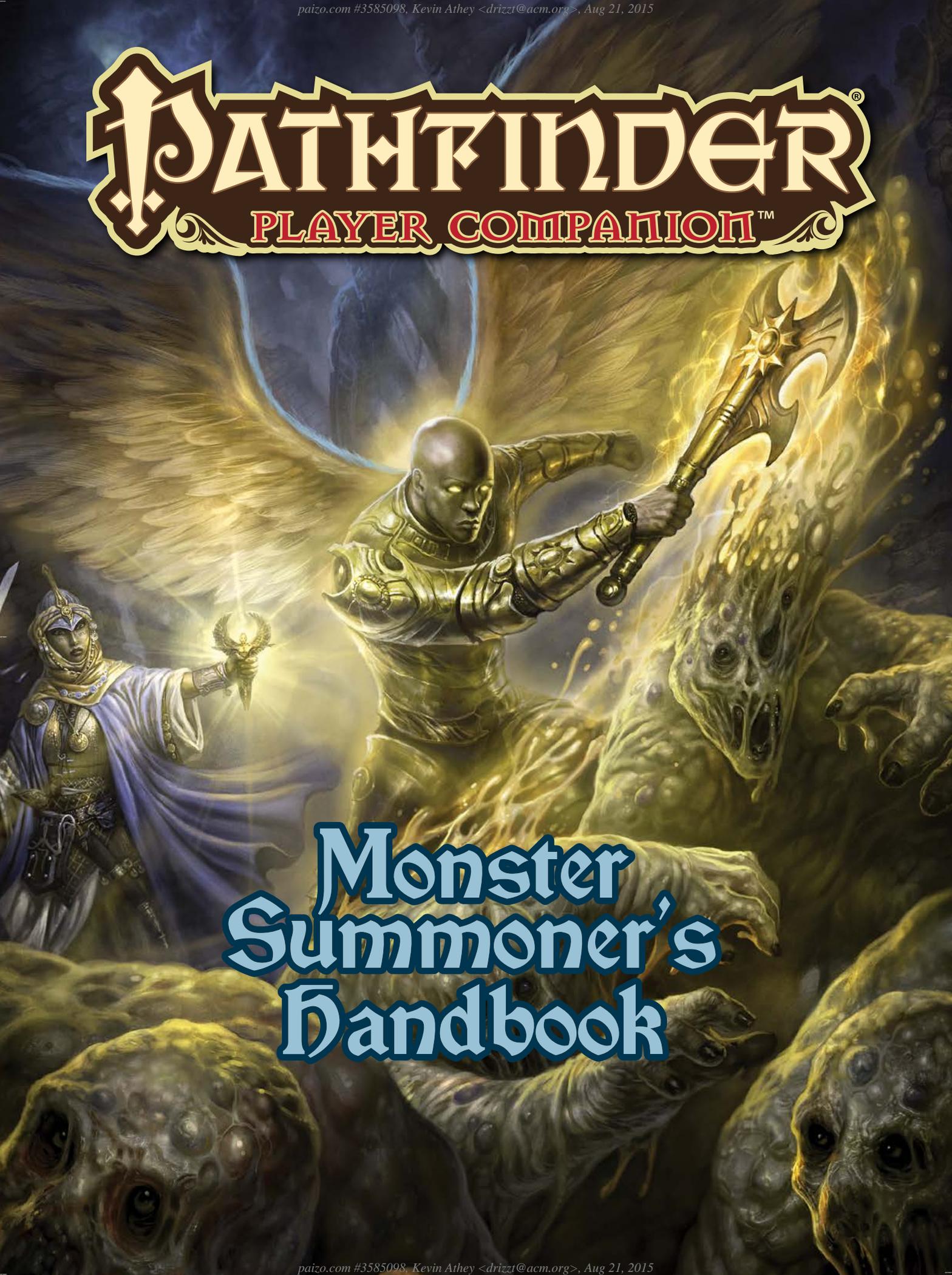


# PATHFINDER<sup>®</sup>

## PLAYER COMPANION<sup>™</sup>



# Monster Summoner's Handbook

# Summoner Groups of the Inner Sea

Conjurers and summoners can be found throughout the Inner Sea, but some organizations specialize in calling and summoning magic.

- 1 Bloodstone Conservatory:** The eleventh queen of Irrisen founded this school for conjurers and summoners in 4378 AR. It is run by her descendants and accepts only 20 pupils at a time. Students live in luxury, but are subjected to grueling arcane and physical training.
- 2 God Callers:** Practitioners of an ancient Sarkorian religion that survives in parts of the Worldwound, god callers are summoners who believe their eidolons are personal deities.
- 3 Acadamae:** The Acadamae in Korvosa trains spellcasters in all schools of magic, but is famous for its emphasis on conjuration.
- 4 Wizard's Guild:** The civilian Wizard's Guild in Vigil focuses on item creation and divination, but to complement that non-military focus, members are encouraged to master a range of conjuration spells in case a more martial situation arises.
- 5 Razmiran Priests:** Razmiran priests often use their ability to summon creatures from other planes of existence as proof of the divine nature of their powers.
- 6 Umbral Court Agents:** The Umbral Court rules Nidal, and many of its agents specialize in summoning creatures native to the Plane of Shadow (using the Versatile Summon Monster feat and the dark creature template on pages 18–19).
- 7 Order of the Gate:** The signifers of the Order of the Gate outnumber the rank-and-file Hellknights three to one, and depend on spells that allow them to contact outsiders for information, and even summon outsiders to fight for them in combat. Rumors claim the order is named for an actual magic gate in its stronghold that leads to Hell.
- 8 Arcanamirium:** While the Arcanamirium in Absalom emphasizes practical magic, the broad utility of summoning spells makes them a popular topic for research, and many forms of expanded summoning originate in the halls of this academy of magic.
- 9 Storm Kindlers:** As druids dedicated to understanding the Eye of Abendego, many Storm Kindlers rely heavily on summoned or called air elementals for their most dangerous research.
- 10 Magaambyan Arcanists:** Founded by Old-Mage Jatembe, the Magaambya is possibly the oldest academy of magic still operating in Golarion today, though many learned spellcasters of Avistan have never heard of it. The school's arcane spellcasters often learn arcane versions of druid spells, including *summon nature's ally*.



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## ON THE COVER



A monadic deva called by Kyra slices through a crowd of foul lemures to aid the cleric's holy cause in this exciting cover by J.P. Targete.



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## REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Class Guide</i>	ACG	<i>The Inner Sea World Guide</i>	ISWG
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Inner Sea Magic</i>	ISM	<i>Ultimate Magic</i>	UM



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# for Your Character

## FOCUS CHARACTERS

This Pathfinder Player Companion highlights options for characters of the following classes, in addition to elements that can apply to a wide array of other characters.

### Bloodrager

Because bloodragers gain access to only 4 levels of spells, monster summoning is normally a sub-optimal choice for such characters. However, a bloodrager with the new ancestral harbinger archetype forges bonds with creatures that have strong totemic ties to his clan, family, or warband, making him more effective at summoning such creatures.

### Cleric

Clerics have access to the herald caller archetype, allowing them to call on outsiders who serve their patron deity. Clerics who are priests of one of Golarion's major gods also benefit from having creatures added to their *summon monster* spells to represent the influence of their specific deity.

### Druid

Druids' ability to sacrifice a prepared spell to cast a *summon nature's ally* spell of the same level makes them natural beneficiaries of the new options in this volume. The elemental ally archetype allows a druid to gain access to four elemental allies in the form of limited eidolons, and many of the feat options are particularly appropriate for druids who focus on summoning allies in combat.

### Summoner

Unsurprisingly, summoners gain numerous options in the *Monster Summoner's Handbook*. There are three new archetypes: counter-summoner, morphic savant, and unwavering conduit, all of which work with both the summoner from *Pathfinder RPG Advanced Player's Guide* and the version of the class presented in

*Pathfinder RPG Pathfinder Unchained*. Summoners also gain access to all the new spells presented on pages 22–23.

## FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. While everything in this volume is designed to work with characters focused on summoning and calling creatures as allies and servants, the following elements from this book work equally well for all Pathfinder RPG characters, regardless of type, motivation, or background.

### Expanded Summoning

A list of creatures appropriate for *summon monster* spells drawn from *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG Bestiary 4* is provided on pages 28–29. Because adding all such creatures to the *summon monster* spells would increase the overall utility of those spells in an unbalancing way, this book includes numerous options for a player to gain access to a limited number of new options. Players who wish to specialize in summoning a wide range of unusual creatures can take the Expanded Summon Monster feat as often as they wish to increase the range of choices for each spell.

Additionally, page 31 includes some advice on what kinds of creatures from other sources a GM might wish to add as options for *summon monster*, including specifying the typical CR range of each *summon monster* spell.

### Fighting Summoned Foes

Several new feats, such as Banishing Critical and Dispel Focus, give characters who expect to fight many

## QUESTIONS TO ASK YOUR GM

Asking your Game Master the following questions can help you get the most out of the new options in *Pathfinder Player Companion: Monster Summoner's Handbook*.

1 Does this campaign allow the summoner class from *Pathfinder RPG Advanced Player's Guide* or the version from *Pathfinder RPG Pathfinder Unchained*?

2 Are any of the expanded summoning options listed on the tables on pages 28–31 available in this campaign?

3 When I summon a creature, who controls it? Is that my responsibility, or will another player be assigned to control it? Or will you, as the GM, control any summoned creatures?

summoned foes more options for destroying such enemies.

### Guardian Spirits

Guardian spirits are creatures dedicated to protecting specific mortals who summon them with *summon monster* or *summon nature's ally* spells. The same guardian spirit is summoned each time, and as its mortal ward increases in power, the spirit can be summoned by higher-level spells, granting it additional special abilities.

### Traits

A list of groups and organizations that specialize in summoning, along with related character traits, is presented on pages 10–11.

### DID YOU KNOW?

The summoner class was first introduced in *Pathfinder RPG Advanced Player Guide*, when the concept of eidolons as a new type of changeable outsiders was introduced. The new version of the class presented in *Pathfinder RPG Pathfinder Unchained* ties the class more closely to specific types of outsiders, such as devils and elementals.

# Monster Summoner's Handbook

## RULES INDEX

The following new rules options are located on the indicated pages throughout the book. Additionally, two new tables expanding possible options for *summon monster* spells can be found on pages 28–29 and 30–31.

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# Introduction



Summoning is the art of conjuring faraway creatures to your aid. Most spellcasters summon using magic that reaches out past planar boundaries, calling forth primal elementals or soldiers from the legions of the Outer Planes. For summoners with close ties to the natural world, these creatures may instead be animals, mysterious fey, or towering giants. A ranger new to the art of summoning may call eagles to support him, while an experienced druid could terrorize her foes with a slaving pack of tyrannosauruses.

Mortals who wish to enter into arrangements with creatures for extended periods of time leave the realm of summoning and enter the domain of calling. Callers with close ties to the divine can invoke the cooperation of allies of their gods. Legends abound of powerful clerics bringing forth their deities' own heralds to assist in times of great need. Those who don't have such affiliations must rely on their arcane skill, and for them, calling is an exceedingly dangerous game that requires a deal to be struck before aid is given. For these daring individuals, calling can lead to great boons—or to a host of enemies.

Conjuration magic has helped shaped many of the Inner Sea's most powerful nations and organizations. The people of Cheliaz regularly bind devils to their service, and they rarely consider why the fiends are so eager to serve them as their empire falls deeper into the clutches of Hell. In the sand-swept nations of Qadira and Katapesh, mystics bind

genies to do their bidding and grant their every wish. In the oppressive country of Nidal, shadowy summoners call forth manifestations of darkness. Meanwhile, throughout Golarion and across the planes, the Blackfire Adepts seek power from beyond at any cost, relishing in the destruction of the fabric of reality left in their wake. Opposing the Blackfire Adepts are the Riftwardens, members of an organization dedicated to maintaining planar stability and undoing their enemies' work.

## SUMMONING 101

The two main families of summoning spells are *summon monster* and *summon nature's ally*. All spells in these families take a full round to cast, and the summoned creature appears at the beginning of the caster's turn on the following round. Once the creature appears, it normally stays around for 1 round per level, or until it is reduced to 0 hit points. Summoned creatures reduced to 0 hit points disappear, returning to their home planes. It takes 24 hours for the creature to reform, during which time it can't be summoned again. You can't summon a creature into an environment that does not support it, such as causing a water-breathing creature to appear on land or a non-flying creature to materialize in midair.

Summoned creatures can't use abilities that summon creatures or that have expensive material components. They also can't activate teleportation or planar travel.

Unless told otherwise, they attack the summoning caster's enemies. A spellcaster who shares a common language with an intelligent summoned creature can give orders in that language.

The full-round casting time of summoning spells makes them vulnerable to interruption. However, there are several ways to increase the chance of successfully casting them. The most effective way to avoid being interrupted is to avoid being seen. Try to move somewhere where you have concealment—or become invisible, since summoning spells don't break invisibility. Consider protecting yourself with illusion spells, such as *displacement* or *mirror image*. You could also hide around a corner, behind an obstacle, or even behind another party member in a pinch.

*Protection from evil* and *magic circle against evil*, as well as their counterparts, serve as barricades against summoned creatures of particular alignments. They prevent summoned creatures from touching a warded creature or attacking it with their natural weapons unless they have spell resistance that can overcome the ward. *Dispel magic*, *dismissal*, and *banishment* end a summoning. If a summoned creature is in the area of an *antimagic field*, it disappears as long as the field remains.

## CALLING 101

The primary spells that call creatures are the *planar ally* and *planar binding* spells. Calling spells don't have a set duration; the creature remains until it completes its appointed task or breaks free. Called creatures don't just return to their home planes when reduced to 0 hit points, meaning they can die. *Dispel magic* does not send home a creature brought forth through calling spells, but *dismissal* and *banishment* do.

*Planar ally* is a request for aid from a being that shares your philosophy. When anyone uses *planar ally*, whether from her own magical ability or with a magic item, the spell calls a servitor of her deity, if she has one. Otherwise, it summons a creature that matches the caster's alignment and philosophy. Callers who cast *planar ally* must offer the called outsider a gift in exchange for its services. The longer and more complicated the service, the larger the gift required. Each specific outsider has different gifts that it favors. The Binding Outsiders section on pages 101–110 of *Pathfinder RPG Ultimate Magic* includes a thorough guide to the preferences of each type of outsider.

*Planar binding*, on the other hand, can call forth any creature. When casting *planar binding*, a caller traps the creature inside a *magic circle* and attempts to force it to perform a task. While *planar binding* is more versatile than *planar ally*, it is also more dangerous. The bound creature may harm or even kill the caller for her insolence, and it may seek revenge in the future if it is not treated with respect. It is wise to offer gifts to facilitate peaceful negotiations, but gifts alone are insufficient. Many creatures, if left to their own devices, would either escape with teleportation or planar travel abilities, or attack the caller before she has the chance to open negotiations.

