

💡 Advanced Options: EXTRA EVOLUTIONS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Although summoners might not seem as if they're rooted in mythology and popular fantasy literature, they represent the iconic character that accomplishes much with the aid of a powerful, otherworldly ally (or sometimes slave). Aladdin and his genie, the king and the witch Zoulsivia, the tale of the genie of the bronze ring (from *The Blue Fairy Book* by Andrew Lang), and even the tall tales of Paul Bunyan and Babe the Big Blue Ox can all serve as templates for how players can play summoners, and how they might be seen by societies within a campaign world.

Because a summoner's eidolon can take many forms, you can use the class to represent a wide range of character types. If the eidolon takes the form of an incubus or succubus, the summoner becomes a diabolist. If it takes the form of a dragon, the summoner becomes a dragon rider. If it takes the form of a primal nature spirit, the summoner is a shaman. If the eidolon is a formless mass of horrific, shapeless flesh, the summoner becomes an alienist working with powers beyond his comprehension.

We could present many more types of summoner and eidolon than any one or two books has room to offer, especially since most game supplements have to appeal to a broad range of interests. The *Advanced Player's Guide* lacks room to present more than the most basic eidolon abilities, and *Ultimate Magic* logically must focus on the most popular magic-using classes. The summoner and his eidolon benefit greatly from additional options, each expanding the kinds of characters that can be created from one class, but such options are of necessity interesting only to players of that single class, and they take up a lot of room.

To help in that regard, *Advanced Options: Extra Evolutions* presents two new base forms (the hut and the ooze) and thirty-eight new evolutions. The

evolutions focus on 1- and 2-point evolutions, and many provide additional color that adds to an eidolon's build. With these new options, an eidolon can become a brass elephant with a built-in howdah, a horrific mass of shifting flesh, or a legendary animal spirit that can draw on any of nature's natural defenses.

NEW BASE FORMS

The following new base forms follow all the normal rules for base forms. An ooze appears to be a formless mass of fleshlike material, while a hut is an eidolon that seems to be a small dwelling running about on attached legs.

HUT STARTING STATISTICS

Size Medium; **Speed** 20 ft. (climb 20 ft.); **AC** +1 natural armor; **Saves** Fort (good), Ref (bad), Will (good); **Attack** Slam (1d8); **Ability Scores** Str 16, Dex 10, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** claws, howdah*, limbs (legs).

*Indicates an evolution presented in this product.

OOZE STARTING STATISTICS

Size Medium; **Speed** 20 ft. (climb 20 ft.); **AC** +1 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** Slam (1d8); **Ability Scores** Str 10, Dex 16, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** formless*, slam, tentacle.

*Indicates an evolution presented in this product.

NEW EVOLUTIONS

The following new options follow the normal rules for eidolon evolutions.

NEW 1-POINT EVOLUTIONS

Air Mastery (Ex): Airborne creatures take a –1 penalty to attack rolls and damage rolls against an eidolon. The eidolon must have the flight evolution before selecting this evolution.

Centipede (Ex): An eidolon has dozens of extra legs in long rows along the length of its body. It can twist its body to stand up from prone without provoking an attack of opportunity. If a second point is put into this evolution, the eidolon also gains a +4 bonus to its CMD against bull rush and trip attacks. Only eidolons with the quadruped or biped base forms can take this evolution.

Earth Mastery (Ex): An eidolon gains a +1 bonus to attack rolls and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the eidolon takes a –4 penalty to attack rolls and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the eidolon is initiating or resisting these kinds of attacks. An eidolon cannot have the flight or swim evolutions while it has this evolution.

Guise (Ex): An eidolon appears to be an ordinary (not summoned) humanoid, monstrous humanoid, animal, or magical beast (depending on its current form). The eidolon does not have a visible glowing rune

on it, though abilities that allow a creature to see invisible objects (such as *see invisibility* and *true seeing*) reveal an invisible glowing rune. A Knowledge check (appropriate for gaining information on the type of creature the eidolon seems to be), with a DC equal to the eidolon's HD + 15, reveals the eidolon's true nature.

Hidden Compartment (Ex): An eidolon has a concealed, built-in, watertight compartment in which items can be stored. The weight limit of the compartment is one-quarter of the eidolon's light load, and the volume limit is 1 cubic foot (8 cubic feet for Large eidolons, 64 cubic feet for Huge eidolons). Spotting the compartment requires a Perception check with a DC equal to the eidolon's HD + 15. Removing items from the eidolon against its will requires a steal maneuver (from the *Advanced Player's Guide*). Removing an item with the eidolon's cooperation is a full-round action.

