# Eidolons Unbound





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The Summoner as presented in the <u>Pathfinder Roleplaying Game Advanced Player's</u> <u>Guide</u> opens up an entirely new kind of magic, and offers players an entirely new perspective on the game's major assumptions. Summoners are bound to a powerful outsider called an eidolon- a creature that bridges the gap between animal and god! This sourcebook builds on that strong foundation, providing a host of new options for Summoners, which will allow them to forge spiritual bonds with even more impressive eidolons.

# New Base Forms

The following new base forms allow players to create Summoners bonded to fabulous birds of prey, terrifying insect steeds or even odder and more exotic beings. The Mount evolution may be selected with the Avian, Insectoid or Piscean base form. Insectoid Eidolons may select Pounce and other evolutions previously restricted to Quadrupeds only.

# <u>Avian</u>

Colorful and proud, Avian eidolons resemble great birds of prey. Their sleek bodies are sheathed in a rainbow of feathers or armored plumage. **Starting Statistics Size:** Medium **Speed:** 20 ft, Flight 40 ft (good) Armor Class: +2 natural armor Saves: FORT Bad REF Good WILL Good Attack: Bite (1d6) Ability Scores: STR 10 DEX 16 CON 13 INT 8 WIS 12 CHA 11 Free Evolutions: Bite, Flight (EX), Skilled (Fly)

# Cosmic Horror

Cosmic Horror eidolons are like no real creature. They are monsters of imagination and strange angles. Their appearance changes often and subtly, like a nightmare of deep ocean predators. **Starting Statistics Size:** Medium **Speed:** 40 ft **Armor Class:** +2 natural armor **Saves: FORT** Bad **REF** Good **WILL** Good **Attack:** Claws (1d4) or Bite (1d6) **Ability Scores: STR** 13 **DEX** 12 **CON** 12 **INT** 7 **WIS** 10 **CHA** 13



# Elemental Abstract

Your eidolon is not a living creature. Instead, it is an undifferentiated mass of elemental matter that sometimes takes on a rudimentary physical form. The creature resembles an elemental of the appropriate type. **Starting Statistics Size:** Medium **Speed:** 30 ft **Armor Class:** +4 natural armor **Saves:** FORT Good REF Bad WILL Good **Attack:** Slam (1d4) **Ability Scores: STR** 14 **DEX** 8 **CON** 13 **INT** 2 **WIS** 12 **CHA** 5 **Free Evolutions:** Natural Armor, Slam, Simple Anatomy

# Insectoid (Beetle Form)

These hardy but relatively slow and clumsy eidolons resemble great beetles or magnificent versions of humble roaches. **Starting Statistics Size:** Medium **Speed:** 30 ft, Climb 20 ft **Armor Class:** +4 natural armor **Saves:** FORT Good REF Bad WILL Good Attack: Claws (1d4) **Ability Scores:** STR 14 DEX 12 CON 13 INT 3 WIS 12 CHA 5 Free Evolutions: Climb, Claws, Improved Natural Armor

# Insectoid (Scorpion Form)

Fierce and clever in their bloodthirsty way, these eidolons bear a superficial resemblance to any of a thousand breeds of scorpion.

Starting Statistics Size: Medium Speed: 50 ft Armor Class: +2 natural armor Saves: FORT Good REF Good WILL Bad Attack: Bite (1d6) or Sting (1d6) Ability Scores: STR 11 DEX 15 CON 12 INT 4 WIS 12 CHA 5 Free Evolutions: Bite, Stinger, Tail

# <u>Piscean</u>

Piscean eidolons are creatures of the deep ocean, at home in the lightless, airless depths of the sea. They are almost completely helpless on land, but swift and graceful beneath the waves. **Starting Statistics Size:** Medium **Speed:** 5 ft, Swim 40 ft **Armor Class:** +4 natural armor **Saves:** FORT Good REF Good WILL Bad **Attack:** Bite (1d6) **Ability Scores:** STR 10 **DEX** 16 CON 13 INT 6 **WIS** 14 CHA 6 **Free Evolutions:** Bite, Gills, Swim, Tail

# New Evolutions

These new evolutions allow you to transform your soul-beast in strange new ways, and expand on the evolutions presented in the <u>Pathfinder Roleplaying Game Advanced</u> <u>Player's Guide.</u> The new 5 Point Evolutions presented here offer eidolons previously undreamt of levels of power.

