

CREED'S CODEX PLAY-TEST MATERIAL

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FEEDBACK SURVEY

Please fill out our [survey](#) to help us fine tune the Summoner once you've had a chance to review the content!

SOCIAL MEDIA

If you are interested in reviewing/sharing any of the content on social media, a stream, etc. please contact brendan@knightvisioncreative.com beforehand.

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SUMMONER CLASS TABLE

Level	Proficiency Bonus	Summoner Points	Cantrips Known	Augments Known	Features
1st	+2	1	2		Focused Power, Spellcasting
2nd	+2	2	2	2	Force Augments, Enhance Summon
3rd	+2	3	2	2	Point of Convergence, Area of Study
4th	+2	4	2	2	Ability Score Improvement
5th	+3	5	3	3	Enlist Logic
6th	+3	6	3	4	Area of Study
7th	+3	7	3	4	
8th	+3	8	3	4	Ability Score Improvement
9th	+4	9	3	5	—
10th	+4	10	3	5	Area of Study
11th	+4	11	4	5	Mind Barrier
12th	+4	12	4	5	Ability Score Improvement
13th	+5	13	4	6	
14th	+5	14	4	6	Photographic Memory
15th	+5	15	4	7	—
16th	+5	16	4	7	Ability Score Improvement
17th	+6	17	5	7	Area of Study
18th	+6	18	5	8	—
19th	+6	19	5	8	Ability Score Improvement
20th	+6	20	5	8	Resourceful Mind

SUMMONER CLASS FEATURES

As a summoner, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per summoner level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per summoner level after 1st

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Constitution

Skills: Choose two from Arcana, History, Investigation, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Light crossbow and 20 bolts
- (a) a component pouch or (b) an arcane focus
- (a) dungeoneer's pack or (b) a scholar's pack
- Leather armor, any simple weapon, and a shield

FOCUSED POWER

1st-level Summoner feature

You have trained your mind to manipulate energy around you and shape it to fit your immediate needs. This mental manipulation of force magic is represented by summoner points which can be used for various class features.

Saving Throws: Some of your focused power abilities may require your target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

$$\text{Saving Throw DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

SUMMONER POINTS

You gain 1 summoner point per level, starting at level 1. You can never store more summoner points than listed for your summoner level. You regain all summoner points when you finish a short or long rest.

SUMMON CREATURE

You can use your bonus action to spend one or more summoner points to summon one or more creatures to unoccupied spaces you can see within 60ft. The creatures must be ones that you have seen previously or from the [mental formulation table](#) found at the end of the class.

In combat, any summoned creatures share your initiative count, but take their turn immediately after yours. They can move and use their reaction and bonus actions on their own, but the only action they

take on their turn is the Dodge action. Once per turn as an Action, you can mentally command any creature you have summoned to instead take an action in its stat block or some other action (if you control multiple summons, you can command any or all of them at the same time). The summons must be within 100 feet of you for you to command them.

A summon costs twice as many points as its CR. Creatures less than 1/2 CR still cost 1 summoner point.

The summon disappears when:

- The summon drops to 0 hit points
- You drop to 0 hit points
- You fall unconscious
- You die
- You take a short or long rest
- You dismiss your summons with a bonus action

Due to the limitations and extremely complex calculations required with summoning creatures, there are restrictions to what you can do with your summons:

- If the creature has spellcasting, legendary actions, or lair actions, you can't use them.
- You can't cast spells of 1st level or higher nor concentrate on a spell while you control a summon.

SUMMON COST PER CR

Summoner Point Cost	Summon CR
1	1/2 or less
2	1
4	2
6	3
8	4
10	5
12	6
14	7
16	8
18	9
20	10

COORDINATED STRIKE

Immediately after you use your action to command your summon, as a bonus action you can spend 2 summoner points to make a single weapon attack or cast a cantrip that has a casting time of 1 action as a bonus action for this casting.

SNAP DECISION

You can spend 1 summoner point to take the disengage or dodge action as a bonus action on your turn.

SPELLCASTING

1st-level Summoner feature

As a keen manipulator of magical energy, you have developed the ability to cast rudimentary spells.

CANTRIPS

At 1st level, you know two cantrips of your choice from the summoner spell list. You learn additional summoner cantrips of your choice at higher levels, as shown in the Cantrips Known column of the summoner table.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your summoner cantrips, since you learn your spells through the application of formulas and complex models. You use your Intelligence whenever a cantrip refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a summoner cantrip cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your summoner cantrips.

SUMMONER CANTRIP LIST

Here are the cantrips available to the summoner. If the spell is followed by an * it has been added as part of Creed's Codex: Arcane Secrets of the Summoners.

CANTRIPS

Acid Splash
 Aegis*
 Extended Reach*
 Mage Hand
 Minor Illusion
 Phoenix Wings*
 Poison Spray
 Prestidigitation
 Reaper's Fist*
 Spike*

FORCE AUGMENTS

2nd-level Summoner feature

The more time you spend manipulating force, pure magical energy, the more accurate your calculations become. You have reached a level of knowledge that allows you to amplify your mental control in a variety of fashions. Choose two **force augments**, detailed at the end of the class description. As you gain summoner levels, you will unlock access to additional

augments shown in the Augments Known column of the summoner class table.

Some force augments have a prerequisite required to master the augment. You must meet the prerequisites in order to use that augment. If the prerequisite is a level, you must be of that summoner level or higher.

Any time you gain a level in summoner you can choose to replace one of the force augments that you know with another with which you meet the prerequisites.

ENHANCE SUMMON

2nd-level Summoner feature

You gain the ability to create enhanced versions of a summon. When you summon a creature, or as a bonus action, you can spend additional summoner points to increase the AC, attack bonus, damage bonus, saving throw DCs if applicable, and saving throw bonus by the amount of additional summoner points spent. Each point spent on enhancements is specific to a single creature. If you wanted to enhance two summons, you'd need to spend an additional two points.

For example, if you have 7 summoner points, you could spend 2 of them to summon a dire wolf and then an additional 5 to enhance the dire wolf as follows:

- 19 AC (14 base +5 from enhancements)
- +10 to hit (+5 from base +5 from enhancements)
- +8 to damage (+3 from base +5 from enhancements)
- DC 18 (DC 13 from base +5 from enhancements)
- +5 bonus to saving throws on top of existing bonus (+8 STR, +7 DEX, +7 CON, +1 INT, +6 WIS, +3 CON)

POINT OF CONVERGENCE

3rd-level Summoner feature

Your focus has become razor sharp. Where others can direct their mind to a task, you are able to push your intellect past your body's limits for short bursts and make mental connections others are incapable of. When you spend one or more summoner points, you can choose to gain a level of exhaustion in exchange for one additional summoner point added to your total being spent.

You must then roll on the convergence table to determine your mental accuracy. You regain the use of this ability once you've completed a short rest.

For example, if you have 3 summoner points, you could choose to use the point of convergence feature and spend 4 summoner points to bring forth a CR 2 creature.

AREA OF STUDY

3rd-level Summoner feature

When you reach 3rd level, you choose an [area of study](#) for further specialization of your summoning ability. Your choice grants you features at 3rd level and again at 6th, 10th, and 17th level.

ABILITY SCORE IMPROVEMENT

4th-level Summoner feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

ENLIST LOGIC

5th-level Summoner feature

When attempting to persuade, deceive, or intimidate, you have found your chance of success to improve when you illuminate the skeptical with deductive reasoning.

You can choose to give yourself an additional bonus equal to your Intelligence modifier when you make a deception, intimidation, or persuasion check.

You can use this feature a number of times equal to your Intelligence modifier. You recover all expended uses when you take a long rest.

MIND BARRIER

11th-level Summoner feature

You have spent so much time applying logic to all circumstances, that you have become immune to the charmed, frightened, and stunned conditions as you find yourself able to reason out of them in an instant.

PHOTOGRAPHIC MEMORY

14th-level Summoner feature

You have unlocked discreet access to your memory. You can recall everything you have ever read. When you make an Intelligence ability check that relies on knowledge you acquired through reading, you do so with advantage.

RESOURCEFUL MIND

20th-level Summoner feature

When you roll for initiative you regain 4 summoner points up to your maximum of 20.

AREA OF STUDY

Each summoner aims to completely master their mind and unleash their full potential. How this outcome is pursued varies from summoner to summoner. Some will find their power to be directly related to their understanding of the inherent force magical energy swirling around every environment. Others will pursue ever more complex creatures to summon, with the degree of specialization ranging from single, immensely powerful summons all the way down to hordes of tiny creatures swarming over obstacles.

ARCHON

The archon area of study has diverged from their neighboring disciplines. Rather than looking for ways to augment their summons, they look for ways to use their summons to augment their martial prowess. Archons improve upon their physical training and continue to increase their lethality upon the battlefield through direct confrontation aided by their summoned abilities.

UNARMORED DEFENSE

3rd-level Archon feature

While you are not wearing any armor, your Armor Class equals 10 + your Intelligence modifier + your Dexterity modifier. You can use a shield and still gain this benefit.

MENTAL WARRIOR

3rd-level Archon feature

You gain proficiency with martial weapons, and while not wearing any armor you can use your Intelligence instead of Dexterity or Strength for your weapon attack and damage rolls.

MARTIAL SUMMONS

3rd-level Archon feature

You can choose to spend summoner points to augment your martial prowess. You can spend additional summoner points to increase the strength of these summon assisted effects. If an effect deals damage, it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Summon Ancient Dragon Maw. As an action, you spend 2 summoner points to summon the giant maw of an ancient dragon on yourself. Make a melee spell attack against one creature within 10 feet of you. On a hit, the target takes 2d12 slashing damage, and you regain hit points equal to half the amount of slashing damage dealt. When you spend additional summoner points, the damage increases by 1d12 for each additional summoner point spent.

