

# Weekly Wonders

## A Conjurer's Guide to Kytons



Alex Riggs, Joshua Zaback



*Necromancers  
of the Northwest*

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## Designers

Alex Riggs, Joshua Zaback

## Editor

Rosa Gibbons



Necromancers of the Northwest, LLC  
8123 236th St SW, Unit 102  
Edmonds, WA, 98026  
[www.necromancers-online.com](http://www.necromancers-online.com)

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## Introduction

One of the joys of playing a summoner—a spellcaster of any class who focuses on conjuring allies with spells like *summon monster*—is being able to make use of all the fun and exciting outsiders that fill the various *Pathfinder Bestiaries*. Although there are now many such tomes filled to the brim with exotic minions to conjure, resources from the *Pathfinder Roleplaying Game Core Rulebook* often weren't made with future publications in mind. As a result, those relying on *summon monster* and similar spells are working off of lists that, outside of rare sidebars reserved for characters with very specific circumstances, are rarely updated or expanded.

This book focuses on one group of outsiders in need of more support and attention, the twisted and sadistic kytons. Presented here is a feat which allows characters to easily summon kytons with the summoning spells they already have access to, plus three new kyton-themed archetypes for the cleric, summoner, and wizard, allowing characters of those classes to experience all the strange and terrible sensations that kytons offer, and gain additional kyton-related powers. Finally, the book features three new kytons, with original stat-blocks and abilities, which not only make for excellent monsters just like those found in the various *Pathfinder Bestiaries*, but also happen to be at CRs that fill gaps among the existing kytons.

## New Feats

The following feats are related to kytons or the ability to summon kytons, and are presented in alphabetical order.

### Kyton Caller

Kytons you call are more powerful and more likely to obey your commands.

**Prerequisites:** Spell Focus (conjunction), caster level 9th.

**Benefits:** Whenever you summon a creature with the kyton subtype using a spell of the calling subschool, the summoned creature gains a +4 bonus to the ability score of your choice and gains 2 extra hit points per Hit Dice for as long as it remains called. Additionally, as long as it remains called, you gain a +4 bonus on all Charisma checks and Charisma-based skill checks against the called creature, as well as a 25% discount on gold payments required by *planar ally* and similar spells involving the called creature.

### Kyton Chain Fighter

You have learned the art of chain fighting from the kyton evangelist.

**Prerequisite:** Weapon Focus (spiked chain), Two-Weapon Fighting.

**Benefits:** You can use Two-Weapon Fighting when using a spiked chain in order to attack with it as though it were a double weapon. When you do, you apply your full Strength or Dexterity modifier to both damage rolls.

### Kyton Summoner

You are able to summon kytons with spells.

**Prerequisites:** Spell Focus (conjunction).

**Benefit:** Whenever you cast a *summon monster* or spell, you can choose to summon one or more kytons instead of the creatures normally available with that spell. The spell level

required to summon a kyton in this way depends on its CR, as outlined on the table below.

**Table: Summoned Kyton CRs**

Spell Level	CR
1st	1/2 or less
2nd	1
3rd	2
4th	3 - 4
5th	5 - 6
6th	7 - 8
7th	9 - 10
8th	11 - 12
9th	13 - 14

## New Archetypes

The following archetypes are thematically related to the group of outsiders collectively known as kytons, and the ability to summon them. They are presented in alphabetical order based on the class that they modify.

### New Cleric Archetype Sadosanct

Sadosancts are clerics who follow the kyton philosophy of embracing pain and modifying the body as a path to enlightenment. Some worship the kyton demagogues, while others merely embrace the idea of personal suffering. Whatever the case, they gain the ability to channel their pain to call forth kytons to punish their enemies.

**Kyton Devotion:** A sadosanct can only choose a single domain at 1st level. Instead, at 1st level, the sadosanct gains Kyton Summoner as a bonus feat and can prepare the *summon monster* spell of the appropriate level as though it were a domain spell, but is only able to summon creatures with the kyton subtype using this domain spell slot.

This ability modifies the domains class feature.

**Pain Summons (Su):** At 1st level, a sadosanct can inflict grievous bodily harm on herself in order to enhance the quality of kytons she summons, entreating them with her own injuries. Whenever she uses a spell to summon one or more creatures of the kyton subtype, she can choose to suffer 1d6 points of damage. If she does, the summoned creature remains for an additional number of rounds equal to the sadosanct's Wisdom modifier, and gains a bonus to its Strength score equal to 1/3 the sadosanct's cleric level (minimum +1).

