EVERYMAN MINIS

EIDOLON KNIGHT

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ROLEPLAYING GAME COMPATIBLE

Everyman Gaming

EVERYMAN MINIS
EIDOLON KNIGHT

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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WELCOME TO EVERYMAN MINIS!

From the company that brought you jewels such as *Ultimate Charisma*, *Microsized Adventures*, and the *Everyman Unchained* series, *Everyman Minis* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, "Yes," and so *Everyman Minis* was born!

Everyman Minis combines top *Pathfinder Roleplaying Game* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *Everyman Minis* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *Everyman Minis* are intended to add something cool or weird to the *Pathfinder Roleplaying Game*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *Everyman Minis* you'll feel the same!

~ Alexander Augunas

ON THE MORALITY OF RIDING EIDOLONS

Designing a summoner who can effectively fight by riding his eidolon into battle has been something that I've personally wanted in the *Pathfinder Roleplaying Game* for a long time, especially a summoner who rides a goodly eidolon to combat the forces of evil. This wasn't possible using the unchained summoner class until *Pathfinder Roleplaying Game: Ultimate Wilderness* was released, however, because the mount evolution presented in *Pathfinder Roleplaying Game: Pathfinder Unchained* doesn't allow any good-aligned subtypes to take the evolution. From this, a large number of players seem to accept the notion that good eidolons wouldn't demean themselves to serve as mounts, or that the act of using an eidolon as a mount was somehow evil or degrading to the eidolon. Here are a few counters to this idea:

» **Being a Mount is Degrading**: While serving a "lesser" creature as a mount might seem degrading, it's also practical from a tactical perspective. Since humility is a virtue, it stands to reason that good eidolons would be more likely than evil ones to set aside their hubris and serve another as a mount.

» **Mounts are Servants**: While it's true that real-world humans often mount things we've domesticated, this is a fantasy game where people riding dragons is considered cool and awesome. If a dragon is willing to let you ride it, then an outsider should be willing (and enabled) to allow you to do the same.

NEW ARCHETYPE

The following archetype is available to all unchained summoners.

EIDOLON KNIGHT (UNCHAINED SUMMONER ARCHETYPE)

Where most summoners fancy themselves as spellcasters who stay as far away from the dangers of combat as possible, others are drawn to the fray, eager to prove their worth to their eidolon. These self-styled eidolon knights forgo much of the versatility favored by other summoners, instead perfecting martial techniques that enable them to stand shoulder to shoulder with their eidolon against extraplanar threats.

Weapon and Armor Proficiency: An eidolon knight is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

This ability alters the summoner's weapon and armor proficiencies.

Diminished Spell Knowledge: An eidolon known knows one fewer spell of each spell level he can cast than normal.

Eidolon Mount: At 1st level, an eidolon knight must choose an eidolon subtype that can choose the quadruped or serpentine base form. He gains Eidolon Mount[UW] as a bonus feat.

This ability replaces summon monster I.

Mounted Combat (Ex): At 2nd level, an eidolon knight gains Mounted Combat as a bonus feat.

This ability replaces bonded senses.

Bonded Tactics (Ex): Starting at 3rd level, the eidolon of an eidolon knight can spend 1 evolution point from its evolution pool to choose one of the eidolon knight's teamwork feats. The eidolon gains the chosen feat as a bonus feat, ignoring its prerequisites. The eidolon can spend evolution points in this manner multiple times. Teamwork feats gained in this manner count as evolutions for all effects, and if an eidolon gains temporary evolutions (such as through *evolution surge*[APG]), it can choose to gain one of the eidolon's teamwork feats as described above instead of gaining an evolution. Likewise, any circumstance during which an eidolon could change its evolutions (such as when the eidolon knight gains a level or when the eidolon knight's eidolon is targeted by *transmogify*[APG]) allows you to change your teamwork feats for different evolutions (including different teamwork feats via this ability, if desired).

Teamwork Feat: At 3rd level and every 4 levels thereafter, the eidolon knight gains a bonus teamwork feat in addition to those gained from normal advancement. The eidolon knight must meet the prerequisites of the selected bonus teamwork feat.

This ability replaces summon monster II, summon monster IV, summon monster VI, summon monster VII, and gate.

Improved Bonded Tactics (Ex): At 5th level, the eidolon knight and his eidolon gain Improved Spell Sharing[ACG] as a bonus feat. If either character already has this feat, that character gains a different teamwork feat of their choice as a bonus feat instead. If the eidolon has Improved Spell Sharing by virtue of bonded tactics, that teamwork feat is immediately changed for a different evolution or teamwork feat.

. At 9th level, whenever the eidolon knight uses Improved Sharing to split a spell's duration between his eidolon and himself, he gains a +2 bonus to the spell's caster level, but only for the purpose of determining the spell's duration. This bonus increases to +4 at 13th level and +6 at 19th level. This doesn't stack with other effects that improve a spell's duration, such as the Extend Spell feat or other effects that boost a spell's caster level.

This ability replaces summon monster III, summon monster V, summon monster VII, and summon monster IX.

NEW EVOLUTIONS

The following evolutions are available to all eidolons of unchained summoners, although many are especially appropriate for the eidolon of an eidolon knight.

1-POINT EVOLUTIONS

The following evolutions cost 1 point from the eidolon's evolution pool.

Eidolon Saddle (Ex): The eidolon manifests with a magical saddle that can be configured to the rider's request. Switching between these configurations takes 1 minute that requires concentration from both the eidolon and its master. The configurations are as follows.

