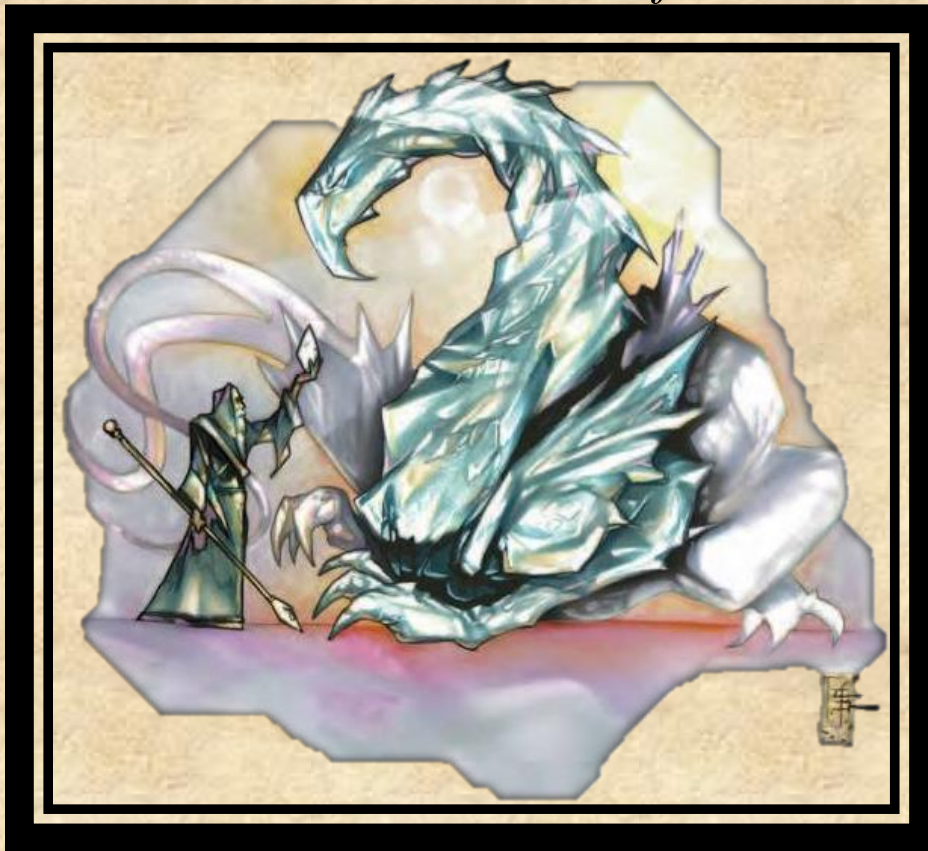# The Summoner

A new Character Class for 5E

Introduction: The summoner is a manipulator of the gates and portals of the world. Having a unique talent to bring forth creatures in a way that is beyond the capability of any other class, these individuals know how to manipulate magical energies, but only for the purpose of summoning.

by ROBERT L. RATH

LEGAL INFORMATION

THE SUMMONER

Bandits patrol and harass the roads leading from a small village east of the city. The city government, busy fighting their war, has yet to send aid and it's been weeks since the farmers and merchants could travel safely. A young man walked west toward the capital city, where he is stopped and threatened by the bandits. The young summoner calmly removed a glowing sphere as images of creatures floated around within. With a motion, the boy released forth an Earth Elemental which then looked toward him for direction. Not wanting anything to do with the summoned creature, the bandits fled quickly leaving their possessions behind.

The summoner concentrated hard as the swirling portal opened before him. Not sure what to expect, the rogue took a few steps back and covered his eyes from the brightness of the portal and cringed at the thought of what might emerge. Instead of a creature, a glowing energy orb emerged and seemed to link itself with the summoner. In that moment, the rogue witnessed the change, as the summoner sprouted angelic wings and his eyes shown bright like that of the celestials he'd only heard stories about.

