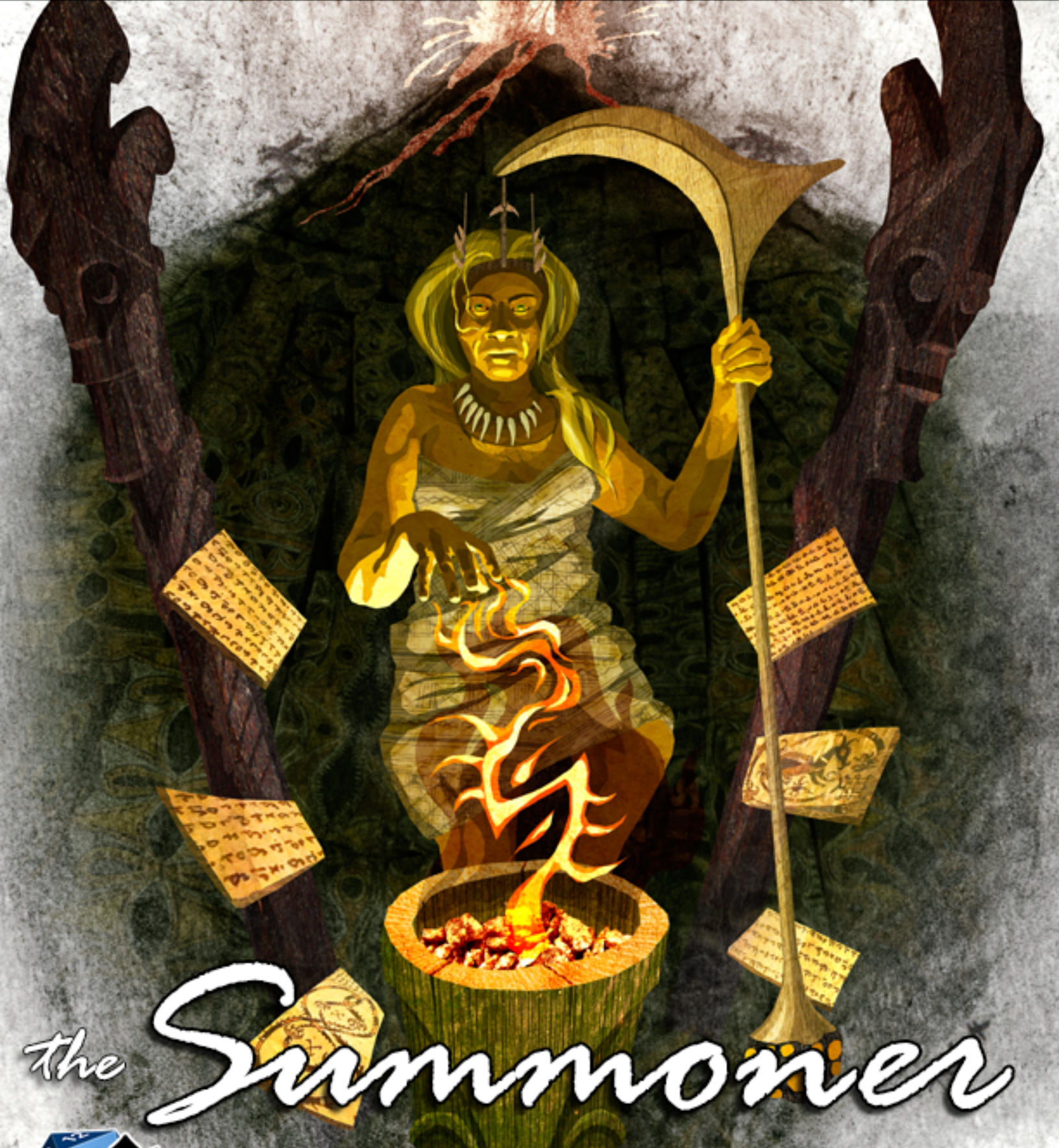


INTO THE BREACH



The Summoner

D20 **PF SRD**
PUBLISHING

IN ASSOCIATION WITH
 **The Flying Pincushion**

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Into the Breach: The Summoner

A COLLABORATION BETWEEN D20PFSRD.COM PUBLISHING & THE FLYING PINCUSHION

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About *Into the Breach*

The “**Into the Breach**” series are intended to expand the options available to the Pathfinder *base* classes (the alchemist, cavalier, gunslinger, inquisitor, magus, oracle, summoner, and witch).

Within this guide you’ll find 6 new archetypes, 4 new evolutions, 3 new base forms, 10 new spells, 3 new summoner friendly prestige classes and a new alternate base class for the summoner.

For the first book in this series we chose a class some consider controversial: the summoner. First, we would like to address the oft-questioned game balance concerns regarding the summoner since it is usually the greatest complaint regarding this class. The most often cited concern is that the class abuses “the action economy” due to its summon monster class ability, which while certainly potent, is nothing compared to an equal-level wizard’s vast array of incredible options.

So the summoner is more powerful than a wizard in terms of summoning magic but that’s his schtick! All of the full casting classes also have summoning ability PLUS a far wider variety of abilities to bring to bear. As far as concerns regarding action economy consider the druid, a simple example of a full casting class with an animal companion near the eidolon’s power level PLUS as the ability to use summon nature’s ally!

Mechanics aside, the summoner is a fun and flavorful class we strongly encourage and invite you to bring to your gaming table.