## COMMON SUMMONING OPTIONS

The two most common methods of summoning are the *summon monster* and *summon nature's ally* spells. Characters of many classes can cast *summon monster*, including the antipaladin, arcanist, bard, cleric, oracle, skald, sorcerer, summoner, warpriest, witch, and wizard. The list of classes that can cast *summon nature's ally* is far more limited, and includes the druid, hunter, and ranger. Some archetypes and other options also grant the use of summoning spells. In addition, a few other common summoning spells in the *Pathfinder RPG Core Rulebook*, such as *summon swarm* and *insect plague*, allow casters to call forth swarms.

For those who wish to call outsiders, *planar ally* and *planar binding* are the most common methods, though the 9th-level spell *gate* is another option for the most powerful spellcasters.

There are also items that allow characters to summon creatures. The *bag of tricks*, in all its varieties, allows a character to pull out a random animal. The *horn of Valhalla* allows worthy owners who blow into it to summon a horde of human barbarians. Whoever cracks open an *elemental gem* summons a Large elemental. For those with more gold in their pockets and a desire to interact with genies, there are the *ring of djinni calling* and the *efreeti bottle*. The *bead of summons* on a *strand of prayer beads* allows any divine spellcaster to summon a powerful ally (limited only by those the GM is willing to have answer the call, though it's often run as if it functioned as *gate*) for an entire day. Finally, a couple of staves include summoning spells: the *staff of conjuration* and the *staff of swarming insects*. There are many more summoning items beyond the *Core Rulebook*, but in most realms these curios are significantly less common.

The first step in performing a binding is to cast an inward-facing *magic circle* spell against the appropriate alignment. This traps the target creature within—called beings cannot cross this circle. Callers can prepare a calling diagram within the *magic circle* to stop the creature from using its spells and abilities to attack those outside the circle, or from using its spell resistance to escape the circle. The diagram also allows the caller to cast *dimensional anchor* on the *magic circle* just before casting the *planar binding*. The called creature can still escape by overwhelming the caster's strength of soul and sense of self—gaining its freedom if it succeeds at a Charisma check—but the diagram makes this Charisma check considerably more difficult.

A wise caller researches the creature she plans to call and invests in defenses to protect her from its potential wrath. She stockpiles objects that could be used to bribe or threaten the outsider as the situation warrants, and she is careful not to summon something that is too powerful for her to handle.

# Summoning Archetypes

Arcane scholars have been studying conjuration magic for millennia, some of them focusing the entirety of their academic research on summoning or calling powerful creatures from other planes to do their bidding. However, scholarly magic is not the only method of summoning; some are born with an innate predisposition to it, or call upon a deity to send servants of the faith. No matter the source of summoning magic, many have followed the path of the conjurer, and presented here are just a few of those possible paths.

## ANCESTRAL HARBINGER (BLOODRAGER ARCHETYPE)

While all bloodragers tap into their bloodlines to fuel the arcane energies they use in battle, some have the ability to call directly to the spirits of their ancestors to aid them, summoning spirits to fight for them or inspire their allies. Ancestral harbingers are particularly common among Shoanti bloodragers and among Bonuwat tribes living along the coast of western Garund.

**Spirit Guardian (Sp):** At 2nd level, an ancestral harbinger can call upon her ancestors to aid her in combat, summoning a weapon of force that functions as per *spiritual weapon*. At 6th level, her ancestral spirit can take the form of a savage creature, functioning as per *summon nature's ally II* (this can't be used to summon multiple creatures from the *summon nature's ally I* list). At 12th level, her ancestor can manifest physically as a ghostly figure, functioning as per *spiritual ally* (*Pathfinder RPG Advanced Player's Guide* 246). At

18th level, her ancestral spirit can manifest either as a single powerful creature or as multiple lesser ancestors, functioning as per *summon nature's ally VI*. The harbinger chooses which spell this ability functions as at the time of casting, and can use this ability while in a bloodrage. The ancestral harbinger can use this ability once per day, plus an additional time per day for every 4 bloodrager levels she possesses beyond 2nd. This ability replaces uncanny dodge and the bloodline feats gained at 6th and 18th levels.

**Spirit Servants:** At 5th level, an ancestral harbinger adds *summon monster I* to her class spell list and gains it as a bonus spell known. She also gains *summon monster II* at 8th level, *summon monster III* at 11th level, and *summon monster IV* at 14th level. These spells can be used only to summon types of monsters with strong ties to the ancestral harbinger's family history, ranging from clan totems to monsters of the same type as those famously killed by her forebears. For each of these spells, the ancestral harbinger selects a number of monsters she can summon equal to her Charisma bonus (minimum 1) to represent these spirits. These monsters are selected from the options on the *summon monster* creature list or the expanded summoning list (see page 28) that are appropriate for the spell level. At 7th level and every 2 bloodrager levels thereafter, the ancestral harbinger can swap one selected monster from one of these spells for a new monster from the same level's summoning lists.

The ancestral harbinger has a mystic tie to the spirit servants summoned with this ability. When the ancestral harbinger is in a bloodrage, all of her spirit servants gain a +2 morale bonus to AC and on attack rolls, damage rolls, and saving throws. The spirit servants also gain 2 temporary hit points per Hit Die. At 11th level, the morale bonus increases to +3 and the



number of temporary hit points per Hit Die increases to 3. At 20th level, the morale bonus increases to +4 and the number of temporary hit points per Hit Die increases to 4. The morale bonus and temporary hit points last until the bloodrage ends. This ability replaces improved uncanny dodge and the bloodline feat gained at 12th level.

### HERALD CALLER (CLERIC ARCHETYPE)

Unlike warpriests or paladins, who charge headlong into battle in the name of their patron deities, herald callers are adept at calling powerful outsiders to aid their brethren in battle.

**Skill Ranks per Level:** 4 + Int modifier. This alters the cleric's class skills.

**Dedicated Summoner:** A herald caller depends on summoned allies to overcome her foes, which affords her little experience with the martial pursuits typical of other clerics and a narrower spiritual focus. A herald caller can choose only one domain from her deity's list of domains, rather than the normal two domains, and she doesn't gain proficiency with medium armor or shields. This ability alters the cleric's domains and armor proficiencies.

**Call Heralds (Su):** A herald caller can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can lose a prepared spell in order to cast any *summon monster* spell of the same level or lower. She gains a +1 bonus on concentration checks to cast a *summon monster* spell defensively. This bonus increases to +2 at 5th level, and increases by 1 every 5 cleric levels thereafter.

**Divine Heralds (Su):** A herald caller can use *summon monster* spells only to summon creatures particularly appropriate to her deity. This includes all creatures listed as *summon monster* options for priests of her deity (see Expanded Summoning for Priests on page 30), creatures whose alignment matches at least one aspect of her deity's alignment, and creatures of an elemental subtype that matches a domain granted by the deity (if any). When summoning a creature that is normally summoned with the celestial or fiendish template, a herald caller of a chaotic deity can instead summon it with the entropic template, and a herald caller of a lawful deity can instead summon it with the resolute template (see pages 292–293 of *Pathfinder RPG Bestiary 2* for more information on these simple templates).

Because of these summoned monsters' strong ties to the herald caller's deity, the herald caller also gains specific benefits with creatures she summons with *summon monster* spells gained from her cleric spell list. The herald caller and her summoned monsters can understand each other's spoken words as if they shared a common language (though this doesn't give summoned monsters the ability to speak if they normally lack it). Whenever the herald caller uses channel energy to heal, she can include all of her summoned monsters, even if they are out of her normal channel energy radius or of a creature type that would not normally be affected. If she channels energy

to deal damage, she can exclude any of her summoned monsters that would normally be affected.

**Mighty Heralds:** At 4th level, a herald caller receives Augment Summoning as a bonus feat, and is considered to have Spell Focus (conjuration) for the purposes of prerequisites for feats that have Augment Summoning as a prerequisite (such as Evolved Summoned Monster on page 146 of the *Pathfinder RPG Advanced Class Guide*). At 8th level, she gains Superior Summoning (*Pathfinder RPG Ultimate Magic* 157) as a bonus feat.

### MONSTER TACTICIAN (INQUISITOR ARCHETYPE)

While most inquisitors have learned to take advantage of the movements of their opponents and allies in combat, some instead summon creatures as a means of claiming strategic advantage, exploiting the mystic connection between themselves and their summoned creatures to impart a bit of their own tactical knowledge.

**Summon Monster (Sp):** Starting at 1st level, a monster tactician can cast *summon monster I* as a spell-like ability a number of times per day equal to 3 + her Wisdom modifier. She can cast this spell as a standard action, and the creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level and every 2 inquisitor levels thereafter, the power of this ability increases by 1 spell level, allowing her to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level). A monster tactician cannot have more than one *summon monster* spell active in this way at a time; if she uses another, any existing *summon monster* immediately ends. These *summon monster* spells are considered to be part of the monster tactician's spell list for the purposes of spell trigger and spell completion items. In addition, she can expend uses of this ability to fulfill the construction requirements of any magic items she creates, so long as she can use this ability to cast the required spells.

At 2nd level and each level thereafter, the monster tactician can add one monster from the expanded *summon monster* list (see pages 28–29) to her list of available summoned creatures. She can add a new option to any *summon monster* spell she can cast at the time she chooses the monster; once made, these choices cannot be changed.

This ability replaces judgment.

**Summon Tactics (Su):** At 5th level, every time a monster tactician casts a summoning spell, she can choose any one teamwork feat she knows. All creatures summoned by the spell are treated as if they had the chosen feat for all purposes, without needing to meet any prerequisites. At 8th level and again at 16th level, the number of teamwork feats that she can choose when casting a summoning spell increases by 1. She cannot choose the same feat twice. At 20th level, all creatures summoned by the spell are treated as if they knew all of the monster tactician's teamwork feats. This ability replaces *discern lies*, second judgment, third judgment, slayer, and true judgment.

# Fighting Summoned Monsters

Spellcasters who focus on summoning can overwhelm adversaries with sheer numbers. Facing such enemies calls for tactics designed to overcome conjured beasts.

## COUNTER-SUMMONER (SUMMONER ARCHETYPE)

While most summoners excel at conjuring monsters, there are those who focus instead on disrupting the conjurations of opponents. The counter-summoner harnesses powerful abjuration magic to instantly thwart the conjuration and summoning abilities of other casters, though at the cost of weakening his own powers of conjuration.

**Counter-Summon (Su):** At 1st level, a counter-summoner can attempt to counter a conjuration spell cast by another creature. He must identify the spell being cast as normal for counterspelling. If he does so, he can attempt to counter the spell as a swift or immediate action. To counter the spell, the counter-summoner must attempt a dispel check as if using *dispel magic*. If the spell being countered is a *summon monster* or *summon nature's ally* spell, the counter-summoner gains a +5 bonus on the dispel check. The counter-summoner can use this

ability a number of times per day equal to 3 + his Charisma modifier. This replaces *summon monster*.

**Detect Summons (Su):** At 2nd level, as a swift action, a counter-summoner can target a single creature he can see and determine if it has been summoned to its current plane from another. This ability reveals whether the target has been conjured by a conjuration (summoning) or (calling) spell, and allows the counter-summoner to attempt a Spellcraft check to identify the spell that conjured it (using the same DC as if the counter-summoner had witnessed the spell being cast). This ability replaces bond senses.

**Weaken Summons (Su):** At 10th level, as a standard action, a counter-summoner can attempt to weaken a summoned or called creature within 60 feet. The targeted creature takes a –2 penalty on attack and damage rolls and to Armor Class for 1 minute per summoner level. A successful Will save (DC = 10 + 1/2 the counter-summoner's class level + his Charisma modifier) negates this effect. A given summoned creature can't be targeted by this ability more than once per 24-hour period. This ability replaces aspect.

**Improved Weaken Summons (Su):** At 18th level, the penalty for the counter-summoner's weaken summons ability changes to –4. This ability replaces greater aspect.

## FEATS

The following feats are especially useful for characters who expect to face many summoned opponents.

### Banishing Critical (Critical)

Your familiarity with summoning creatures has taught you how to send them away with a well-timed strike.

**Prerequisites:** Arcane Strike or Disruptive; Spellcraft 8 ranks; arcane pool class feature.

**Benefit:** When you confirm a critical hit against a target while using Arcane Strike or with a weapon enhanced by your arcane pool, if the target was summoned by a spell you identified using a Spellcraft check, it must succeed at a Will save (DC = 10 + 1/2 your character level + your Intelligence modifier) or be sent back to its home plane as per the *dismissal* spell.

### Dimensional Awareness (Combat)

Your exposure to summoned creatures allows you to predict where conjured opponents will likely appear.

**Prerequisites:** Arcane Strike or Disruptive; Banishing Critical; Combat Reflexes; Spellcraft 8 ranks; arcane pool class feature.



**Benefit:** If a summoned or called creature materializes in a space you threaten, you can make an attack of opportunity against that creature before it acts, gaining a +2 circumstance bonus on the attack roll if you successfully identified the spell used to summon or call that creature.

**Normal:** A summoned or called creature appears instantly when the spell used to conjure it is completed, allowing for no attack of opportunity against the creature.

### Dimensional Disruption (Combat)

You've become so adept at combating summoned creatures that you can interrupt the magical energies that summon them to your plane.

**Prerequisites:** Arcane Strike or Disruptive; Banishing Critical; Combat Reflexes; Dimensional Awareness; Spellcraft 8 ranks; arcane pool class feature.

**Benefit:** When you use Dimensional Awareness to make an attack of opportunity against a creature being summoned or called into a square you threaten, you can additionally use an immediate action to attempt to send the creature back to its home plane. Attempt a Spellcraft check (DC = 15 + the creature's CR [minimum 1] + the spell level of the spell that summoned the creature). If you succeed, the creature does not get to act and is immediately sent back to its home plane.

**Normal:** A summoning or calling spell can be disrupted only by a failed concentration check or by countering the spell.

### Dispel Focus

You are skilled at the art of dispelling.

**Prerequisite:** Ability to cast *dispel magic*.

**Benefit:** Whenever you attempt a dispel check based on your caster level, you gain a +2 bonus on the check.

### Greater Dispel Focus

You are a master of the art of dispelling.

**Prerequisites:** Dispel Focus, ability to cast *dispel magic*.

**Benefit:** Whenever you attempt a dispel check based on your caster level, you gain a +2 bonus to the check. This stacks with the bonus from Dispel Focus.

## MAGUS ARCANA

The following magus arcana are of particular use for those who frequently face summoned foes.

**Intuitive Protection (Sp):** When a conjuration (summoning) spell is cast by an opponent and the magus successfully identifies the spell with a Spellcraft check, he can spend 1 point from his arcane pool as an immediate action to cast *protection from chaos, evil, good, or law* (chosen when using this ability) on himself; this lasts a number of rounds equal to his magus level. At 7th level, he can instead cast *magic circle against chaos, evil, good, or law* when using this ability. The magus must be at least 3rd level before selecting this arcana.