Chanting and sleeping, it seems that is all the summoner has been doing for days. The cleric didn't want to ask too many questions though, he agreed to help because the summoner promised he could conjure forth a celestial creature to assist them on their path. After two full days of meditation, incense, and concentration, the gate finally opened, but what emerged, was no angel, but a demon instead. Cutting a deal with the creature, the summoner agreed to let it walk free if it helped him kill the cleric. A fight ensued, but the cleric stood no chance as the summoner and demon walked calmly from the summoning circle and on to their next adventure.

CREATORS OF MAGICAL GATES

Summoners are special spellcasters who gain limited, but specialized magical knowledge. Summoners learn to open portals to other worlds and lure forth either the essence of a being from afar or even another plane of existence. Using their special talents, these characters are able to conjure forth beast and other creatures to fight alongside or to protect them in combat.

Depending on their summoning circle, a summoner may be able to trap creatures in a sphere for later summoning, summon an Eidolon they creature with their mind, or even pull forth the essence of a creature and link it with their own body.

THE CALL OF THE PLANES

To summoners it is as if the very Planes of the realms pull them out of their mundane lives and into adventure. Either through discovery, or the teachings of their summoning circle, summoners learn the trade of opening up portals and drawing either creatures, or the essence of creatures though. These types of skills are often coveted, especially by those of demon cults, who above all else, seek powerful summoners in an attempt to summon forth a demon to bring terror upon others.

CREATING A SUMMONER

When creating a summoner, think about the following: What life events led you to this path? Were you always curious about other planes? Or did you simply discover them through scholarly study? What type of creature do you want to bond with? Why does that type of creature resonate with you?

CLASS FEATURES

As a summoner you gain the following class features.

HIT POINTS

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: None

Weapons: Club, dagger, mace, quarterstaff

Tools: 1 Artisan Tool of your choice

Saving Throws: Wisdom and Charisma

Skills: Choose two skills from History, Insight, Medicine, Persuasion, and Religion.

EQUIPMENT

You begin play with 4d4 * 10 gold pieces. You use this gold to purchase any additional equipment not provided by your background.

SUMMON COMPANION

You learn the *find familiar* spell and can cast it as a ritual. Charisma is your spellcasting ability for this spell. The spell doesn't count against your number of spells known. When you cast the spell, you can choose one creature with a challenge rating of 1/4 or less instead of the options listed. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

LIFE LINK

A summoner forms a close bond with their summons. Whenever a creature you've summoned takes enough damage to send it back to its home plane, you can sacrifice any number of your hit points as a reaction. Each hit point sacrificed in this way prevents 1 point of damage done to summons.

SUMMONS ATTACK

A creature you summon with the *find familiar* spell can use the Attack action in addition to other actions.

Level	Proficiency Bonus	Features
1	+2	Summon Companion, Life Link, Summons Attack
2	+2	Summons Improvement
3	+2	Summoning Circle
4	+2	Ability Score Improvement
5	+3	Summoner's Shield, Summoning (3rd Level)
6	+3	Summons Improvement
7	+3	Quickened Summons, Summoning (4th Level)
8	+3	Ability Score Improvement
9	+4	Circle Upgrade, Summoning (5th Level)
10	+4	Summons Improvement
11	+4	Life Bond, Summoning (6th Level)
12	+4	Ability Score Improvement
13	+5	Circle Upgrade, Summoning (7th Level)
14	+5	Summons Improvement
15	+5	Merge
16	+5	Ability Score Improvement
17	+6	Circle Upgrade
18	+6	Summons Improvement
19	+6	Ability Score Improvement
20	+6	Twin Summons

SUMMON'S IMPROVEMENT

Beginning at 2nd level, your summons improves. Choose an option from below to increase the power of a creature you've summoned using your *find familiar* spell. You gain additional improvements for your summons at 10th, 14th, and 18th levels. Each time you summon a creature, you may decide which improvements to bestow upon the summons based on your level. For instance, a 10th level summoner, upon using *find familiar* can apply any two improvements of their choice to their summons when it summoned.

ABILITY SCORE IMPROVEMENT

You can increase one ability of your summons by 2, or you can increase two ability scores of your summons by 1. As normal, you can't increase an ability score above 20 using this feature. You can select this improvement multiple times.

BLINDSENSE

As long as your summons is able to hear, they are aware of the location of any hidden or invisible creature within 10 feet of them.