Summon Kraken Tentacles. As an action, you spend 2 summoner points to summon 3 tentacles to unoccupied spaces you can see within 60 feet. The tentacles immediately try to constrict a creature of your choice within 10 feet of each tentacle. Each target must make a Dexterity saving throw. On a failed save, the creature takes 1d8 bludgeoning damage, and is grappled and restrained (escape spell save DC). The tentacles have an AC of 10 and 10 hit points and last until reduced to 0 hit points or the target being grappled escapes or dies. When you spend additional summoner points, the number of tentacles increases by 1 for each additional summoner point spent.

Summon Solar Wings. As an action, you spend 1 summoner point to summon the wings of a solar. These wings increase your existing movement speeds by an additional 60 feet until the end of your turn.

Summon Titan Fist. As an action, you spend 2 summoner points to summon the fist of a titan and attempt to slam it into a target within 30 feet of you. That creature must make a Strength saving throw. On a failed save, the creature takes 3d10 bludgeoning damage and you push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't push it or knock it prone. When you spend additional summoner points, the damage increases by 1d10 for each additional summoner point spent.

EXTRA ATTACK

6th-level Archon feature

You can attack twice, instead of once, whenever you take the attack action on your turn.

SUMMON DEFENSE

10th-level Archon feature

Whenever you roll initiative, you summon a creature that melds with your body creating a shielding force. The creature provides temporary hit points equal to two times your summoner level and a +2 bonus to AC and saving throws. Once the temporary hit points are gone, the summon vanishes along with the bonuses it provided.

IMPROVED MARTIAL SUMMONS

17th-level Archon feature

When you use your action to use a martial summons, you can make one weapon attack as a bonus action.

COLOSSUS

Some summoners choose to focus on a single, immensely powerful summon. Because of the undivided focus, these summoners can enhance the single summon to heighten its power to truly monumental levels. Summoners choosing the colossus area of study are naturally drawn towards researching the most dangerous monsters they can find and not just replicating them, but putting them through the process of extreme evolution, experimenting extensively to improve upon the original.

PRECISION STRIKE

3rd-level Colossus feature

When you have a single summon and they roll a critical hit, roll all of the attack's damage four times rather than the normal two times.

ENVIRONMENTAL ADAPTATION

6th-level Colossus feature

You learn how to adapt your summon to changing situations. With 1 minute of uninterrupted focus, you can change your summon into a new summon of equal CR or lower without spending additional summoner points. Your new summon's hit points are equal to the old summon's hit points, or the new summon's hit point maximum, whichever is lower.

You can do this a number of times equal to your Intelligence modifier. You regain all uses upon the completion of a long rest.

EMPATHIC LINK

10th-level Colossus feature

When you or your summon takes damage, you can choose to each take half the damage instead, rounded down. This feature takes place after any resistances or vulnerabilities are taken into effect from the initial target.

KINETIC ENERGY

17th-level Colossus feature

At the start of your summon's turn, each creature of your choice within 30 feet of the summon takes your Intelligence modifier force damage. Surfaces within 30ft of the summon are considered difficult terrain. Kinetic energy is only active when you have a single summon.

CONVERGENT

Flaunting the esteemed precision of other summoners, the convergent recognize the power flowing all around them, and amplify this power by gently guiding, rather than binding it to their will. Summoners who focus on this ambient energy leverage their subconscious to feel the flow of power and pay special attention to the constant swirls and points of convergence, modifying their formulas on the fly. Utilizing their precise analysis of the current state of force magical energy, they are able to bring forth arguably the strongest summons. This comes at the cost of control. They do not choose what to summon, they let the choice be dictated by the force magic.

ALTERING THE WEAVE

3rd-level Convergent feature

Whenever you spend a summoner point, roll on the Point of Convergence table.

LEAST RESISTANCE

3rd-level Convergent feature

When you choose the convergent area of study, you have begun to ignore your own biases and let the power flow through you, gently guiding it to ultimately create more powerful summons but relinquishing your control.

Whenever you spend summoner points to bring forth a creature you use the [Convergent Summoning Tables](#) below to determine what you bring forth. Choose the number of summoner points you want to spend, then Roll a d4 to determine outcome of your summoning.

Once you've determined the configuration of your summons, roll a d6 on the following table to determine the type.

GUIDED CHAOS

6th-level Convergent feature

You have gone down a path where you are much more focused on your environment to facilitate your needs than those pursuing different areas of study. Whenever you roll on the convergence table, you roll twice and choose whichever option you prefer. When you use the [Point of Convergence](#) feature, you no longer gain a level of exhaustion and gain 2 additional summoner points instead of the normal 1 to apply to that summoning.

PREBUILT CONVERGENT SUMMONING TABLES

There are prebuilt tables leveraging monsters primarily from the Monster Manual available in the [Convergent Summon Tables](#).

CONVERGENT SUMMONING TABLE – SUMMONER POINTS SPENT D4 RESULT

SP	1	2	3	4
1	2 CR ½ Summons	2 CR ½ Summons	1 CR 1 Summon	1 CR ½ Summon 1 Enhancement
2	3 CR ½ Summons	2 CR 1/2 Summons 1 Enhancement	1 CR 1 Summon 1 Enhancement	1 CR 1 Summon 1 Enhancement
3	4 CR ½ Summons	2 CR 1 Summons	1 CR 1 Summon 2 Enhancements	1 CR 1 Summon 2 Enhancements
4	5 CR ½ Summons	2 CR 1 Summons 1 Enhancement	1 CR 1 Summon 3 Enhancements	1 CR 2 Summon 1 Enhancement
5	6 CR ½ Summons	2 CR 1 Summons 2 Enhancements	1 CR 1 Summon 4 Enhancements	1 CR 2 Summon 2 Enhancements
6	7 CR ½ Summons	2 CR 1 Summons 3 Enhancements	1 CR 1 Summon 5 Enhancements	1 CR 3 Summon 1 Enhancement
7	8 CR ½ Summons	2 CR 2 Summons	1 CR 1 Summon 6 Enhancements	1 CR 3 Summon 2 Enhancements
8	9 CR ½ Summons	2 CR 2 Summons 1 Enhancement	1 CR 1 Summon 7 Enhancements	1 CR 4 Summon 1 Enhancement
9	10 CR ½ Summons	2 CR 2 Summons 2 Enhancements	1 CR 1 Summon 8 Enhancements	1 CR 4 Summon 2 Enhancements
10	11 CR ½ Summons	2 CR 2 Summons 3 Enhancements	1 CR 1 Summon 9 Enhancements	1 CR 5 Summon 1 Enhancement
11	12 CR ½ Summons	2 CR 3 Summons	1 CR 1 Summon 10 Enhancements	1 CR 5 Summon 2 Enhancements
12	13 CR ½ Summons	2 CR 3 Summons 1 Enhancement	1 CR 1 Summon 11 Enhancements	1 CR 6 Summon 1 Enhancement
13	14 CR ½ Summons	2 CR 3 Summons 2 Enhancements	1 CR 1 Summon 12 Enhancements	1 CR 6 Summon 2 Enhancements
14	15 CR ½ Summons	2 CR 3 Summons 3 Enhancements	1 CR 1 Summon 13 Enhancements	1 CR 7 Summon 1 Enhancement
15	16 CR ½ Summons	2 CR 4 Summons	1 CR 1 Summon 14 Enhancements	1 CR 7 Summon 2 Enhancements
16	17 CR ½ Summons	2 CR 4 Summons 1 Enhancement	1 CR 1 Summon 15 Enhancements	1 CR 8 Summon 1 Enhancement
17	18 CR ½ Summons	2 CR 4 Summons 2 Enhancements	1 CR 1 Summon 16 Enhancements	1 CR 8 Summon 2 Enhancements
18	19 CR ½ Summons	2 CR 4 Summons 3 Enhancements	1 CR 1 Summon 17 Enhancements	1 CR 9 Summon 1 Enhancement
19	20 CR ½ Summons	2 CR 5 Summons	1 CR 1 Summon 18 Enhancements	1 CR 9 Summon 2 Enhancements
20	21 CR ½ Summons	2 CR 5 Summons 1 Enhancement	1 CR 1 Summon 19 Enhancements	1 CR 10 Summon 1 Enhancement
21	22 CR ½ Summons	2 CR 5 Summons 2 Enhancements	1 CR 1 Summon 20 Enhancements	1 CR 10 Summon 2 Enhancements
22	23 CR ½ Summons	2 CR 5 Summons 3 Enhancements	1 CR 1 Summon 21 Enhancements	1 CR 11 Summon 1 Enhancement

STORED POWER

10th-level Convergent feature

When your last remaining summon takes damage that drops it below 1 hit point, you can choose to immediately roll on the Convergent Summoning table as though you spent half your Summoner level worth of summoner points and bring forth those creatures (no action required). You cannot use this feature again until you finish a long rest.

DISRUPTED ENERGY

17th-level Convergent feature

Whenever you or one of your summons takes damage, you can choose to use a reaction to roll on the Point of Convergence table.

CONVERGENT SUMMONING TYPE TABLE

d6 Monster Type

1 Aberration | Elemental

2 Beast | Dragon | Plant

3 Celestial | Giant | Undead

4 Construct | Humanoid

5 Fey | Fiend

6 Monstrosity | Ooze

EVOLUTIONIST

Rather than summoning creatures they have encountered before, those focusing on creating their own personal ideal of a summons delve deep into research of the eidolons. These eidolons are painstakingly developed by the summoner to continually improve upon their initial framework in a never-ending quest to create the perfect summon

COMPLICATED CALCULATIONS

3rd-level Evolutionist feature

Due to their reliance on increasingly complex formulas summoners develop for their personal eidolon, those that follow this area of study are unable to summon more than one creature at a time due to the adaptations that have been added to their summon. The base statistics for the eidolon are found on the [Mental Formulation Summoning Table](#) based on the number of summoner points spent when it is summoned.