# Man Speech (EX) (1 Point Evolution)

Your eidolon has human-like vocal apparatus. It can speak and understand any languages known to you.

# **Clockwork Eidolon** (4 Point Evolution)

Your eidolon becomes a creature of intricately machined brass gears, golden pistons and has a glowing furnace for a heart. Your eidolon becomes immune to critical hits, stunning, fatigue and the exhausted condition. You must be at least 7<sup>th</sup> level to choose this evolution.

Requires: Summoner level 7th

# Dimensional Hunter (3 Point Evolution)

Your other-dimensional eidolon specializes in hunting and devouring other summoned

creatures, and likes nothing better than ripping the still beating heart of another eidolon out. Your eidolon receives a +2 competence bonus on melee attack and damage rolls made against any summoned creature and other eidolons.

## Death Spasm (SU) (5 Point Evolution)

When your eidolon is destroyed or successfully *banished* or *dismissed*, it explodes in a storm of energy. This dying energy spasm inflicts 1d8 points of damage per Hit Dice to all creatures and objects within a 30 ft radius of the creature (REF DC 15 + the eidolon's CON modifier for half). You are immune to the damage inflicted by your creature's dying spasm. The energy type is the same as the creature's breath weapon. You must be at least 12<sup>th</sup> level to select this evolution. **Requires:** Breath Weapon, Summoner level 12<sup>th</sup>

## **Dying Bequest (4 Point Evolution)**

Your eidolon dies strangely, its body warping back to its extra-dimensional lair, and in its place, a strange magical artifact pulled from some remote corner of the multiverse. When your eidolon is slain or banished, a randomly chosen Minor Wondrous Item appears in one of the squares the eidolon vacates. This item remains on your plane and usable normally until you summon the eidolon again. You must be 5<sup>th</sup> level to select this evolution.

Requires: Summoner level 5<sup>th</sup>

# Elemental Healing (SU) (5 Point Evolution)

Select one form of energy your eidolon is immune to. When targeted with an attack dealing that type of energy damage, your eidolon recovers Hit Points equal to the attack's damage total. You may choose this evolution multiple times, the effects do not stack. Each time this evolution is chosen, it applies to a different form of energy.

Your eidolon cannot attack itself to speed its own healing, even if capable of generating an energy type that would heal it. Hit Points regained in this manner cannot raise the eidolon above its normal maximum HP total. You must be at least 9<sup>th</sup> level to select this evolution.

Requires: Immunity (SU), Summoner level 9th

## Ferocity (EX) (2 Point Evolution)

Once per day, when the eidolon is brought below 0 HP but not killed, it can fight on for one more round as if disabled. At the end of its next turn, unless brought to above 0 Hit Points, it immediately falls unconscious and begins dying.

# Non-Euclidian Geometry (SU) (4 Point Evolution)

Your eidolon warps space around itself. Your eidolon gains a 25% miss chance against any ranged attack launched at it, as if the creature had concealment. You may select this evolution more than once; each time you do the creature's miss chance improves by 10%.

# **Racial Weapon Training (EX)** (1 Point Evolution)

The eidolon is familiar with and proficient in any exotic racial weapons familiar to its Summoner, such as Dwarven weapons for a Dwarven Summoner, or Orc weapons for a Half Orc Summoner.

Requires: Weapon Training

# Separate Chakras (EX) (4 Point Evolution)

Your eidolon has a stronger sense of self than most. Your eidolon has a separate roster of magic item slots. Your link is not impeded if both you and your eidolon wear magic items in the same slot.

# Simple Anatomy (EX) (4 Point Evolution)

Your eidolon's biology is rudimentary, and its crude internal organs are difficult to damage. Your eidolon becomes immune to critical hits, sneak attacks, stunning. If reduced to 0 HP or below, it automatically stabilizes, and it does not suffer from ongoing bleed damage.

# Ultima Blast (SU) (5 Point Evolution)

Your eidolon's already impressive breath weapon increases in potency to the point where its flames burn hotter than a main sequence star, its electrical fury matches that of a summer thunderstorm's, its cold is intense enough to crack mountains or its acid is vile enough to scortch the very air.