IMPROVED DAMAGE

One of your summon's attacks is particularly deadly. Select one natural attack your summons can use. When they hit with that attack, they deal an additional damage die.

ENERGY ATTACKS

Your summons attacks are infused with energy. Pick one type of damage: acid, cold, fire, lightning, necrotic, poison, psychic, radiant or thunder damage. All of the natural attacks your summons makes deal 1d6 points of the damage you select in addition to the normal damage dealt.

ENERGY RESISTANCE

You can make your summons immune to damage from an energy type. Choose once: acid, cold, fire, lightning, necrotic, poison, psychic, radiant or thunder damage. Your summons has immunity to that type of damage.

You can choose this improvement more than once, each time it adds an additional immunity to your summons.

ENLARGE

Your summons grows by one size category. Your summons has advantage on Strength checks and Strength saving throws. Also, natural attacks made by your summons deal an additional damage die.

SAVING THROW

Choose two ability scores. Your summons has proficiency in those two saving throws.

SKILLED

You can select any two skills. Your summons is proficient with those skills and uses your proficiency bonus on checks with these skills.

WEAPONS TRAINING

Your summons gains proficiency in all simple and martial weapons as well as light and medium armor and shields.

SUMMONING CIRCLE

At 3rd level, you select a Summoning Circle which represents which method of summoning you choose to focus on. Choose between the Collector, Creator, Ritual Summoner, and Syphoner. You choice grants you a feature at 3rd level and additional features at 9th, 13th, and 17th levels.

ABILITY SCORE IMPROVEMENT

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.

SUMMONER'S SHIELD

At 5th level, whenever you are adjacent to a creature you've summoned, you have a +2 bonus to your Armor Class.

SUMMONING

Also, at 5th level, you have gained enough knowledge of portals and gates to summon other creatures forth besides your familiar.

At 5th level, you can cast the *conjure animals* spell or the *summon lesser demon* spell. Charisma is your spellcasting ability for these spells and once you've used this feature, you cannot use it again until you've finished a long rest.

As you gain levels in this class, you gain access to more powerful summoning spells.

At 7th level, you can cast the *conjure minor elemental, conjure woodland being,* or *summon greater demon* spells. At 9th level, you can cast the *conjure elemental* or *insect plague* spells using this feature. At 11th level, you can cast *conjure fey,* or *planar ally* and finally at 13th level, you can cast *conjure celestial* when you use this feature.

Regardless of the spells you have access to, you can only use this feature once per long rest.

QUICKENED SUMMONS

When you use the *find familiar* spell, you can now do so in 1 minute as a ritual instead of needing 1 hour.

You can use this feature once, then you require a long rest before it can be used again.

LIFE BOND

At 11th level, your life becomes linked to your summons. As long as the summons has 1 or more hit points, you are protected from harm. Damage in excess of that which would reduce you to fewer than 0 hit points is instead transferred to your summons. This damage is transferred 1 point at a time, meaning that as soon as summons is reduced to 0 hit points, all excess damage remains with you. Effects that cause death but not damage are unaffected by this feature. This feature does not affect spells like *polymorph* or other spells that do not cause actual damage.

MERGE

At 15th level, you can merge your form with your summons as an action. You gain your summon's Strength, Dexterity, and Constitution while maintaining your Intelligence, Wisdom and Charisma scores. You act as your summons on your turn and can remain in this form for 1 minute. Your summons gains the ability to speak and cast any spells that you would normally be able to cast or use any features you'd be able to use. If your summons is reduced to 0 hit points while you are merged, the summons is sent back to their plane, while you appear adjacent to the area your summons was destroyed.

You can use this feature once, then you require a long rest before it can be used again.

TWIN SUMMONS

At 20th level, you can maintain two creatures with the *find familiar* spell instead of one. Any Summons Improvements you have are applied to both creatures summoned not just one.

SUMMONING CIRCLES

Summoners must focus their talent and use each other to learn different secrets of summoning. These collections of summoners are referred to as circles and a summon who travels within these circles is a representative of the circle and their powers.