**Planar Hunter (Su):** Whenever the magus enhances his weapon using his arcane pool, he can spend 1 additional

## COUNTER-SUMMONING SPELLS

While counter-summoners focus their arcane studies on ways to combat summoned monsters, spellcasters of various disciplines may find the ability to fight such creatures appealing. Many spells are useful against creatures from other planes. Some of these spells, such as *banishment* and *dismissal*, are commonly known by many spellcasters, while others, such as *dispel balance* (*Pathfinder Player Companion: Champions of Balance* 27), may be more obscure and unknown to all but a small group of dedicated scholars.

Among the most common defenses against summoned creatures are *protection from evil* and its other alignment and circle variants, which can prevent physical contact with summoned creatures (but not eidolons). Spells such as *control summoned creature* (*Pathfinder RPG Ultimate Magic* 212) can be potent tools when used against a summoner, as they can even be used to command a trusted eidolon to attack its master if the eidolon was summoned using *summon eidolon* (*Pathfinder RPG Advanced Player's Guide* 248). The *consecrate* spell can be used to thwart the creation or summoning of undead creatures into an area, and is the bane of many a necromancer. *Dimensional lock* and *forbiddance* can be used to keep powerful outsiders from summoning more of their kind, which can turn the tide of combat in many situations.

Finally, *dispel magic* can be one of the most effective tools against summoned creatures, since using it does not require knowledge of the spell used to summon the targeted creature. Remember, though, that called creatures and creatures such as eidolons are immune to *dispel magic*.

point from his arcane pool to add the *planar*<sup>UE</sup> special ability to his weapon, or 2 additional points to add the *phase locking*<sup>UE</sup> special ability. The magus must be at least 9th level before selecting this arcana.

## HEX

The following hex can be taken by shamans and witches.

**Disrupt Connection (Su):** The hexer disrupts the connection between a summoned creature within 30 feet and its master. The summoned creature must succeed at a Will save or be confused for 1d4 rounds. While it's confused in this way, during any round in which the percentile die roll to determine the creature's confusion result is 76–100, the affected creature instead acts as if the hexer had summoned it (attacking the hexer's enemies or performing such other tasks that the hexer can communicate to it). At 8th level, this hex causes the summoned creature to act as if the hexer had summoned it on a result of 51–100. At 16th level, this hex causes the summoned creature to act this way on a result of 26–100. The cackle hex extends the duration of this hex by 1 round. Once a creature has been the target of this hex, that creature is immune to this hex for 24 hours.

# Monster Summoners on Golarion

The summoning of outsiders is far from a rarity on Golarion. Many groups of people and even entire nations have embraced the use of summoning.

## ORGANIZATIONS

The organizations presented here make substantial use of summoning. Each entry includes a trait that can help establish a character as a member of that organization.

### Acadamae

Nestled in the Heights of Korvosa, mages from all over the Inner Sea come to study the teachings of the Acadamae. While the highly esteemed institution teaches all eight schools of magic, conjuration is a mandatory aspect of the grueling final exams.

**Acadamae Neophyte (magic):** You have shown a significant talent for the magical arts, gaining the attention of the famed Acadamae of Korvosa. Whenever you succeed at a Knowledge (planes) check to identify a creature and its special powers or vulnerabilities, you gain one additional piece of useful information (as if your skill check result had been 5 higher).

### Blackfire Adepts

The Blackfire Adepts are a secret group of mages, diabolists, and occultists who travel through the wounds of the multiverse seeking knowledge and power. Many who return from their journeys do so with the aid of newfound foul powers, either granted by or stolen from wicked forces.

**Vile Domain (faith):** Your connection with a malignant force has granted you great power. Choose a domain granted by an evil aligned deity, such as an archdevil, demon lord, or Great Old One. You gain a +1 trait bonus to your caster level when casting spells that are granted by that domain. This doesn't grant you the ability to cast such spells—you must still have access to the spells through some other means.

### Bloodstone Conservatory

The small town of Czarny Las in Irrisen lies on an intersection of arcane energies, making it ideal for conjuration. The Bloodstone Conservatory was established specifically for conjurers and summoners to perfect their skills. Enrolling in the conservatory is a complex, confusing, and exhausting endeavor, leading those who manage to succeed to be surprisingly adept at conveying their points.

**Expressive Pantomime (social):** You have learned to express yourself without having to depend on words. When attempting a Bluff check to deliver a secret message, you can take a –5 penalty on the check to communicate a simple message even to creatures that do not share a language with you. You cannot communicate with mindless creatures.

### Genie Binders

A large number of the lands settled by Keleshites—especially Katapesh, Qadira, and Jalmeray—were built on the backs of genies. Using the works of Sulesh the Great as a foundation, genie binders are capable of not only compelling these outsiders to serve, but also trapping them in bottles and rings for later requests.

**Binder's Blood (social):** Your lineage features a large number of genie callers, granting you insight into the intricacies of genie binding. You gain a +2 trait bonus on any Charisma-based checks when directly interacting with a genie.

### Hellknights

The Hellknights follow a strict reading of the law, and their enforcement of it is even stricter. They don't worry about the morality of their methods, so long as the law is upheld. The Hellknights turn to the tactics of Hell for inspiration, and even train with summoned devils to strengthen their resolve against mortal foes.

**Hellknight Initiate (combat):** You have laboriously studied the training rites of various Hellknight orders with the intent of joining one yourself. You gain a +2 trait bonus on damage rolls against outsiders summoned through conjuration (calling) and conjuration (summoning) spells and effects.

### Riftwardens

Defenders of the Great Beyond, the Riftwardens work tirelessly against the Blackfire Adepts. Many Riftwardens travel the Great Beyond, foiling evildoers and working to protect the delicate boundaries of the planes. They are much sought after as guides because of their knowledge of the multiverse.

**Outsider Ties (magic):** An outsider visited you at a young age, and you have had a significant affinity with that type of outsider ever since. Choose a subtype of outsider, such as angel or elemental. When you summon an outsider of that subtype via *summon monster*, *planar ally*, *planar binding*, or similar spells and abilities, the summoned creature gains a number of temporary hit points equal to the level of spell used to summon it.

## REGIONS

Calling and binding affect everyday life in the regions presented below. Each entry includes a trait that can help establish a character as hailing from that region.

### Cheliox

Chelaxians are notorious for their decadent lifestyles and their association with the denizens of Hell. The use of bound devils by Queen Abrogail I secured the rule of House Thrune over the nation, and since then, many noble

Chelish houses have taken to using devils to further their goals. The common folk generally continue to go about their lives as they had before, but many live in fear of the diabolists that rule their land.

**Chelish Guerrilla (Cheliar):** In overthrowing House Thrune, you've spent many years training to face the diabolist nobles and the devils they bind. You gain a +2 trait bonus on Knowledge checks to identify devils (and their special powers and weaknesses) and a +1 trait bonus on weapon damage rolls against devils.

## Nidal

Draped in shadow since the days of Earthfall, the citizens of Nidal have offered their obedience to Zon-Kuthon in exchange for their ensured survival. Through the shadow magics wielded by the powerful members of the Umbral Court, many fell creatures have made their way from the Plane of Shadow into Nidal. Hidden agents of Desna have toiled tirelessly against the dark agents, striking from the very shadows they wish to lift.

**Shadow Dissident (Nidal):** Lifelong encounters with conjured shadows have made you especially adept at piercing their dark veils. You gain a +2 trait bonus on saving throws against spells and effects with the shadow descriptor (*Pathfinder RPG Ultimate Magic* 138).

## Osirion

Elementals roaming this nation's desert sands are hardly a rare sight, and Osirian mages have struck countless bargains and pacts with the various elemental clans over the millennia. In fact, Osirion's current ruler, Ruby Prince Khemet III, has taken a fire elemental as a personal advisor.

**Elemental Ties (Osirion):** Interactions with elementals are commonplace for you. You gain a +1 trait bonus on Diplomacy checks when dealing with creatures of the elemental type, and you begin play knowing one of the following languages as an additional bonus language: Aquan, Auran, Ignan, or Terran.

## Thuvia

Thousands of years ago, the Pharaoh of Forgotten Plagues established the House of Oblivion to draw the attention of Ahriman, Lord of All Divs. After the fall of the Pharaoh of Forgotten Plagues, Ahriman fled to Abaddon, leaving a malignantly infused House of Oblivion, which stands to this day deep in the vast desert of Thuvia. A heavy presence of divs has tormented the region ever since, with the heart of their presence in central Thuvia.

**Div Hunter (Thuvia):** Divs have tormented you and your loved ones for as long as you can remember. You've improved your skills to better oppose the creatures. You gain a +2 trait bonus on Knowledge checks to identify divs (and their special powers and weaknesses) and a +1 trait bonus on weapon damage rolls against divs.

## The Worldwound

Nowhere are the effects of summoning felt more directly than the Worldwound. With the death of Aroden, a horrendous, metaphysical event consumed the land of Sarkoris. Demons and other abominations spewed forth from a terrible rift to the Abyss and destroyed the god callers of the region. Since then, multiple crusades have marched upon the Worldwound in hopes of stopping the assault of demonic hordes once and for all.

**Demonbane Summoner (The Worldwound):** Your line is derived directly from the god callers of Sarkoris. You adamantly oppose the demonic forces of the Worldwound in hopes of reclaiming your lost lands. The attacks of creatures you summon are treated as cold iron for the purpose of overcoming damage reduction.



# Binding and Calling

While the binding or calling of outsiders can provide spellcasters with very powerful allies, it also proves to be a truly difficult task. Even with proper forethought, binding is an expensive prospect that involves dealing with immortal beings who have few immediate needs. Performing a summoning without preparation proves even more dangerous and can easily leave a summoner at the mercy of her intended ally. The advice presented below is intended to help would-be binders or callers meet their goals, as is the feat at the end of this section.



## TYPES OF OUTSIDERS

The people of Golarion each have individual personalities, motivations, and ideals, and the same is true of outsiders. Outsiders of each type usually prefer that which grants them the greatest power and furthers their own goals. Presented here is a simple primer on the desires of outsiders in each major category. See pages 101–110 of *Pathfinder RPG Ultimate Magic* for more information on the binding and calling of these creatures.

**Aeon:** Strange, alien creatures from the farthest reaches of the multiverse, aeons seek an overall balance for the whole of existence. Requests of aeons often prove difficult, as much because of their bizarre views and methods of communication as their unwillingness to provide aid unless the spellcaster's desires align with their own goals. (*Pathfinder RPG Bestiary* 2 8)

**Agathion:** Agathions are the embodiments of pure good, regardless of the forms they take. So long as their bestial forms are not mocked or insulted in any manner, agathions delight at the prospect of tasks that further the aspects of good throughout the universe, and accept any payment that seems likely to produce a greater good. Neutral and evil spellcasters have a more difficult time securing the aid of agathions, and often motivate these bestial outsiders by inflicting harsh punishments rather than offering them rewards. (*Bestiary* 2 15)

**Angel:** Covering all aspects of good, angels hail from Heaven, Nirvana, and Elysium. Angels serve those who can provide new knowledge or opportunities to destroy evil wherever it may lie, or who ally with their divine masters. They accept payment in beauty and works of art. (*Pathfinder RPG Bestiary* 9)

**Archon:** Creatures of both law and good, archons seek the defense of order, justice, and those too weak to protect themselves. Archons favor gifts of servitude to a local temple or to the needy, as well as gifts of weapons and armors for their crusades against evil. (*Bestiary* 18)

**Asura:** Born of the mistakes and missteps of the gods, asuras are intent on the destruction of any and all of the gods' creations. Possessing terrible goals, asuras prefer tasks that bring ruin to servitors of any deity. They are also fond of obtaining new knowledge of the cosmos, which they believe will help them unmake the existence asuras so hate. They accept payment in treasured works of the gods that they can destroy personally. (*Pathfinder RPG Bestiary* 3 21)

**Azata:** Paragons of freedom and good, azatas are somewhat flighty in their response to mortal requests. They prefer completing jobs quickly so they can move on to new ones. They are more responsive when offered a tale, song, game, or other piece of art to appreciate. (*Bestiary* 23)

**Daemon:** Daemons primarily seek the death and devastation of mortal souls. They jump at opportunities to wreak havoc and destruction, but spellcasters must be wary in their attempts to call a daemon. So vicious and savage are some daemons that they often attempt to destroy those who call them. (*Bestiary 2 62*)

**Demodand:** Servitor spawn of thanatotic titans, demodands are cruel creatures that seek to impose the will of their masters upon existence by any means necessary. Demodands search for opportunities to sow the seeds of anarchy across the universe. They also revel in the chance to kill or torture divine agents such as paladins and clerics. (*Bestiary 3 68*)

**Demon:** Born of the chaos of the Abyss, demons seek to further the suffering of mortal beings. They are kept in control only by showings of great power, whether immense knowledge or physical might. (*Bestiary 56*)

**Devil:** Attempts to call devils are usually facilitated by the use of holy or silver substances. Most devils prefer sacrifices as payment, especially the sacrifice of innocents or good-aligned clerics. (*Bestiary 71*)

**Div:** Divs are vile fiends that seek the systematic dismantling and suffering of mortal lives at every turn. They indulge in the ruin of mortals' best creations. Given the opportunity, they seek to destroy or despoil things regarded as beautiful or joyous. (*Bestiary 3 82*)

**Elemental and Genie:** Most elementals and genies respect only strength. Elementals submit to displays of great physical might and mastery of magics opposed to their own natures, while genies bow to demonstrations of vast mental prowess. Genies are also swayed by offerings of gems, tomes, or slaves. (*Bestiary 120–127, 139–143*)

**Inevitable:** Beings of pure law, inevitables refuse to work with anyone who stands against their decrees or purposes. When used to seek out and resolve violations of the law, inevitables oblige a binder's request and accept any reasonably valuable object as payment. (*Bestiary 2 161*)

**Kami:** Most common in Tian Xia, kami are the gods' designated guardians of nature and strive to protect a particular natural aspect. So long as no harm comes to their wards, kami are open to reasonable requests. They also favor those who go out of their way to benefit nature by planting trees or caring for animals, as well as those who are opposed to the oni. (*Bestiary 3 159*)

**Kyton:** Kytons feed on the fear and suffering of mortals through the use of physical torture and other, more supernatural means. They commonly take the summoners' bodies as offerings, using them as canvases of mutilation before engaging in any requests. This practice is especially sacred to followers of Zon-Kuthon. (*Bestiary 3 170*)

**Oni:** Fallen kami filled with rage and despair, oni indulge in the physical pleasures of the world. Food, violence, and offerings of the flesh are most pleasing to oni. (*Bestiary 3 205*)

**Protean:** Negotiating with proteans proves difficult, as they are intent on a return to pure chaos and entropy.

## TRUE NAMES

Many outsiders bear names that, while they are pure representations of those very creatures, are also secrets to the rest of existence. Such "true names" grant significant influence over outsiders targeted by conjuration (calling) magic. Finding a true name requires at least 1 month of studying books, glyphs, scrolls, and more in a library or other appropriate locale. Afterward, a successful Knowledge (planes) check (DC = 10 + the creature's Hit Dice) may reveal the sought-after true name. The DC to find the true name of some especially powerful or obscure creatures may be up to 10 higher.