Each core and base class draws upon a central idea, a basic concept representing the commonly held understanding of what a character of a certain class should be, and is designed to be useful as a foundation to the widest possible array of characters. Beyond that basic concept, however, exists the potential for innumerable interpretations and refinements. A member of the bard class, for example, might be an incorrigible archaeologist, a dashing swashbuckler, or a dangerously graceful dervish dancer, each refined by a player's choice of background details, class options, and specific rules such as feats to better simulate the character she imagines and make that character more effective at pursuing her specific goals.

About Class Archetypes

Some character concepts are too close to existing classes to warrant unique classes of their own, yet prove pervasive and exciting enough that they come up in play time and again. For these situations, the Pathfinder Roleplaying Game has created archetypes—prepackaged modifications to abilities that can be easily swapped out of a given class to help customize its focus. To help players interested in creating iconic fantasy characters, the following pages explore new rules, options, and alternate class features for many different classes.

While the types of options presented for each class differ, each subsystem and archetype is customized to best serve that class, emulate the abilities and talents of classic fantasy tropes, and expand players' freedom to design exactly the characters they desire.

[Read more about class archetypes on d20pfsrd.com.](http://d20pfsrd.com)

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New Summoner Archetypes

Dissociatist

By Frank Gori

For a few summoners an eidolon represents a chaotic rebellion in an orderly mind. When extreme compartmentalization meets innate magical talent a dissociatist may be the result.

Restrictions

Alignment: A dissociatist must be lawful in order to qualify for and maintain this archetype.

Id Eidolon

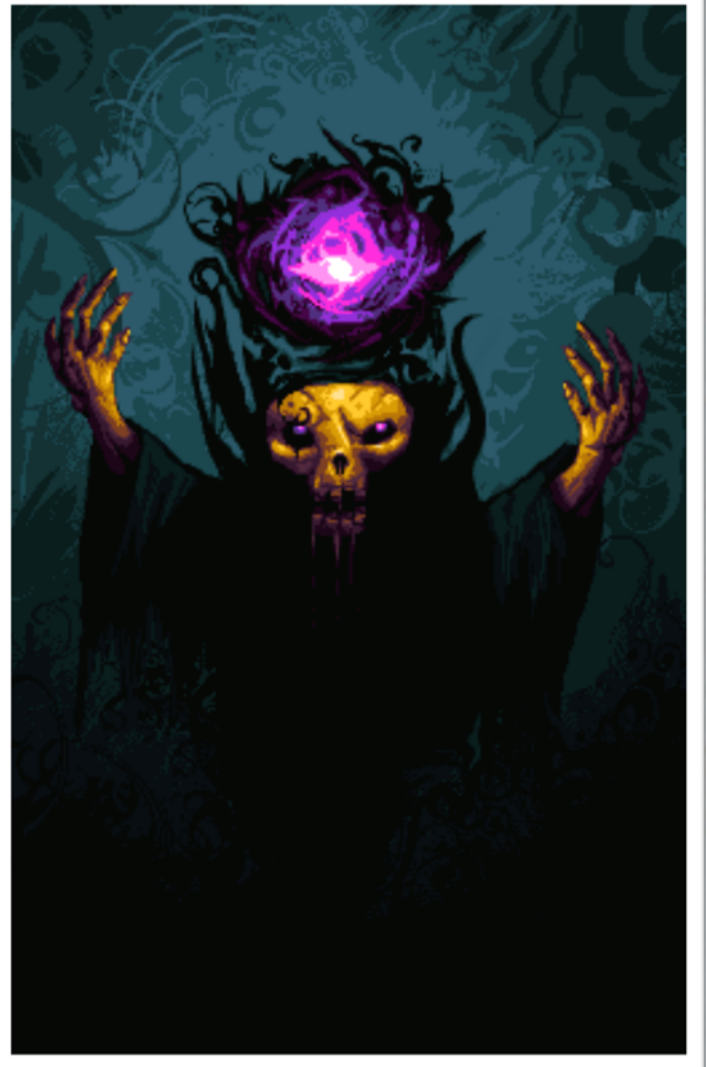
A dissociatist's eidolon doesn't necessarily share an alignment with the summoner, nor is it an outsider. Instead it is always chaotic neutral-aligned and must be negotiated with in situations that don't threaten the dissociatist's life. When the dissociatist is threatened or endangered however, his eidolon will do everything in its power to protect the dissociatist since it is acutely aware its entire existence is completely tied to its master's fate. Otherwise, the GM should control the eidolon as an NPC. The dissociatist may attempt Diplomacy checks as he would when interacting with other NPCs normally. The eidolon's starting attitude is always considered unfriendly.

The dissociatist's eidolon is restricted in the following ways:

- The only base forms allowed are bipedal, aquatic, or shadow.
- It must be the same size as the dissociatist.

The eidolon always appears as a double of the dissociatist except when using natural attacks with which it may make transformations as a free action (growing claws etc.)

The eidolon has the same weapon proficiencies as the dissociatist it is linked to, plus one additional weapon of the player's choice. In addition to this the eidolon



Minion of the Eye by API-Beast

possesses the rage class feature as though it were a barbarian of equal level to the class levels in dissociatist.

The eidolon cannot be dismissed and if killed becomes a voice in his master's head until it is healed. It remains until dropped into negative hit points past its Con score though reducing it below 0 hit points does knock it unconscious. While the dissociatist sleeps, his eidolon gains fast healing equal to the dissociatist's class level. It

summons itself again just as or before the dissociatist awakens.

If the summoner fails a Will saving throw vs. a spell or effect, roll percent dice (d%):

- **01-50** It affects the dissociatist.
- **51-75** It affects the eidolon.
- **76-100** It affects both the dissociatist and the eidolon.

The eidolon uses its or its master's Will save when it makes Will saving throws vs. spells, whichever is greater.