ADAPTATION POINTS PER LEVEL

Summoner Level	Adaptation Points
1	
2	
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	21
18	22
19	23
20	24

ADAPTATIONS

3rd-level Evolutionist feature

Summoners that choose to research the eidolon work to uncover, design, and develop custom adaptations to begin forging the summon into the complex entity

it will ultimately become. This feature supersedes [Enhance Summon](#), which does not function in conjunction with adaptations. The summoner has a number of adaptation points listed in the following table. Whenever the summoner gains a level, the number in this pool increases and the summoner can spend these points to change the abilities of the eidolon.

The complexity of the adaptation determines the number of adaptation points required to evolve that trait.

- Minor Adaptations cost 1 adaptation point
- Major Adaptations cost 2 adaptation points
- Epic Adaptations cost 4 adaptation points
- Legendary Adaptations cost 8 adaptation points

Whenever you gain a level in summoner, you can choose to redistribute your adaptation points. The adaptations remain until you gain another level and can choose to redistribute again.

MULTIPLE VANTAGES

6th-level Evolutionist feature

You have become so familiar with your summon's formula that you gain the Mind's Eye force augment. If you already know this augment, you may instead choose one you do not know, but you must still meet the prerequisites. You have advantage on any perception checks made while you and your summon can both perceive the subject of the check.

WARDED MIND

10th-level Evolutionist feature

At 10th level your eidolon has become such a pillar of your existence, that your mind can seek shelter within your summon. You and your summon become immune to psychic damage using complex calculations to dampen the harm that would otherwise be dealt.

PINNACLE OF EVOLUTION

17th-level Evolutionist feature

Your eidolon has reached the next milestone of evolution and you immediately get 4 additional adaptation points.

MINOR ADAPTATIONS

AMPHIBIOUS

Your eidolon can breathe air and water.

CHARISMATIC

Perhaps it's pheromones, the angular shape of their limbs, their colorful, mesmerizing body, or the mystique behind the gnashing teeth, but something about your eidolon makes it more attractive to

anyone who interacts with it allowing special bonuses at the GMs discretion.

CLIMB SPEED

Your eidolon gains a climbing speed of 30 feet.

COMMUNICATIVE

Your eidolon gains a language of your choice and can speak, read, and write it if physiologically able to do so. This adaptation can be taken multiple times with a different language chosen each time. The summoner does not gain any knowledge of languages chosen they do not already know.

DARKVISION

Your eidolon see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light. Your eidolon can't discern color in darkness, only shades of gray.

FALSE APPEARANCE

While your eidolon remains motionless, it has advantage on being indistinguishable from an inanimate object of its size of its choosing.

FORTUNE TELLER

When asked a question your eidolon can open its third eye to look into the future and provide an answer. It is correct 60% of the time.

ILLUMINATION

Your eidolon can shed bright light in a 20-foot radius and dim light for an additional 20 feet if it chooses to be illuminated.

KEEN SENSE

Your eidolon gains a single keen sense which provides it advantage on Wisdom (Perception) checks that rely on that sense. This adaptation can be taken multiple times with a different sense chosen each time.

LONG LIMBS

Your eidolon increase their reach by 5ft if medium or smaller, 10ft if large, 15ft if huge, and 20ft if gargantuan.

MIMICRY

The eidolon can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check.

POWERFUL BUILD

Your eidolon counts as one size larger when determining carrying capacity and the weight it can push, drag, or lift. It also can be used as a mount.

POWERFUL STRIKES

When your eidolon damage a creature with a melee attack, you can choose to push the target 10 feet away from the eidolon in a straight line.

STATURE

Increase or decrease your eidolon by one increment. This adaptation can be taken multiple times.

SIEGE MONSTER

The eidolon deals double damage to objects and structures.

STEADFAST

Your eidolon can't be frightened while it can see an allied creature within 30 feet of it.

SWIM SPEED

Your eidolon gains a swimming speed of 30 feet.

MAJOR ADAPTATIONS

AGGRESSIVE

As a bonus action, the eidolon can move up to its speed toward a hostile creature that it can see.

ELEMENTAL BODY

Choose a type of damage when you take this adaptation: acid, cold, fire, lightning, poison, or thunder. A creature that touches your eidolon or hits it with a melee attack while within 5 feet of it takes 1d10 of that damage type.

FORM TYPE

Your eidolon takes on a trait of a specific type of creature gaining one of the below features and resembling that type of creature. It adapts traits and appearance similar to other creatures of that type. Choose one from the following options:

Amorphous. The eidolon can move through a space as narrow as 1 inch wide without squeezing and takes on characteristics of oozes.

Blindsight. The eidolon gains blindsight of 15 feet and takes on characteristics of dragons.

Devil's Sight. The eidolon's darkvision is no longer impeded by magical darkness and the eidolon takes on characteristics of devils.

Fey Ancestry. The eidolon has advantage on saving throws against being charmed, and magic can't put the eidolon to sleep. The eidolon takes on characteristics of the fey.

Healing Touch. Once per day the eidolon can spend an action to touch another creature and free it from any curse, disease, poison, blindness, or deafness. The eidolon takes on celestial characteristics.

Immutable Form. The eidolon is immune to any spell or effect that would alter its form.

Madness. When the eidolon hits a creature with a critical hit, the creature immediately gains a

temporary form of madness and uses it's reaction to attack a target within range of the summoner's choice. Alternatively, the summoner can choose to have the target take psychic damage equal to the summoner's proficiency bonus. The eidolon takes on aberration characteristics.

Shapechanger. The summoner can choose three forms for their eidolon. As an action, the eidolon can change between these forms. Its statistics are the same in each form.

Undead Fortitude. If damage reduces the eidolon to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

INCORPOREAL MOVEMENT

The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.

INCREASED SPEED

Increase the speed of one of your eidolon's forms of movement by 10 feet. This adaptation can be taken multiple times.

MARTIAL ADVANTAGE

Once per turn, the eidolon can deal an extra 1d10 damage to a creature it hits with an attack if that creature is within 5 feet of an ally of the eidolon that isn't incapacitated

PACK TACTICS

The eidolon has advantage on an attack roll against a creature if at least one of the eidolon's allies is within 5 feet of the creature and the ally isn't incapacitated.

PARRY

As a reaction, the eidolon can add 3 to its AC against one melee attack that would hit it. To do so, the eidolon must see the attacker.

PROXIMITY

When you are in an adjacent space to your eidolon, you both gain +1 to AC.

SKILL PROFICIENCY

Your eidolon gains proficiency in one skill of your choice. This adaptation can be taken multiple times with a new skill chosen each time.

STENCH

Any creature other than an eidolon that starts its turn within 5 feet of the eidolon must succeed on a Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of the eidolon for 1 hour.

TREMORSENSE

Your eidolon gains 60 feet of tremorsense and can detect and pinpoint the origin of vibrations within that radius, provided that the eidolon and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. This adaptation can be taken more than once, increasing the range by 60 feet each time.

WEAPON PROFICIENCY

Your eidolon gains proficiency in three simple weapons, two martial weapons, or one exotic weapon of your choice. This adaptation can be taken multiple times with new weapons chosen each time.

EPIC ADAPTATIONS

MAGIC RESISTANCE

Your eidolon has advantage on saving throws against spells and other magical effects.

MULTIATTACK

Your eidolon gains the multiattack adaptation. Choose one of the options from below when you take this adaptation. When your eidolon attacks, it can use its base attack and the adaptation chosen. This adaptation can be taken multiple times adding an additional attack each time. The chance to hit is the same as the base eidolon bonus.

Tentacle. Melee Weapon Attack: reach 10ft., one target. Hit: 1d12 bludgeoning damage, and the target is grappled (escape spellcasting DC) if it is at least one size smaller than the eidolon. Until this grapple ends, the target is restrained. The tentacle can only grapple one target.

Tail. Melee Weapon Attack: reach 15ft., one target. Hit: 2d6 bludgeoning damage. If the target is a creature, it must succeed on a Strength saving throw or be knocked prone.

Maw. Melee Weapon Attack: reach 5ft., one target. Hit: 3d4 piercing damage. A creature takes 1d4 piercing damage at the end of each of their turns. A creature can end this damage by using its Action to make a Wisdom (Medicine) check to remove any remaining teeth in the wound.

Claw. Melee Weapon Attack: reach 5ft., one target. Hit: 4d4 slashing damage.

RANGED

Your eidolon's base attack becomes ranged increasing to 30/60 feet. This adaptation can be taken multiple times increasing the range by 30/60 feet each time.

RECKLESS

At the start of its turn, the eidolon can gain advantage on all melee weapon attack rolls it makes

during that turn, but attack rolls against it have advantage until the start of its next turn.

RELENTLESS

If the eidolon takes your summoner level x 2 or less damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

RESISTANCE

Your eidolon gains resistance to one type of damage. This adaptation can be taken multiple times with a different damage type chosen each time.

SKILL EXPERTISE

Choose one skill in which your eidolon has proficiency. Your eidolon gains expertise with that skill, doubling their proficiency bonus for any check that is made with it. The skill chosen must be one that isn't already benefiting from a feature that doubles proficiency bonus. This adaptation can be taken multiple times with a new skill chosen each time.

SPIDER CLIMB

The eidolon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

SWALLOW

Your eidolon gains the ability to swallow a target. When the eidolon hits with a maw attack against a target that is at least two sizes smaller, which it is grappling, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the eidolon, and it takes 13 (2d12) acid damage at the start of each of the eidolon's turns. An eidolon can have only one creature swallowed at a time.

If the eidolon takes 30 damage or more on a single turn from the swallowed creature, the eidolon must succeed on a Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the eidolon. If the eidolon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

SYMBIOTIC BOND

Your eidolon shares 8 points worth of adaptations with you.

TWO HEADS

The eidolon has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

WINGS

Your eidolon gains a flight speed of 30 feet.