Not all outsiders are coerced by the use of true names. For elementals and genies, true names are not binding, but these creatures take notice of the cunning involved to find one. Truly chaotic and primeval creatures, such as proteans and qliploth, have no true names, and individual aeons, if they have true names, may have more than one.

Most bargains with a protean must offer some kind of step toward the inevitable chaos that they seek. (*Bestiary 2 213*)

**Psychopomp:** Created by Pharasma, psychopomps' primary task is to lead souls to their final resting places. Psychopomps often refuse to aid anyone who is not also an agent of Pharasma, though they agree to assist those who oppose the trade in souls conducted by daemons, hags, and others. Many psychopomps develop eclectic personal tastes, to which well-informed summoners may appeal in order to gain the outsider's service. (*Pathfinder RPG Bestiary 4 217*)

**Qlippoth:** Qlippoth hate the whole of mortality, and only the most powerful, or most foolish, seek the assistance of these unpredictable creatures. Most qliploth do not answer the calls of binders, and those who do rarely abide by their agreements. (*Bestiary 2 218*)

## AUGMENT CALLING

Your attempts to bind or call outsiders are highly potent.

**Prerequisites:** Spell Focus (conjuration); ability to cast *lesser planar ally*, *lesser planar binding*, or a higher-level version of these spells.

**Benefit:** Choose a subtype of outsider, such as angel or elemental. When using the *planar ally* or *planar binding* spells, you can call 2 additional Hit Dice of outsiders with the chosen subtype. You also gain an additional benefit depending on what spell you are casting.

When you call an outsider of the chosen subtype with *planar ally* spells, you reduce the price it demands for service by 25%, to a minimum of 1,000 gp.

When you bind an outsider of the chosen subtype with *planar binding* spells and request a service of the outsider, you gain a +2 bonus on Charisma checks to do so.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different subtype of outsider.

# Extraplanar Power

While the *summon monster* and *summon nature's ally* spells are well known for their ability to summon powerful creatures, there are other ways to access extraplanar power. The following are new character options that make use of energy or creatures drawn from other planes in ways that extend beyond simply summoning monsters to fight your foes.

## SUMMONING FEATS

The following feats are most common in areas that maintain a strong focus on conjuration magic, such as the Acadamae in Korvosa and lands that focus on specific creatures (such as devils in Cheliox and creatures from the Plane of Shadow in Nidal), but can be taken by any characters who meet the prerequisites.

### Planar Focus

By studying other planes, you've learned to take on aspects of outsiders as well as animals.

**Prerequisites:** Knowledge (planes) 5 ranks, animal focus<sup>ACG</sup> class feature.

**Benefit:** When you use your animal focus class feature, you can choose any of the following new aspects unless they conflict with your alignment.

*Air:* You gain a constant *feather fall* effect. At 10th level, you instead gain a constant *levitate* effect.

*Chaotic:* Your form shifts subtly, making it difficult for others to aim precise attacks against you. You gain a 25% chance to negate extra damage from critical hits and precision damage from attacks made against you (such as from sneak attacks). Only chaotic characters can use this planar focus.

*Cold:* Creatures that attack you with natural attacks or melee weapons take 1d4 points of cold damage for every 2 class levels you possess.

*Earth:* You gain a burrow speed equal to your base land speed, and a +2 enhancement bonus to your natural armor.

*Evil:* You gain a +1 profane bonus to AC and on saves against attacks made and effects created by good outsiders. This bonus increases to +2 at 10th level. Only evil characters can use this planar focus.

*Fire:* Your natural attacks and melee weapons deal 1d6 points of fire damage for every 4 class levels you possess.

*Good:* You gain a +1 sacred bonus to AC and on saves against attacks made or effects created by evil outsiders. This bonus increases to +2 at 10th level. Only good characters can use this planar focus.

*Lawful:* You can automatically succeed at any saving throw against a polymorph spell or effect. Only lawful characters can use this planar focus.

*Shadow:* You gain a +5 bonus on Stealth and Sleight of Hand checks.

*Water:* You gain a 30-foot swim speed and can breathe water as well as air.

### Scouting Summons (Metamagic)

Your experiments with the connection between summoners and the creatures they summon have taught you to see through the eyes of a summoned creature for a short time.

**Prerequisites:** Spell Focus (conjuration), ability to cast *magic jar*.

**Benefit:** When casting a conjuration (summoning) spell that summons a single creature, you can possess the creature as per *magic jar* (but with no receptacle necessary). If the creature takes damage while you possess it, you must succeed at a concentration check (DC equal to the amount of damage taken) or be ejected from the creature immediately. If the creature takes enough damage to reduce it to 0 hit points or fewer, you are immediately ejected from the creature and take an amount of damage equal to double the level of the spell slot used to summon that creature. A scouting summons spell takes up a spell slot 2 levels higher than the spell's actual level.

### Solid Shadows (Metamagic)

Your shadowy illusions are more potent.

**Prerequisite:** Spell Focus (illusion).

**Benefit:** When casting *greater shadow conjuration*, *greater shadow evocation*, *shadow conjuration*, or *shadow evocation* (and, at the GM's discretion, any similar spell with the shadow descriptor that mimics a spell of another school), that spell is 20% more real than normal. A solid shadows spell takes up a spell slot 1 level higher than the spell's actual level.

### Tattoo Attunement

You've learned to absorb summoned creatures into temporary spell tattoos.

**Prerequisites:** Inscribe Magical Tattoo<sup>JSM</sup> or Varisian Tattoo<sup>ISWG</sup>; Spellcraft 5 ranks.

**Benefit:** As a standard action, you can touch a single creature that you've summoned, instantly transforming it into a magical tattoo on your body. This tattoo takes up one magic item slot if the summoned creature is Medium or smaller, and one additional adjacent slot for each size category larger than Medium (see page 16 of *Pathfinder Campaign Setting: Inner Sea Magic* for rules on magical tattoos). You can have only one such tattoo at a time.

While in tattoo form, the summoned creature can't take actions and doesn't need to eat, sleep, or breathe; it retains the remaining duration of the summoning spell used to conjure it. The creature can stay in tattoo form for a number of hours equal to your caster level. If the creature is still in tattoo form at the end of that time, the tattoo disappears, the creature is sent back to the plane from which it was summoned, and the remaining duration of the summon is wasted. As a standard action that provokes attacks of opportunity, you can cause the creature to change from a tattoo back into creature form, and appear

in a square adjacent to you. The remaining duration of the spell is then expended as normal. The creature is staggered for 1 round after emerging from tattoo form. This is a supernatural ability.

## Tattoo Conversion

You have turned your deep knowledge of creating tattoos from summoned creatures into an offensive weapon.

**Prerequisites:** Inscribe Magical Tattoo<sup>ISM</sup> or Varisian Tattoo<sup>ISWG</sup>; Tattoo Attunement; Spellcraft 15 ranks; ability to cast *control summoned creature*<sup>UM</sup>.

**Benefit:** Once per day as a standard action that provokes attacks of opportunity, you can make a melee touch attack against a summoned creature to transform it into a magical tattoo on your body as per Tattoo Attunement. When you later transform the creature from tattoo to creature form, you can attempt an opposed Spellcraft check against the creature's original summoner; if that summoner is unconscious or dead, you automatically succeed at the check. If you succeed, the creature must succeed at a Will save (DC = 10 + your caster level) or treat you as the caster of the spell that originally summoned it for the remaining duration of the spell. This is a supernatural ability.

## Tattoo Transformation

You've learned to take on some of the resistance of a summoned creature when you absorb it as a tattoo.

**Prerequisites:** Inscribe Magical Tattoo<sup>ISM</sup> or Varisian Tattoo<sup>ISWG</sup>; Tattoo Attunement; Spellcraft 9 ranks.

**Benefit:** When you use Tattoo Attunement on a creature you've summoned, you can gain that creature's elemental resistance as long as it is in tattoo form. If the creature has resistance to multiple elemental types, you gain only one of them. If the creature is immune to an elemental type, you gain resistance 20 to that type. For example, if the creature has resistance 10 to both fire and cold and immunity to electricity, you can gain resistance 10 to either fire or cold or resistance 20 to electricity as long as the creature is in tattoo form.

## SUMMONING MASTERPIECE

Though bards are not often thought of as master summoners, a bard without traveling companions often turns to summoning servants he can then augment with performances and spells. Other bards have developed masterpieces to oppose the summoned allies of their foes.

### Ballad of the Homesick Wanderer (Oratory, Sing)

This poem of sadness and longing was developed by a Riftwarden bard seeking a way to fight summoned creatures without violence. Its otherworldly lyrics drive outsiders to return to their planes of origin.

**Prerequisites:** Perform (oratory) or Perform (sing) 5 ranks; ability to speak Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, or Terran.

**Cost:** Feat or 2nd-level bard spell known.

**Effect:** This mournful poem beckons outsiders back to the plane on which they were spawned, making them pine for their true home. Any summoned non-native outsiders who can hear this performance must each succeed at a Will save or feel compelled to return to their home plane. If an outsider fails its save, each round of the performance expends 2 rounds of the remaining duration of any spell or effect that summoned that creature to the current plane (in addition to the normal duration that passes each round). Called outsiders who fail their Will saves against this masterpiece take a -2 penalty on attack rolls, skill checks, and saving throws for the performance's duration. If the performer can't speak the native tongue of the outsider's home plane, the outsider gains a +4 bonus on its Will save against this effect.

**Use:** 1 bardic performance round per round.

**Activation:** 1 full round.



# Planar Summoners

Most spellcasters turn to summoning as a flexible means for increasing their personal power and little else. However, a few see summoning as a way to tie themselves more strongly to specific planar energies. These planar summoners are often drawn to the philosophy of a specific plane, and wish to internalize part of that plane's energy to learn to better incorporate its essence into every aspect of their lives.

## ELEMENTAL ALLY (DRUID ARCHETYPE)

An elemental ally is a druid who has crafted powerful bonds of trust and friendship with one ally from each of the four primary elemental planes. Elemental allies are most common in Qadira, where they are considered similar to genie-binders.

**Elemental Eidolons:** At 1st level, an elemental ally has four elemental eidolons she can summon, one each for the elements of air, earth, fire, and water. Their abilities and statistics are determined using the rules for elemental eidolons for the summoner class from page 33 of *Pathfinder RPG Pathfinder Unchained*, as if the elemental ally were a summoner of her druid level, except they gain no additional evolution pool (just those evolutions from their base form and base evolutions from their subtype).

Each of the four elementals has its own base form, skills, and feats. The elemental ally can summon one of these elementals with the same 1-minute ritual a summoner normally uses to do so. The elemental ally can't summon an eidolon or cast *summon nature's ally* if she currently has an eidolon summoned. She also can't summon an eidolon if she currently has a creature summoned through other means. If one of the elemental ally's eidolons is killed, she cannot summon any eidolons for 24 hours. The elemental ally can dismiss her eidolon as a standard action.

As the elemental ally gains levels, her elemental eidolons' base statistics and base evolutions increase as if her druid level were her summoner level. The eidolons gain the darkvision, link, share spells, evasion, ability score increase, devotion, multiattack, and improved evasion abilities at the appropriate levels, but never gain an evolution pool. Abilities and spells that grant additional evolution points to eidolons do not function for elemental eidolons, though any ability that would grant evolution points to an animal companion does work. The elemental ally does not gain life link or any other class features a summoner gains in relation to her eidolon.

This ability replaces nature's bond and wild shape.

**Elemental Empathy (Ex):** An elemental ally can improve the attitude of a creature of the elemental subtype. This ability functions just like a Diplomacy check to improve the attitude of a person. The elemental ally rolls 1d20 and adds her druid level and her Charisma modifier to determine the elemental empathy check result.

To use elemental empathy, the elemental ally and the elemental must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an elemental in this way takes 1 minute, but as with influencing people, it might take more or less time.

An elemental ally can also use this ability to influence a non-elemental outsider with the air, earth, fire, or water subtype, but she takes a -4 penalty on the check.

This ability replaces wild empathy.

**Elemental Magic:** The elemental ally can target elementals (including her elemental eidolons) with any spell she casts that targets animals, even though elementals can't normally be targeted by such spells.

**Elemental Resistance (Ex):** At 4th level, an elemental ally gains resist acid, cold, electricity, and fire 5. This ability replaces resist nature's lure.

## MORPHIC SAVANT (SUMMONER ARCHETYPE)

A morphic savant is an agent of change who draws power from the Abyss, Elysium, or the Maelstrom to fulfill whatever goals strike his fancy. Chaotic evil and chaotic neutral morphic savants often train with Blackfire Adepts in the hopes of learning greater powers of chaotic unmaking, and chaotic good morphic savants are most common as agents of the Bellflower Network.

**Alignment:** Any chaotic.

**Eidolon of Chaos:** A morphic savant's eidolon must be of a chaotic alignment (if using the summoner from *Pathfinder Unchained*, the eidolon must have the azata, demon, or protean subtype). The morphic savant's eidolon has three base forms: biped, quadruped, and serpentine. Each form has the same feats and skills, but has its own set of evolutions. When the summoner meditates and regains his spell slots for the day, he can select any of the three base forms of his eidolon. The eidolon has 1 fewer evolution point than normal for an eidolon of the morphic savant's summoner level, and has 1 fewer skill point per Hit Die. This ability alters eidolon.

**Morphic Monsters:** Since a morphic savant's power is drawn from planar energies aligned with chaos, all the creatures he summons must be of a chaotic alignment. If a creature would normally be celestial or fiendish, it is instead an entropic creature (*Pathfinder RPG Bestiary 2* 292).

This also causes the morphic savant's summoning power to be less reliable than a standard summoner's. Each time he uses his *summon monster* spell-like ability to summon multiple creatures, there is a 50% chance he summons one more monster than normal for the *summon monster* spell he uses, in which case the creatures remain for only 1 round per level (instead of 1 minute per level).

Also, starting at 2nd level, the morphic savant can grant one 1-point evolution to all the creatures he summons with

his *summon monster* spell-like ability. He can't grant an evolution that duplicates the function of, or has the same name as, any ability the summoned creatures already possess (for example, he can't grant a creature with a bite attack another bite attack), nor can he add an evolution that causes the summoned monsters to have more attacks than his eidolon's maximum number of attacks. The creatures do not have to be of the correct subtype to gain an evolution, but do have to meet any other prerequisites.

This ability alters *summon monster*.

**Chaos Magic:** A morphic savant gains the following bonus spells known at the listed spell level: 1st—*protection from law*, 2nd—*shard of chaos*<sup>UM</sup>, 3rd—*magic circle against law*, 4th—*chaos hammer*, 5th—*dispel law*, 6th—*word of chaos*. The morphic savant gains one fewer spell known per spell level for spell levels 1–6. This ability alters the summoner's spells known.

