

Summoner

Masters of their own armies and dominators of all beasts. The Summoner is not a master of battle, but a master of strategy. While much training and traveling is needed, a Summoner is like the calvary arriving just in time. Summoners are rare, as they require years of training under a skilled master to learn the special techniques for controlling beasts greater than themselves.

Adventures: Summoners see adventures as a chance to strengthen their own powers and bolster their own forces. The chance of snagging a powerful monster is reason enough for any Summoner to go. However, not all Summoners are greedy and self-centered. There are many that wish to gather beasts to protect a town or a kingdom. In fact, Summoners are often very different from each other. While they may have similar interests, they may have very different personalities. Though, this doesn't change the fact that the option of becoming a Summoner is very appealing to those who would wish to dominate or have visions of grandeur.

Characteristics: Summoners are masters of conjuration magic. They focus all their skills into summoning and controlling beasts. They have studied conjuration in and out and have formed some new spells of their own. Since their focus is so narrow, they have no need to prepare spells like Wizards, for they can easily memorize the spells available to them. In the event that they are left alone on their quest, they have learned to use simple weapons and light armor.

Religion: Good Summoners will often favor Obad-Hai while evil Summoners, more often than not, favor Vecna. Others may favor none at all. It all depends on who taught them, as they often follow their master's teachings and beliefs to the word.

Background: Summoners either seek out this way of life, or are picked up and taught by someone who is a Summoner. There are no schools or books on the ways of Summoners, and they are often mistaken as Sorcerers or Wizards who heavily favor conjuration magic. However, what sets them apart from normal arcane casters is their rare abilities that can't be learned at a school of magic or through natural talent.

Races: There is no one race that fits this category, but those who lack talent in magic are often times those who become Summoners. Most Summoners are those who were unable to become Wizards, Clerics, and the likes. So, by narrowing their focus and through lots of hard work, they were able to master conjuration magic.

Other Classes: Summoners are more comfortable with those who were also self-taught, such as Sorcerers or Rogues. For the most part though, they get along with most of the other classes.

Role: Summoners often become the Scouts and the

“tanks” of the group. With their ability to summon up an army, they are good at providing a meat shield or covering large areas when searching. However, for those Summoners who focus their abilities into controlling large and powerful beasts, they become the main damage-dealer of the group.

Game Rule Information

Summoners have the following game statistics.

Abilities: Charisma determines how well they can control their summons, while Intelligence determines how many spells he can cast per day. Like a Sorcerer, a Summoner benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d6.

Class Skills

The Summoner's class skills (and the key ability for each skill) are Bluff(Cha), Concentration(Con), Craft(Int), Diplomacy(Cha), Handle Animal(Cha), Knowledge(arcana)(Int), Profession(Wis), Ride(Dex), Spellcraft(Int), and Survival(Wis). See Chapter 4: Skills of the PH for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) X 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the Summoner.

Weapon and Armor Proficiency: Summoners are proficient with all simple weapons and light armor.

They are not proficient with shields. Summoners are extremely skilled with Conjuration magic and as such, light armor does not interfere with casting.

Spells: Summoners may cast any conjuration spell from the arcane spell list (PH page 192). Like other spellcasters, a Summoner can only cast a certain amount of spells of each spell level per day. His base daily allotment is given on Table 3-19: The Summoner, below. In addition, he receives bonus spells per day if he has a high Charisma score. (see Table 1-1: Ability Modifiers and Bonus Spells in the PH, page 8).

Unlike a Wizard or a Cleric, a Summoner doesn't need to prepare his spells in advance. He can cast any conjuration spell as long as he has not used up his spells per day for that spell level.

A Summoner also has certain spell-like abilities that he can cast a certain amount of times each day. They were invented by greater Summoners to improve the field of Conjuration magic.