LEGENDARY ADAPTATIONS

FORCED EVOLUTION

Each time your eidolon kills a creature, it gains an aspect of their power. Choose 1 from the table below when your eidolon deals the killing blow. Each option can only be selected once, and this can only happen once per unique creature type with a CR of at least 5.

Evolved Natural Armor. Your eidolon's skin ripples and hardens as it gains a sturdier hide, scales, or another form of natural armor. This change increases your eidolon's armor class by 1.

Evolved Weaponry. Your eidolon's claws elongate, teeth become serrated, blood becomes poisonous, or similar effect that grants your eidolon extra damage. Choose a damage type dealt by the creature your eidolon slaid. Once per turn, deal an additional 1d10 damage of that type with one of your eidolon's attacks.

Evolved Locomotion. Your eidolon's musculature improves, grows an additional set of limbs, or similar evolution that increases one of your eidolon's movement speeds by 5 feet.

Evolved Defenses. Your eidolon's skin becomes etched with runes, develops a primal awareness, or similar evolution that provides a +1 to saving throws.

Evolved Toughness. Your eidolon grows a duplicate organ, improves its cardiovascular system, or similar evolution gaining an additional 10 hit points.

Evolved Size. Your eidolon's limbs lengthen, torso elongates, or similar evolutions. Your eidolon increases by one size.

BREATH WEAPON

Your eidolon gains a breath weapon of acid, cold, fire, lightning, poison, or thunder damage in either a cone or line chosen when this adaptation is selected.

The damage of the breath weapon is equal to 1d10 of your chosen damage type per every two summoner points spent to summon the eidolon.

If you selected cone formation for the breath weapon, the length of the cone is equal to 5 feet for every two summoner points spent (minimum of 5 feet).

If you selected line formation for the breath weapon, the length of the line is equal to 5 feet for every summoner point spent and is always 5 feet wide.

Each affected creature must make a Dexterity saving throw taking half damage on a successful save.

DEATH THROES

When your eidolon drops below 1 hit point, it explodes in a burst of magical energy. This explosion affects each creature within 5 ft. of it if the summon is medium or smaller, 10 ft. of it if the summon is large, 15 ft. of it if the summon is huge, and 20 ft. of it if the summon is gargantuan. Each affected creature must make a Dexterity saving throw, taking 1d6 force damage per every two summoner points spent to summon the eidolon on a failed save, or half as much damage on a successful one.

FUSION

As a bonus action, you can combine with your eidolon if you are in adjacent spaces. You become untargetable, and any spells, conditions, or effects targeting you become suppressed for the duration of the fusion. You can not use any actions but those available to your eidolon except breaking the fusion with a bonus action.

While merged in this way, your eidolon gains a +1 to AC, +1 to attack bonus, +1 to saving throw bonus, and a +1 to any DCs it may have.

If your eidolon drops below 1 hit point, you are violently expelled and take 1d10 necrotic damage per summoner point spent on the eidolon, appearing in a space that the eidolon previously occupied.

FRIGHTFUL PRESENCE

Each creature of the eidolon's choice that is within 120 feet of the eidolon and aware of it must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the eidolon's Frightful Presence for the next 24 hours.

IMMUNITY

Your eidolon gains immunity to one type of damage. This adaptation can be taken multiple times with a different damage type chosen each time.

REGENERATION

Your eidolon gains the ability to regenerate health. Your eidolon regains hit points equal to your proficiency bonus at the start of each of its turns. If the eidolon takes radiant or necrotic damage, this trait doesn't function at the start of the eidolon's next turn. The eidolon vanishes if it drops below 1 hit point and this adaptation does not function.

SHADOW STEALTH

While in dim light or darkness, the eidolon can take the Hide action as a bonus action.

TELEPORT

As an action, the eidolon magically teleports up to 60 feet to an unoccupied space it can see.

TRUESIGHT

Your eidolon gains 60ft of truesight. It can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the eidolon can see into the Ethereal Plane within the same range. This adaptation can be taken more than once, increasing the range by 60 feet each time.

HORRIFIER

Fear is a route to power. Harnessing this powerful motivator and forcibly triggering perceived threats to manipulate and control others is where the horrifier shines. Summoners who have chosen to confront their own personal fears and achieve dominance over them often end up pursuing this area of study, being naturally drawn to what they understand.

TERRORS

3rd-level Horrifier feature

You have learned to utilize fear as a weapon. You can activate one of the terrors below once per turn. You can do so a number of times equal to your proficiency bonus. You must then finish a short or long rest to use the terrors again.

Scare. When you summon or move a summon on your turn within 5 feet of a creature of your choice, the creature must make a Wisdom saving throw. On a failure it must immediately use its reaction, if available, to move 10 feet away from the summon. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.

Transfix. When you summon or move a summon on your turn within 10 feet of a creature of your choice, the creature must make a Wisdom saving throw or become transfixed with the summon. It is unable to willingly move further from the summon until the end of your next turn.

Abscond. As an action you call upon an existing summon, within 20 feet of you or a willing creature of your choice. The summon moves to the creature and carries it up to half the summons movement to an unoccupied space. The summon shields the target from any opportunity attacks, redirecting the attacks to the summon.

Distract. You summon or call upon an existing summon within 5 feet of a creature you can see. The next attack against that creature has advantage.

Misdirect. When a summon ends in an adjacent space to a creature of your choice, the next attack against that creature has disadvantage.

LIVING NIGHTMARE

6th-level Horrifier feature

You begin to share a kinship with your summons. You can conduct a 10 minute ritual to merge into one of your adjacent summons. In this form you have the stats of the summon you merge with and you become untargetable, and any spells, conditions, or effects targeting you become suppressed for the duration of the merge. If the summon takes damage, you must make a concentration check to maintain the merge as though you had taken the damage. You can continue to control your summons as normal, including the one you are merged with.

This merge lasts until you dismiss it as a bonus action, your summon drops below 1 hit point, or you lose your concentration (as if you were concentrating on a spell). You have disadvantage on any concentration checks made while merged. If the summon is killed, any remaining damage is applied to the summoner.

You can do this a number of times equal to your Intelligence modifier. You regain all uses upon the completion of a long rest.

IMPROVED LIVING NIGHTMARE

10th-level Horrifier feature

You have learned to further harness the bond you've developed with your summons. You are now able to merge with an adjacent summon as a bonus action. You no longer have disadvantage on concentration checks while merged. You regain all uses upon the completion of a short rest.

TITAN OF TERROR

17th-level Horrifier feature

Having mastered the intricacies of fear, you know how to bring out the underlying menace of your summons granting each of them the Frightful Presence trait starting at level 17. Each creature of your choice that is within 120 feet of a summon and aware of it must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the summon's Frightful Presence for the next 24 hours.

If a creature you can see is frightened of a summon you are merged with, you can deal psychic damage to it equal to your Intelligence modifier as a free action once per turn.

Any frightened creatures that can see your merged form have disadvantage on saving throws to remove the frightened condition.

HIVEMIND

As others complain of the mental tax from controlling multiple summons at once, you see a natural rhythm in the calculations. You have chosen to spread your concentration across multiple summons simultaneously. You see the hidden strength within each creature when gathered in force. Whether summoning a handful of spiders to build a web to restrain your foes or sending a horde of gnolls into the flank of an army, you see in your computations that the synergy brought about from multiple summons clearly outweighs the weakness of the individual creatures.

SWARMING

3rd-level Hivemind feature

You can choose to have two or more of your summons use their action to swarm a single creature. Using your intelligence to deduce the weakest defensive point on a creature, make an investigation check contested by the creature's Athletics or Acrobatics check (the target chooses the ability to use). If you succeed, the creature is knocked prone, grappled, and restrained.

- If the summons swarm a creature smaller than their average size, you roll with advantage.
- It requires 4 summons to swarm a creature up to one size larger than the average summons' size. If they swarm a creature the same size, you roll with advantage.
- 8 summons can swarm a creature up to two sizes larger than the average summons' size. If they swarm a creature up to one size larger, you roll with advantage.
- 16 summons can swarm a creature up to three sizes larger than the average summons' size. If they swarm a creature up to two sizes larger, you roll with advantage.
- The summons cannot move a creature that has been grappled in this fashion

Any summons not involved in the swarm can be directed to act as normal. The swarmed creature can use its action to try and escape the grapple with an Athletics or Acrobatics check contested by your

Investigation check. You can use this feature a number of times equal to your Intelligence modifier. You get all expended uses back upon the completion of a long rest.

If the summons swarming a creature drop below the minimum required to swarm, the grapple automatically breaks, and the creature is no longer restrained.

CONTROLLING YOUR SWARM

As you increase in power as a hivemind, you may start running into issues controlling your summons in a speedy manner. To ensure everyone has a great time during the game, here are a few suggestions for managing a large number of creatures.

- The summoner can split the work and assign summoned creatures to be controlled among the other players
- On page 250 of WOTC Dungeon Master's Guide, there are rules for "Handling Mobs" where you are guaranteed a number of hits based on how many creatures you have and how armored the enemy is
- Roll one d20 to determine the attack roll for all your creatures
- Roll one damage roll to determine the damage for all your creatures
- Take the average damage for your creatures attacks

SACRIFICE

6th-level Hivemind feature

You have achieved an even greater control over the flow of battle with your summons. As a reaction, when you or one of your summons are targeted with an attack, you can choose to have the attack directed at a different summon within range of the attack.

STRENGTH IN NUMBERS

10th-level Hivemind feature

You add half the number of summons under your control, rounded up, to the attack modifier of each summon.

For example if you have 7 CR 1/2 summons under your control, each summon gains a +4 bonus to hit on top of their existing bonus. If 4 of your summons are destroyed before they get to attack again, the attack bonus would have decreased to +2.

FRENETIC SPEED

17th-level Hivemind feature

While you have 2 or more summons under your control, you and your summons' movement speed is doubled.