**Greater Pain Summons (Su):** At 5th level, a sadosanct can choose to suffer 3d6 points of damage whenever she casts a spell that summons or calls one or more kytons. If she does, she summons 1 additional kyton of the same kind. She can use this ability and her pain summons ability at the same time.



**Master Pain Summons (Su):** At 9th level, a sadosanct can choose to suffer 5d6 points of damage when she begins casting a spell that can summon one or more kytons; if she does, she reduces the casting time of that spell to a swift action, but she may not cast another spell that round. She can use her greater pain summons ability at the same time by increasing the amount of damage dealt by 2d6.

This ability replaces the increase to her channel energy damage normally gained at 9th level—her channel energy damage increases to 5d6 at 11th level instead, and for the rest of her career as a cleric lags 1d6 behind normal.

## New Summoner Archetype Shadow Caller

Shadow callers are summoners who specialize in summoning creatures from the Plane of Shadow, particularly the dread kytons. Their eidolon has the traits of these creatures, and they learn to manipulate the energy of the Plane of Shadows to their own ends.

**Kyton Eidolon (Ex):** The shadow caller's eidolon gains the kyton subtype. The eidolon's unnerving gaze special attack causes affected creatures to become shaken unless they succeed on a Will save (DC = 10 + 1/2 the eidolon's Hit Dice + the eidolon's Charisma modifier). The eidolon receives 1 fewer evolution point at 1st level.

This ability modifies the eidolon class feature.

**Summon Monster (Sp):** At 1st level, a shadow caller gains Kyton Summoner as a bonus feat. When he uses his *summon monster* spell-like ability, the shadow caller can only summon a creature with the kyton subtype. When he gains the ability to call creatures using *gate* as a spell-like ability, if he chooses to summon a creature of the kyton subtype, that summoned creature gains a +4 bonus to each of its ability scores.

This ability modifies the summon monster class feature.

**Shadow Cloak (Su):** At 4th level, as long as a shadow caller remains within arm's reach of his eidolon, he is wrapped in shadow energy brought from the Plane of Shadow. This grants him 20% miss chance due to concealment. In an area of dim light or darkness, this miss chance improves to 50%.

This ability replaces the shield ally class feature.

**Shadow Teleport (Sp):** At 8th level, a shadow caller can use shadows to rapidly move from one place to the next. As a move action, a shadow caller can step into a shadow in order to reappear in a shadow in another location within 120 feet + 20 feet for each level beyond 8th. When the shadow caller uses this ability, he becomes aware of other shadows within that distance and can choose to appear there, even if he was not able to see the point in which he was to reappear. This ability otherwise functions like the spell *dimension door*.

This ability replaces the transposition class feature.

**Expanded Shadow Cloak (Su):** At 12th level, the shadow caller's eidolon projects an aura of energy from the Plane of Shadow, which extends as an area of deep shadow. Allies adjacent to the shadow caller's eidolon gain 20% miss chance due to concealing shadow-stuff. In areas of dim light or darkness, this miss chance increases to 50%. Because this miss chance arises as a result of shadow energy, rather than normal darkness, darkvision and similar effects have no effect on this miss chance.

This ability replaces the greater shield ally class feature.

## New Wizard Archetype Chain Master

Chain masters are wizards who learned the ancient art of body modification and augmentation from kytons. They use their magic to manipulate these bodily modifications and utilize abilities similar to those possessed by kytons. Because of the effort required to master these prosthetic techniques, chain masters lose out on some of their magical training.

**Kyton Summoner:** Chain masters learn their techniques from kytons and have greater access to summoning these dangerous creatures. At 1st level, a chain master gains Kyton Summoning as a bonus feat. At 10th level, a chain master gains Kyton Caller as a bonus feat. He does not need to meet the prerequisites of these feats.

This ability replaces the scribe scroll class feature.

**Animate Chain (Sp):** At 1st level, a chain master gains the ability to control and manipulate chains, much like a kyton. This ability functions similarly to the spell *animate rope*, except that it only functions on chains. He can use this ability for a number of rounds per day equal to twice his wizard level + his Intelligence modifier. While animating a chain in this way, he can make an attack with the chain as a standard action. The chain can strike any target within a range of up to 10 feet per wizard level, with a maximum range equal to the length of the chain. For the purpose of this attack, the chain master treats his base attack bonus as equal to his entire wizard level + the base attack bonus of any non-wizard class he has levels in + his Intelligence modifier. The attack deals a number of points of damage equal to 1d8 + the chain master's Intelligence modifier. At 6th level, and every 5 levels thereafter, he can make an additional attack with the chain when he makes a full attack.