COLLECTOR

Collectors are special summons who have developed a magic technique of trapping creatures they've encountered and unleashing them upon the world whenever they see fit. Although this can be dangerous, often the collector is skilled at collecting creatures and building a bond with them to increase the creature's capability in battle.

CAPTURING SPHERE

At 3rd level when you choose this circle, you've developed the capability to trap creatures inside a magical sphere (which is a crystal orb or some other form of circle). Whenever you encounter a creature, you can use your action to try and capture it by holding the orb in front of them.

You then must make a Charisma (Arcana) check to determine if you have enough spell-power to trap the creature, with the DC to capture a creature listed below.

The maximum challenge rating of a creature you can capture depends on your level as shown in the table below. To summon forth a captured creature, you can use the *find familiar* spell to instead draw forth a creature you've captured instead of the other options presented so long as you have the sphere in your possession. When summoned, you must make a Persuasion check vs a Wisdom saving throw from the creature. If you are successful the summons will obey your commands as the *find familiar* spell describes. If you are not successful, the summons acts on its own and is controlled by the GM instead of you.

Your sphere can only hold a number of creatures equal to your Charisma modifier. Any additional creatures beyond that and you must choose which creature to release. When released, you can use your Persuasion check as normal to simply have the creature leave you alone, but if you fail the creature will attack (with any upgrades you may have given it). If a creature is destroyed when you summon it from your capturing sphere it is dead and you must capture another.

Creatures cannot heal within the capturing sphere and can only heal during a short rest by expending their personal hit dice. They do not regain hit points after a long rest.

CAPTURING SPHERE DIFFICULTY

Summoner Level	Maximum Challenge Rating	Arcana Capture DC
3-5	1	10
6-9	2	12
10-12	3	14
13-14	4	16
15-16	5	18
17-18	6	20
19	7	22
20	8	24

You can use your capturing orb a number of times each day equal to 1 + your Charisma modifier (minimum 1 use). You must then complete a long rest to regain all uses of your capturing sphere.

ADVANCED SUMMONER TRAINING

At 9th level, your circle has discovered methods of training captured creatures while they are inside of a sphere and also how to increase your own abilities to improve the combat capability of the creature you summons. Choose one option from below and an additional option at 13th and 17th levels.

DISCIPLINE SUMMONS

You've learned how to simulate a magical battling effect within your capturing sphere, building discipline for your summons. Any creature you summon cannot be charmed and ignores exhaustion.

HEAL SUMMONS

You've learned how to heal creature's you've captured within your capturing sphere. While creatures are within your sphere, they regain all lost hit points after you finish a long rest.

INSPIRE SUMMONS

You've learned how to channel your personal presence into a creature you've summoned. As an action, you can inspire them to battle harder. While inspired, for the next minute, the creature adds your proficiency bonus to their Armor Class, attacks, damage, ability checks, and saving throws. In addition, for that minute, they gain temporary hit points equal to your summoner level.

You can use this feature once, then you require a short or long rest before it can be used again.

INSTILL FEROCITY

You can create an environment of chaos within your capturing sphere, building a captured creature's ferocity. When you summon a creature and allow them to use your action to make an attack, they can use the Reckless Attack feature as if the summons was a 2nd Level Barbarian.

CREATURE LORE

You have advantage on Intelligence checks made to identify a creature. In addition, each round you use a bonus action to study a creature, you can learn a new property about the creature in question. Each round you choose to do so, you can unlock one of the following features:

- A special feature the creature possesses
- The creature's speed value
- The creature's armor class
- The creature's Strength, Dexterity, and Constitution scores
- The creature's Intelligence, Wisdom and Charisma scores
- All skill proficiencies the creature possesses
- All Senses the creature possesses
- A single action the creature can use. This can be applied multiple times, each time you learn a new action.
- A single damage resistance or immunity of a creature. This can be applied multiple times, each time you learn a new resistance.
- A single condition immunity the creature possesses. This can be applied multiple times, each time you learn a new condition.
- Any reactions that the creature can take
- A single legendary action the creature can take. This can be applied multiple times, each time you learn a new legendary action.