MINIMUM SWARM SIZE REQUIREMENTS BASED ON TARGET'S SIZE

Average Summon Size	Tiny	Small	Medium	Large	Huge	Gargantuan
Tiny	2	4	8	16		
Small		2	4	8	16	
Medium			2	4	8	16
Large				2	4	8
Huge					2	4
Gargantuan						2

SHADOW

Summoners who pursue the shadow area of study have found a kinship with their shadow that has enabled them to draw on power from the plane of shadows. Where others fear the darkness, they find solace in their knowledge of the impenetrable shadow that follows all creatures.

ANIMATED SHADOW

3rd-level Shadow feature

Your shadow has become infused with magical energy from the constant power you channel through it; your shadow begins to take on a sentience of its own. Your shadow is always visible regardless of the lighting and regularly does not match your movements. It often interacts with other shadows in an aggressive or pacifying manner depending on the situation, sometimes driving your point home and other times mocking you.

SHADOWY SUMMONS

3rd-level Shadow feature

Focused on the power of shadow, your summons take on shadowy aspects regardless of their original form. Whenever a shadow summoner brings forth a summon it has the following benefits.

- Shadow summons can occupy the same space as their summoner and provide half cover for the summoner. While the shadow occupies the same space as the summoner, the summoner has advantage on Stealth checks.
- When a shadow summons is in dim light or darkness, as a bonus action it can teleport up to double its movement speed to an unoccupied space you can see that is also in dim light or darkness.

SHADOW DEFENSES

6th-level Shadow feature

You have begun to tap the plane of shadows further, warping the darkness to increase the defenses of you and your summons. While in dim light you and your summons gain a +1 bonus to AC. While in darkness, this bonus increases to +2 to AC.

In addition, whenever you or a summon takes damage, you or the summon can use a reaction to gain resistance to the damage by jumping through the plane of shadow to an unoccupied space within 150 feet. You can use this ability a number of times equal to your Intelligence modifier, with all uses refreshing on the completion of a long rest.

SHADOWY ILLUSIONS

10th-level Shadow feature

You have learned to warp the power of shadows for your own desires. By tapping into the plane of shadows directly and infusing your imagination with

this power, you are able to cast Major Image at will, without expending a spell slot. Because the source of this power is the same as for your summons, you are able to cast and maintain concentration on these illusions even while you have one or more summoned shadow creatures.

NIGHTMARE RIFT

17th-level Shadow feature

As an action, you can tear open a rift to the shadow plane between you and your summon up to 60 feet in length. If your summon is more than 60 feet from you, this feature cannot be used. Tentacles of shadow emerge, grasping at all living creatures, except you, within 20 feet of the rift. Each creature within range when the rift opens must succeed on a Dexterity saving throw or take 7d6 bludgeoning damage and be restrained by the tentacles until the effect ends. Any creature that moves into the area while the rift is open must succeed on a Dexterity saving throw or take 7d6 bludgeoning damage and be restrained by the tentacles until the effect ends. A creature that starts its turn restrained by the tentacles takes 7d6 bludgeoning damage at the start of their turn.

A restrained creature can use its action to make a strength or dexterity check against your DC freeing itself on a success.

The rift lasts for 1 minute, until you dismiss it as a free action, or you or your summon move from your space.

FORCE AUGMENTS

AEGIS OF THE ELDERS

The temporary hit points granted by this cantrip are now equal to twice your level plus your Intelligence modifier.

BEHEMOTH

Prerequisite: *Colossus Subclass*

You can choose to increase the size of your summon by one step and increase the health of your summon by your summoner level.

CONSTRUCTIVE CRITICISM

When a player or NPC fails a skill check, you can tell them a better way to accomplish the task. They gain advantage on their next skill check, but may become hostile towards you at the DM or player's discretion.

CREATURE DISPLACEMENT

Prerequisite: *6th level*

As a bonus action, you can switch places with any summon under your control that you can see.

DREAD MANIFEST

Prerequisite: *Horrifier Subclass*

As a bonus action, you can expend one of your summoner points to grant yourself a fearful appearance. When you do so, choose a number of creatures you can see and that can see you within 60 feet of you, up to a number equal to your Intelligence modifier. Each of them must make a Wisdom saving throw. On a failure, the creature gains 10 movement speed and must immediately use its reaction to move its speed, without provoking opportunity attacks, away from you by the safest available route unless there is nowhere to move. The movement speed increases ends once the creature has finished moving.

Once you use this feature, you can't use it again until you finish a short or long rest.

ELEMENTAL FURY

As a bonus action, you can imbue your summons with elemental power. Choose an element from acid, cold, fire, lightning, poison, or thunder. Your summons gain resistance to the element, and your summons' damage type changes to the chosen element. This lasts until you dismiss it as a bonus action or you take a short or long rest.

ENERGY REBIRTH

Prerequisite: *Convergent Subclass*

When a creature dies within 60ft, roll a 1d20. On a 20, roll on the convergent summoning tables as though

you spent 1 summoner point, summoning a creature in the corpse's square. This does not require the expenditure of summoner points, nor can a summon dropping below 1 hit point trigger this.

ENHANCED SENSE

You can spend 1 summoner point and 1 minute of concentration to enhance one of your senses. Until your concentration breaks, you spend additional summoner points, or you complete a short or long rest, you gain advantage on any checks you make with the enhanced sense.

EXPANDED ENHANCEMENT

Prerequisite: *Archon Subclass*

Rather than limited to just your summons, you have figured out a way to apply enhancements to yourself or an ally. Applying the enhancement to you or an ally costs 2 summoner points and can only be done once per target.

EXPERIENCED DANGER

You have advantage detecting any illusion spells or traps you have encountered previously.

FAR-FLUNG VISION

Increase your summoning distance to 100 feet.

FORCEFUL INTELLECT

You gain proficiency in History and Investigation. If you engage in a game of skill, you have advantage on any checks you need to make.

LIFE SIPHON

When you or a summon damages another creature, you can use your reaction to choose one creature of your choice that you can see to be healed for an amount equal to your Intelligence modifier. You can do this a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

LONG HOURS

Prerequisite: *Level 8*

You gain expertise in Arcana, History, Investigation, Nature, or Religion. If you do not have proficiency in the skill, you instead gain proficiency. You can take this amplification multiple times. Each time you choose a different skill.

MENTAL MODEL

With your extensive experience combined with keen intellect, you can build statistical models in your head. You can choose to be informed of the DC of a check before you or one of your party members attempts the challenge. You can choose to spend 1

summoner point to gain advantage on the check. You can use this ability a number of times equal to your Intelligence modifier with all expenditures refreshing on a long rest.

MENTAL SHOUT

You increase the distance you can mentally command your summons to 500 feet.

MIND'S EYE

You can choose to go into a trance as a bonus action and perceive through your summon's senses as though they were your own. If you have more than one summon, choose which summon you will be using. You can change the target summon with a bonus action if you have more than one summon. While perceiving through your summon, you lose your own sense of hearing and vision. You can drop the trance as a bonus action or when you take any amount of damage.

PARALLEL EVOLUTION

Prerequisite: *Evolutionist Subclass*

You gain up to 3 points worth of adaptations choosing from options which your eidolon has undergone, mirroring some of its forced evolution.

PERMEABLE BEINGS

Prerequisite: *Hivemind Subclass*

When you summon one or more creatures you can designate a number of creatures, up to your Intelligence modifier, that can pass through your summons and end their turn in a space occupied by a summon without hindering the creatures in any fashion.

RAZER EDGE

Prerequisite: *6th Level*

Your summons attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

REALITY IMAGINED

You can spend 1 summoner point and an action to create a tool out of pure force magic. You are proficient with this tool even if you do not normally have this proficiency. The tool lasts until your concentration breaks, you spend additional summoner points, or you complete a short rest.

SPECIALTY KNOWLEDGE

Prerequisite: *12th level*

Choose a creature type: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, or Undead. You no longer must have seen a creature of your chosen type to be able to summon it. All other restrictions such as CR still apply.

SPIKE OF THE ANCIENTS

The damage dealt by this cantrip are now equal to twice your level plus your Intelligence modifier.

TALKING SHADOWS

Prerequisite: *Shadow Subclass*

You can cast Magic Mouth at will, without expending a spell slot or material components.

UNLEASHED CHAOS

When you or your summon hits a creature concentrating on a spell, they make the concentration check with disadvantage.

CONVERGENCE TABLE

Stretch goal unlocking it to 100 options still needs to be completed. There are a few options that need to be generalized to account for the feats allowing other classes to access this table.

d100	Effect
1	Roll twice and apply both effects. If this comes up again nothing happens.
2	A hostile CR 1d10 creature appears in an unoccupied space 1d100 spaces away from you. It lasts until it drops to 0 hit points.
3	You gain 4 levels of exhaustion.
4	The ground you're standing on abruptly juts up into the air at an angle. A seismic shift is tearing your location apart as rivulets of lava begin bubbling to the surface in a 1 mile radius around you.
5	
6	
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15	A sinkhole suddenly opens at your feet. You fall 1d100 feet, taking 1d6 bludgeoning damage for each 10 feet, rounded down, that you fall. At the bottom you find an imprisoned creature.
16	
17	You become obsessed with an idea for a magical creation and spend the next week attempting to create a magical artifact. You spend all of your money, and attempt to borrow funds from others, on materials to create this artifact.
18	
19	