Hyboreal (Ex): An eidolon can move across icy surfaces without penalty, as if using the *spider climb* spell, and it does not need to make Acrobatics checks to run or charge on ice. The eidolon can also see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

Ink Cloud (Ex): While underwater, an eidolon can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and it persists for 1 minute.

Luminescence (Ex): An eidolon grows a gland similar to a firefly, glowing brightly enough to provide light in a 20-foot radius. The eidolon can turn this light on or off as a swift action. An eidolon that is glowing when it falls unconscious continues to glow for 1d6 minutes after falling unconscious.

Metal Skin (Ex): An eidolon's skin is made of metal, such as bronze, copper, iron, or steel. The eidolon gains DR 1/—. You can spend additional points, and each one increases the DR by 1, to a maximum of DR 5/—. A summoner must be at least 9th level to have this evolution. At 12th level, if you spend an additional point, you can make the eidolon's skin consist of adamantite, cold iron, or silver, which causes its natural attacks to count as that material for the purpose of penetrating DR.

Mimicry (Su): An eidolon can assume the appearance of a creature with the same basic size and shape as the eidolon's base form, also gaining the ability to sound like the chosen creature. The eidolon does not gain any new abilities, nor lose its old ones, though it does gain a +20 bonus to Disguise checks to appear to be a different kind of creature. This evolution otherwise acts as a 2nd-level transmutation (polymorph) spell. An eidolon must have the guise evolution to select this evolution.

Quills (Ex): An eidolon has long, sharp natural barbs over most or all of its body. When the eidolon makes a successful grapple attack, it can also automatically deal 1d6 points of piercing damage with its quills (1d8 if Large, 2d6 if Huge). The

eidolon cannot make an attack with the quills without making a grapple check, but it counts as a secondary attack for the purpose of determining bonus damage from Strength.

Scintillate (Ex): As a standard action, an eidolon can create bright, flashing colors over the entirety of its body. All creatures within 30 feet must make Reflex saving throws (DC 10 + one-half the eidolon's HD + the eidolon's Charisma modifier) or be dazzled for 1d4 minutes. An eidolon must have the luminescence evolution to gain this evolution.

Shell (Ex): An eidolon has a large shell, similar to a turtle's, into which it can withdraw its extremities. As a full-round action an eidolon can pull into its shell, increasing its natural armor bonus to AC by +4, but forgoing any movement (even a 5-foot step) and no longer threatening any spaces. An eidolon can extend itself back out of its shell as a swift action.

Sprint (Ex): An eidolon can sprint like a cheetah. Once per hour, it can take a double move and travel ten times its normal ground movement rate.



Water Mastery (Ex): An eidolon gains a +1 bonus to attack rolls and damage rolls if both it and its opponent are touching water. If neither the opponent nor the eidolon is touching the water, the eidolon takes a –4 penalty to attack rolls and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. The eidolon must have the swim evolution to select this evolution.

NEW 2-POINT EVOLUTIONS

Bloody Spray (Ex): An eidolon can fire a stream of heated blood from its own eye sockets, as a horny toad does, blinding a foe. As a standard action, the eidolon selects one target within 60 feet, forcing that target to make a Reflex saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) or be burned by a stream of steaming blood for 1d4+1 rounds. Each time the eidolon uses this attack, it deals 1 point of damage to itself. This damage cannot be avoided by the eidolon.

Camouflage (Ex): An eidolon's hide, plus any hair or fur, change coloration to match its surroundings. This evolution grants the eidolon a +20 bonus to Stealth checks, and it allows it to make such checks even when observed or in bright or normal light. If the eidolon takes greater than a 5-foot step, the bonus is halved. If the eidolon moves at more than half its move rate, the bonus applies only to creatures that are 30 or more feet away from the eidolon.

Corrode Metal (Su): An eidolon can cause any metal object it touches (using any melee attack) to swiftly rust and corrode. The object touched

takes half its maximum hit points in damage and gains the broken condition; a second hit destroys the item. Against creatures made of metal, the eidolon's ability deals 3d6 points of damage. An attended object, any magic object, or a metal creature can attempt a Reflex saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) to negate this effect. The eidolon can use this ability once per day. The eidolon can use this ability 1 additional time per day by spending 1 additional evolution point (maximum 3/day). The summoner must be at least 3rd level before selecting this evolution.

Death Roll (Ex): An eidolon can spin its head or whole body repeatedly as a swift action after grappling a foe of its size or smaller with a bite attack. The eidolon makes a CMB check, with success allowing it to inflict its bite damage, knock the target prone, and maintain its grapple. An eidolon must have the bite evolution to select this evolution.