## UNWAVERING CONDUIT (SUMMONER ARCHETYPE)

Unwavering conduits work to keep everything ordered and regimented, drawing on power from the Eternal City of Axis, Heaven, or Hell to enforce whichever laws the summoner finds paramount. Lawful good unwavering conduits often work with Riftwardens to protect the integrity of the Great Beyond, while lawful evil unwavering conduits are commonly diabolists in Cheliax.

**Alignment:** Any lawful.

**Eidolon of Law:** An unwavering conduit's eidolon must be of a lawful alignment (if using the summoner from *Pathfinder Unchained*, the eidolon must be of the archon, devil, or inevitable subtype). Once selected, the evolutions of the unwavering conduit's eidolon cannot be changed when a new class level is gained (though they can be altered normally with the *transmogrify* spell; see *Pathfinder RPG Advanced Player's Guide* 250). At least half the eidolon's skill points must be spent on skills in which the unwavering conduit also has ranks. The eidolon gains a +1 resistance bonus on saving throws against spells and abilities of the conjuration, enchantment, and transmutation schools. This bonus increases to +2 at 3rd level, and by an additional 1 for every 3 levels thereafter. The eidolon has 1 fewer evolution point than normal for an eidolon of the unwavering conduit's summoner level. This ability alters eidolon.

**Unwavering Monsters:** Since an unwavering conduit's power is drawn from planar energies aligned with law, all the creatures he summons must be of a lawful alignment. If a creature would normally be celestial or fiendish, it is instead a resolute creature (*Bestiary* 2 293).

This also causes the unwavering conduit's summoning power to be more set than a standard summoner's. Beginning at 3rd level, each time he uses *summon monster* to summon multiple monsters, rather than rolling a die to see how many creatures he summons, he receives a specific number (two creatures for 1d3, or four creatures for 1d4+1). If an item, spell,

or ability would increase the number of creatures summoned, the set number increases by that amount.

Also, starting at 2nd level, creatures summoned by the unwavering conduit receive a +1 resistance bonus on saving throws against spells and abilities of the conjuration, enchantment, and transmutation schools. This bonus increases to +2 at 6th level, and by an additional 1 every 4 class levels thereafter.

This ability alters *summon monster*.

**Law Magic:** The unwavering conduit gains the following bonus spells known at the listed spell level: 1st—*protection from chaos*, 2nd—*arrow of law*<sup>UM</sup>, 3rd—*magic circle against chaos*, 4th—*order's wrath*, 5th—*dispel chaos*, 6th—*dictum*. The unwavering conduit gains one fewer spell known per spell level for spell levels 1–6. This ability alters the summoner's spells known.



# Simple Templates

The *summon monster* spells have numerous entries representing creatures that are summoned from the Outer Planes, and thus have the celestial or fiendish template or can be summoned with the entropic or resolute template (*Pathfinder RPG Bestiary* 2 292 and 293, respectively). *Summon nature's ally* spells are similar, but are generally restricted to summoning creatures native to the Material Plane. However, it is possible to learn to use these spells to summon creatures from some of the Inner Planes or Transitive Planes.

## TEMPLATE FEATS

The following feats allow spellcasters to summon and call creatures that have the templates listed later in this section.

### Versatile Summon Monster

You've learned to summon a more diverse array of monsters.

**Prerequisites:** Knowledge (arcana) 1 rank, Knowledge (planes) 1 rank.

**Benefit:** Pick any two templates from the following list (see Simple Summoning Templates below for details):

aerial, aqueous, chthonic, dark, fiery, or primordial. When you summon one or more creatures that would normally be available with the celestial, entropic, fiendish, or resolute template using a *summon monster* spell (or an effect that mimics such a spell), you can instead apply one of the chosen templates to each creature. You can apply a different template to each creature you summon.

**Special:** You can select this feat more than once. Each time you do, you can choose an additional two templates.

### Versatile Summon Nature's Ally

You've learned to summon a wider array of creatures.

**Prerequisites:** Augment Summoning, Spell Focus (conjunction), Knowledge (nature) 1 rank, Knowledge (planes) 1 rank.

**Benefit:** When you summon one or more animals, humanoids, or vermin using a *summon nature's ally* spell (or an effect that mimics such a spell), instead of granting them the benefit from Augment Summoning, you can instead apply one of the following templates to them: aerial, aqueous, chthonic, fiery, or primordial. If you summon multiple creatures with one casting, they must all have the same template.

## SIMPLE SUMMONING TEMPLATES

The following templates represent monsters native to the Inner Planes, the First World, and the Plane of Shadow, and serve the same function as the celestial and fiendish templates. For each template below, the quick and rebuild rules are the same.

### Aerial Creature (CR +0 or +1)

Aerial creatures are native denizens of the Elemental Plane of Air, and they possess unique adaptations to help them survive there. This template can be applied only to a non-outsider with none of the subtypes that follow: air, cold, earth, fire, or water. 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

## Aqueous Creature (CR +0 or +1)

Aqueous creatures are native denizens of the Elemental Plane of Water, and they move with a unique grace underwater. This template can be applied only to a non-outsider that has none of the following subtypes: air, cold, earth, fire, or water. 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

## Chthonic Creature (CR +0 or +1)

Chthonic creatures are native denizens of the Elemental Plane of Earth. They produce acid, which they use to help them burrow quickly through the dense rock of their homes. This template can be applied only to a non-outsider that has none of the following subtypes: air, cold, earth, fire, or water. A chthonic creature's CR increases by 1 only if the base creature has 5 or more HD.

**Rebuild Rules:** **Type** 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 collapse 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

## Dark Creature (CR +0 or +1)

Dark creatures are native denizens of the Plane of Shadow, and generally have a dark gray or deep purple coloration. This template can be applied only to a non-outsider that has none of the following subtypes: air, cold, earth, fire, or water. A dark creature's CR increases by 1 only if the base creature has 5 or more HD.

**Rebuild Rules:** **Senses** gain darkvision 60 ft. and low-light vision; **Defensive Abilities** gains DR and resistance to cold and electricity based on its Hit Dice, as noted on the table below; **SR** gains SR equal to its new CR + 5.

Hit Dice	DR	Resist Cold and Electricity
1-4	—	5
5-10	5/magic	10
11+	10/magic	15

**Shadow Blend (Su):** In any illumination other than bright light, a dark creature blends into the shadows, giving it concealment (20% miss chance). If it already has concealment, the miss chance gained from concealment increases to 50% (though this does not count as total concealment). A dark creature can suspend or resume this ability as a free action.

## Fiery Creature (CR +0 or +1)

Fiery creatures are native denizens of the Elemental Plane of Fire, and act as conduits to the burning energies of their home plane. This template can be applied only to a non-outsider that has none of the following subtypes: air, cold, earth, fire, or water. 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; **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/—	2d6
11+	5/—	3d6

## Primordial Creature (CR +0 or +1)

Primordial creatures are magical precursors or echoes of creatures from the Material Plane. Native to the First World, they sometimes slip through to the Material Plane alongside fey or other planar travelers. 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	DR	Spell-Like Abilities
1-4	—	<i>Dancing lights</i>
5-10	5/cold iron	<i>Faerie fire</i>
11+	10/cold iron	<i>Lesser confusion</i>

# Summoning-focused Magic Items

Those who focus on summoning allies or servants to do their bidding—and combatants who regularly oppose such conjured creatures—often turn to magic tools, magic weapons, and magic weapon special abilities to give them an edge. Many of the magic items detailed here are based on designs originally created by specific Blackfire Adepts or Riftwardens, often to arm themselves against members or actions of the opposing group.

ARMOR OF FRAGMENTING STONE		PRICE
		21,650 GP
SLOT armor	CL 7th	WEIGHT 60 lbs.
AURA moderate conjuration		



This imposing suit of armor, first forged by Jistkan elemental binders, is covered in large, jagged stones and functions as +2 *full plate*. Once per day as an immediate action, when a bludgeoning or slashing attack strikes the wearer, the wearer can

will a chunk of the stone to break off, summoning a Medium earth elemental as *summon monster IV*. The elemental fights as the wearer directs (and understands the wearer, even if the two do not share a language) for 7 rounds, or until it is destroyed.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>summon monster IV</i> or <i>summon nature's ally IV</i> , creator must have visited the Elemental Plane of Earth	11,650 GP

BRACERS OF CELESTIAL INTERVENTION		PRICE
		16,000 GP
SLOT wrist	CL 13th	WEIGHT 1 lb.
AURA strong conjuration		

Prayers and engravings of celestial beings cover these golden bracers. A paladin can expend one or more of her uses of smite evil into these bracers as a standard action to call forth agathions, angels, or archons to aid her. This acts as a *summon monster* spell of a spell level equal to the number of smite evil uses the paladin expends. Outsiders summoned with the bracers must be from the list detailed in the *summon monster* spell or from the expanded *summon monster* list on pages 28–29.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>summon monster VII</i> , creator must be lawful good	8,000 GP

CALLER'S FEATHER		PRICE
		2,000 GP
SLOT head	CL 15th	WEIGHT —
AURA strong conjuration		

This magnificent feather, plucked from the wing of a powerful erinyes or angel, allows the wearer to call stronger outsiders to her service. The wearer can use the feather to call 2 more HD

worth of creatures when casting a *planar binding* or *planar ally* spell (including lesser and greater versions) or when casting *gate*. Alternatively, when casting one of these spells, the spellcaster can expend this feather to summon a single outsider with up to 2 more Hit Dice than the spell would normally allow. For example, he may summon a trumpet archon with *planar ally*, or a pit fiend with *greater planar binding*. The wearer gains a +2 insight bonus on all Charisma checks and Charisma-based skill checks to influence the creature called. Once used, the feather crumbles to mundane dust.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>planar ally</i> or <i>planar binding</i>	1,000 GP

PERIAPT OF TEMPORARY FAMILIAR		PRICE
		8,000 GP
SLOT neck	CL 9th	WEIGHT 1 lb.
AURA moderate conjuration		



This clear blue crystal amulet contains a pearl figurine depicting a miniature animal on the familiar list, such as a bat, monkey, or raven. Three times per day, the wearer can call forth the animal depicted in the amulet to serve as her familiar. This temporary

familiar has all of the familiar abilities as if the wearer was a 5th-level wizard, and remains for 5 minutes or until it is reduced to 0 hit points. If the temporary familiar is reduced to 0 hit points, it cannot be summoned again for 24 hours. The familiar retains memories from past summonings. Only those without familiars of their own can activate a *periapt of temporary familiar*.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>summon monster V</i> , creator must have a familiar	4,000 GP

ROD OF GIANT SUMMONING		PRICE
		varies
<i>Lesser rod of giant summoning</i>		3,000 GP
<i>Rod of giant summoning</i>		11,000 GP
<i>Greater rod of giant summoning</i>		24,500 GP
SLOT none	CL 17th	WEIGHT 5 lbs.
AURA strong conjuration		

This iron rod has long metal flanges, like a mace, which widen as they expand from the handle. The wielder can use the rod up to three times per day to augment her casting of a conjuration (summoning) spell, causing all of her summoned creatures to gain the giant simple template. The lesser rod can be used with spells of 3rd level or lower, the standard rod can be used with spells of 6th level or lower, and the greater rod can be used with spells of 9th level or lower.

CONSTRUCTION REQUIREMENTS	COST
<i>Lesser rod of giant summoning</i>	varies
<i>Rod of giant summoning</i>	1,500 GP
<i>Greater rod of giant summoning</i>	5,500 GP
	12,250 GP

# Monster Summoner's Handbook

Craft Rod, Augment Summoning, *summon monster III* or *summon nature's ally III*

<b>SUMMON BANE</b>		<b>PRICE</b> +1 bonus
<b>AURA</b> moderate conjuration	<b>CL</b> 8th	

A *summon bane* weapon excels against summoned creatures, including those summoned by conjuration (summoning) spells (such as *summon monster* and *summon nature's ally* spells), those summoned by conjuration (calling) spells (such as *planar ally* and *planar binding*), and eidolons. Against such summoned creatures, the weapon's enhancement bonus is +2 better than its normal bonus. It also deals an extra 2d6 points of damage against such foes.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> +1 bonus
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Craft Magic Arms and Armor, *summon monster IV* or *summon nature's ally IV*

<b>SUMMONER'S ROBE</b>			<b>PRICE</b> 50,000 GP
<b>SLOT</b> body	<b>CL</b> 17th	<b>WEIGHT</b> 5 lbs.	
<b>AURA</b> strong conjuration			

A *summoner's robe* is a finely crafted garment of silk the same color as the endless sky of the Astral Plane. Once per day when casting a *summon monster* or *summon nature's ally* spell, the wearer can have the robe absorb one of the creatures summoned rather than have it appear within the spell's range. When this occurs, the robe gains a defensive aura and takes on visual aspects of the absorbed creature (such as becoming red and spiked if absorbing a demon, or manifesting flame patterns if absorbing a fire elemental). The creature does not exist outside its effect as a defensive aura of the robe as detailed below, and cannot be damaged or targeted by most spells. It is still a magical effect, and any spell or ability that could dispel or disrupt a creature summoned by *summon monster* can dispel or disrupt the defensive aura. The defensive aura is also dispelled if the robe enters an area a summoned creature could not enter, or at the end of the duration of the spell that summoned the absorbed creature. If the wearer takes an amount of damage equal to or greater than 5 hit points per level of the spell that summoned the absorbed creature, the defensive aura ends.

As long as the robe has a defensive aura, its wearer gains some of the absorbed creature's defenses and powers. These abilities are determined as if the wearer were using a transmutation (polymorph) spell to assume the absorbed creature's form. Unlike a normal polymorph effect, it does not grant her the appearance of the creature (or any bonus to Disguise), any movement type, natural attacks (or proficiency with them), or size change. The wearer does not change form, gain any ability score modifiers, have her gear meld into her body, or lose any abilities based on her form. She is considered to be under the effects of a *polymorph* spell, and cannot be under the effects of another *polymorph* spell or size-altering magic for the duration of the defensive aura. The abilities the defensive aura grants are otherwise determined by the type of creature absorbed. If the creature is an elemental, the wearer gains the abilities listed in *elemental body III*; if it's

a plant, the wearer gains the abilities listed in *plant shape II*; if it's an undead, the wearer gains the abilities listed in *undead anatomy III<sup>UM</sup>*. If the creature is of any other creature type, the wearer gains the abilities it possesses listed in *beast shape IV*.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 25,000 GP
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Craft Wondrous Item, *summon monster IX* or *summon nature's ally IX*

<b>SWORD OF TEMPESTS</b>		<b>PRICE</b> 23,315 GP
<b>SLOT</b> none	<b>CL</b> 7th	<b>WEIGHT</b> 6 lbs.
<b>AURA</b> moderate conjuration		



This translucent longsword was first forged by Jistkan elemental binders. It appears to have a blade crafted from solid wind, similar in appearance to the matter that makes up an air elemental's body. It functions as a +2 *longsword*. Three times per day, when the wielder confirms a critical hit with

a *sword of tempests*, as an immediate action he can will a fraction of the blade to break off and transform into a Medium air elemental (this does not affect the sword itself). The elemental fights as the wielder directs for 7 rounds, or until it is destroyed. At the GM's discretion, similar weapons may exist that summon elementals from different planes.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 11,815 GP
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Craft Magic Arms and Armor, *summon monster IV* or *summon nature's ally IV*

<b>VISAGE OF THE BOUND</b>		<b>PRICE</b> 22,900 GP
<b>SLOT</b> head	<b>CL</b> 9th	<b>WEIGHT</b> 2 lbs.
<b>AURA</b> moderate conjuration and evocation		

Crafted from gold and lacquer, these elaborate masks resemble various outsiders. Once per day when the wearer casts a *summon monster* spell, he may choose to house the summoned outsider within the *visage of the bound* rather than conjuring it onto the Material Plane. For the spell's duration, the wearer can use of any of the bound outsider's spell-like abilities as if they were his own. A *visage of the bound* has no effect on outsiders already summoned or on summoning spells cast by other creatures. Removing the mask immediately releases a bound outsider.