20	You believe your teeth are sentient and start talking to them until you take a long rest. You have disadvantage on all Intelligence, Charisma, and Wisdom saving throws during that time.
21	An enormous ape appears out of nowhere and smashes you with a boulder dealing 3d8 bludgeoning damage before disappearing.
22	Your three nearest allies fall into a magical sleep for 3 rounds unless they take damage or someone uses an action to shake or slap the sleeper awake. For each round they sleep they may spend 1 hit dice. If they sleep all 3 rounds they gain the benefits of a short rest.
23	
24	A portal opens to a random location determined by the DM. You are unable to close it.
25	
26	
27	Your mind is overwhelmed. Until you take a long rest, you are unable to recall any words longer than 4 letters or cast spells that have a verbal component.
28	
29	
30	An antimagic field radiates from you in a 10ft radius. This effect lasts until you lose HP. If you had a summon up this effect represses the summon.
31	
32	
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38	A set of earthen spikes erupt from the ground creating a glowing sigil.
39	The seventh stranger you encounter tells you of an ancient secret before he perishes by a giant fist bursting through

	the ground and pulling him into a molten pool of lava.
40	An explosion of force energy catapults your closest ally at the futherest enemy within 150ft. For each 10 feet that are traveled, the ally deals 1d10 bludgeoning damage to the enemy upon impact. The ally takes 1d4 damage for every ten feet that were traveled.
41	You become immune to the frightened condition. The next time you lose HP you become frightened.
42	You immediately disappear into the ground and are undetectable by non magical means. You reappear in your current space at the beginning of your next turn. If your space is now occupied, you remain underground but move 5ft to the south. At the beginning of your next turn you attempt to reappear. If there is something in your space still, you continue this sequence until you are able to appear in an unoccupied space.
43	Light radiates from you for 1 minute. Enemies within 5 feet have disadvantage on their attacks and you have advantage on attacks against enemies within 5 feet. Enemies further than 5 feet have advantage on attacks against you.
44	The ground shakes beneath your feet. Everyone within 20 feet of you, including you, must make a your DC strength saving throw or fall prone. You have advantage on the saving throw. All creatures concentrating on a spell must make a concentration check.
45	A random object flies in a random direction determined by the DM.
46	You and a random enemy chosen by the DM swap locations.
47	Your mind is momentarily connected to an aberration. You gain the knowledge of one aberration. This gives you either the knowledge required to summon the Aberration if you have a feature to summon it, or a +1 bonus to a skill of your choice with which you are not proficient. You take Xd12 Psychic damage from the brief mental connection where X is the CR of the Aberration.
48	You sprout an uncontrollable tentacle out of your back. It grapples the nearest creature within 10 ft. The creature, or

	one within 5 ft. of it, can spend an action to attempt to escape the grapple your spell DC. If it is not grappling something, it will attempt to grapple on each of your turns before you perform any actions. Lasts for 1 minute.
49	Every creature with 30 feet of you is shoved 30 feet away from you and knocked prone. You are launched 30 feet straight up and suffer from any fall damage on the way up and/or down. Any objects not attached to something, being carried, or worn are shoved 100 feet away from you.
50	Due to your streetwise proficiency, you recognize the clothing styles of the nearest creature and gain advantage on any persuasion checks dealing with fashion for the next 2 hours.
51	A mage hand pokes the two nearest enemies in the eye. They take 2 piercing damage.
52	
53	
54	Your next attack that hits does twice as much damage, but you also take half the total damage.
55	You determine you are the chosen one. Until you take damage you deal an additional 1d10 damage each time you or your summon damages an enemy. When you take damage and the effect ends, you take an additional 2d10 damage.
56	
57	
58	
59	
60	4d10 gems, value 10 gp each, shoot equally distributed at each creature within 60ft, including you. Each gem deals 1 point of damage.
61	The area around you in a 15ft cube becomes difficult terrain.
62	You cast a Magic Missile at every creature you can see dealing 1d4+1 force damage.

63	You and your summons gain 1d4 temporary hit points.
64	The thoughts of all creatures within 10 feet of you, including you, become audible until you take a short or long rest.
65	Ice falls from the sky in every square touching yours. All other creatures take your proficiency bonus bludgeoning damage and are in difficult terrain.
66	
67	
68	You identify the next spell targeting you and gain advantage on avoiding it or cause the caster to have disadvantage on the casting.
69	You accidentally seduce the next creature that sees you.
70	When you make an ability check, if your total for the check is less than your ability score for the check, you can use that score in place of the total. This lasts until you take a long rest.
71	
72	
73	
74	Every ally you can see gains 1 hp. If that puts them over their max hp, they gain 1 temporary hp. If they are unconscious, they wake up with 1hp.
75	
76	
77	You have advantage on intelligence based checks until you take a long rest.
78	
79	
80	A clone of you appears in every unoccupied space adjacent to you. The clones have 1 hit point, mimic your every action, and last for 1 minute.
81	

82	The next time someone within earshot brags about an achievement, they immediately have explosive diarrhea.
83	
84	
85	You summon a force warrior. See stats for tribal warrior and add force resistance. This creature has its own turn in combat, is friendly to you and your allies, and remains until you take a long rest or it drops to 0 hit points.
86	
87	
88	
89	
90	You fill your enemies with dread. Every enemy that can see you has their movement speed reduced by 50% for 1 turn.
91	The next shopkeeper you see gives you a treasure map and a magical compass to help you find said treasure.
92	
93	
94	
95	The next time you fail a skill check, you instead succeed.
96	The next attack you or your summon makes that deals damage is a critical hit.
97	A friendly CR 1d10 creature appears in an unoccupied space 1d100 spaces away from you. It lasts until it drops to 0 hit points or you take a long rest.
98	You suddenly feel a pull to the closest legendary item, and can use this to navigate towards it. This lasts until you finish a long rest.
99	You are under the effects of the Foresight spell for 1 minute.
100	You may choose which effect you'd like to take place.

MENTAL FORMULATION SUMMONS TABLE

Some summoners have evolved in power past creatures that they have personally seen. Drawing from knowledge in books, folklore, and creatures that roam the land, summoners are able to create summons that take shape all from the summoners mental image. These creatures can take many forms, covered with tentacles and giant maws of teeth, slim and agile, brutes with rippling muscles, the only limitation is what the summoner can envision.

- All Mental Formulation creatures have a single melee attack with the attack bonus and damage amounts shown per corresponding CR.
- Their creature type is beast.

- They have a reach of 5ft.
- They do not have any languages.
- They do not have any special senses.
- They use strength for their attack bonus. If something affects their strength, such as a strength drain ability, modify their chance to hit appropriately.
- Mental Formulation summons have the **Mental Formulation** trait: When you summon the creature, you determine its appearance. The summon deals bludgeoning, piercing, or slashing damage depending on the form you have envisioned.

MENTAL FORMULATION SUMMONS

CR	AC	HP	Attack Bonus	Damage	Saving Throw/Skill Check Bonus	Size	Move Speed
1/2	12	38 (11d6)	+2	7 (2d6)	+0	Small	25ft.
1	12	54 (12d6+12)	+3	11 (3d6+1)	+0	Small	25ft.
2	13	72 (16d6+16)	+3	15 (4d6+1)	+0	Small	25ft.
3	13	91 (14d8+28)	+4	24 (5d8+2)	+0	Medium	30ft.
4	14	104 (16d8+32)	+5	30 (6d8+3)	+1	Medium	30ft.
5	15	119 (14d10+42)	+6	36 (6d10+3)	+2	Large	35ft.
6	15	136 (16d10+48)	+6	41 (7d10+3)	+3	Large	35ft.
7	15	152 (16d10+64)	+6	47 (8d10+3)	+3	Large	35ft.
8	16	168 (16d12+64)	+7	56 (8d12+4)	+4	Huge	40ft.
9	16	184 (16d12+80)	+8	62 (9d12+4)	+4	Huge	40ft.
10	17	198 (12d20+72)	+9	70 (10d12+5)	+5	Gargantuan	45ft.
11	18	217 (14d20+70)	+9	74 (6d20+5)	+5	Gargantuan	45ft.

MULTICLASSING

PREREQUISITES

To qualify for multiclassing into the summoner class, you must meet these prerequisites: Intelligence 13

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons

WARLOCK

The warlock class receives additional eldritch invocations options, spells, and an additional subclass in this section.

THE SPIRIT

Reaching out beyond the veil, you have communed with the spirit realm and found a patron of immense power. It has secrets to share that are found beyond the grasp of mortal men. The spirit's needs and desires are unknown at present, but the power is immeasurable.

Beings of this type can include great ancestral spirits, primal spirits, or exceptionally strong-willed individuals who have fought death's call.

EXPANDED SPELL LIST

The Spirit lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SPIRIT EXPANDED SPELLS

Spell Level	Spells
1st	Sarai's Marionette Appendages, Uncontrollable Undead
2nd	TBD, TBD
3rd	Animate Dead, Speak with Dead
4th	Evard's Black Tentacles, TBD
5th	Animate Objects, TBD

SUMMON TOTEM

1st-level Spirit feature

You can use an action to summon a totem within 60 feet. The totem is a conduit to your patron and allows you access to a portion of their power. You can only have one totem at a time, it can't be moved, and it lasts for 1 minute or until it drops to 0 hit points. The totem is an object that has AC 20 and hit points equal to your warlock level. When you summon the Totem, choose one of the following options which affects all creatures within 10 feet of the totem.

Totem of Anguish. All creatures within range take necrotic damage equal to your proficiency bonus at the start of their turn as their bodies are subject to the damaging presence of your patron.

Totem of Connection. All creatures within range gain a tether connecting them to the totem as your patron projects a tendril into each creature. When a tethered creature takes damage, the damage is evenly split between all tethered creatures and the totem (minimum of 1 damage to all tethered creatures and the totem per source of damage).

Totem of Concealment. All creatures within range gain a bonus equal to your proficiency bonus to dexterity saving throws and have advantage on

concentration checks as your patron swirls through the air.

Totem of Despair. All creatures within range treat the area as difficult terrain as your patron steals their will to live.

You can designate a number of creatures up to your Charisma modifier that are unaffected by the totem. You can use this feature a number of times equal to your proficiency bonus. All uses refresh when you finish a long rest.

The appearance of your totems reflects some aspect of your patron. For example, your totem of connection tendrils could appear as golden rope, a tentacle, or shadowy souls clinging to each creature.