Deafening Roar (Ex): An eidolon can release an amazingly loud roar as a standard action. Creatures within a 60-foot cone must attempt a Fortitude saving throw (DC is equal to 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) or be deafened. The roar is so loud that the DC to hear it with a Perception check is increased by +1 for every 100 feet distance (rather than the normal +1 per 10 feet). The eidolon can use this ability once per day. The eidolon can use this ability 1 additional time per day

by spending 1 additional evolution point (maximum 3/day). The summoner must be at least 3rd level before selecting this evolution.

Drench (Su): An eidolon can produce large quantities of water as a standard action. This allows it to put out nonmagical flames of Large size or smaller, or dispel magical fire it touches as *dispel magic* (caster level equals eidolon's HD). Water created in this way evaporates after 1 minute, and it cannot be used to slake thirst. The eidolon can use this ability once per minute.

Formless (Ex): An eidolon has no set form, instead existing primarily as a pile of fleshlike ooze. It can grow claws, tentacles, or tails (as dictated by its evolutions), but these are as malleable as the rest of its shapeless, amorphous body. It can grow basic features not requiring evolutions (eyes, ears, mouths) anywhere it wishes, and as a result it cannot be flanked. Additionally, it takes no penalty to Armor Class or attack rolls from squeezing, and it can squeeze into spaces as if it was one size category smaller than its true size. An eidolon cannot have legs and this evolution.

Hiss (Ex): An eidolon can make a loud and disconcerting hiss or similar noise as a swift action, forcing air through its teeth, using specialty breathing pores, or using a natural rattle as some snakes have. This sound forces any creature within 20 feet of the eidolon with Hit Dice equal to or lower than the eidolon's to make a Will saving throw (DC 10 + one-half the eidolon's HD

+ the eidolon's Charisma modifier) or be shaken until outside the hiss's area of effect. This is a sonic attack. A creature that is already shaken, frightened, or panicked is immune to the effects of a hiss.

Howdah (Ex): An eidolon has a built-in cabin appropriate for holding one creature a size category smaller than it, two creatures two sizes smaller, or up to four creatures three sizes smaller. Creatures within the eidolon are more stable and better braced than those riding a mount, and they take no penalties for making ranged attacks while within it. Additionally, they are not considered to be suffering vigorous motion (for purposes of concentration checks) unless the eidolon takes a run action. Creatures in an eidolon's howdah are considered to have soft partial cover (+2 bonus to AC, no bonus to Reflex saving throws). An eidolon must have the mount evolution to select this evolution.

Metamorph (Ex): An eidolon can change its base form as a full-round action. It changes all its starting statistics to match the new form, loses any free evolutions from its previous base form, and gains the free evolutions of its new base form. If it has any evolutions that are not allowed by its new base form, they cease functioning until the eidolon changes form again. If it gains a free evolution that it has bought already, the free evolution is lost until it changes form again. (A player should prepare in advance statistics for any form she wishes her eidolon to take—changing base scores, saving throws, and evolutions take awhile.)

Mucus Cloud (Ex): While underwater, an eidolon can exude a cloud of transparent slime as a standard action. All creatures adjacent to the eidolon must succeed on a Fortitude saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) or lose the ability to breathe air (but gain the ability to breathe water) for 1 hour. Renewed contact with the eidolon's mucus cloud and failing another saving throw extends the effect for another hour.

Puff Up (Ex): An eidolon can fill itself with gas like a puffer fish, taking on a greater size. As a move action the eidolon can become one size category larger. Its weight, reach, carrying capacity, and ability scores do not change, since only its central body grows in size (becoming rounder) and its extra volume is all air. However, the eidolon is considered one size larger for purposes of the space it takes up, modifiers to maneuvers, and other size modifiers. An eidolon can maintain this increased size for 1 minute per point of Constitution score, then must deflate (a swift action). It also deflates if stunned, knocked unconscious, or killed. Once deflated, an eidolon cannot puff up again until a number of minutes have passed equal to the time it spent inflated.

Stench Musk (Ex): An eidolon can spray a cone of musk similar to a skunk's. The eidolon can spray a 30-foot cone of musk; those caught in the area weapon must attempt a Reflex saving throw (DC is equal to 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) or be

sickened for 1 minute per HD of the eidolon. Creatures that fail their saving throw can be tracked more easily with the scent ability (lower associated skill check DCs by 5), until they have been thoroughly cleaned (requiring 24 hours, or a Heal check with the same DC as the stench musk's Reflex saving throw DC). The eidolon can use this ability once per day. The eidolon can use this ability one additional time per day by spending 1 additional evolution point (maximum 3/day). The summoner must be at least 5th level before selecting this evolution.



Suction (Ex): An eidolon can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. An eidolon can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, the eidolon's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location. Only eidolons with the aquatic, snake, or ooze base forms can select this evolution.

