copycat plant is a plant that has the form and behavior of an animal but is clearly recognizable as a plant. Copycat plants can subsist on water, but prefer blood, implanting blood-sucking tendrils with each attack.

This simple template can be applied to any animal. A copycat plant's CR increases by 1 only if the base creature has 5 or more HD.

Rebuild Rules: **Type:** gains the plant type, this does not change base attack bonuses, saves, or skill points; **Speed** takes a -10-ft. penalty to all speeds; **Defensive Abilities** gains DR as noted on the table below; **Special Attacks** The natural attacks of a copycat plant creature inflict bleed as noted on the table below. Bleed from multiple attacks does not stack.

Hit Dice	Damage Reduction	Bleed
1-4	—	1 point
5-10	5/slashing	1d6
11+	10/slashing	2d6

SIMPLE TEMPLATE: FIERY CREATURE

Creatures with a swim speed can't be fiery creatures. A fiery creature's CR increases by 1 only if the base creature has 5 or more HD.

Rebuild Rules: **Type** gains the fire subtype (The fire subtype confers immunity to fire and vulnerability to cold); **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR as noted on the table below; **Attacks** gains bonus fire damage as noted on the table below on attacks with natural weapons and metal weapons.

Hit Dice	DR	Fire Damage
1-4	—	1 point
5-10	3/—	1d6
11+	5/—	2d6

SIMPLE TEMPLATE: PRIMORDIAL CREATURE

A primordial creature's CR increases by 1 only if the base creature has 5 or more HD.

Rebuild Rules: **Defensive Abilities** gains DR as noted on the table below; **SR** gains SR equal to its new CR + 6; **Speed** gains a +10-ft. bonus to all speeds; **Attacks** the damage dice for one primary natural weapon increases as if the creature were one size larger (if the creature has more than one primary attack, the increased damage is applied to the first attack type it has from this list: bite, claw, slam, gore, talon, sting); **Spell-Like Abilities** gains spell-like abilities listed on the table below according to its Hit Dice (including all the spell-like abilities of lower-Hit Die primordial creatures), each available 1/day. The DCs of any saves against these abilities are equal to 10 + the primordial creature's Charisma bonus + spell level.

Hit Dice	Damage Reduction	Spell-like Abilities
1-4	—	<i>dancing lights</i>
5-10	5/cold iron	<i>faerie fire</i>
11+	10/cold iron	<i>confusion (lesser)</i>



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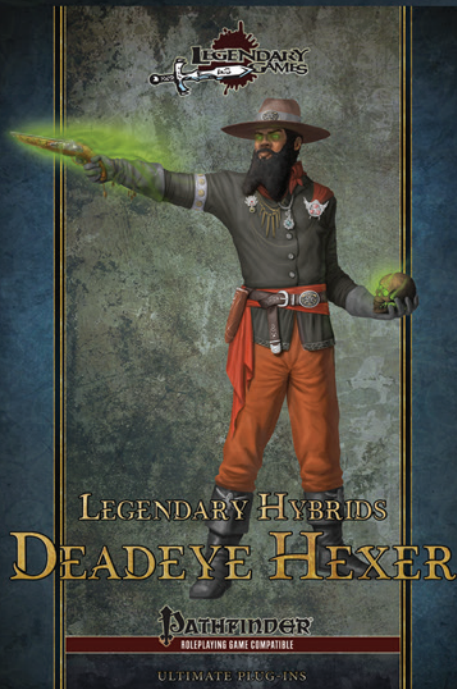
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