The eidolon also gains rage as a barbarian of equal level to the dissociatist. It may gain a rage power instead of a feat or for 3 evolution points.

This ability replaces eidolon.

Judgments (Su)

The dissociatist gains judgment, second judgment, and third judgment as an inquisitor of the same level.

This ability replaces shield ally, greater shield ally, and transposition.

Summon Monster (Sp)

Unlike a normal summoner the dissociatist may only use summon monster a number of times per day equal to 1 plus their summoner level, and it is free to do so when his eidolon is present. However the summoned creatures do not gain the fiendish or celestial templates.

Eidolon Master

By Taylor Hubler

Unlike most summoners who have but one eidolon they can call upon, an eidolon master has multiple eidolons ready to serve him. These masters of many do so by forging pacts and bonds with multiple unique outsiders, but in doing so they lose the ability to summon less specific creatures as easily as other summoners do.

Many Eidolons

An eidolon master begins play with the ability to summon multiple eidolons. The eidolon master may form a link with a number of eidolons equal to $\frac{1}{2}$ his summoner level and forever after summon aspects of the same creatures. Each eidolon has the same alignment as the eidolon master and can speak and understand all of the same languages. Eidolons are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. In addition, due to its tie to its eidolon master, an eidolon can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures.

An eidolon master can summon an eidolon in a ritual that takes 1 minute to perform. When summoned in this way, the eidolon's hit points are unchanged from the last time one was dismissed or banished. All of the eidolon's the eidolon master is linked to share the same pool of hit points and only one can be summoned at a time. If one is injured and then replaced the eidolon currently out will have the same amount of hp as the previous one. The only exception to this is if an eidolon was slain, in which case the next one to be summoned returns with half its normal hit points. An eidolon does not heal naturally. An eidolon remains until dismissed by the eidolon master (a standard action). If an eidolon is sent back to its home plane due to death, the eidolon master cannot summon one again until the following day.

An eidolon cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* work normally. If the eidolon master is unconscious, asleep, or killed, his eidolon is immediately banished. Each eidolon takes a form shaped by the eidolon master's desires. Each eidolon's Hit Dice, saving throws, skills, feats, and abilities are tied to the eidolon master's class level and increase as they gain levels. In addition, each eidolon receives a pool of evolution points, based on the eidolon master's class level that can be used to give the eidolon different abilities and powers. Whenever the eidolon master gains a level, he

must decide how these points are spent, and they are set until he gains another level of eidolon master.

An eidolon's physical appearance is up to the eidolon master, but it always appears as some sort of fantastical creature. This control is not fine enough to make the eidolon appear like a specific creature. An eidolon also bears a glowing rune that is identical to a rune that appears on the eidolon's master's forehead as long as the eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as alter self or polymorph (although *invisibility* does conceal it as long as the spell lasts).

The summoner and his eidolons share magic item slots. When one eidolon replaces another it appears with the exact same items the previous one was wearing.

This ability replaces eidolon and summon monster.

Switch Eidolon (Su)

At 6th level, as a standard action, an eidolon master can switch the eidolon currently summoned with another one they are linked to. When this takes place the eidolon that is currently summoned is immediately dismissed, and the one replacing it appears adjacent to the eidolon master. If there is not an open space available the eidolon appears in the closest available space. The eidolon master may use this ability once per day at 6th level and one additional time every four levels after 6th.

This ability replaces maker's call.

Transposition (Su)

This ability works as normal, except that it uses the switch eidolon ability's uses per day instead.

Alternating Aspect (Su)

At 10th level, an eidolon master may divert up to 2 points from any of his eidolon's evolution pools to add evolutions to himself. He never gains more than 2 points in this way to use on himself, and both points must come from the same eidolon. This aspect is only active when the eidolon the points came from is summoned. The eidolon master may have a different

aspect for each eidolon they are linked to. He cannot select any evolution that the eidolon could not possess, and he must be able to meet the requirements as well. He cannot select the ability increase evolution through this ability. Any points spent in this way are taken from the eidolon's evolution pool (reducing the total number available to the eidolon). The eidolon master can change the evolutions he receives from these points any time he can change the eidolon's evolutions.

This ability replaces aspect.

Twin Eidolon (Su)

This works as the standard ability of the same name, but only with the eidolon that is currently summoned by the eidolon master.

Elementalist

By Frank Gori

Elementalists forge a connection not only to an eidolon, but to the Elemental planes themselves. This connection manifests as a wider array of spell-like abilities at the cost of the potency of the normal summon monster ability.

Elemental Domain

At 1st level the elementalists must choose an element (air, earth, fire, or water). He gains access to spell-like abilities which mimic the 1st level spell of the cleric domain with the same name as that element. These spell-like abilities are usable once per day each and use the summoner's caster level. The DC for any saving throws necessary are determined by the summoner's Charisma. At every odd-numbered level thereafter, the elementalists adds the next level of spells from her chosen domain as spell-like abilities. For example, at 3rd level the elementalists gains the 2nd level spell as a spell-like ability in addition to the 1st level spell-like ability.

At 5th level and every four levels thereafter (9th and 13th), the elementalists gains access to another element and the domain that shares its name. Each time the elementalists gains access to a new domain he only gains access to the 1st level spells, gaining the next level of spells every other summoner level as outlined above.

At 17th level the elementalists can use these spells as though they were empowered by the Empower Spell metamagic feat a number of times per day equal to his Charisma bonus.

Each time the summoner selects a new element their eidolon gains the energy attack evolution for free. The energy type for the evolution must match the energy type of the chosen element.

This ability replaces summon monster.