This ability replaces the arcane school powers gained at 1st level.

**Kyton Armor Plating (Ex):** At 5th level, a chain master can perform a surgery on himself to integrate metal plates into his flesh, which reduces his Constitution score by 1. The surgery takes 4 hours to perform and requires 500 gp worth of metal components. At the conclusion of the surgery, the chain master gains a permanent +5 armor bonus to AC. At 15th level, the chain master can perform an additional surgery at the same cost (suffering a -1 penalty to Constitution and requiring 500 gp in metal components) in order to increase this armor bonus to +10. This surgical armor can be enchanted in the same fashion as normal armor, and at the same cost.



This ability replaces the wizard bonus feats gained at 5th and 15th level.

**Incorporated Chain (Ex):** At 10th level, a chain master learns how to infuse his flesh with a chain. This chain pierces his skin and wraps around his body. The chain master can incorporate up to 100 feet of chain, plus an additional 20 feet of chain for each level gained after 10th. The chain master can use the chain as a spiked chain, except that attacks made with the chain use the chain master's Intelligence modifier, rather than his Strength modifier, for attack and damage. He can also manipulate this chain using his animate chain ability, as normal. He cannot be disarmed of this chain, though it can be sundered. As a swift action, a number of times per day equal to the chain master's Intelligence modifier, the chain master can enchant his incorporated chain for 1 minute. At 10th level, the enchanted chain is treated as a +1 weapon or gains a weapon special ability with a +1 enhancement bonus. At 12th level, and every 2 levels thereafter, he can grant an additional +1 enhancement bonus or gain one or more weapon special abilities with a total enhancement bonus equivalent equal to this amount. At 20th level, the chain master can make an additional attack with this weapon at his highest base attack bonus whenever he makes a full attack with it.

This ability replaces the wizard bonus feats gained at 10th and 20th level.

## New Kytons

The following section presents three new types of kyton, which can be encountered normally as enemies or allies, or can be summoned by characters capable of summoning kytons. They are presented in alphabetical order.

### Kyton, Blemmyae

*This nightmarish humanoid has pale, heavily scarred flesh stretched tight over bulging muscles. Where its head would normally be is instead a twist of serrated, razor-thin blades arrayed at improbable angles and darkened with still-wet blood.*

<b>KYTON, BLEMMYAE</b>	<b>CR 7</b>
<b>XP 3,200</b>	
LE Medium outsider (kyton)	
<b>Init</b> +10; <b>Senses</b> blindsight 120 ft., Perception +14	
<b>DEFENSE</b>	
<b>AC</b> 16, touch 16, flat-footed 10 (+6 Dex)	
<b>hp</b> 85 (9d10+36)	
<b>Fort</b> +10, <b>Ref</b> +12, <b>Will</b> +5	
<b>Defensive Abilities</b> armor graft; regeneration 5 (good spells and weapons, silver weapons); <b>Immune</b> cold, mind-affecting; <b>SR</b> 18	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> gore +13 (2d6+6/19-20)	
<b>Special Attacks</b> shred armor, tear intellect, unnerving gaze	
<b>STATISTICS</b>	
<b>Str</b> 19, <b>Dex</b> 23, <b>Con</b> 18, <b>Int</b> 5, <b>Wis</b> 15, <b>Cha</b> 14	

**Base Atk** +9; **CMB** +13; **CMD** 29  
**Feats** Combat Reflexes, Improved Critical (gore), Improved Initiative, Lunge, Vital Strike  
**Skills** Acrobatics +18, Intimidate +14, Perception +14  
**Languages** Common, Infernal, Kyton

**ECOLOGY**  
**Environment** any (Plane of Shadow)  
**Organization** solitary, pair, or coterie (3-7)  
**Treasure** standard

**SPECIAL ABILITIES**  
**Armor Graft (Ex):** A blemmyae can quickly integrate scraps of metal into its flesh to protect itself from enemy attacks. As a standard action, a blemmyae can touch a piece of broken metal armor in order to incorporate it into itself. The process is incredibly painful for the blemmyae, as the chunks of metal migrate from its hand through its body and emerge on the torso or other exposed flesh. This pain causes the blemmyae to be sickened until the beginning of the next round after using this ability. When the blemmyae uses this ability, it gains an armor bonus to AC equal to half the normal AC bonus offered by the touched armor (not including the penalty for the broken condition). The effects of this ability last for 24 hours, after which time the armor is painfully absorbed into the blemmyae.