The wearer cannot use the bound outsider's spell-like abilities to summon other creatures, and a summoner cannot activate a *visage of the bound* while his eidolon is summoned. Effects that extend the duration of a *summon monster* spell (such as the Extend Spell metamagic feat or the conjurer's summoner's charm class ability) have no effect on the duration of a spell contained by a *visage of the bound*. Outsiders who are opposed to one or more axes of the wearer's alignment cannot be housed within a *visage of the bound*.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 11,450 GP
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Craft Wondrous Item, *imbue with spell ability*, *summon monster V*

# Summoning Spells

Although summoners rely on conjuration spells to summon allies and servants, they have also developed a wide range of other helpful spells designed to increase the versatility of their summoned creatures. While all these spells were first researched by summoners (specifically Riftwardens in most cases, though the Blackfire Adepts are credited with creating *final sacrifice*), many are available to other classes as well. These spells are appropriate for the versions of the summoner class from both *Pathfinder RPG Advanced Player's Guide* and *Pathfinder RPG Pathfinder Unchained*.

## ALTER SUMMONED MONSTER

**School** conjuration (summoning); **Level** antipaladin 2, bard 2, cleric 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one summoned creature

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

You swap a creature summoned by a conjuration (summoning) spell for a creature you could summon with a *summon monster* or *summon nature's ally* spell. The new creature must be an option from a spell of the same level or lower as the spell that summoned the target. The new creature cannot be summoned into an environment that cannot support it. The target can attempt a Will saving throw to negate this effect, but if the target is under your control, it receives no saving throw. *Alter summoned monster* does not alter the duration of the spell that summoned the target, nor does it affect any additional creatures summoned by the same spell as the target. The new creature has the same conditions and amount of damage as the target creature, and remains affected by all curses, diseases, poisons, and penalties that affected the target, but no other spells or effects carry over. *Alter summoned monster* is a spell of the same alignment type or types as the creature for which you exchange the target. An eidolon can't be targeted by this spell.

## FINAL SACRIFICE

**School** evocation; **Level** antipaladin 3, bloodrager 2, cleric 3, shaman 3, sorcerer/wizard 3, summoner 2, witch 4

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one summoned creature

**Duration** instantaneous

**Saving Throw** Fortitude negates, then Reflex half (see text);

**Spell Resistance** yes

You disrupt the conjuring energies within a summoned creature, causing it to violently explode. If the target fails its Fortitude save, it is immediately slain and all creatures within 20 feet of the target take 1d4 points of damage per spell level of the

summoning spell that conjured the target. This damage is fire damage unless the target creature has the cold or water subtype, in which case it's cold damage. Creatures caught in this explosion take half damage if they succeed at their Reflex saves against this spell's DC. *Final sacrifice* can detonate a summoner's eidolon, though an eidolon receives a +4 bonus on its Fortitude save unless the spell is cast by the eidolon's own summoner. If this spell targets an eidolon, creatures within 20 feet of the eidolon take an amount of damage equal to 1d4 + 1/2 the caster level of the summoner who controlled the eidolon.

## GIRD ALLY

**School** abjuration; **Level** cleric 2, druid 2, sorcerer/wizard 2, summoner 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one summoned creature you control/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

You create a magical field around summoned creatures you control that deflects attacks made against them. The targets gain a deflection bonus to their AC equal to 1 + 1 for every 6 caster levels you possess (maximum +4 deflection bonus at 18th level). A summoner can target his eidolon with this spell.

## INSTANT RESTORATION

**School** conjuration (healing); **Level** cleric 4, druid 4, shaman 4, summoner 4, witch 4

**Casting Time** 1 immediate action

**Components** V, S, F/DF (a thimble of water and a seed)

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

**Target** one summoned creature you control

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

*Instant restoration* channels planar energy into a summoned creature. This spell can be cast as an immediate action when a summoned creature you control drops to 0 or fewer hit points. Rather than immediately disappear, the creature is healed for 4d8 hp + 1 hit point per caster level (maximum 4d8+10 hit points). If this healing brings your summoned creature's hit point total to 1 or more hit points, it remains as if its hit points had never dropped to 0 or fewer. Creatures slain by death effects cannot be saved by *instant restoration*. A summoner can target his eidolon with this spell.

## MASTER'S ESCAPE

**School** conjuration (teleportation); **Level** cleric 4, druid 4, sorcerer/wizard 4, summoner 3, witch 4

**Casting Time** 1 standard action

**Components** V, S

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

**Target** you and one summoned creature you control

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

You create an extradimensional link between yourself and one summoned creature you control that allows you to switch places. After casting *master's escape*, you can teleport to your summoned creature's space as a swift action, causing your summoned creature to teleport to your former space. If your summoned creature is reduced to 0 or fewer hit points before you can use this spell's effect, you can teleport to a space that you can see within 30 feet as an immediate action. After using either of these effects, the spell ends. A summoner can target his eidolon with this spell.

## MASTER'S MUTATION

**School** transmutation (polymorph); **Level** druid 5, sorcerer/wizard 5, summoner 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./level)

**Target** you and one summoned creature you control

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

You can mold the ephemeral substance of the Outer Planes, mutating one summoned creature that you control to better suit your needs. Select up to two of the following abilities and grant them to the target for the spell's duration: burrow 30 feet, climb 40 feet, constrict, darkvision 90 feet, ferocity, fly 60 feet (average maneuverability), grab, jet, low-light vision, poison, rake, scent, swim 60 feet, trample, trip, or water breathing. Additionally, instead of selecting an ability, you can replace one of the target's primary natural attacks with another natural attack that deals the same amount of damage, such as replacing a Medium target's bite attack (1d6) with a gore attack (1d6). If you choose to alter a creature's natural attacks, all attacks of the chosen type are altered. A summoner can target his eidolon with this spell.

## SUMMON LABORERS

**School** conjuration (summoning); **Level** cleric 6, shaman 6, summoner 6, witch 6

**Casting Time** 10 minutes

**Components** V, S, F/DF (a strip of rune-inscribed parchment)

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

**Effect** one summoned petitioner/caster level

**Duration** 8 hours (D)

**Saving Throw** none; **Spell Resistance** no

*Summon laborers* summons one humanoid petitioner per caster level. These petitioners hail from one plane of your choice and perform tasks at your direction. The petitioners cannot fight or travel to dangerous lands, but do assist your downtime activities (*Pathfinder RPG Ultimate Campaign* 84) within a settlement, increasing the effect of Influence or Labor you spend by 50%, to

a maximum of 1 additional point of Influence or Labor for every 2 caster levels you possess. This stacks with any increase to the effect of Influence or Labor that you receive from your followers within the settlement where the downtime activity takes place (if any). *Summon laborers* is a spell of the same alignment type as the plane from which the summoned petitioners hail (chaotic and evil for the Abyss, lawful and good for Heaven, and so on). Effects that increase the number of creatures summoned by a spell (such as Superior Summoning<sup>UM</sup>) do not affect *summon laborers*.



# New Planar Allies

Spellcasters dedicated to conjuration have made contact with little-known outsiders and can summon them for a brief term of service. These outsiders often find they have common cause with mortals, and when called through *planar ally* or *planar binding* spells, they're generally open to working with adventurers for a fair price.

## ARCHON, CODEX

*This enormous book has wings of glowing light and an angelic figure on the cover that gazes out watchfully as though alive.*

**CODEX ARCHON** CR 5 

**XP 1,600**

LG Medium outsider (archon, extraplanar, good, lawful)

**Init** +3; **Senses** darkvision  
60 ft., *detect evil*, *detect magic*, low-light vision;  
Perception +10

**Aura** aura of menace  
(DC 17), *magic circle against evil*

### DEFENSE

**AC** 20, touch 13, flat-footed 17  
(+3 Dex, +7 natural);  
+2 deflection vs. evil

**hp** 47 (5d10+20)

**Fort** +7, **Ref** +7, **Will** +5; +4 vs.  
poison, +2 vs. evil

**DR** 10/evil; **Immune** electricity,  
petrification; **SR** 16

### OFFENSE

**Speed** fly 30 ft. (good)

**Melee** slam +7 (1d8+2)

**Ranged** light ray +8 ranged touch (1d6)

**Special Attacks** favored enemy (any one +4)

**Spell-Like Abilities** (CL 5th; concentration +8)

Constant—*detect evil*, *detect magic*, *magic circle against evil*

At will—*aid*, *continual flame*, *forbid action*<sup>um</sup> (DC 14),  
*greater teleport* (self plus 50 lbs. of objects only), *mage hand*, *message*

1/day—*calm emotions* (DC 15), *clairaudience/clairvoyance*,  
*commune* (CL 9th, 1 question), *daylight*, *silence* (DC 15)

### STATISTICS

**Str** 15, **Dex** 16, **Con** 18, **Int** 17, **Wis** 15, **Cha** 16

**Base Atk** +5; **CMB** +7; **CMD** 20

**Feats** Iron Will, Point-Blank Shot, Skill Focus (Knowledge [any one])

**Skills** Craft (bookbinding) +11, Diplomacy +11, Disable Device +11, Knowledge (any one) +14, Linguistics +11, Perception +10, Sense Motive +10, Spellcraft +11, Survival +10

**Languages** Celestial, Draconic, Infernal, any 5 others; truespeech  
**SQ** codex

### ECOLOGY

**Environment** any (Heaven)

**Organization** solitary, pair, or team (2-8)

**Treasure** standard

### SPECIAL ABILITIES

**Codex (Su)** Each codex archon is also an actual codex. Within its pages, the codex archon details all that the archon has ever learned on its chosen topic. When a favored enemy of the codex archon is forced to attempt a saving throw against the archon's spells, the foe takes a penalty on the saving throw equal to half the codex archon's favored enemy bonus (-2 for most codex archons).

**Favored Enemy (Ex)** A codex archon selects one favored enemy, as per the ranger class feature.

**Light Ray (Ex)** A codex archon can fire a beam of light to damage foes. This light ray has a maximum range of 60 feet. This attack overcomes damage reduction of any type.



A codex archon embodies Heavenly knowledge and the refinement of the mind. It serves in the libraries and archives of Heaven, and as keeper and carrier of records for Heaven's field armies. Codex archons seek out any opportunity to add to their formidable collections of information with zealous dedication, although they do

not neglect to offer their insights to those they encounter who might use such knowledge for the greater good or for personal growth.

Most codex archons specialize in a single subject, such as one plane of existence, one type of creature, or one aspect of mortal life. In general, each codex archon chooses a favored enemy and Knowledge skill closely linked to each other, such as humanoid (human) and Knowledge (local) or Knowledge (nobility). Although a codex archon's expertise allows it to more easily slay creatures of the type it studies, it usually prefers to avoid violence and uses its knowledge to coax more information out of creatures it meets. A spellcaster who calls or summons a codex archon can generally conjure one with whatever specialization she seeks unless the foe or topic is one that is little known to the forces of Heaven or an unorthodox combination (GM's discretion). Though they prefer their heavenly homes to the chaotic Material Plane, summoned codex archons may deign to serve for a time as assistants or even instructors in mortal libraries, academies, and temples.

**PSYCHOPOMP, EMBER WEAVER**

This slim, glowing figure is draped with voluminous gossamer shawls and veils that obscure its shape.

**EMBER WEAVER****CR 8****XP 4,800**

N Medium outsider (psychopomp, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, spiritsense 60 ft.; Perception +19**Aura** eerie radiance (300 ft., DC 19)**DEFENSE****AC** 22, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural)**hp** 104 (11d8+55)**Fort** +11, **Ref** +8, **Will** +12**DR** 10/adamantine; **Immune** charm, death effects, disease, fire, poison, spells with the light descriptor; **Resist** cold 10, electricity 10; **SR** 19**OFFENSE****Speed** 30 ft., fly 60 ft. (good)**Melee** 2 touches +15 (4d6 fire)**Special Attacks** rush of souls**Spell-Like Abilities** (CL 11th; concentration +15)At will—*continual flame*, *dancing lights* (DC 14), *searing light*, *suggestion* (DC 19), *whispering wind*1/day—*dispel magic*, *freedom of movement*, *fly*, *locate creature*, *plane shift*, *slay living* (DC 19)**STATISTICS****Str** 19, **Dex** 21, **Con** 18, **Int** 18, **Wis** 21, **Cha** 18**Base Atk** +11; **CMB** +15; **CMD** 30**Feats** Ability Focus (*suggestion*), Dodge, Flyby Attack, Mobility, Toughness**Skills** Acrobatics +19, Fly +23, Knowledge (geography) +18, Knowledge (planes) +18, Knowledge (religion) +18, Perception +19, Sense Motive +19, Spellcraft +18, Survival +19**Languages** Abyssal, Celestial, Infernal**SQ** spirit touch**ECOLOGY****Environment** any (Astral Plane)**Organization** solitary, pair, escort (1 ember weaver and 1 shoki), troupe (1 ember weaver plus 3–10 ahmuuths, catrinas, esoboks, or nosois), or procession (3–12 ember weavers)**Treasure** standard**SPECIAL ABILITIES**

**Eerie Radiance (Su)** As a standard action, an ember weaver can wreath itself in an aura of cinders similar to *dancing lights* (CL 11th). Any living or dead creature within 300 feet with line of sight to the dancing embers must succeed at a DC 19 Will save or else any protections or immunities it has against charm, fear, and mind-affecting effects are suppressed for as long as the ember weaver uses a free action to maintain the effect each round and for 1 round thereafter. Once a creature succeeds at this saving throw, it can't be affected by an eerie radiance for 24 hours. The light has no effect on psychopomps, creatures that can't see, and creatures the ember weaver chooses to exclude. This is a sight-based abjuration effect.

**Rush of Souls (Su)** As a standard action every 1d4+1 rounds, an ember weaver can call forth a rush of souls to trample its foes. This ability deals 6d6 points of force damage to all creatures in a 60-foot cone. A successful DC 19 Reflex saving throw halves the damage. The save DC is Charisma-based.