This feature cannot be applied to humanoids, as they differ far too much to determine their exactly abilities. Instead, you learn one standard racial feature that the creature possesses for each round you choose to use this feature upon them.

SOOTH SUMMONS

You know just how to read the emotions of creatures you capture. You can press your hand upon your capturing sphere and pulse soothing vibes into it for 1 minute. The next time you summon a creature from

your sphere, you have advantage on the Persuasion check to control them.

INSTANT SUMMONS

At 13th level, whenever you use the *find familiar* spell to call forth a creature from your capturing orb, you do so as an Action instead of taking 1 minute.

You can use this feature once, then you require a short or long rest before it can be used again.

MASTER SPHERE

At 17th level, you are able to upgrade your capturing sphere, making it much easier to capture creatures. You have advantage on Arcana checks made to attempt to capture a creature within your capturing sphere.

CREATOR

This special summoning circle specializes in calling into the planes and asking for assistance, bringing forth a creature in which they imagine. This creature they summon is a representation of an ideal in which they imagine and thus, the creation is only limited to their personal power and their ability to be creative.

SUMMON EIDOLON

At 3rd level, you can call forth a special creature whenever you use the *find familiar* spell instead of the options listed. This creature has a base form, which you select when you conjure it. As you gain levels in this class, you earn a creation pool to alter the base forms you summon to suit whatever needs your mind desires. Use the table below as a guide:

EIDOLON CREATION POOL POINTS

Summoner Level	Creation Pool
3rd	10
5th	20
7th	40
9th	60
11th	80
13th	100
15th	120
17th	140
19th	160

Each time you summon your base form using *find familiar*, you may also apply the number of points from your creation pool to upgrade the creature as you see fit. Use the abilities below to upgrade them.

EIDOLON BASE FORMS

Cost: 0 Points

The following are the basic forms for your Eidolon.

Biped
Medium Construct, Neutral
Armor Class: 11
Hit Points: 4 (1d6 plus Constitution modifier)
Speed: 30 feet
STR: 12 (+1), DEX 12 (+1), CON 10 (+0)   INT: 06 (-2), WIS 08 (-1), CHA 08 (-1)
Senses: Passive Perception 9   **Languages:** None, can speak telepathically with you and only you.
Actions
Claw. *Melee Weapon Attack:* Your proficiency bonus +1 to attack, reach 5 ft., one target. *Hit.* 1d6+1 slashing damage.

Quadruped
Medium Construct, Neutral

Armor Class: 10

Hit Points: 5 (1d6 plus Constitution modifier)

Speed: 40 feet

STR: 12 (+1), DEX 10 (+0), CON 12 (+1)

INT: 06 (-2), WIS 08 (-1), CHA 08 (-1)

Senses: Passive Perception 9

Languages: None, can speak telepathically with you and only you.

Actions

Bite or Hoof. *Melee Weapon Attack:* Your proficiency bonus +1 to attack, reach 5 ft., one target. *Hit.* 1d6+1 bludgeoning damage (hoof), or piercing damage (bite).

Serpentine
Medium Construct, Neutral

Armor Class: 11

Hit Points: 5 (1d6 plus Constitution modifier)

Speed: 20 feet, climb 20 feet.

STR: 10 (+0), DEX 12 (+1), CON 12 (+1)

INT: 06 (-2), WIS 08 (-1), CHA 08 (-1)

Senses: Passive Perception 9

Languages: None, can speak telepathically with you and only you.

Actions

Bite or Tail Slap. *Melee Weapon Attack:* Your proficiency bonus +1 to attack, reach 5 ft., one target. *Hit.* 1d6+1 bludgeoning damage (tail slap), or piercing damage (bite).

ABILITY SCORE INCREASE

Cost: 5 Points per Rank

Each rank you attain in this upgrade increases any one ability score of your Eidolon by one.

ALTERNATE BASE FORM

Cost: Varies

You can choose to mimic a specific creature instead of using your base form. To do this, multiply the creature's challenge rating by 15 and then add 20 to determine how many points it would cost to have your Eidolon take that form instead of your base form. The table on the right-hand side will help you.