**Shred Armor (Ex):** A blemmyae can use the mass of serrated razor blades atop its shoulders to severely damage armor. Whenever the blemmyae hits with its gore attack, it can make a special sunder combat maneuver against the target. This combat maneuver does provoke an attack of opportunity. If the sunder combat maneuver is successful, half the damage dealt to the target by the gore attack is also dealt to the target's armor.

**Tear Intellect (Su):** Whenever a blemmyae confirms a critical hit with its gore attack, it tears at the sanity of the victim, dealing 1d6 points of Intelligence, Wisdom, and Charisma damage. If a creature's Intelligence, Wisdom, or Charisma is reduced to 0 in this fashion, his head falls off his shoulders, killing him instantly.

**Unnerving Gaze (Su):** A blemmyae has an unnerving gaze. A creature affected by this ability must succeed on a Will save (DC 16) or suffer terrible pain in their heads. An affected creature is overwhelmed with the sensation of headlessness, becoming either blinded for 1 round or confused for 1 round, with a 50% chance of either result. Any creature that succeeds on this saving throw is immune to the effect for 24 hours. This save DC is Charisma-based.

### Ecology

Blemmyae kytons are kytons who have chosen to remove their heads in order to experience the sensations of the flesh free of the interference of the mind. Despite having no brain, blemmyae retain intelligence, locked in their pain-riddled flesh. Still, the absence of a brain makes them considerably less intelligent than most kytons, which can cause their brethren to ostracize them.

A blemmyae's entire body is filled with twisted, serrated coils that spill out of its shoulders where its head would be. It's these metal coils that carry the remains of the blemmyae's perverse and twisted mind, and those exposed to its lashes



are infected with the masochistic ideas that caused the blemmyae to remove its head. Blemmyae are constantly on the lookout for more metal pieces to add to their form in order to increase both the amount of available carrying space for their intellect, and to augment their physiology with powerful bits of metal.

Insane with a lust for pain that is intense even by kyton standards, blemmyae have largely lost the capacity for the philosophy that drove them to their present form, and they prefer to focus on the simple acts of suffering. Blemmyae enjoy inflicting suffering as much as they enjoy suffering themselves; left to their own devices, they spend their time torturing and murdering one another.

## Kyton, Senescentite

*This abomination resembles an old man bent with age, but where a man would have fingers, he has long nails of rusty iron in a wicked mockery of claws. His teeth are likewise made of steel, barbed hooks that piece his lips and checks and rend his wrinkled flesh as he opens and closes his mouth.*

### KYTON SENESCENTITE

CR 15

XP 51,200

LE Medium outsider (kyton)

**Init** +8; **Senses** darkvision 60 ft., *true seeing*; **Perception** +27

#### DEFENSE

**AC** 30, touch 14, flat-footed 26 (+4 Dex, +16 natural)

**hp** 210 (20d10+100)

**Fort** +17, **Ref** +10, **Will** +18

**Defensive Abilities** regeneration 15 (good spells and weapons, silver weapons); **Immune** cold, death effects

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +24 (3d6+4/19-20 plus grab), 2 claws +24 (2d6+4 plus grab)

**Special Attacks** devour youth, disassemble, painful tear, unnerving gaze

#### STATISTICS

**Str** 18, **Dex** 18, **Con** 21, **Int** 13, **Wis** 18, **Cha** 17

**Base Atk** +20; **CMB** +24; **CMD** 38

**Feats** Critical Focus, Combat Reflexes, Greater Grapple, Improved Critical (Bite), Improved Grapple, Improved Initiative, Iron Will, Power Attack, Staggering Critical, Stunning Critical

**Skills** Acrobatics +27, Climb +27, Intimidate +26, Knowledge (planes) +24, Perception +27, Stealth +27, Survival +27

**Languages** Common, Infernal, Kyton

#### ECOLOGY

**Environment** any (Plane of Shadow)

**Organization** solitary, pair, or coterie (3-7)

**Treasure** standard

#### SPECIAL ABILITIES

**Devour Youth (Ex):** A senescentite feeds off the aging flesh of the young, especially when it is aged by fear. The senescentite gains a +4 bonus on attack rolls against characters of middle age or younger. Additionally, whenever the senescentite confirms a critical hit against a character of middle age or younger, the target is aged 2d6 years and the

senescentite gains a number of temporary hit points equal to twice this amount. A character aged in this way is returned to their normal age when the senescentite dies.