Table 3-19: The Summoner

Level	Base		Fort Save	Ref Save	Will Save	Special	-----Spells per Day-----									
	Attack	Bonus					0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0,		+0,	+0,	+2,	Imprisonment	3	2	-	-	-	-	-	-	-	-
2nd	+1,		+0,	+0,	+3,		3	2	-	-	-	-	-	-	-	-
3rd	+1,		+1,	+1,	+4,	Augment Summoning	3	3	3	-	-	-	-	-	-	-
4th	+2,		+1,	+1,	+5,		3	3	3	-	-	-	-	-	-	-
5th	+2,		+1,	+1,	+6,	Eschew Materials	4	3	3	3	-	-	-	-	-	-
6th	+3,		+2,	+2,	+7,	Leadership	4	3	3	3	-	-	-	-	-	-
7th	+3,		+2,	+2,	+8,		4	4	3	3	3	-	-	-	-	-
8th	+4,		+2,	+2,	+8,	Telepathy	4	4	4	3	3	-	-	-	-	-
9th	+4,		+3,	+3,	+9,		5	4	4	3	3	3	-	-	-	-
10th	+5,		+3,	+3,	+9,	Bonus Feat	5	4	4	4	3	3	-	-	-	-
11th	+5,		+3,	+3,	+10,		5	5	4	4	4	3	3	-	-	-
12th	+6/+1,		+3,	+3,	+10,		5	5	5	4	4	4	3	-	-	-
13th	+6/+1,		+4,	+4,	+11,		6	5	5	4	4	4	4	3	-	-
14th	+7/+2,		+4,	+4,	+11,		6	6	5	5	4	4	4	3	-	-
15th	+7/+2,		+4,	+4,	+12,	Expanded Horizons	6	6	5	5	5	4	4	4	3	-
16th	+8/+3,		+4,	+4,	+12,		6	6	6	5	5	5	4	4	3	-
17th	+8/+3,		+5,	+5,	+13,		6	6	6	5	5	5	5	4	4	3
18th	+9/+4,		+5,	+5,	+13,	Teleportation	6	6	6	6	5	5	5	5	4	3
19th	+9/+4,		+5,	+5,	+14,		6	6	6	6	5	5	5	5	4	4
20th	+10/+5		+5,	+5,	+14,	Bonus Feat	6	6	6	6	6	6	6	5	5	4

Imprisonment: At 1st level, the Summoner gains the ability to imprison 1 monster inside of a jewel or gem similar to the imprisoned creature in some way.

In this way, Summoners are able to “store” powerful monsters that they are unable to summon normally. The creature is unable to escape from imprisonment.

To use this ability, the monster must be unconscious but not dead (between 0 and -10 HP). The Summoner must succeed at a d20 roll + caster level + Charisma modifier against DC 20 + Monster's HD. The Summoner must also have a gem or jewel ,similar to the monster in some way, which acts as a storage unit (For Example: A diamond for a celestial

being or a sapphire for a blue dragon). Upon entering the Jem, monsters are instantly healed to 50% of their health.

Imprisoned creatures are bound to the gem and can be released or re-imprisoned on the caster's command. Once released, they must obey all of the Summoner's commands or take 1d6 points of Int damage each time they disobey the Summoner. Creatures with an Intelligence greater than 6 are allowed to make a Will save against a DC of 10 + caster level + caster's charisma modifier once each time they are released. If they succeed, they are no longer bound to the gem and can act freely again. A Summoner may have no more than 5 + caster level

monsters imprisoned at once time. While imprisoned, monsters do not regain HP and do not recover ability point damage. There is no flow of time inside of the jems used for imprisonment, which means imprisoned creatures do not get hungry, thirsty, and don't age.

If an Imprisonment Jem is left unattended for 1d4 days, the creature is automatically set free. Once per day, the Summoner must spend ½ hours putting magical energy into the jems to keep the monsters bound.

Augment Summoning: Beginning at level 3, the Summoner has become an expert at what he does. He can summon slightly stronger versions of each creature he summons. Each summoned creature gets +4 Str and +4 Con.

Eschew Materials: At level 5, the Summoner no longer needs any material components for his spells. He doesn't need any components that are worth less than 1gp. He does, however, need material components that are worth more than 1gp.

Leadership: Starting at level 6, the Summoner can use the Leadership feat. People have seen how he handles his beasts and how good of a strategist he is and want to join him.

Telepathy: At level 8, the Summoner can communicate telepathically with any creature he summons with spells or Imprisonment. He may only relay simple commands to beasts of lesser intelligence, but can have a conversation with those who are more intelligent. The telekenesis has a range of 20 feet per caster level.

Bonus Feats: At 10th and 20th level, the Summoner gains a bonus feat. They may be any feat in the PH. These bonus feats are in addition to the feat that a character of any class gets every three levels.

Expanded Horizons: At level 15, the Summoner may choose to explore new possibilities. Every bonus spell acquired (Table 1-1: Ability Scores and Bonus Spells, PH page 8) may be used to learn a non-conjuration arcane spell. These spells still count against the daily spell usage.

Teleportation: When the Summoner turns level 18, he gains the ability of teleportation. He may set 2 recall points in which he can teleport to on command. These recall points are written as if by the Arcane Mark spell. They may be moved by the Summoner by making a new recall point and thinking about which one he wants moved. The recall system works both ways. If someone on the other side willing accepts, the Summoner may recall the subject from that point to himself. In this way, the Summoner can make deals with intelligent beings to be “summoned” and fight for the Summoner. At level 20, the Summoner may have up to 4 recall points. At every 5 levels after 20, 1 more recall point may be set.