TABLE: ALTERNATE BASE FORM COSTS

Creature Challenge Rating	Creation Pool Cost
1/2	25
1	35
2	50
3	65
4	80
5	95
6	110
7	125
8	140
9	155

AMPHIBIOUS

Cost: 2 Points

Your Eidolon can breathe both water and air.

ANIMAL FRIEND

Cost: 6 Points

Your summons has proficiency with the Animal Handling skill and they use your proficiency bonus when using the skill. In addition, when they make an Animal Handling check, they do so at advantage.

ATTACK COMBAT MASTERY

Cost: 15 Points

Whenever you give up your attack to allow your Eidolon to make an attack instead using their reaction, the attack is made at advantage.

AURA SHIELD

Cost: 10 Points per Rank

A hue of energy surrounds your Eidolon protecting them from damage. Each rank you give your Eidolon allows them to absorb 10 points of damage before the Aura Shield is expelled.

After finishing a short rest, the Eidolon can regain half the Aura Shield's protection. After a long rest, they regain all points of protection.

A shield counts as a 2nd level spell for the purpose of dispelling it with *dispel magic.*

BURROW

Cost: 2 Points per Rank

Your Eidolon has a burrow speed of 10 feet per rank you give them in this upgrade.

CLIMB

Cost: 2 Points

Your Eidolon has a climb speed equal to their base speed.

DARKVISION

Cost: 2 Points

Your Eidolon has Darkvision out to 60 feet.

ENHANCED SPEED

Cost: 2 Points per Rank

Your Eidolon's base speed increases by 10 feet per rank you give them in this upgrade.

FLIGHT

Cost: 4 Points per Rank

Your Eidolon has a fly speed of 20 feet. Each rank you attain increases the Eidolon's fly speed by 10 feet.

HEIGHTENED SENSES

Cost: 5 Points

Your Eidolon has advantage on Wisdom (Perception) checks.

IMMUNITY

Cost: 10 Points per Rank

Choose a type of damage or a condition, your Eidolon is immune to that type of damage or condition. Magical Weapons ignore damage immunities.

JUMPING

Cost: 5 Points

Your Eidolon doubles their normal jumping distance.

LARGE SIZE

Cost: 8 Points

An Eidolon grows in size, becoming Large. The Eidolon must be Medium to take this evolution. A large sized Eidolon has a maximum Strength and Constitution of 24 instead of 20 and has advantage on Strength checks and Strength saving throws. Also, natural attacks made by your summons deal an additional damage die.

LUCK

Cost: 4 Points per Rank

Each rank you give your Eidolon gives them the ability to reroll any die roll they've just made. One they've expended this luck pool, they cannot gain it again until they are summoned again.

MASSIVE DAMAGE

Cost: 2 Points per Rank

Choose one type of natural or weapon attack your Eidolon can make. Whenever they use that attack, you increase the damage by 2 points per rank you take in this upgrade to a maximum of +10 damage.

You can apply this upgrade to multiple types of attacks, each one is tracked separately and each has a maximum bonus of +10 to damage.

MASTER SPELLCASTING

Cost: 32 Points plus 4 points per spell

Your Eidolon has the ability to cast 3rd level spells. Select a number of 3rd level spells that your Eidolon can cast based on the amount of creation points you spent on this upgrade. The Eidolon can cast those spells using 5 spell points per casting (see spell points upgrade). Charisma is the Eidolon's spellcasting ability for these spells.

MINOR SPELLCASTING

Cost: 8 Points plus 1 point per Cantrip

Your Eidolon has the ability to cast cantrips. Select a number of cantrips that your Eidolon can cast based on the amount of creation points you spent on this upgrade. The Eidolon can cast those cantrips. Charisma is the Eidolon's spellcasting ability for these spells.

MODERATE SPELLCASTING

Cost: 16 Points plus 2 points per spell

Your Eidolon has the ability to cast 1st level spells. Select a number of 1st level spells that your Eidolon can cast based on the amount of creation points you spent on this upgrade. The Eidolon can cast those spells using 2 spell points per casting (see spell points upgrade). Charisma is the Eidolon's spellcasting ability for these spells.