Volcano Monster by David Revoy

Allied Resistance (Ex)

At 4th level the elementalists and his eidolon gain energy resistance 10 vs. their respective elements (acid for earth, fire for fire, electricity for air, and cold for water.) At 16th level they gain immunity to their first chosen element.

This ability replaces shield ally and greater shield ally

Paracosmist

By Scott Hall

The paracosmist lives almost completely within a realm of his own imagining. For as long as he can remember his eidolon was there, visiting him in his dreams until one day greeting him upon awakening.

Persistent Eidolon (Ex)

A paracosmist's belief in the unreal is so strong that his eidolon exists outside of his dreams and remains in the world of men even when the paracosmist sleeps.

Unlike a normal eidolon which is dismissed when the summoner is sleeping or unconscious, a paracosmist's eidolon remains by his side at all times. The eidolon is dismissed as normal however if the paracosmist dies.

In addition, the paracosmist's eidolon gains a +4 morale bonus to saving throws vs. enchantment (compulsion) spells and effects or those which transport the eidolon away from the paracosmist (such as *dismissal* or *banishment*).

Accelerated Evolution (Ex)

The paracosmist gains the Extra Evolution feat as a bonus feat at 1st level, 3rd level, and every odd-numbered level thereafter. If the paracosmist gains the Extra Evolution feat other than via this class ability he loses any evolution pool increases he gained via this class ability.

This ability replaces summon monster I-IX.

Unfettered Link (Ex)

A paracosmist gains complete and total communication with his eidolon as long as they are both on the same plane of existence. They share all senses and this ability otherwise functions as life link.

Additionally the paracosmist and his eidolon each retain their own magic item slots. The eidolon possesses the persistent effect of *unfetter*, but the effects of life link remains so long as the two are within 1,000 feet of each



Dream Tree by Sarickbanana

other. In the event of the eidolons death a paracosmist gains the shaken condition for 1d4+1 minutes.

This ability replaces life link.

Augment Eidolon (Ex)

At 10th level the eidolon gains a +4 enhancement bonus to Strength and Constitution.

At 18th level the enhancement bonus to Strength and Constitution increases to +8.

This ability replaces aspect and greater aspect.

Evolution Surge (Ex)

At 19th level a paracosmist gains the ability to cast *greater evolution surge* as a swift action a number of times per day equal to 3 + Charisma modifier.

This ability replaces gate.

Shadowcaster

By Kiel Howell

Blending themselves with their eidolon, some summoners are a uniquely powerful force to be reckoned with. Shadowcasters replace their own shadow with an eidolon. Stealthy combat and assassinations feature prominently in the vocabulary of a shadowcaster.

Altered Class Skills

Shadowcasters gain Perception, Sleight of Hand, and Stealth as class skills.

Shadowcasters do not gain Handle Animal, Profession, or Ride as class skills.

Shadow-Fused Eidolon (Su)

At 1st level, a shadowcaster replaces his shadow with an eidolon in an arcane ritual that takes 1 hour. The eidolon must utilize the shadow base form. During the ritual a glowing rune appears on the shadowcaster's forehead, instead of the eidolon's. The eidolon has a hole of light in its shadowy forehead. The shadowcaster may attempt to conceal this rune by making a Sleight of Hand check at the time of performing the ritual. Other creatures may notice this rune by making a successful Perception check with a DC equal to the result of the summoner's Sleight of Hand check. If the eidolon is not present other creatures may still notice the fact that the summoner has no shadow by making a Perception check with the same DC.

The eidolon occupies the same space as the shadowcaster when it is attached as his shadow.

This ability modifies the eidolon ability.

Casting a Long Shadow (Su)

At 1st level, a shadowcaster's eidolon may attach or detach itself from its master as a swift action. It can then act freely in areas of dim lighting or less. An eidolon detached from the shadowcaster may pass through solid objects not more than 5 ft. thick (as though



Depression by pa-be

incorporeal). When the eidolon is detached the shadowcaster casts no shadow.

This ability replaces life link.

Unseen Strike (Ex)

Starting at 3rd level, a shadowcaster's eidolon gains the sneak attack class feature as per the rogue. The damage bonus increases by +1d6 for every other level past 3rd.

Summon the Dark (Sp)

The shadowcaster gains access to the following spells at the indicated levels: 1st—*silent image*, 3rd—*darkness*, 5th—*deeper darkness*, 7th—*shadow conjuration*, 9th—*shadow evocation*, 11th—*shadow walk*, 13th—*shadow conjuration (greater)*, 15th—*shadow evocation (greater)*, 17th—*shades*.

Each spell may only be used once per day, using the shadowcaster's caster level. Saves use his Charisma modifier.

At 9th level, a shadowcaster may siphon shadow essence from his eidolon and use it to apply any one metamagic feat the shadowcaster knows to any of his spells or

spell-like abilities without having to prepare it beforehand. A metamagic feat applied to a spell in this way deals an amount of damage equal to 10 + the spell's level to the eidolon.

This ability replaces summon monster.

Trained In the Dark (Ex)

Starting at 4th level and every 4 levels thereafter, when the shadowcaster and his eidolon flank an opponent together, the flanking bonus they receive increases by +2.

This ability replaces shield ally.

Shadow Door (Su)

Starting at 8th level, a shadowcaster gains the ability to teleport short distances and appear adjacent to his eidolon a number of times per day equal to 3 + Charisma modifier. The maximum distance is 40 ft. initially but doubles every four levels beyond 6th. This ability functions as dimension door.

This ability replaces transposition.