- *Gear*: The eidolon's saddle sprouts magical bags that can carry as much gear as the eidolon can carry. Any gear carried by the eidolon when it leaves this configuration or returns to its home plane is deposited in its space.
- *Riding*: The eidolon's saddle magically adheres to its rider, granting the rider a +2 circumstance bonus on Ride checks related to staying in the saddle. If the rider is knocked unconscious while in the eidolon's saddle, the rider has a 100% chance to stay in the saddle.

An eidolon must have the mount evolution (or its summoner must have the Eidolon Mount feat) to learn this evolution.

Eidolon Storage (Su): The eidolon possesses an extradimensional space within which it can store excess gear or items, functioning as a *portable hole* that is accessible only through the eidolon. Some eidolons project the hole onto a nearby surface, while others act as both gate and key, and require the summoner to step into the eidolon itself like a doorway. This storage area is 1 square foot in size per level of the eidolon's summoner and can hold up to 5 pounds per summoner level. An eidolon can produce an item from this space as a move action, as if it were drawing an easily accessible item from a backpack, while allowing other creatures entry for 1 round is a standard action that requires concentration.

A character must be adjacent to the eidolon to access its storage space. If the eidolon dies or is sent back to its home plane, its storage space cannot be accessed.

2-POINT EVOLUTIONS

The following evolutions cost 2 points from the eidolon's evolution pool.

Bonded Initiative (Su): Whenever the eidolon's summoner is mounted on them and he rolls an initiative check, the eidolon also roll an initiative check. Whichever result is higher (the eidolon's or the eidolon's summoner) is the result that both characters use as their initiative.

An eidolon must have the mount evolution (or its summoner must have the Eidolon Mount feat) to learn this evolution.

Fast Retrieval (Ex): The eidolon can retrieve an item from its storage space as a swift action, or as an immediate action.

An eidolon must have the eidolon storage evolution to learn this evolution.

Speed Boost (Ex): The eidolon becomes more agile, allowing it to move faster. The eidolon's base speed increases by 10 feet. This evolution can be selected more than once.

3-POINT EVOLUTIONS

The following evolutions cost 3 points from the eidolon's evolution pool.

Bonded Charge (Ex): Whenever the eidolon's summoner is mounted on the eidolon and the eidolon charges, both the eidolon and their summoner gain a +4 bonus to melee attack rolls from the charge instead of the normal +2. In addition, neither the eidolon nor its summoner takes the usual penalty to AC after making a charge.

An eidolon must have the mount evolution (or its summoner must have the Eidolon Mount feat) to learn this evolution, and the eidolon's summoner must be at least 3rd level.

Expansive Storage (Su): Increase the dimensions of the eidolon's extradimensional storage space to 5 feet per level of the eidolon's summoner. This allows the space to hold up to 20 pounds per summoner level.

An eidolon must have the eidolon storage evolution to learn this evolution.

Maker's Jaunt (Sp): Whenever the eidolon's summoner is mounted on the eidolon and the eidolon charges, the eidolon's summoner can use his maker's call ability to teleport himself and his eidolon as if using *dimension door*, using the summoner's caster level. Additional creatures riding the eidolon are also teleported, up to the limit described by dimension door. If the eidolon is carrying a medium load when the summoner uses this ability, it is fatigued. If the eidolon is carrying a heavy load when the summoner uses this ability, it is exhausted instead. These conditions last until the eidolon rests or returns to its home plane for at least 8 hours.

4-POINT EVOLUTIONS

The following evolutions cost 4 points from the eidolon's evolution pool.

Greater Bonded Charge (Ex): Whenever the eidolon's summoner is mounted on the eidolon and the eidolon charges, the eidolon's summoner doubles the critical threat range of all weapons wielded during the charge. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the eidolon can make a free bull rush, disarm, sunder, or trip combat maneuver if its summoner's charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

NEW FEATS

The following feats are available to all characters who meet their prerequisites.

RIDE-BY SPELLCASTING (COMBAT)

Your skill at riding allows you or your mount to use magic while engaged in mounted combat.

Prerequisites: Combat Casting or Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and cast a spell or use a spell-like or supernatural ability, then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed, and the action you use (cast a spell or use a spell-like or a supernatural ability) cannot require more than 1 standard action. If your mount is capable of casting a spell or using a spell-like or supernatural ability and it could normally attack during the charge, it can also swap its attack at the end of the charge to cast a spell or use a spell-like or supernatural ability.

SUMMON MOUNT

You are able to summon steeds for your companions.

Prerequisites: Summon monster I class feature.

Benefit: You can use your summon monster class feature to summon a mount, functioning as *mount* except you can summon a total number of mounts with a single use of your summon monster class feature equal to the highest *summon monster* spell level you can cast with the summon monster class feature (1 mount for *summon monster I*, 2 mounts for *summon monster II*, and so on). Use your summoner level as the spell's caster level for all effects. Mounts summoned using this ability uses the duration of the *mount* spell rather than the summon monster class feature.

SUMMON STEEDS

You are able to summon steeds for your companions.

Prerequisites: Summon monster III class feature.

Benefit: You can use your summon monster class feature to summon an eidolon steed, functioning as phantom steed except you can summon a total number of steeds with a single use of your summon monster class feature equal to the highest *summon monster* spell level you can cast with the summon monster class feature – 2 (1 mount for *summon monster III*, 2 mounts for *summon monster IV*, and so on). Use your summoner level as the spell's caster level for all effects. Mounts summoned using this ability uses the duration of the *phantom steed* spell rather than the summon monster class feature.

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