Once per day, when unleashing its breath weapon, the eidolon can choose to instead fire an Ultima Blast of incredible power. The numerical effects of the breath weapon are maximized. In addition, energy resistance or immunity to the chosen energy type does not apply to damage from this super-charged breath weapon. J.C.E

The summoner can gain additional uses per day of the Ultima Blast by spending an additional 2 evolution points per blast. The summoner's eidolon must have an equal or greater number of Breath Weapon evolutions. The summoner must be at least 15<sup>th</sup> level before choosing this evolution. **Requires:** Breath Weapon, Summoner Level 15<sup>th</sup>

# Vermin Mind (EX) (4 Point Evolution)

Your insect-like eidolon gains the legendary stubborn mindlessness of true insects. Your eidolon becomes immune to mind-influencing effects, fear and illusions. You must be at least 7<sup>th</sup> level to select this evolution.

**Requires:** Insectoid base form, Summoner level 7<sup>th</sup>

# <u>Eidolon</u> <u>Weaknesses</u>

Not every dimensional binding is fully successful, and some Summoners call flawed, feral or dangerously quirky eidolons. These imperfect

eidolons might be flawed, but they usually display some surprising abilities. Underestimate one of these flawed eidolons at your peril.

When the character takes his or her first level of Summoner, the character may elect to choose a flawed Eidolon. This flaw remains in place for the entirety of the character's career, and cannot be removed by anything short of the direct intervention of a deity. If the eidolon has a weakness, it gains +4 points to its Evolution Pool.

## **Bell Fear**

Your eidolon, for all its might, is terrified to death by the sound of bells. If any bell is rung



within hearing of the eidolon, the creature must succeed at a DC 20 WILL Save or be banished to its home dimension. The eidolon suffers a -4 penalty on the save if the bells are especially loud or large, such as church bells or a clocktower's chimes. An eidolon banished in this way cannot be summoned again for 24 hours.

## Cowardly

Your eidolon can't shake off the stress of combat. If your eidolon is slain or banished, it is considered *shaken* for the first 24 hours after it is summoned next.

## **Ever-Virgin Summoner**

You can only summon your eidolon while in a state of divine purity. You cannot summon your eidolon for 24 hours after any consensual sexual encounter.

#### Feral

Your eidolon cannot control its rage and predatory instincts, making a threat to friend and foe alike. It will always attack any humanoid creature of size Medium or larger adjacent to you or it, other than its summoner.

#### Lazy

Your eidolon resists your summons, fearing it will be called upon to leave its comfortable other-dimensional lair and actually do some work. At the end of the summoning ritual, you must succeed at a DC 15 Spellcraft check. If the check is successful, your eidolon appears promptly as normal. If the check fails, the eidolon will appear instead 3d6 minutes after the completion of the ritual.

### Reluctant

Your eidolon is reluctant to return to your side after being slain. You must wait 48 hours to summon your eidolon again after it is slain, not the normal 24.

#### Shortlived

When your eidolon is summoned, it must race against time to complete the tasks you set for it. Your eidolon inevitably loses 1 Hit Point per round until it dies or is dismissed. It can be healed normally, but the HP loss occurs automatically.

#### **Summoning Restriction (Healthy)**

You can only summon your eidolon when above ½ of your maximum Hit Point total.

#### **Summoning Restriction (Temporal)**

You may only summon your eidolon at a specific time of day- either from sunset to sunrise, or from sunrise to sunset.

#### **Summoning Restriction (Wounded)**

You can only summon your eidolon when reduced to  $\frac{1}{2}$  maximum Hit Points or fewer.

#### **Twisted Life Link**

Your eidolon's energy matrix is disrupted if its summoner receives any magical healing. Your eidolon suffers 1 point of damage for every point of magical healing you receive.

# Summoner Feats

Summoners are already a strange and proud breed, convinced of their superiority to other spell casters. The greatest and most versatile summoners often select unique feats that strengthen the bond between them and their eidolons.

#### **Dream Beasts (General)**

Your eidolons are not fixed to a single form, and their abilities change in accordance with your whims. Like creatures in a surreal dream, their form changes even if their essential character remains the same.