Carpe Noctem (Ex)

At 12th level, when a shadowcaster and his eidolon flank a target together, and the eidolon attempts to grapple that foe or maintain a grapple, he may roll his CMB twice and take the better of the two results.

This ability replaces greater shield ally.

Swarm Sculptor

By Frank Gori

A swarm sculptor is more of the specialist than a standard summoner, in that he focuses on using what others might regard as lesser beings to achieve his ends. While most summoners are arcane in nature the swarm sculptor instead utilizes divine energies similar to that of a druid.

Eidolon (Ex)

The swarm sculptor can only use the swarm eidolon base form.

Summon Lesser Swarm (Su)

The swarm sculptor begins play with *summon lesser swarm* in place of *summon monster I*. At 3rd level this becomes *summon swarm*. At 5th it becomes *rain of frogs*. At 7th level *vomit swarm*. At 9th level *mad monkeys* is added as an option. At 11th level *fleshworm infestation* is added as an option and finally, at 16th level *creeping doom* is added as an option.

Unlike a normal summoner this can be used in conjunction with the eidolon. The swarm sculptor can use his summon swarm ability a number of times per day equal to 3 + Charisma modifier.

This ability replaces summon monster I.

Swarm Sculpt (Su)

As a standard action the swarm sculptor can command a summoned swarm to perform actions normally impossible for swarms. These abilities can be added to any swarm the swarm sculptor summons other than his eidolon which should already have special properties from its evolutions. The saves to resist the different abilities listed below is equal to 10 + 1/2 the summoner's level + the summoner's Charisma modifier.

At 1st level the swarm sculptor can direct a swarm he controls to perform tasks as the *unseen servant* spell. The swarm continues performing these actions until the swarm sculptor changes his commands (a standard action).

At 3rd level a swarm the swarm sculptor controls may double its base speed for one round.

At 5th level the swarm sculptor can control two swarms simultaneously, but he must give both the same command.

At 7th level the swarm sculptor can direct a swarm to obscure his opponent's vision. Sighted creatures within

the area of the swarm gain the blinded condition unless they make a Reflex save.

At 9th level the swarm sculptor can control three swarms simultaneously. The action required to control swarms is reduced to a move action.

At 11th level the swarm sculptor can direct a swarm to attempt to suffocate his foes. Breathing creatures within the area of the swarm begin to suffocate unless they make a Reflex save.

At 13th level the sculptor can command four swarms simultaneously. The action to control swarms is reduced to a swift action.

At 15th level the sculptor can direct his swarms to trip or bull rush his foes. Each creature targeted gets a Reflex save to avoid the trip or bull rush.

At 15th level the sculptor can direct his swarms to trip or bull rush creatures that begin their turn in the space of a swarm he controls, using the swarm sculptor's caster level plus Charisma bonus for its CMB.

At 17th level the sculptor can control five swarms simultaneously. The action to control swarms is reduced to a free action.

At 19th level the swarm sculptor can direct his swarms to disarm opponents or sunder items held by opponents who begin their turn in the space of a swarm he controls, using the swarm sculptor's caster level plus Charisma bonus for its CMB.

Recovering an item from a swarm requires a successful disarm or steal attempt against the swarms CMB +10. Objects stolen by a swarm take swarm damage each round the swarm is in possession of the object.

This ability replaces lifebond and merge forms.

Vicious Swarms (Ex)

The swarm sculptor's swarms are even more vicious than the average swarm gaining a +2 bonus to each d6 rolled in base damage.

This ability replaces life link.

Swarm Shield (Ex)

Starting at 4th level the swarm sculptor gains a +2 deflection bonus to AC while adjacent to or occupying the same space as a swarm he controls. This bonus increases to +4 at 16th level.

This ability replaces shield ally and greater shield ally.

Sublimate Swarms (Ex)

Beginning at 6th level the swarm sculptor's eidolon can absorb and control other swarms under the sculptor's control, healing itself a number of hp equal to the absorbed swarm's current hit points.

This ability replaces maker's call.

Swarm Armor (Ex)

At 8th level as a standard action the swarm sculptor can command a swarm he controls to cover his body as a sheath of living armor. The swarm sculptor gains a +4 natural armor bonus for each swarm he orders to protect him. In addition, he gains a number of temporary hp equal to the current hp of the swarm (or swarms) covering him in this manner. He retains the natural armor bonus and temporary hp either until the spell or effect which summoned them expires or the temporary hp are reduced to 0, whichever occurs first.

This ability replaces transposition.

New Summoner Alternate Base Class

Tribal Shaman

By Frank Gori

A tribal shaman bonds with natural spirits rather than an outsider. The shaman's role is similar to that of a cleric's within tribal societies.

Class Skills

The tribal shaman's class skills are Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the tribal shaman.

Cantrips

A tribal shaman gains and uses cantrips as normal.

Mount (Ex)

At 1st level a tribal shaman gains the mount class feature as a cavalier of equivalent level.

This ability replaces eidolon.

Call Spirits (Su)

At 1st, 4th, and every four levels thereafter, the shaman gains the ability to call upon various spirits to guide and aid him in his tasks. When the shaman calls upon a spirit he gains the listed abilities for that spirit for 1 minute per

day plus a number of additional minutes per day equal to his Charisma bonus.

Ancestor Spirit: When the shaman calls upon the spirits of his ancestors he gains a +2 circumstance bonus to attacks and saving throws. Additionally, he gains the ability to channel energy as a cleric of equivalent level. He must select positive or negative energy when he calls this spirit.

At 4th level the shaman gains Selective Channeling as a bonus feat.

At 8th level the shaman may expend an additional use of channel energy when he uses his channel energy ability to increase the radius from 30 feet to 60 feet.