MAJOR SPELLCASTING

Cost: 24 Points plus 3 points per spell

Your Eidolon has the ability to cast 2nd level spells. Select a number of 2nd level spells that your Eidolon can cast based on the amount of creation points you spent on this upgrade. The Eidolon can cast those spells using 3 spell points per casting (see spell points upgrade). Charisma is the Eidolon's spellcasting ability for these spells.

NATURAL ARMOR

Cost: 10 Points per Rank

Your summons has an increased natural armor. Each rank you purchase in this upgrade grants the Eidolon a +1 to their Armor Class up to a maximum of +5.

OFFENSIVE AURA SHIELD

Prerequisite: Aura Shield

Cost: 10 Points

If you choose to reduce the amount of damage your Aura Shield can absorb by 10 points, you can have your aura shield deal damage if a creature touches it. If your Eidolon is hit by a melee attack, the shield

attacks them back dealing 1d6 points of force damage for every 10 points of damage your Aura Shield can currently absorb.

REACH

Cost: 4 Points

Choose one natural attack your Eidolon can make. When they use that attack, their reach is 10 feet instead of 5 feet.

REGENERATION

Cost: 8 Points per Rank

At the beginning of your turn, your Eidolon heals a number of hit points equal to the number of ranks you assign them in this upgrade as long as they have at least 1 hit point remaining.

RESISTANCE

Cost: 5 Points per Rank

Choose a damage type for each rank you give your Eidolon. Your Eidolon has resistance to the damage type you select. Magic weapons ignore any resistances to damage.

SELF-HEALING

Cost: 4 Points per Rank

Each rank you give your Eidolon gives them a healing pool of 5 hit points which they can heal themselves as long as they take no other actions on their turn. Once this pool is emptied, it cannot be used again until the creature is summoned again.

SKILLED

Cost: 2 Points per Rank

Each rank you give your Eidolon in this upgrade gives them proficiency in a skill of your choice. They use your proficiency bonus on skill checks with skills they are proficient.

SPELL POINTS

Cost: 4 Points per Rank

Each rank you give your Eidolon in this upgrade gives them a spell point pool of 4 points to cast spells in which they know.

SWIM

Cost: 2 Points per Rank

Your Eidolon has a swim speed equal to their base speed. Each additional rank increases their swim speed by 10 feet.

TOUGHNESS

Cost: 2 Points per Rank

Each rank you give your Eidolon increases their maximum hit point value by 2 + their Constitution score.

ADDITIONAL IMPROVEMENT

At 13th level, you gain an additional Summon's Improvement from the list provided.

RITUAL SUMMONER

The Ritual Summoner is a classic summoner who has discovered ancient rituals to call forth beings to possibly assist them. Although the type of summoning takes a long time to perform, the types of creatures summoned and power of those creatures can change the course of a battle if given time to plan.

RITUAL SUMMONS

At 3rd level, when you select this circle, you can use time, concentration and your hidden knowledge to summon forth creatures from the worlds beyond. Whenever you use *find familiar* to summon forth a creature to assist you, you can adjust the amount of time you spend doing this ritual to possibly bring forth something stronger than you normally could. Use the table below as a guide.

Find Familiar Summons Challenge Rating	Ritual Time	Concentration DC	Control DC	Level Required
3 or less	1 hour	12	12	3
4	1 hour	14	14	4
5	1 hour	15	15	6
6	1 hour	16	16	7
7	2 hours	17	17	8
8	2 hours	18	18	10

SUMMONING

When you attempt to summon a creature, it works in different stages based on the Ritual Summons Table.

Find Familiar Summons Challenge Rating. This is the Challenge rating of the creature you are attempting to summon to be your familiar.

Ritual Time. This is the amount of time it takes to actually summon the creature you're attempting to summon based upon the Challenge Rating. Rituals of 1 hour can be performed during a short rest, while rituals of 2 hours either need consecutive rests or can be done as part of a long rest.

Whenever you gain the Quickened Summons feature, you halve the time it takes to perform the rituals listed.