**Prerequisite:** Summoner level 5<sup>th</sup> **Benefit:** Each day, when you prepare your spells, you may re-assign any evolutions selected for your eidolon. If you have the Aspect class feature you can also re-assign personal evolutions at this time Re-allocating evolutions requires one hour of restful calm.

**Normal:** You may only re-assign evolutions when you gain a Summoner level.

#### **Fabulous Beasts (General)**

Your eidolons are blessed with almost every weapon and advantage found in nature, and are known for their diverse talents.

**Prerequisite:** Summoner level 1<sup>st</sup>

**Benefit:** You gain an additional 3 points in your eidolon's evolution pool, plus one additional point per four character levels.

#### **Prodigious Summoner (Birthright)**

You were destined from birth to be a powerful and respected Summoner, and can call forth eidolons of incredible power.

**Prerequisite:** CHA 15+, Summoner level first only

**Benefit:** When choosing evolutions for your Eidolons, you are treated as being three levels higher for determining what abilities you may

select. This allows you to choose impressive abilities earlier in your career.

## Sacrificial Offering (General)

Your eidolons are greedy and pampered, as you lavish fine foods, libations of their favorite alcohols and glittering presents upon your great summon-beasts. Fortified by your sacrifices and your love, your eidolons can push themselves farther and harder than other summoned beasts.

**Prerequisite:** Summoner level 9<sup>th</sup>, Knowledge (the planes) 9 ranks

**Benefit:** As a full round action, you may heal your eidolon by offering it some form of sacrifice. You must be within 100 ft of your eidolon to sacrifice to it. You hold a sacrificial item (usually food, wine or alcohol, gold, gems or other precious items) in both hands and lift it to the heavens, where it is consumed in a storm of strange energy.

For every 5 GP worth of valuables sacrificed, your eidolon recovers 1 Hit Point.

#### **Stolen Summons (General)**

Instead of summoning your own great beast, you can call forth a dark reflection of an opponent's eidolon, and force rival Summoners to engage in a battle that they lose... even if they win!

**Prerequisite:** Summoner level 12<sup>th</sup>, Knowledge (the planes) 12 ranks

**Benefit:** Once per week, you may summon an nearly exact duplicate of any other eidolon that is visible to you within 100 ft. Doing so is a full round action. You must dismiss your standard eidolon and/or any summoned monsters currently under your control prior to calling this 'mirrored eidolon.'

The mirrored eidolon has all the evolutions of the base eidolon it is created from, even if these include evolutions or an evolution pool total higher then your level would normally allow you to select. However, the mirrored eidolon's statistics and base abilities are determined by your own Summoner class level. This mirrored eidolon has a similar appearance to the original, though the colors are usually reversed, and it is obvious that though similar, the two beasts are not the same creature. The mirrored eidolon serves you normally until you choose to dismiss it or it is killed or banished. If the mirrored eidolon is destroyed, you cannot summon another eidolon for 24 hours, as if your own eidolon had been slain. If the mirrored eidolon is destroyed, the original eidolon it is created from must succeed at a WILL Save (DC 20 +  $\frac{1}{2}$  your Summoner class level) or be destroyed as well, rendering it unable to be summoned again that day. Even if the original eidolon makes the save, it still suffers 5d6 points of damage, which might well slay it. This function of the feat works normally regardless of distance, so long as the mirrored eidolon and the original are on the same plane.

#### **Summoner's Menagerie (General)**

The greatest Summoners have more than one eidolon to call upon!

**Prerequisite:** Summoner level 6<sup>th</sup>, CHA 15+

**Benefit:** You gain the services of a second eidolon. Your effective Summoner level for determining the powers and evolutions of this second eidolon is equal to your Summoner level minus five. This second eidolon will never be as powerful as your first.

When you choose to summon your eidolon, you may choose which eidolon is called. If one eidolon is slain or banished, you may still summon your second eidolon, if it still survives. Chakras are shared by you and all your eidolons. For instance, if you wear a magical ring, your two eidolons have only a single ring slot available between them.