Animal Spirit: The shaman chooses an animal from the druid animal companion list as his spirit animal. He may *Speak with Animals*, as the spell, with animals of that species (or notably similar types of animals at the GMs discretion).

At 4th level, the shaman gains an animal companion of the type chosen. At 11th level he may use *Beast Shape III* as a spell-like ability three times per day but only to turn into her chosen animal.

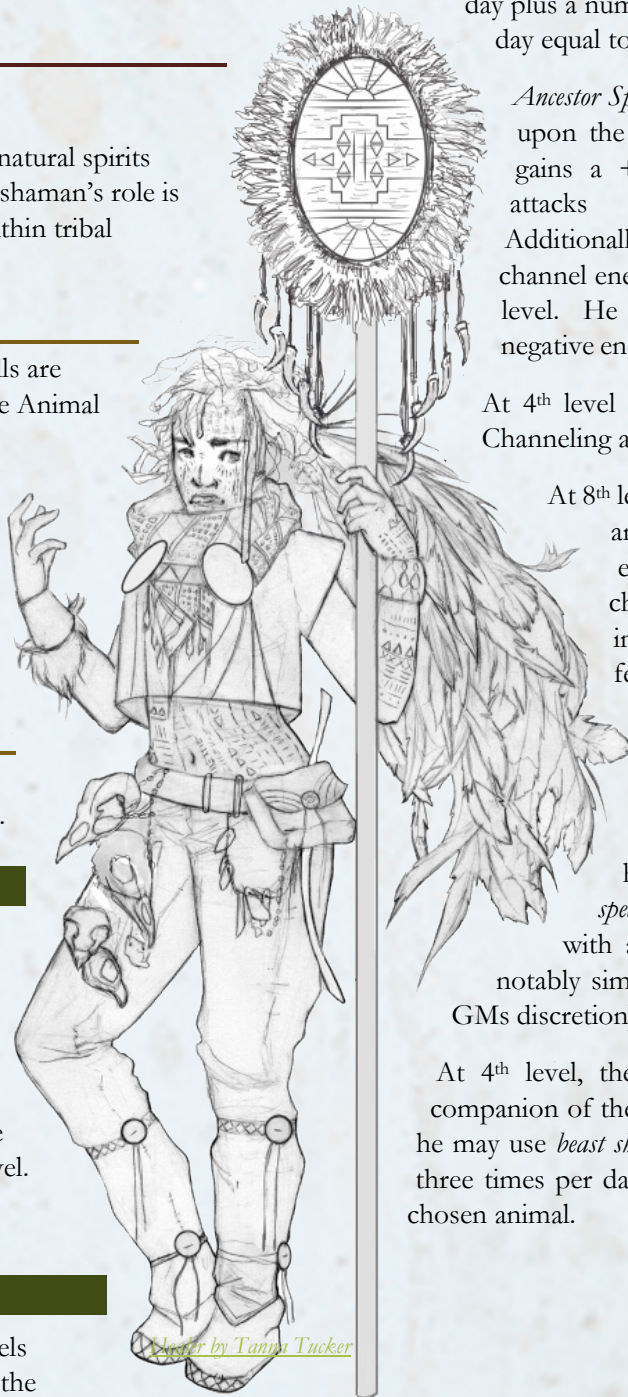


Table: Tribal Shaman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1 st	+0	+0	+0	+2	Cantrips, channel spirits, mount, summon nature's ally I	1	—	—	—	—	—
2 nd	+1	+0	+0	+3	Augment Summoning bonus feat	2	—	—	—	—	—
3 rd	+2	+1	+1	+3	Summon nature's ally II	3	—	—	—	—	—
4 th	+3	+1	+1	+4	Channel spirits, mount ally	3	1	—	—	—	—
5 th	+3	+1	+1	+4	Summon nature's ally III	4	2	—	—	—	—
6 th	+4	+2	+2	+5	Maker's call	4	3	—	—	—	—
7 th	+5	+2	+2	+5	Summon nature's ally IV	4	3	1	—	—	—
8 th	+6/+1	+2	+2	+6	Channel spirits	4	4	2	—	—	—
9 th	+6/+1	+3	+3	+6	Summon nature's ally V	5	4	3	—	—	—
10 th	+7/+2	+3	+3	+7	Share spirits	5	4	3	1	—	—
11 th	+8/+3	+3	+3	+7	Summon nature's ally VI	5	4	4	2	—	—
12 th	+9/+4	+4	+4	+8	Channel spirits, greater mount ally	5	5	4	3	—	—
13 th	+9/+4	+4	+4	+8	Summon nature's ally VII	5	5	4	3	1	—
14 th	+10/+5	+4	+4	+9	Share spirits (other)	5	5	4	4	2	—
15 th	+11/+6/+1	+5	+5	+9	Summon nature's ally VIII	5	5	5	4	3	—
16 th	+12/+7/+2	+5	+5	+10	Channel spirits, persistent spirits	5	5	5	4	3	1
17 th	+12/+7/+2	+5	+5	+10	Summon nature's ally IX	5	5	5	4	4	2
18 th	+13/+8/+3	+6	+6	+11	Share spirits	5	5	5	5	4	3
19 th	+14/+9/+4	+6	+6	+11		5	5	5	5	5	4
20 th	+15/+10/+5	+6	+6	+12	Channel spirits	5	5	5	5	5	5

Elemental Spirit: The shaman chooses an element (air, earth, fire, or water) when calling this spirit. He gains the 1st level granted power of the Domain associated with the element chosen.

At 4th level he gains the ability to summon a mephit of the appropriate type as a full-round action. The mephit remains with and serves the shaman for 1 round per shaman level.