SUMMON PATRON

6th-level Spirit feature

As you grow in power so does your connection with your patron. You can use an action to summon a creature which you have previously seen with a challenge rating as high as your warlock level divided by 3, rounded down. This summon, which your patron immediately takes control of, lasts for up to 1 hour.

The summon is an ally to you and your companions. In combat, the summon shares your initiative count, but it takes its turn immediately after yours. It may obey your verbal commands (no action required by you), or choose a different action to help further your goals as determined by the GM. The summon disappears when it drops to 0 hit points or when you lose consciousness.

Once you use this feature, you can't use it again until you finish a long rest.

The summon takes on characteristics of your patron such as growing a second head, being bathed at all times in celestial light, or accompanied by the howling of its pack.

IMPROVED TOTEM

10th-level Spirit feature

Your totems can harness more of your patron's strength before crumbling. Their hit points are now equal to your warlock level times 2.

In addition, the radius of effect for the totem increases to 30 feet.

IMPROVED SUMMON PATRON

14th-level Spirit feature

Having proven yourself worthy, your patron will entrust you with more of its power. You can now summon a creature which you have previously seen with a challenge rating as high as your warlock level

divided by 2, rounded down. You gain one level of exhaustion from attempting to control this much power.

Once you use this feature, you can't use it again until you finish 1d8 long rests as you recover from the exertion of channeling the raw power of your patron.

CONVERGENT SUMMONS TABLES

1 ABERRATION | ELEMENTAL

SP	1 rolled	2 rolled	3 rolled	4 rolled
1	2 Dust Mephits	2 Ice Mephits	1 Fire Snake	1 Magmin 1 Augment
2	3 Ice Mephits	2 Magmin 1 augment	1 Fire Snake 1 Augment	1 Fire Snake 1 Augment
3	4 Magma Mephits	2 Fire Snakes	1 Fire Snake 2 Augments	1 Fire Snake 2 Augments
4	5 Magmin	2 Fire Snakes 1 augment	1 Fire Snake 3 Augments	1 Gibbering Moulder 1 Augment
5	6 Dust Mephits	2 Fire Snakes 2 augments	1 Fire Snake 4 Augments	1 Gargoyle 2 Augments
6	7 Ice Mephits	2 Fire Snakes 3 augments	1 Fire Snake 5 Augments	1 Nothic 1 Augment
7	8 Magma Mephits	2 Azers	1 Fire Snake 6 Augments	1 Spectator 2 Augments
8	9 Magmin	2 Gibbering Moulders 1 augment	1 Fire Snake 7 Augments	1 Chuul 1 Augment
9	10 Dust Mephits	2 Intellect Devourer 2 augments	1 Fire Snake 8 Augments	1 Chuul 2 Augments
10	11 Ice Mephits	2 Gargoyles 3 augments	1 Fire Snake 9 Augments	1 Otyugh 1 Augment
11	12 Magma Mephits	2 Grell	1 Fire Snake 10 Augments	1 Earth Elemental 2 Augments
12	13 Magmin	2 Spectators 1 augment	1 Fire Snake 11 Augments	1 Invisible Stalker 1 Augment
13	14 Dust Mephits	2 Water Weirds 2 augments	1 Fire Snake 12 Augments	1 Galeb Duhr 2 Augments
14	15 Ice Mephits	2 Grells 3 augments	1 Fire Snake 13 Augments	1 Blue Slaad 1 Augment
15	16 Magma Mephits	2 Chuuls	1 Fire Snake 14 Augments	1 Blue Slaad 2 Augments
16	17 Magmin	2 Chuuls 1 augment	1 Fire Snake 15 Augments	1 Cloaker 1 Augment
17	18 Dust Mephits	2 Chuul s2 augments	1 Fire Snake 16 Augments	1 Cloaker 2 Augments
18	19 Ice Mephits	2 Chuuls 3 augments	1 Fire Snake 17 Augments	1 Gray Slaad 1 Augment
19	20 Magma Mephits	2 Fire Elementals	1 Fire Snake 18 Augments	1 Gray Slaad 2 Augments
20	21 Magmin	2 Xorn 1 augment	1 Fire Snake 19 Augments	1 Death Slaad 1 Augment
21	22 Dust Mephits	2 Red Slaads 2 augments	1 Fire Snake 20 Augments	1 Aboleth 2 Augments
22	23 Ice Mephits	2 Salamanders 3 augments	1 Fire Snake 21 Augments	1 Dao 1 Augment

2 BEAST | DRAGON | PLANT

SP	1 rolled	2 rolled	3 rolled	4 rolled
1	2 Vine Blights	2 Warhorses	1 Dire Wolf	1 Swarm of Insects 1 Augment
2	3 Gas Spores	2 Apes 1 augment	1 Brown Bear 1 Augment	1 Quaggoth Spore Servant 1 Augment
3	4 Crocodiles	2 Quaggoth Spore Servants	1 Copper Dragon Wyrmling 2 Augments	1 Brass Dragon Wyrmling 2 Augments
4	5 Black Bears	2 Copper Dragon Wyrmlings 1 augment	1 Brass Dragon Wyrmling 3 Augments	1 Awakened Tree 1 Augment
5	6 Giant Goats	2 Giant Spiders 2 augments	1 Faerie Dragon 4 Augments	1 Black Dragon Wyrmling 2 Augments
6	7 Giant Wasps	2 Dire Wolves 3 augments	1 Giant Eagle 5 Augments	1 Giant Scorpion 1 Augment
7	8 Myconid Adults	2 Myconid Sovereigns	1 Giant Hyena 6 Augments	1 Gold Dragon Wyrmling 2 Augments
8	9 Apes	2 Plesiosaurus 1 augment	1 Giant Octopus 7 Augments	1 Elephant 1 Augment
9	10 Swarms of Insects	2 Polar Bears 2 augments	1 Giant Spider 8 Augments	1 Red Dragon Wyrmling 2 Augments
10	11 Warhorses	2 White Dragon Wyrmlings 3 augments	1 Giant Toad 9 Augments	1 Shambling Mound 1 Augment
11	12 Black Bears	2 Ankylosaurus	1 Giant Vulture 10 Augments	1 Giant Crocodile 2 Augments
12	13 Crocodiles	2 Blue Dragon Wyrmlings 1 augment	1 Lion 11 Augments	1 Young White Dragon 1 Augment
13	14 Gas Spores	2 Giant Scorpions 2 augments	1 Nyxborn Lynx 12 Augments	1 Wyvern 2 Augments
14	15 Giant Goats	2 Gold Dragon Wyrmlings 3 augments	1 Quaggoth Spore Servant 13 Augments	1 Giant Ape 1 Augment
15	16 Giant Wasps	2 Elephants	1 Tiger 14 Augments	1 Young Black Dragon 2 Augments
16	17 Myconid Adults	2 Red Dragon Wyrmlings 1 augment	1 Dire Wolf 15 Augments	1 Young Green Dragon 1 Augment
17	18 Swarms of Insects	2 Elephants 2 augments	1 Brown Bear 16 Augments	1 Tyrannosaurus Rex 2 Augments
18	19 Vine Blights	2 Red Dragon Wyrmlings 3 augments	1 Copper Dragon Wyrmling 17 Augments	1 Young Silver Dragon 1 Augment
19	20 Warhorses	2 Triceratops	1 Brass Dragon Wyrmling 18 Augments	1 Treant 2 Augments
20	21 Apes	2 Giant Crocodiles 1 augment	1 Giant Eagle 19 Augments	1 Young Red Dragon 1 Augment
21	22 Gas Spores	2 Shambling Mounds 2 augments	1 Giant Octopus 20 Augments	1 Young Gold Dragon 2 Augments
22	23 Swarms of Insects	2 Wood Woads 3 augments	1 Brown Bear 21 Augments	1 Adult Deep Dragon 1 Augment

3 CELESTIAL | GIANT | UNDEAD

SP	1 rolled	2 rolled	3 rolled	4 rolled
1	2 Shadows	2 Warhorse Skeletons	1 Ghoul	1 Shadow 1 Augment
2	3 Warhorse Skeletons	2 Shadows 1 augment	1 Half Ogre 1 Augment	1 Specter 1 Augment
3	4 Shadows	2 Ghouls	1 Specter 2 Augments	1 Half Ogre 2 Augments
4	5 Warhorse Skeletons	2 Half Ogres 1 augment	1 Ghoul 3 Augments	1 Ogre Zombie 1 Augment
5	6 Shadows	2 Specters 2 augments	1 Half Ogre 4 Augments	1 Poltergeist 2 Augments
6	7 Warhorse Skeletons	2 CR Ghouls 3 augments	1 Specter 5 Augments	1 Mummy 1 Augment
7	8 Shadows	2 Poltergeists	1 Ghoul 6 Augments	1 Wight 2 Augments
8	9 Warhorse Skeletons	2 Will-o'-Wisps 1 augment	1 Half Ogre 7 Augments	1 Flameskull 1 Augment
9	10 Shadows	2 Pegasus 2 augments	1 Specter 8 Augments	1 Ghost 2 Augments
10	11 Warhorse Skeletons	2 Ghasts 3 augments	1 Ghoul 9 Augments	1 Troll 1 Augment
11	12 Shadows	2 Wights	1 Half Ogre 10 Augments	1 Wraith 2 Augments
12	13 Warhorse Skeletons	2 Mummies 1 augment	1 Specter 11 Augments	1 Cyclops 1 Augment
13	14 Shadows	2 Whites 2 augments	1 Ghoul 12 Augments	1 Cyclops 2 Augments
14	15 Warhorse Skeletons	2 Mummies 3 augments	1 Half Ogre 13 Augments	1 Oni 1 Augment
15	16 Shadows	2 Banchees	1 Specter 14 Augments	1 Stone Giant 2 Augments
16	17 Warhorse Skeletons	2 Bone Nagas 1 augment	1 Ghoul 15 Augments	1 Fomorian 1 Augment
17	18 Shadows	2 Couatls 2 augments	1 Half Ogre 16 Augments	1 Frost Giant 2 Augments
18	19 Warhorse Skeletons	2 Ettins 3 augments	1 Specter 17 Augments	1 Cloud Giant 1 Augment
19	20 Shadows	2 Beholder Zombies	1 Ghoul 18 Augments	1 Fire Giant 2 Augments
20	21 Warhorse Skeletons	2 Hill Giants 1 augment	1 Half Ogre 19 Augments	1 Deva 1 Augment
21	22 Shadows	2 Revenants 2 augments	1 Specter 20 Augments	1 Deva 2 Augments
22	23 Warhorse Skeletons	2 Vampire Spawns 3 augments	1 Ghoul 21 Augments	1 Spirit Troll 1 Augment