**Special:** You may select this feat once per every five summoner levels you possess. In this case, each additional eidolon is always five levels lower than the previously chosen additional eidolon. For example, if you select this feat twice, your third eidolon has power equal to your summoner level -10.

## **Summoning Dance (General)**

Through an elaborate and graceful ritual dance, you can summon your eidolon to your side quickly.

**Prerequisite:** Summoner level 1<sup>st</sup>, Perform (dance) 1 rank, DEX 13+

**Benefit:** When summoning your eidolon, you may attempt a Perform (dance) check to summon the creature more quickly. If your check result exceeds DC 20, you may summon the eidolon as three full round actions. If the check result exceeds DC 24, you may summon the eidolon as two full round actions. If the check result exceeds DC 28, you may summon the creature as a single full round action.

If your Perform (dance) check result exceeds 32, you may summon a slain eidolon without waiting a day. Your previously slain eidolon appears with a single Hit Point but may otherwise act normally.

**Normal:** It requires 1 minute to summon an eidolon, and a slain eidolon cannot be summoned again for 24 hours.

# New Magic Items

The following new magic items are designed with the specific needs of Summoners and their fabulous other-dimensional partners in mind.

## **Evolutionary Kimono**

Aura: faint to moderate transmutation			CL:
see below			
Slot: robes	Price: see below gp	Weight	1 lb

This fine spidersilk robe is embroidered with helix and spiral designs and dyed with fine pigments brewed from the blood of the multiverse's most exotic animals. When worn by a Summoner whose eidolon is manifest, this richly decorated robe is marked by strange luminous

sigils that seem to move and shift with the eidolon's actions. The robe sheds blue or green light equal to a torch when wearer's eidolon is present.

In addition, each time the eidolon is summoned, it gains bonus evolution points for a number of minutes equal to the item's caster level after the summoning ritual is complete, as shown on the table below. This kimono is usable 3 times per day.

#### Construction

Requirements: Craft Wondrous Items, any of the three Evolutionary Surge Spells **Phoenix Pendant** Aura: moderate conjuration CL: 10th Slot: necklace Price: 21,000 gp Weight -

This heavy golden brooch is designed to be worn as a cape-clasp or pendant. It depicts an intricately detailed phoenix, whose fiery wings are flecked with meticulously carved rubies. When the pendant's magic is activated, the phoenix's carved eyes open and glow as brightly as a blacksmith's forge.

Once per day, if your eidolon is slain or banished while you wear this pendant, it can fight on for one additional round as if it were completely undamaged and freshly summoned.

# Construction

Requirements: Craft Magic Arms & Armor, Raise Dead Cost: 10,500 gp

# **Summoner's Staff**

Aura: strong conjurationCL: 14thSlot: weaponPrice: 41,600 gpWeight 2-3 lbs

This +1 merciful quarterstaff is so ornately decorated it seems like it would be all-but-useless in actual combat, but still packs a punch. The staff's decorations recall the fur, feathers or scales

Spell and Caster Level	Evolution Points Granted	Purchase Price	Cost to Create
Evolutionary Surge (lesser)	2	24,100 gp	12,050 gp
Evolutionary Surge	4	25,300 gp	12.650 gp
Evolutionary Surge (greater)	6	48,200 gp	24,100 gp

of a specific eidolon, and the staff is made of strange magical woods and metals of similar color and texture to that eidolon.

While holding this staff in hand, once per day, the Summoner may summon his or her eidolon as a standard action.

## Construction

Requirements: Craft Magic Arms & Armor, Summon Eidolon, Instant Summons Cost: 28,000 gp

## War Demon's Torque

Aura: faint divinationCL: 5thSlot: necklacePrice: 10,000 gpWeight ½ lb

This red gold torque ends in a pair of snarling demonic visages. Worn around the Summoner's throat, an identical torque appears around the throat of the eidolon when it appears. While the torque is worn, the eidolon receives a +1 insight bonus on all attack rolls, but the Summoner suffers an equal penalty to all attack rolls. The torque must be worn for 24 hours before its magic becomes active. If removed once the magic is active, the bonus and penalty remain until the summoner next sleeps or rests, or until 24 hours elapse.

#### Construction

Requirements: Craft Wondrous Item, True Strike Cost: 5,000 gp The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

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