At 8th level he gains the ability to summon a Medium elemental of the appropriate type as a full-round action. The elemental remains with and serves the shaman for 1 round per shaman level.

Guardian Spirit: The shaman calls upon his ancestors to watch over and protect his allies and himself. The shaman and a number of allies equal to his Charisma bonus gain a +2 morale bonus to AC and saving throws.

At 4th level he gains the resistant touch like granted power of the Protection domain.

At 8th level he gains the domain spells of the Protection domain as bonus spells (1st—*sanctuary*, 2nd—*shield other*, 3rd—*protection from energy*, 4th—*spell immunity*, 5th—*spell resistance*, 6th—*antimagic field*, 7th—*repulsion*, 8th—*mind blank*, 9th—*prismatic sphere*.)

Healing Spirit: The shaman gains fast healing equal to his shaman level.

At 8th level he gains the ability to lay on hands as a paladin of equivalent level.

Wise Spirit: The shaman gains the bardic knowledge class feature as a bard of equivalent level.

At 4th level he may cast *augury* once per day.

At 8th level the shaman is under the effects of *owl's wisdom* (as the spell) when possessed by this spirit.

Locus Spirit: The shaman gains the favored terrain ranger ability while within the primary

terrain type of the locus spirit's area. The locus spirit's area is roughly 12 miles in diameter. If more than one type of terrain exists within that loci, the predominant terrain is the one that applies.

At 4th level the shaman gains the pass without trace ability and a +4 competence bonus to Survival checks made to track a creature in primary terrain of the locus spirit's domain.

At 8th level the shaman gains the ability to cast *charm monster*. He may only target a creature which has lived in the locus spirit's terrain for more than a year. A creature that successfully resists is immune for one year.

This ability replaces life link, shield ally, transposition, life bond, twin eidolon and gate.

Summon Nature's Ally (Su)

A tribal shaman gains *summon nature's ally I-IX*.

This ability replaces *summon monster I-IX*.

Augment Summoning (Su)

At 2nd level, a tribal shaman gains Augment Summoning as a bonus feat.

This ability replaces bond senses.

Mount Ally (Ex)

At 4th level, whenever a tribal shaman is mounted or within 5 ft. of his mount, he receives a +2 shield bonus to AC and a +2 circumstance bonus on saving throws. This bonus does not apply if the mount is grappled, helpless, paralyzed, stunned, or unconscious.

Greater Mount Ally (Ex)

At 12th level, whenever an ally is within 5 ft. of, or astride the tribal shaman's mount, the ally receives a +2 shield bonus to AC and a +2 circumstance bonus on saving throws. These bonuses increase to +4 for the tribal shaman if he himself is within 5 ft. of, or astride his mount. These bonuses do not apply if the mount is grappled, helpless, paralyzed, stunned, or unconscious.

Share Spirits (Su)

At 10th level the tribal shaman may grant any follower, cohort, or animal companion a blessing that causes it to be possessed by the shaman's familiar spirit as though it were a shaman two levels lower than the shaman granting the gift. When the shaman gives this sacred gift, the magic comes with a trigger which must be defined at the time of granting the gift. Once given, the chosen familiar spirit may not be accessed by the shaman again that day.

At 14th level the tribal shaman may designate any willing ally to be possessed by a familiar spirit.

At 18th level allowing a companion to share spirits no longer restricts access for late use though expended abilities remain expended.

This ability replaces aspect and greater aspect.

Persistent Spirits (Su)

At 16th level the tribal shaman may allow two spirits to possess her at once. She may also utilize her spirits without a time limit.

New Prestige Classes

Lyrical Summoner

By Frank Gori

Role: Lyrical summoners have music so ingrained into their souls that it is expressed even by their eidolon. Together the lyrical summoner and his eidolon can create beautiful harmonies he alone could never achieve.

Hit Dice: d6

Requirements

- **Skills:** Perform (two different) 2 ranks
- **Abilities/Class features:** Bardic performance class feature, eidolon (must have arms, cannot be swarm or shadow base form), ability to cast 2nd level spells.
- **Feats:** Dazzling Display

Class Skills

The lyrical summoner's class skills (and the key ability for each) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

A lyrical summoner has the following class features.

Spells Per Day/Spells Known

At the indicated levels, a lyrical summoner gains new spells per day as if he had also gained a level in one spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a lyrical summoner, he must decide to which class he adds the new level for purposes of determining spells per day.

Eidolon

This is exactly like the summoner class ability of the same name. Levels in lyrical summoner and summoner stack for purposes of determining eidolon abilities.

Table: Lyrical Summoner

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Spells Per Day
1 st	+0	+0	+0	+1	Talented eidolon, eidolon and bardic music advance +1 level	+1 to existing spellcasting class
2 nd	+1	+1	+1	+1	Eidolon and bardic music advance +1 level	+1 to existing spellcasting class
3 rd	+1	+1	+1	+2	Free performance feat, eidolon and bardic music advance +1 level	+1 to existing spellcasting class
4 th	+2	+1	+1	+2	Harmonic performance, eidolon and bardic music advance +1 level	+1 to existing spellcasting class
5 th	+2	+2	+2	+3	Eidolon and bardic music advance +1 level	+1 to existing spellcasting class
6 th	+3	+2	+2	+3	Free performance feat, eidolon and bardic music advance +1 level	+1 to existing spellcasting class
7 th	+3	+2	+2	+4	Eidolon and bardic music advance +1 level	+1 to existing spellcasting class
8 th	+4	+3	+3	+4	Twin performance, eidolon and bardic music advance +1 level	+1 to existing spellcasting class
9 th	+4	+3	+3	+5	Free performance feat, eidolon and bardic music advance +1 level	+1 to existing spellcasting class
10 th	+5	+3	+3	+5	Lingering songs, eidolon and bardic music advance +1 level	+1 to existing spellcasting class

Talented Eidolon (Ex)

A lyrical summoner's eidolon gains a +4 enhancement bonus to Charisma. Additionally, the eidolon may use bardic performance equal to a bard of its Hit Dice.