Ember weavers are beacons for dead souls seeking the afterlife, and escorts for other psychopomps. Most ember weavers patrol graveyards, ley lines, and other places where the dead enter into the river of souls, beckoning them to step toward eternity. Ember weavers also perform services in payment for knowledge about lost souls.

Ember weavers lead ahmuuths and esoboks in hunts for spirits waylaid by undeath. They also accompany nosois and catrinas to recover confused or rebellious spirits.



# Guardian Spirits

A guardian spirit is a summonable creature that forms a close bond with and protects a specific mortal. Once a connection is forged, the guardian spirit's fate is entwined with that of its ward.

## NEW FEAT

The new feat below grants access to guardian spirits.

### Summon Guardian Spirit

A guardian spirit has selected you as its ward.

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

**Benefit:** Select one creature that qualifies to be an improved familiar, and apply the guardian spirit template (see below) to it. That creature is added to either your *summon monster III* or *summon nature's ally III* list as a summonable creature. When you summon your guardian spirit, the duration of the spell you use to summon it is 1 minute per level. A guardian spirit is always exactly the same creature, with memory of all the events that occurred while previously summoned; multiple versions of it can't be summoned. If it's killed while summoned, it cannot be summoned again for 24 hours.

If you're capable of casting a higher-level *summon monster* or *summon nature's ally* spell, you can perform a ritual to attune the guardian spirit to a higher-level version of the spell. This also allows you to change any selections made regarding the abilities the creature gains based on the level of spell used to conjure it (see the table on page 27). This ritual takes 24 hours, and once complete it moves the guardian spirit to the higher-level list of creatures that can be summoned.

## GUARDIAN SPIRIT

*A violet rune glows in the center of this red-skinned fiend's forehead.*

GUARDIAN SPIRIT IMP	CR 4
<b>XP 1,200</b>	
LE Tiny outsider (devil, evil, extraplanar, lawful)	
<b>Init</b> +5; <b>Senses</b> darkvision 60 ft., <i>detect good</i> , <i>detect magic</i> , see in darkness; Perception +10	
DEFENSE	
<b>AC</b> 20, touch 18, flat-footed 14 (+5 Dex, +1 dodge, +2 natural, +2 size)	
<b>hp</b> 32 (5d10+5); fast healing 2	
<b>Fort</b> +2, <b>Ref</b> +9, <b>Will</b> +6	
<b>DR</b> 5/good or silver; <b>Immune</b> fire, poison; <b>Resist</b> acid 10, cold 10;	
<b>SR</b> 15	
OFFENSE	
<b>Speed</b> 20 ft., fly 50 ft. (perfect)	
<b>Melee</b> sting +11 (1d4+1 plus poison)	
<b>Space</b> 2-1/2 ft.; <b>Reach</b> 0 ft.	
<b>Special Attacks</b> smite threat 1/day	
<b>Spell-Like Abilities</b> (CL 6th; concentration +10)	

Constant—*detect good*, *detect magic*

At will—*guidance*, *invisibility* (self only, DC 17)

1/day—*augury*, *call lightning* (DC 19), *protection from chaos*, *suggestion* (DC 19)

1/week—*commune* (6 questions, CL 12th)

### STATISTICS

**Str** 12, **Dex** 20, **Con** 12, **Int** 15, **Wis** 14, **Cha** 20

**Base Atk** +5; **CMB** +4; **CMD** 18

**Feats** Dodge, Mobility, Weapon Finesse

**Skills** Acrobatics +12, Bluff +13, Fly +25, Knowledge (arcana) +10, Knowledge (planes) +10, Perception +10, Sense Motive +7, Spellcraft +10

**Languages** Common, Draconic, Infernal

**SQ** change shape (boar, giant spider, rat, or raven, *beast shape I*), fated guardian, guardian spirit 4th level

### ECOLOGY

**Environment** any (Hell)

**Organization** solitary or with ward

**Treasure** none

### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

A guardian spirit is bound to the fate of a mortal being (called its “ward”). This bond may be formed by any number of beings or events carrying the weight of destiny, such as deities, the Eldest, norms, and mythic creatures and magic. A spirit can bind itself willingly if it believes that doing so is likely to further its agenda, give it more power, or allow it access to the world of mortals. Mortals can generally invoke a guardian spirit only with summoning and calling spells.

## Creating a Guardian Spirit

“Guardian spirit” is an acquired template that can be added to any fey or outsider that qualifies to become a familiar through the Improved Familiar feat (this template does not make it a familiar, however). A guardian spirit uses all the base creature's statistics and special abilities except as noted here. A guardian spirit has a rune on its forehead similar to that on an eidolon (though its ward does not gain a matching rune).

**CR:** The guardian spirit's CR increases based on the level of spell used to summon it, as noted on the Conjured Guardian table on page 27.

**Armor Class:** The guardian spirit's natural armor bonus increases based on the level of spell used to summon it, as noted on the Conjured Guardian table.

**Hit Dice:** The guardian spirit's Hit Dice increase based on the level of spell used to summon it, as noted on the Conjured Guardian table. It gains appropriate skill points, feats, ability score increases, base attack bonus, and base saving throw advancements for its increased Hit Dice.

Table 1: Conjured Guardian

Conjuration Spell Level	CR	Armor Class	Hit Dice	Ability Scores	Special
3	+0	+0	+0	+2	Smite threat 1/day, spell-like abilities
4	+2	+2	+2	+2	Fated guardian, spell-like ability
5	+4	+4	+4	+4	Spell-like ability
6	+6	+6	+6	+4	Smite threat 2/day, spell-like ability
7	+8	+8	+8	+6	Spell-like ability
8	+10	+10	+10	+6	Co-walker, spell-like ability
9	+12	+12	+12	+8	Smite threat 3/day, spell-like ability

**Defensive Abilities:** The guardian spirit has an amount of spell resistance equal to 11 + its CR unless the base creature's SR was higher.

**Ability Scores:** The guardian spirit's Charisma score becomes 18 unless the base creature's Charisma score was higher. Each of the guardian spirit's ability scores increases when it's summoned by higher-level spells, as noted on the Conjured Guardian table above.

**Special Attacks:** If the guardian spirit has extraordinary or supernatural abilities that deal hit point damage measured in dice, the number of dice increases by an amount equal to the level of spell used to conjure it - 3. If the ability requires at least a standard action to activate and has an instantaneous duration, the damage increases by an additional die.

**Special:** The guardian spirit gains a smite and additional special abilities as noted on the table.

**Smite Threat (Su):** Once per day as a swift action, the guardian spirit can add its Charisma bonus on attack rolls and its HD on damage rolls against a foe that currently threatens its ward or has attacked the ward within the past 24 hours; this smite persists until the target is dead or the summoning of the guardian spirit ends. If the spirit is summoned by a 6th-level spell, it can use smite threat an additional time per day, and if the spirit is summoned by a 9th-level spell, it can use smite threat a third time per day.

**Spell-Like Abilities:** A guardian spirit's caster level for its spell-like abilities is equal to its Challenge Rating + 1, or to the base creature's caster level, whichever is higher. It can cast *guidance* at will. For every spell level of the conjuration spell used to call or summon it (such as *planar ally*, *planar binding*, or *summon monster* if the summoner has the Summon Guardian Spirit feat), the guardian spirit gains access to one additional spell-like ability of the ward's choice from the following list:

*Spell Level 3:* *Chill touch*, *ill omen*<sup>APG</sup>, *protection from chaos/evil/good/law* (choose one; its alignment descriptor must oppose the guardian spirit's alignment).

*Spell Level 4:* *Call lightning*, *detect thoughts*, *invisibility*.

*Spell Level 5:* *Cure serious wounds*, *dispel magic*, *shout*.

*Spell Level 6:* *Call lightning storm*, *death ward*, *freedom of movement*.

*Spell Level 7:* *Break enchantment*, *breath of life*, *contagious flame*<sup>APG</sup>.

*Spell Level 8:* *Cloak of dreams*<sup>APG</sup>, *greater heroism*, *sunbeam*.

*Spell Level 9:* *Greater shout*, *power word blind*, *regenerate*.

Each chosen spell-like ability is available once per day.

**Fated Guardian (Su):** When conjured by a 4th-level or higher spell, a guardian spirit can protect the destiny of another creature within 30 feet as a standard action once per day. For 1 round, any time the creature makes an attack or attempts a saving throw, it rolls twice and takes the better result.

**Co-Walker (Sp):** When conjured by an 8th-level or higher spell, a guardian spirit can assume the shape of its ward as if with *alter self*, except it can appear to be only the ward (even if the ward is not of a creature type or size that can normally be assumed with *alter self*) and it gains a +10 bonus on Disguise checks to appear to be the ward.



# Expanded Monster Summoning

A number of options presented in this volume, including the feat below, expand the types of creatures that can be summoned with *summon monster* spells. When a character gains access to alternative monster summoning choices, she selects from the options on the lists presented here. Once made, these choices can't be changed (unless specified otherwise by the ability granting the expanded choice).

When these alternative monsters are summoned, they do not always possess the full power typical of creatures of their kind. Most have weaker versions of abilities that are normally usable at will. If a summoned creature from these lists possesses an ability that both is usable an unlimited number of times per day and requires a saving throw, a creature that attempts a saving throw against the ability becomes immune to that ability for 24 hours. This immunity also applies to that ability possessed by all other creatures of the same kind summoned by the same spellcaster.



## Expanded Summon Monster

You can summon allies beyond the reach of most conjurers.

**Prerequisite:** Ability to cast a *summon monster* spell.

**Benefit:** For each spell level 1–9, select two creatures from Table 2 below. You then add these creatures to the *summon monster* table of the same level, allowing you to summon them with the appropriate *summon monster* spell. Once made, these choices can't be changed.

**Special:** You can take this feat multiple times. Each time you do, you can select two more monsters from the table below to add to the *summon monster* table of the same level.

Table 2: Expanded Summon Monster Options

1st Level	Source
Antelope* (herd animal)	<i>Bestiary</i> 3 147
Baboon* (primate)	<i>Bestiary</i> 2 212
Badger*	<i>Bestiary</i> 2 40
Great horned owl*	<i>Bestiary</i> 3 213
Kangaroo* (marsupial)	<i>Bestiary</i> 3 191
Snapping turtle*	<i>Bestiary</i> 2 273
Stingray*	<i>Bestiary</i> 2 232
Thylacine* (marsupial)	<i>Bestiary</i> 3 191
Trumpeter swan*	<i>Bestiary</i> 4 257
Vulture*	<i>Bestiary</i> 3 284

2nd Level	Source
Camel* (herd animal)	<i>Bestiary</i> 2 154
Compsognathus* (dinosaur)	<i>Bestiary</i> 2 90
Dimorphodon* (dinosaur)	<i>Bestiary</i> 4 58
Gar*	<i>Bestiary</i> 2 128
Giant gecko* (lizard)	<i>Bestiary</i> 3 186
Giant tortoise*	<i>Bestiary</i> 4 263
Giant weasel*	<i>Bestiary</i> 4 275
Manta ray*	<i>Bestiary</i> 2 232
Ram* (herd animal)	<i>Bestiary</i> 2 154
Stag* (herd animal)	<i>Bestiary</i> 4 150

3rd Level	Source
Arbiter (inevitable)	<i>Bestiary</i> 2 162
Augur (kyton)	<i>Bestiary</i> 3 171
Axe beak*	<i>Bestiary</i> 3 29
Azer	<i>Bestiary</i> 2 39
Bull shark*	<i>Bestiary</i> 4 241
Cacodaemon (daemon)	<i>Bestiary</i> 2 64
Cassian (angel)	<i>Bestiary</i> 2 26
Cythnigot (qliphoth)	<i>Bestiary</i> 2 221
Dire badger*	<i>Bestiary</i> 2 40
Doru (div)	<i>Bestiary</i> 3 86
Foo dog	<i>Bestiary</i> 3 120
Giant porcupine*	<i>Bestiary</i> 3 222
Lyrakien (azata)	<i>Bestiary</i> 2 38
Paracletus (aeon)	<i>Bestiary</i> 2 11
Silvanshee (agathion)	<i>Bestiary</i> 2 21

# Monster Summoner's Handbook

Thoqqua	<i>Bestiary 2 262</i>
Tripurasura (asura)	<i>Bestiary 3 26</i>
Velociraptor (dinosaur)	<i>Bestiary 4 59</i>
Voidworm (protean)	<i>Bestiary 2 217</i>

4th Level	Source
Crysmal	<i>Bestiary 2 61</i>
Dimetrodon* (dinosaur)	<i>Bestiary 3 78</i>
Dire weasel*	<i>Bestiary 4 275</i>
D'ziriak	<i>Bestiary 2 113</i>
Foo lion	<i>Bestiary 3 120</i>
Giant seahorse*	<i>Bestiary 4 234</i>
Giant skunk*	<i>Bestiary 3 247</i>
Giant vulture*	<i>Bestiary 3 284</i>
Giraffe* (herd animal)	<i>Bestiary 4 150</i>
Great white shark*	<i>Bestiary 4 241</i>
Howler	<i>Bestiary 2 159</i>
Magmin	<i>Bestiary 3 189</i>
Megaloceros* (megafauna)	<i>Bestiary 2 187</i>
Pachycephalosaur* (dinosaur)	<i>Bestiary 3 79</i>
Parasaurolophus* (dinosaur)	<i>Bestiary 2 91</i>
Schir (demon)	<i>Bestiary 3 74</i>
Vulnudaemon (daemon)	<i>Bestiary 3 63</i>

5th Level	Source
Achaierai	<i>Bestiary 2 7</i>
Archelon (megafauna)	<i>Bestiary 3 192</i>
Belker	<i>Bestiary 2 45</i>
Cerberi	<i>Bestiary 3 51</i>
Emperor cobra* (snake)	<i>Bestiary 2 252</i>
Giant gar*	<i>Bestiary 2 128</i>
Glyptodon* (megafauna)	<i>Bestiary 2 186</i>
Hippopotamus*	<i>Bestiary 2 157</i>
Host devil	<i>Bestiary 4 53</i>
Hypnalis	<i>Bestiary 4 154</i>
Iguanodon* (dinosaur)	<i>Bestiary 3 78</i>
Incubus (demon)	<i>Bestiary 3 73</i>
Ceustodaemon (daemon)	<i>Bestiary 2 65</i>
Megatherium* (megafauna)	<i>Bestiary 2 187</i>
Mudlord	<i>Bestiary 4 195</i>
Ostiarus (kyton)	<i>Bestiary 4 176</i>
Shadow mastiff	<i>Bestiary 3 241</i>
Styracosaurus (dinosaur)	<i>Bestiary 4 59</i>
Tojanida	<i>Bestiary 3 270</i>
Vulpinal (agathion)	<i>Bestiary 2 22</i>