**Disassemble (Ex):** A senescentite can separate its jaws and hands from its body, dangling them along lengthy, prehensile silver chains. When it does, it can make attacks against creatures within 30 feet of it and it is considered to be threatening all squares within 30 feet of it. It can recall the disassembled appendages to its body as a swift action. While disassembled, the hands and jaw of the senescentite can be sundered. For this purpose, a hand or jaw is considered to have 100 hit points, and half of all damage dealt to the appendage is suffered by the senescentite. Destroying a hand or jaw prevents the senescentite from making claw or bite attacks (respectively) until it has regenerated at least 100 hit points (taking 7 rounds, unless its regeneration has stopped). While using its disassembled hands and jaws to grapple an opponent, the senescentite does not count as having the grappled condition. Additionally, while using its disassembled hands and jaws to grapple an opponent, if its body is not within range of a melee attack, the senescentite's body cannot be targeted by melee attacks, though the grappling limb or jaws can be sundered, as described above. If the senescentite dies while its limbs are disassembled, the limbs continue making attacks for 1d4 rounds after it dies, as though it were still alive.

**Painful Tear (Ex):** Whenever a senescentite begins its turn grappling a creature, as a free action it can tear its jaw or claw away from the target, ripping their flesh and suffusing them with hideous pain as their body suffers the effects of rapid cellular aging. The grappled creature must succeed on a Fortitude save (DC 25) or suffer 2d6 points of bleed damage. As long as a creature is suffering bleed damage as a result of this ability, she is staggered with pain. This is a pain effect. This save DC is Constitution-based.

**Unnerving Gaze (Ex):** A senescentite's unnerving gaze causes the viewer to feel themselves aging in real time, their flesh continually marching towards the entropy of mortality. Creatures affected by the ability must succeed on a Will save (DC 23) or be nauseated for 1 round. For each age category a character is beyond adult, he suffers a -2 penalty on this saving throw. Any creature that succeeds on this saving throw is immune to the effects of that senescentite's unnerving gaze for 24 hours. This save DC is Charisma-based.

## Ecology

Senescentites are kytons who have dedicated their existence to understanding the pain of aging and cellular degeneration. Their withered frames are in a constant state of decay, but are incapable dying from natural causes. This sensation of decay and falling apart gives the senescentite great satisfaction. Mastering the physical effects of this cellular failure allow the senescentite to detach parts of their body in order to manipulate things at a distance. They use metal prosthetics to guide these detached limbs, as well as to make up the deficiencies of their physical form.

Senescentites have undergone painful surgical alterations to infuse their bodies with animated silver chains, which, in addition to providing a constant source of sharp pain, allow them to manipulate their aged and decaying bodies



with the energy of youth. In addition to these silvery chains, senescentites have replaced their brittle teeth with sharp barbed hooks and their fingers with iron nails, which serve as claws. Both of these appendages can be disconnected from the body and controlled from a distance using the silvery chains running throughout its body. As both appendages were created for gripping and ripping creatures apart, senescentites like to use the advantage of reach to engage their foes and control the battlefield while avoiding risk to their frail forms.

## Kyton Innocent

*This infant-sized lump of flesh and leather is horrible to look at. While the creature lacks a mouth and has a barely coherent form, its eyes, nose, and ears give it a disturbingly human look.*

**KYTON INNOCENT** **CR 1/2**

**XP 200**

**LE** Tiny outsider (kyton)

**Init** +3; **Senses** darkvision 60 ft.; Perception +5

### DEFENSE

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 11 (2d10)