Concentration Check. Summoning takes time and a bold Constitution. At the end of the required time of the ritual, you must make a Constitution saving throw with a DC equal to the DC listed on the Ritual Summons Table. If you make the save, the creature appears, if not, the attempt is wasted. If you have an assistant to help you the entire ritual, whether they can perform the actual ritual or not, you gain advantage on this Constitution saving throw since you don't need to run around and get items, they can do that for you.

Control DC. Just because you summon forth a creature doesn't mean they'll like it. When the creature is summoned, you must make a Persuasion check with a DC equal to the DC listed on the Ritual Summons Table. If you make the DC, the creature summoned is your ally and can be treated just like the *find familiar* spell. If you don't make the DC, the creature makes whatever decision the GM determines it would and even if it agrees to help you, it acts on its own accord and is controlled by the GM. If the creature decides not to help you, it may attack or may just try to leave (GM's choice).

If the creature has an intelligence score of 4 or greater and speaks a language, you have disadvantage on the Persuasion check to control it unless you share a language with the creature you summon.

Level Required. This is the minimum level you must possess in order to summon a creature of the listed Challenge Rating.

In addition, at 5th level and beyond when you learn conjuring or summoning spells, you may cast those spells as rituals, increasing the casting time by 10 times the normal casting time.

UNIVERSAL LANGUAGE

At 9th level, your studies have unlocked a great deal about languages needed to perform the rituals. You know enough of all languages to communicate effectively if the need arises. You no longer suffer disadvantage if you don't share a language with a creature you summon.

GATEKEEPER

At 13th level, you can open momentary gates to allow certain creatures to come through and assist you. At 13th level, you may use your Summing Feature twice per long rest instead of once. A long rest will recharge both uses of the spells.

TRAVELER

At 17th level, you've achieved the ability to unlock gates to travel long distances. By performing a 1-hour ritual, you can open a gate from your location to another location you desire as if using the *teleport* spell. You use Charisma as your spellcasting ability for the use of *teleport*.

SYPHONER

A Syphoner is a special type of summoner that instead of summoning a creature, can draw forth an essence of a creature through a portal to enhance their own abilities. These strange summoners are the

bane of other planes and are often hunted by extraplanar creatures if they syphon powers from them.

PLANAR SYPHON

At 3rd level when you select this circle, you can choose to summon forth the essence of a creature though a portal you create. Whenever you use the *find familiar* spell, you can either summon forth your summons as normal or you can choose to instead draw the essence of a creature through the same ritual. If you choose the latter, after your ritual is completed, you choose a creature with a Challenge Rating equal to your summoner level or lower. You can choose to syphon a feature from them to use until you choose to dispel it, or syphon a different feature using *find familiar*. You can choose to syphon the following:

- Choose one ability score of the creature, you replace your ability score with that of the creature.
- Choose one special quality or action of the creature, you can use that special ability. The DC to resist these types of abilities are equal to 8 + your proficiency bonus + your Charisma modifier instead of the listed DC. You cannot syphon the Multiattack ability.
- Choose one Resistance or Immunity or Condition Immunity, you gain that Resistance or Immunity.
- You can replace the amount of hit dice you possess with the amount of hit dice that the creature possesses. If the creature is large size or larger, you use d8 hit dice instead of d10 or d12, but replicate the number of hit dice they normally possess.

You can maintain your normal summons and still use *find familiar* to syphon a power without dismissing your summons. At 13th level, you can replicate two abilities from a single creature when you use *find familiar* and finally at 17th level you can syphon three abilities when you use *find familiar*.

BATTLER

At 3rd level, you gain proficiency with Light and Medium Armor as well as shields.

SUMMONS SYPHON

At 9th level, you can choose to syphon power from your own summons by spending a bonus action. As a bonus action, you can transfer any Summon's Improvement you've applied to your summons and instead apply the benefit to you for 1 hour.

You can use this feature once, then you require a short or long rest before it can be used again.

WAR SUMMONER

At 13th level, whenever you take an Attack action, you can attack twice instead of once.

SUMMONS SYNTHESIS

At 17th level, instead of syphoning power away from your summons, you've learned how to simply harness their power instead. Choose one Summon's Improvement. You apply that Summon's Improvement to yourself instead of your summons.