4 CONSTRUCT | HUMANOID

SP	1 rolled	2 rolled	3 rolled	4 rolled
1	2 Deep Gnomes	2 Sahuagins	1 Animated Armor	1 Tridrone 1 Augment
2	3 Gnolls	2 Jackalweres 1 augment	1 Bugbear 1 Augment	1 Scarecrow 1 Augment
3	4 Hobgoblins	2 Bugbears	1 Duergar 2 Augments	1 Thri-kreen 2 Augments
4	5 Jackalweres	2 Kuo-toa Whips 1 augment	1 Goblin Boss 3 Augments	1 Githzerai Monk 1 Augment
5	6 Lizardfolks	2 Spys 2 augments	1 Kuo-toa Whip 4 Augments	1 Bandit Captain 2 Augments
6	7 Orcs	2 Quadrones 3 augments	1 Quadrone 5 Augments	1 Werewolf 1 Augment
7	8 Sahuagins	2 Pentadrones	1 Scarecrow 6 Augments	1 Githyanki Warrior 2 Augments
8	9 Scouts	2 Quaggoths 1 augment	1 Spy 7 Augments	1 Helmed Horror 1 Augment
9	10 Thugs	2 Orog 2 augments	1 Thri-kreen 8 Augments	1 Lizard Queen 2 Augments
10	11 Tridrones	2 Gnoll Pack Lords 3 augments	1 Yuan-ti- Pureblod 9 Augments	1 Werebear 1 Augment
11	12 Deep Gnomes	2 Hobgoblin Captain	1 Animated Armor 10 Augments	1 Sahuagin Baron 2 Augments
12	13 Gnolls	2 Bugbear Chief 1 augment	1 Bugbear 11 Augment	1 Hobgoblin Warlord 1 Augment
13	14 Hobgoblins	2 Kuo-toa Monitor 2 augments	1 Duergar 12 Augments	1 Hobgoblin Warlod 2 Augments
14	15 Jackalweres	2 Quaggoth Thonots 3 augments	1 Goblin Boss 13 Augments	1 Shield Guardian 1 Augment
15	16 Lizardfolks	2 Weretigers	1 Kuo-toa Whip 14 Augments	1 Shield Guardian 2 Augments
16	17 Orcs	2 Wereboars 1 augment	1 Quadrone 15 Augments	1 Assassin 1 Augment
17	18 Sahuagins	2 Orc War Chiefs 2 augments	1 Scarecrow 16 Augments	1 Githyanki Knight 2 Augments
18	19 Scouts	2 Lizard Kings 3 augments	1 Spy 17 Augments	1 Clay Golem 1 Augment
19	20 Thugs	2 Half-Red Dragon Veterans	1 Thri-kreen 18 Augments	1 Clay Golem 2 Augments
20	21 Tridones	2 Flesh Golems 1 augment	1 Yuan-ti- Pureblod 19 Augments	1 Stone Golem 1 Augment
21	22 Deep Gnomes	2 Drow Elite Warriors 2 augments	1 Animated Armor 20 Augments	1 Stone Golem 2 Augments
22	23 Gnolls	2 Werebears 3 augments	1 Bugbear 21 Augments	1 Drow Shadowblade 1 Augment

5 FEY | FIEND

SP	1 rolled	2 rolled	3 rolled	4 rolled
1	2 Satyrs	2 Satyrs	1 Imp	1 Satyr 1 Augment
2	3 Satyrs	2 Satyrs 1 augment	1 Dryad 1 Augment	1 Quasit 1 Augment
3	4 Satyrs	2 Imps	1 Quasit 2 Augments	1 Dryad 2 Augments
4	5 Satyrs	2 Dryads 1 augment	1 Imp 3 Augments	1 Spined Devil 1 Augment
5	6 Satyrs	2 Quasits 2 augments	1 Dryad 4 Augments	1 Sea Hag 2 Augments
6	7 Satyrs	2 Imps 3 augments	1 Quasit 5 Augments	1 Hell Hound 1 Augment
7	8 Satyrs	2 Sea Hags	1 Imp 6 Augments	1 Bearded Devil 2 Augments
8	9 Satyrs	2 Spined Devils 1 augment	1 Dryad 7 Augments	1 Incubus 1 Augment
9	10 Satyrs	2 Sea Hags 2 augments	1 Quasit 8 Augments	1 Shadow Demon 2 Augments
10	11 Satyrs	2 Spined Devils 3 augments	1 Imp 9 Augments	1 Barlgura 1 Augment
11	12 Satyrs	2 Bearded Devils	1 Dryad 10 Augments	1 Night Hag 2 Augments
12	13 Satyrs	2 Green Hags 1 augment	1 Quasit 11 Augments	1 Chasme 1 Augment
13	14 Satyrs	2 Hell Hounds 2 augments	1 Imp 12 Augments	1 Vrock 2 Augments
14	15 Satyrs	2 Nightmares 3 augments	1 Dryad 13 Augments	1 Armanite 1 Augment
15	16 Satyrs	2 Gnoll Fang of Yeenoghus	1 Quasit 14 Augments	1 Draegloth 2 Augments
16	17 Satyrs	2 Incubus 1 augment	1 Imp 15 Augments	1 Chain Devil 1 Augment
17	18 Satyrs	2 Shadow Demons 2 augments	1 Dryad 16 Augments	1 Hezrou 2 Augments
18	19 Satyrs	2 Gnoll Fang of Yeenoghus 3 augments	1 Quasit 17 Augments	1 Bone Devil 1 Augment
19	20 Satyrs	2 Barbed Devil	1 Imp 18 Augments	1 Glabrezu 2 Augments
20	21 Satyrs	2 Cambion 1 augment	1 Dryad 19 Augments	1 Yochlol 1 Augment
21	22 Satyrs	2 Mezzoloth 2 augments	1 Quasit 20 Augments	1 Yochlol 2 Augments
22	23 Satyrs	2 Night Hags 3 augments	1 Imp 21 Augments	1 Horned Devil 1 Augment

6 MONSTROSITY | OOZE

SP	1 rolled	2 rolled	3 rolled	4 rolled
1	2 Cockatrices	2 Worgs	1 Death Dog	1 Psychic Gray Ooze 1 Augment
2	3 Darkmantles	2 Rust Monsters 1 augment	1 Harpy 1 Augment	1 Hippogriff 1 Augment
3	4 Gray Oozes	2 Harpys	1 Hippogriff 2 Augments	1 Death Dog 2 Augments
4	5 Psychic Gray Oozes	2 Hippogriffs 1 augment	1 Death Dog 3 Augments	1 Ochre Jelly 1 Augment
5	6 Rust Monsters	2 Death Dog 2 augments	1 Harpy 4 Augments	1 Centaur 2 Augments
6	7 Worgs	2 Harpys 3 augments	1 Hippogriff 5 Augments	1 Phase Spider 1 Augment
7	8 Cockatrices	2 Perytons	1 Death Dog 6 Augments	1 Owlbear 2 Augments
8	9 Darkmantles	2 Mimics 1 augment	1 Harpy 7 Augments	1 Guardian Wolf 1 Augment
9	10 Gray Oozes	2 Gelatinous Cubes 2 augments	1 Hippogriff 8 Augments	1 Lamia 2 Augments
10	11 Psychic Gray Oozes	2 Merrows 3 augments	1 Death Dog 9 Augments	1 Gorgon 1 Augment
11	12 Rust Monsters	2 Minotaurs	1 Harpy 10 Augments	1 Umber Hulk 2 Augments
12	13 Worgs	2 Manticores 1 augment	1 Hippogriff 11 Augments	1 Chimera 1 Augment
13	14 Cockatrices	2 Hook Horrors 2 augments	1 Death Dog 12 Augments	1 Medusa 2 Augments
14	15 Darkmantles	2 Yetis 3 augments	1 Harpy 13 Augments	1 Grick Alpha 1 Augment
15	16 Gray Oozes	2 Black Puddings	1 Hippogriff 14 Augments	1 Yuan-ti Abomination 2 Augments
16	17 Darkmantles	2 Guardian Wolves 1 augment	1 Death Dog 15 Augments	1 Hydra 1 Augment
17	18 Gray Oozes	2 Lamias 2 augments	1 Harpy 16 Augments	1 Spirit Naga 2 Augments
18	19 Psychic Gray Oozes	2 Black Puddings 3 augments	1 Hippogriff 17 Augments	1 Abominable Yeti 1 Augment
19	20 Rust Monsters	2 Bulettes	1 Death Dog 18 Augments	1 Abominable Yeti 2 Augments
20	21 Worgs	2 Young Remorhazs 1 augment	1 Harpy 19 Augments	1 Guardian Naga 1 Augment
21	22 Cockatrices	2 Ropers 2 augments	1 Hippogriff 20 Augments	1 Guardian Naga 2 Augments
22	23 Darkmantles	2 Gorgons 3 augments	1 Death Dog 21 Augments	1 Behir 1 Augment

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Please fill out our [survey](#) to help us fine tune the Summoner once you've had a chance to review the content!

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