6th Level	Source
Adhukait (asura)	<i>Bestiary 3 22</i>
Allosaurus* (dinosaur)	<i>Bestiary 2 90</i>
Animate dream	<i>Bestiary 2 29</i>
Arsinoitherium* (megafauna)	<i>Bestiary 2 186</i>
Axiomite	<i>Bestiary 2 36</i>
Baluchitherium* (megafauna)	<i>Bestiary 3 192</i>
Hellcat	<i>Bestiary 2 153</i>
Hydrodaemon (daemon)	<i>Bestiary 2 67</i>
Immense tortoise*	<i>Bestiary 4 263</i>

Legion archon	<i>Bestiary 3 19</i>
Megalania* (megafauna)	<i>Bestiary 3 193</i>
Mihstu	<i>Bestiary 2 190</i>
Naunet (protean)	<i>Bestiary 2 216</i>
Pairaka (div)	<i>Bestiary 3 88</i>
Shoggti (qliploth)	<i>Bestiary 2 225</i>
Theletos (aeon)	<i>Bestiary 2 14</i>
Tylosaurus (dinosaur)	<i>Bestiary 2 91</i>

7th Level	Source
Avoral (agathion)	<i>Bestiary 2 16</i>
Behemoth hippopotamus*	<i>Bestiary 2 157</i>
Contract devil	<i>Bestiary 3 76</i>
Ghawwas (div)	<i>Bestiary 3 87</i>
Giant anaconda* (snake)	<i>Bestiary 2 252</i>
Giant snapping turtle*	<i>Bestiary 2 273</i>
Kalavakus (demon)	<i>Bestiary 2 78</i>
Leukodaemon (daemon)	<i>Bestiary 2 68</i>
Movanic deva (angel)	<i>Bestiary 2 28</i>
Nyogoth (qliploth)	<i>Bestiary 2 224</i>
Piscodaemon (daemon)	<i>Bestiary 2 72</i>
Sacristan (kyton)	<i>Bestiary 4 177</i>
Shield archon	<i>Bestiary 2 31</i>
Upasunda (asura)	<i>Bestiary 3 27</i>
Whale*	<i>Bestiary 2 282</i>

8th Level	Source
Aghasura (asura)	<i>Bestiary 3 23</i>
Baregara	<i>Bestiary 3 34</i>
Basilosaurus* (megafauna)	<i>Bestiary 3 193</i>
Chernobue (qliploth)	<i>Bestiary 2 220</i>
Coloxus (demon)	<i>Bestiary 3 72</i>
Diplodocus* (dinosaur)	<i>Bestiary 4 58</i>
Interlocutor (kyton)	<i>Bestiary 3 174</i>
Kolyarut (inevitable)	<i>Bestiary 2 163</i>
Leonal (agathion)	<i>Bestiary 2 20</i>
Meladaemon (daemon)	<i>Bestiary 2 69</i>
Monadic deva (angel)	<i>Bestiary 2 27</i>
Omox (demon)	<i>Bestiary 2 79</i>
Shira (div)	<i>Bestiary 3 90</i>
Spinosaurus* (dinosaur)	<i>Bestiary 3 79</i>

9th Level	Source
Augnagar (qliploth)	<i>Bestiary 2 219</i>
Couatl	<i>Bestiary 49</i>
Great white whale*	<i>Bestiary 2 282</i>
Sepid (div)	<i>Bestiary 3 89</i>
Storm giant	<i>Bestiary 152</i>
Tarry demodand	<i>Bestiary 3 71</i>
Valkyrie	<i>Bestiary 3 277</i>

\* This creature is summoned with the celestial template if you are good and the fiendish template if you are evil. If you are neutral, you can choose which template to apply to the creature. This summoned creature has an alignment that matches yours, regardless of its usual alignment. Summoning this creature makes the summoning spell's type match your alignment.

# Summoned by the faithful

Priests can use *summon monster* or *summon nature's ally* spells to summon creatures strongly associated with their deities (and often unavailable to other spellcasters). The following creatures are available when a priest of the listed deity casts a *summon monster* or *summon nature's ally* spell of the appropriate level, or uses a higher-level spell to summon multiple creatures from a lower-level *summon monster* or *summon nature's ally* creature list. Creatures summoned from these lists are subject to the same limitation as those summoned from the alternate summoning tables (see page 28).

Table 3: Expanded Summoning for Priests

1st Level	Deity	Source
Badger <sup>1</sup>	Torag	<i>Bestiary</i> 2 40
Entropic stirge	Calistria	<i>Bestiary</i> 2 292, <i>Bestiary</i> 260
Fiendish giant maggot	Urgathoa	<i>Bestiary</i> 2 292, 124
Two-headed <sup>2</sup> celestial eagle (LN)	Abadar	<i>Bestiary</i> 294, 118

2nd Level	Deity	Source
Augur (kyton)	Zon-Kuthon	<i>Bestiary</i> 3 171
Celestial elk (LG)	Erastil	<i>Bestiary</i> 3 290, 147
Celestial or entropic wolf	Cayden Cailean	<i>Bestiary</i> 2 292, <i>Bestiary</i> 278
Dimorphodon <sup>1</sup> (dinosaur)	Gozreh	<i>Bestiary</i> 4 58
Entropic giant bee	Calistria	<i>Bestiary</i> 2 292, 43
Fiendish giant fly	Urgathoa	<i>Bestiary</i> 2 292, 124
Grig <sup>1</sup>	Shelyn	<i>Bestiary</i> 2 147
Pseudodragon (CG)	Desna	<i>Bestiary</i> 229
Shikigami (kami)	Irori	<i>Bestiary</i> 3 163

3rd Level	Deity	Source
Cythnigot (qliploth)	Rovagug	<i>Bestiary</i> 2 221
Dire badger <sup>1</sup>	Torag	<i>Bestiary</i> 2 40
Fiendish choker	Norgorber	<i>Bestiary</i> 294, 45
Hell hound	Asmodeus	<i>Bestiary</i> 173
Iron cobra <sup>1</sup> (no poison)	Gorum	<i>Bestiary</i> 182
Lyrakien (azata)	Desna	<i>Bestiary</i> 2 38
Nosoi (psychopomp)	Pharasma	<i>Bestiary</i> 4 220
Paracletus (aeon)	Nethys	<i>Bestiary</i> 2 11
Resolute hippogriff (LN)	Abadar	<i>Bestiary</i> 2 293, 156
Satyr (without pipes, CG)	Cayden Cailean	<i>Bestiary</i> 241
Silvanshee (agathion)	Shelyn	<i>Bestiary</i> 2 21

4th Level	Deity	Source
Advanced azer <sup>1</sup>	Torag	<i>Bestiary</i> 2 292, 39
Catrina (psychopomp)	Pharasma	<i>Bestiary</i> 4 218
Celestial dire boar (LG)	Erastil	<i>Bestiary</i> 294, 36
Celestial giant eagle (LG)	Iomedae	<i>Bestiary</i> 294, 118
Giant black widow <sup>1</sup> (spider)	Norgorber	<i>Bestiary</i> 2 256

Resolute griffon (LN)	Abadar	<i>Bestiary</i> 2 293, <i>Bestiary</i> 168
Two-headed <sup>2</sup> celestial giant eagle (LN)	Abadar	<i>Bestiary</i> 294, 118
Yeth hound (CE)	Lamashtu	<i>Bestiary</i> 286

5th Level	Deity	Source
Advanced celestial griffon (LG)	Iomedae	<i>Bestiary</i> 294, 168
Advanced choker	Norgorber	<i>Bestiary</i> 294, 45
Cerberi	Asmodeus	<i>Bestiary</i> 3 51
Entropic barghest (CE)	Lamashtu	<i>Bestiary</i> 2 292, <i>Bestiary</i> 27
Entropic spider eater	Calistria	<i>Bestiary</i> 3 290, 255
Bearded devil	Asmodeus	<i>Bestiary</i> 73
Cayhound	Cayden Cailean	<i>Inner Sea Bestiary</i> 8
Fiendish gibbering moulder (CE)	Rovagug	<i>Bestiary</i> 294, 153
Ostarius (kyton)	Zon-Kuthon	<i>Bestiary</i> 4 176
Vulpinal (agathion)	Shelyn	<i>Bestiary</i> 2 22

6th Level	Deity	Source
Advanced shadow mastiff	Lamashtu	<i>Bestiary</i> 3 90, 241
Arsinoitherium <sup>1</sup> (megafauna)	Gorum	<i>Bestiary</i> 2 186
Immense tortoise <sup>1</sup>	Gozreh	<i>Bestiary</i> 4 263
Janni (genie, NG)	Sarenrae	<i>Bestiary</i> 141
Shoggti (qliploth)	Rovagug	<i>Bestiary</i> 2 225
Theletos (aeon)	Nethys	<i>Bestiary</i> 2 14
Vanth (psychopomp)	Pharasma	<i>Bestiary</i> 4 221

7th Level	Deity	Source
Advanced bulette <sup>1</sup>	Gorum	<i>Bestiary</i> 294, 39
Advanced entropic girtablilu	Rovagug	<i>Bestiary</i> 3 290, 130
Avoral (agathion)	Shelyn	<i>Bestiary</i> 2 16
Fiendish daughter of Urgathoa	Urgathoa	<i>Bestiary</i> 294, <i>The Inner Sea World Guide</i> 309
Movanic deva (angel)	Sarenrae	<i>Bestiary</i> 2 28
Sacristan (kyton)	Zon-Kuthon	<i>Bestiary</i> 4 177
Star monarch	Desna	<i>Inner Sea Bestiary</i> 50
Whale <sup>1</sup>	Gozreh	<i>Bestiary</i> 2 282
Zuishin (kami, NG)	Irori	<i>Bestiary</i> 3 165

8th Level	Deity	Source
Advanced entropic chaos beast	Calistria	<i>Bestiary</i> 2 292, 54
Jorogumo <sup>1</sup>	Norgorber	<i>Bestiary</i> 3 156

9th Level	Deity	Source
Great white whale <sup>1</sup>	Gozreh	<i>Bestiary</i> 2 282
Kolyarut (inevitable)	Abadar	<i>Bestiary</i> 2 163

Morrigna (psychopomp)	Pharasma	<i>Bestiary</i> 4 219
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Peri	Sarenrae	<i>Bestiary</i> 3 218
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- 1 This creature is summoned with the celestial template if you are good and the fiendish template if you are evil. If you are neutral, you can choose which template to apply to the creature. Its alignment always matches yours, regardless of its usual alignment. Summoning this creature makes the summoning spell's type match your alignment.
- 2 This creature has two heads. It gains a +2 racial bonus on Perception checks, but does not gain an extra bite attack.

## FURTHER EXPANDING SUMMONING LISTS

Game Masters may wish to expand the list of creatures that can be summoned with the *summon monster* and *summon nature's ally* spells even further, to custom-build lists for other deities or groups, or to allow options from additional sources. This allows GMs to create special summoning options for priests of gods not covered here or even agents of Empyrean Lords and similar beings. It is also a good way to represent conjurers trained in specific traditions of summoning magic, such as the Riftwardens.

GMs should be cautious about such expansions, however. These spells are already extremely powerful and flexible, and adding new options both expands the overall utility of the spells and risks adding a creature with abilities not designed to be available to a player.

In particular, creatures that cast spells often have access to magic that should not be easily accessed by players simply by summoning a creature of a set CR. Such abilities may not be combat-oriented (thus keeping its CR low), but could still be too useful to a player in noncombat situations to be available through a summoning spell. In particular, look for spell-like abilities that duplicate spells with expensive material components or that are higher level than the spell required to summon the creature.

GMs should also be cautious about including characters with abilities that force foes to attempt saving throws (especially in an area) with no limit to how often they can be used. Even if the save DC is low, summoning creatures that force every foe to attempt a saving throw every round can significantly slow down gameplay. The restrictions on such powers given on page 28 can help alleviate this issue. Other problematic abilities include Huge or larger size, as such creatures can be used as mobile barriers, and the ability to burrow or fly, which can give PCs movement options that normally require a dedicated spell to access. Creatures able to create items or treasure and those that can easily transport messages or items are also worth avoiding.

If a creature doesn't have any problematic abilities, it may be appropriate as an expanded option for *summon monster* or *summon nature's ally*. *Summon monster* is normally restricted to outsiders (with normal creatures gaining the celestial or fiendish template to indicate that they are planar variants of normal creatures), while *summon nature's ally* focuses on animals, fey, giants, and plants. The creatures that can be summoned by a priest of a specific deity often are similar to the deity's sacred animal (priests of Cayden Cailean can summon a celestial or entropic wolf because his sacred animal is a dog), resemble some ally of the deity (Abadar's priests can summon two-headed eagles because this is a form sometimes taken by the god's herald, the Lawgiver), or are thematically tied to the deity's areas of concern (priests of Gorum believe that the bulette is a symbol of their god's strength and love of heavy armor).

The typical CR of a creature that a spell of a given level can summon is as follows: 1st level—CR 1/3 to 1/2; 2nd level—CR 1; 3rd level—CR 2; 4th level—CR 3 to 4; 5th level—CR 5 to 6; 6th level—CR 7 to 8; 7th level—CR 9 to 10; 8th level—CR 11 to 12; 9th level—CR 13 to 14. Remember to account for the CR adjustment of any templates applied.

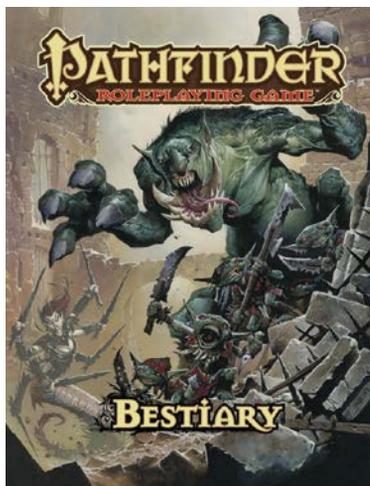


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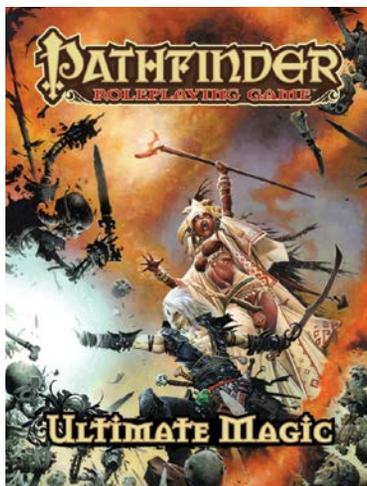
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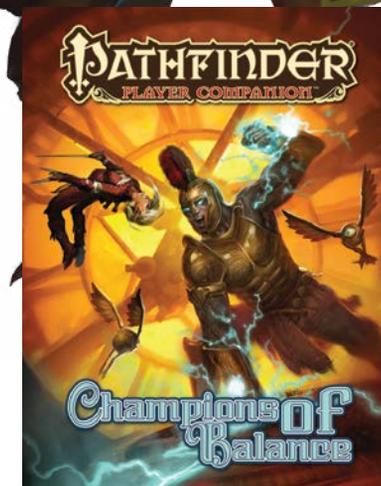
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