**Fort** +3, **Ref** +6, **Will** +0

**Defensive Abilities** regeneration 2 (fire, good spells and weapons, silver weapons)

**Weakness** feed to live

### OFFENSE

**Speed** 10 ft.

**Melee** slam +7 (1d2-4)

**Special Attacks** manifest mouth, unnerving gaze

### STATISTICS

**Str** 3, **Dex** 16, **Con** 11, **Int** 5 **Wis** 10, **Cha** 10

**Base Atk** +2; **CMB** -4; **CMD** 9

**Feats** Weapon Finesse

**Skills** Acrobatics +8, Perception +5, Survival +5

**Languages** Common, Infernal, Kyton

### ECOLOGY

**Environment** any (Plane of Shadow)

**Organization** solitary, pair, or nursery (3-12)

**Treasure** standard

### SPECIAL ABILITIES

**Feed to Live (Ex):** When not on the Plane of Shadow, a kyton innocent must constantly devour new flesh in order to survive. As long as a kyton innocent doesn't have a mouth, it can live and breathe normally. When it grows one or more mouths as a result of its manifest mouths ability, the kyton innocent dies after 1d6 rounds unless it successfully kills a living creature with a bite attack. If it kills a creature with one of its bite attacks, it can live for an additional 1d6 minutes before dying. If the kyton innocent kills at least 4 people with its bite attack, it transforms into a kyton with a Hit Dice equal to the total Hit Dice of the creatures it killed with its bite attack. This transformation takes 1 full round, and the newly created kyton is created with full hit points. A summoned kyton innocent that transforms in this way becomes free-willed as a result of this transformation, but is vulnerable to a *protection from evil* spell in the same way a summoned creature is.

**Manifest Mouth (Ex):** Whenever a kyton innocent suffers damage from a piercing or slashing weapon, its flesh splits open in a hideous toothy mouth. This allows the kyton innocent to make a bite attack at an attack bonus of +0. The attack deals 1d6 points of damage with no penalty due to Strength. Each time a kyton innocent takes additional piercing or slashing damage, it manifests another mouth and gains an additional bite attack. However, if it returns to maximum hit points through its regeneration or other healing, it immediately loses all mouths manifested in this way.

**Unnerving Gaze (Su):** A kyton innocent has an unnerving gaze. A creature affected by its unnerving gaze must succeed on a Will save (DC 11) or be dazzled as they are overwhelmed by the horrible corruption of innocence. This save DC is Charisma-based.

## Ecology

Kyton innocents are the result of infants kidnapped and tortured by kytons, taking on numerous properties as a result of experimental surgery and magical corruption. While occasionally these children are taken from cradles, more often they are harvested directly from pregnant victims of kytons, and experimentation begins before birth. During the course of the corruption of these innocent forms, large portions of flesh are removed so that the inside of the skin can be sewn with the semi-aware teeth harvested from other sentient creatures. The wounds are then patched with boiled leather and other tough but easily sliced material. The mouths of kyton innocents are fused shut, preventing the innocent from eating in a normal fashion. While on the Plane of Shadow, kyton innocents are sustained by the energy of that plane, but if removed from there, they quickly become hungry. In order to eat, however, a kyton innocent must first be sliced open, creating a sentient mouth filled with the teeth of other creatures that know only hunger.

Some theorize that this most dread feature of the kyton innocent was created as trap for those who would attack these lowly kytons. Others believe it to have been a delight of the original creator of these twisted abominations, believing that the kytons took great pleasure in creating a creature that must be cut in order for it to eat. Whatever the case, it was soon learned that the kyton innocent could use the corruption of the Plane of Shadow and the joy of eating the flesh of others in order to transform into a full kyton. As a result, kytons often seek out new opportunities to create kyton innocents and encourage the summoning of these creatures into the Material Plane, where they have a chance to thrive.



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## Summon the Twisted and Sadistic Kytons!

One of the joys of playing a summoner—a character of any class who relies heavily on spells such as *summon monster* to conjure allies and minions to fight on their behalf—is the fact that it lets you play with some of the fun and exciting monsters from the various *Pathfinder Bestiaries* that are normally reserved only for GMs. Unfortunately, since spells like *summon monster* were written with only the first of those books in mind, it's often frustratingly difficult to gain access to the exciting monsters found in later supplements.

*Weekly Wonders: A Conjurer's Guide to Kytons* focuses on providing players of various classes with options for summoning and working with outsiders of the kyton subtype. Included are:

- A simple and straightforward feat allowing a spellcaster of any class to easily summon a wide variety of kytons using existing spells like *summon monster*.
- The sadosanct, a cleric archetype for those who worship kytons and engage in ritualistic sadomasochism.
- The shadow caller, a summoner archetype that draws power from the realm of darkness in which kytons reside, and whose eidolon is a kyton.
- The chain master, a wizard archetype that specializes in animating and manipulating chains, as well as conjuring kytons.
- Three new types of kyton, suitable both for summoning and as foes: the CR 15 senescentite, a fearsome kyton capable of draining youth from its victims, the CR 7 blemmyae, a kyton that specializes in shredding its foes' armor and grafting the pieces to its own body, and the CR 1/2 kyton innocent, which grows more mouths the more damage it suffers.