NEW 3-POINT EVOLUTIONS

Adhesive Lash (Ex): As a standard action, an eidolon can fire out a long, sticky pseudopod similar to a frog's tongue. The adhesive lash has reach triple the eidolon's normal reach based on size. The eidolon makes a CMB check to grapple one target within reach of it. A grappled target is immediately drawn adjacent to the eidolon. The eidolon does not have the grappled condition while using its adhesive lash. This attack does not provoke an attack of opportunity. An eidolon with the offensive digestion* or swallow whole evolution can make one attack with those powers as a swift action immediately after a successful grapple check.

*Indicates an evolution found in this product.

Darts (Ex): An eidolon has a group of needle-sharp quills or spines, usually located around the head or on a tail. It can fire a cluster of these as darts at a single target as a standard action. The eidolon makes one ranged attack with a range increment of 20 feet, dealing 1d8 points of damage on a successful roll (2d6 Large, 2d8

Huge). An opponent hit by the darts takes a -1 circumstance penalty to attack rolls, saving throws, and checks until the thorns are removed (full-round action to remove the thorns). An eidolon can use this attack only six times in a 24-hour period, since it needs time to regrow its darts. A summoner of 9th level can spend an additional point to allow the eidolon to make two attack rolls against a single target as a standard action with this evolution. A summoner of 18th level can spend yet another additional point to make a total of three attacks at a single target as a standard action.

Dolorous Wounds (Su): An eidolon's natural attacks leave horrific, jagged wounds that continue to bleed. Pick one bite, claw, pincer, or sting attack. Whenever the selected attack hits, the target bleeds for 1 hit point. If the target is struck multiple times, the bleed increases by 1 hit point each time it is hit. The summoner must be at least 9th level before selecting this evolution.

Offensive Digestion (Ex): An eidolon can disgorge its stomach, using it as an offensive weapon, as do some forms of sea cucumber. This is a secondary attack. It deals 1d6 points of slam damage (1d8 Large, 2d6 Huge) and the same amount of acid damage. A struck target must also make a Reflex saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) or take this acid damage once a round for an additional 1d4 rounds. A target taking ongoing acid damage can take a standard action to rinse itself off if it has access to a gallon or more of fluid. Offensive digestion can be chosen as

the focus of the grab evolution. A summoner must be at least 9th level before selecting this evolution.

Self-Destruct (Su): An eidolon can explode, killing itself, and it automatically explodes when other creatures kill it. Select acid, cold, electricity, or fire. When the eidolon explodes, it deals 1d6 points of damage of the selected type per HD it possesses in a 20-foot radius. Those caught in the explosion can attempt a Reflex saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) for half damage.

Suffocating Slime (Su): An eidolon can create a thick, sticky slime that makes it difficult for foes to breathe, similar to the defense of a hagfish. Whenever the eidolon successfully makes a grapple check, it can coat the target of the grapple in the slime as a swift action. If a creature makes a successful grapple check against the eidolon, the eidolon can coat it in slime as an immediate action. A target coated in slime must make a Reflex saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) or be fatigued as if left gasping for breath. Creatures that need not breathe are immune to this ability (though those that breathe water are not). An affected creature can take a full-round action to make another Reflex saving throw to remove the slime. Otherwise the slime dries and cracks off after 24 hours. A creature that is already fatigued or exhausted is not affected by suffocating slime. The eidolon can use this ability once per minute.

NEW 4-POINT EVOLUTIONS

Gaze Attack (Su): An eidolon gains a gaze attack. Only one creature can be affected by the eidolon's gaze attack each round. An affected target must make a Fortitude saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier). On a failed saving throw, the target takes 1d4 points of Strength damage. For one additional point, the gaze can deal Dexterity damage instead.

Lava Puddle (Su): An eidolon can, once per day as a full-round action, create a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it causes only 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the eidolon's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires. The eidolon can use this ability one additional time per day by spending 1 evolution point (maximum 3/day). The summoner must be at least 5th level before selecting this evolution.

Spores (Ex): As a standard action once per minute, an eidolon can release a cloud of invisible spores in a 20-foot radius. Each creature within the area must succeed on a Fortitude saving throw (DC 10 + one-half the eidolon's HD + the eidolon's Constitution modifier) or be affected by powerful

hallucinations as long as it remains in the cloud. The hallucination effect lasts for 1d4 rounds after leaving the area. A creature must make a new saving throw each round it remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing; a strong wind causes it to disperse immediately. The eidolon can use this ability once per day. The eidolon can use this ability one additional time per day by spending 1 evolution point (maximum 3/day). The summoner must be at least 12th level before selecting this evolution. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

d6	Hallucination
1	You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
2	You're attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon.
3	An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
4	You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
5	You've shrunk to 1/10th your normal size! Take no actions for 1 round, and monsters won't see you.
6	You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.



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