Performance Feats (Ex)

You gain bonus performance feats at 3rd, 6th, and 9th levels.

Harmonic Performance (Ex)

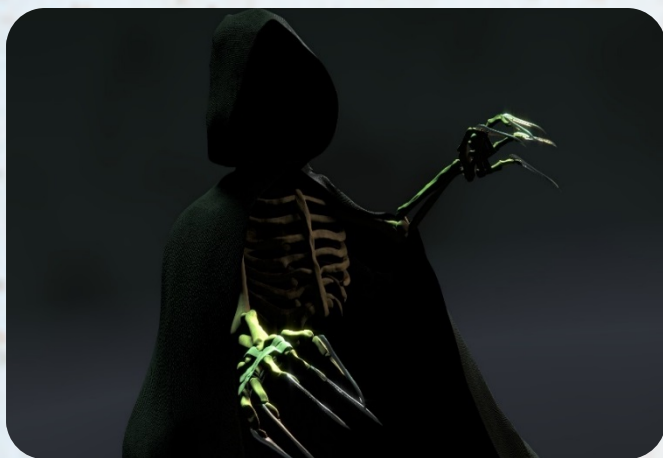
When you and your eidolon utilize different performance abilities, the effects stack even if they would not otherwise (such as providing a morale bonus.) This applies to performances that bolster allies, and performances such as those that alter the moods of crowds.

Twin Performance (Ex)

When you and your eidolon utilize the same performance ability anyone resisting the song must roll twice and take the lower result.

Lingering Songs (Su)

Both you and your eidolon can burn bardic performance rounds up to a max of their Charisma modifiers to have a song effect linger past changing or ceasing a bardic performance.



He wants your soul by API-Beast

Necrosummoner

By Frank Gori

Role: Necrosummoners believe that the walking dead are an evolutionary step rather than abhorrent abominations. Rather than fighting for survival the living should focus on adapting to a form beyond death, and this carries into their summoning skills.

Hit Dice: d8

Requirements

- **Alignment:** Any non-good
- **Skills:** 5 ranks in Knowledge (arcana) and Knowledge (religion)
- **Spells/Spell-like abilities:** *Summon monster I*
- **Abilities/Class features:** Channel negative energy, eidolon
- **Feats:** Control Undead, Skeletal Summoner

Class Skills

The necrosummoners class skills (and the key ability for each) are Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana, dungeoneering, history, and religion) (Int), Linguistics (Int), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

A necrosummoner has the following class features.

Spells per Day/Spells Known

At the indicated levels, a necrosummoner gains new spells per day as if he had also gained a level in one spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a necrosummoner, he must decide to which class he adds the new level for purposes of determining spells per day.

Undead Eidolon (Ex)

A necrosummoner can choose to apply either the skeleton or zombie template to his eidolon every time it is summoned (he retains the ability to not use a template as well).

At 4th level a necrosummoner may choose to add either the fast zombie or burning skeleton templates to his eidolon when summoning it.

At 8th level a necrosummoner may choose to add either the vampire or the ghost templates to his eidolon when summoning it.

Channel Negative Energy (Su)

Regardless of alignment, any necrosummoner can release a wave of negative energy by channeling the power of his faith through his holy (or unholy) symbol. This is identical to the cleric class feature and for the purpose of uses per day, damage/healing inflicted, and saves cleric and necrosummoner class levels stack.

Spontaneous Casting (Su)

In whichever spellcasting class the necrosummoner advances he gains the ability to summon undead creatures to his side. If the necrosummoner advances a memorized spellcasting class he gains the ability to spontaneously cast the appropriate summon undead spell (just like the druid with *summon nature's ally*.) If the necrosummoner advances a spontaneous casting class he simply gains the appropriate summon undead spells added to his spells known list for free.

Bolstering Personality (Ex)

A necrosummoner can temporarily apply his Charisma modifier as a bonus to his Constitution score for a number of rounds equal to his level.

Energy Summons (Su)

A necrosummoner can use his summon undead spell-like ability uses to channel negative energy instead, or use channel energy uses as the summon monster ability.

Undead Animator (Sp)

At 4th level a necrosummoner gains *animate dead* as a spell-like ability usable 1/day + 1 additional use every 2 levels of necrosummoner beyond 4th

At 8th level this becomes create undead.

Undead Aspect (Ex)

Starting at 5th level when applying a template to his eidolon, a necrosummoner may “borrow” the undead appearance evolution, using his summoner class level for his eidolon level.

Widen Burst (Su)

At 7th level for 2 additional uses of channel negative energy a necrosummoner may extend his burst to all creatures within a 60-ft. radius.

Maximize Channel (Su)

At 9th level for an additional 4 uses of channel negative energy a necrosummoner may maximize the effects of his channel as though the highest result were rolled, healing all undead and harming all living creatures to the maximum effect within the area of effect.

Sacrificial Summons (Sp)

At 10th level a necrosummoner's summoned minions are more closely tied to his channel energy ability and may be sacrificed (reducing their HP to 0) to channel ¼ of their current hit points in a 10-ft. burst of negative energy. The necrosummoner may do this to one or all summons at once, and may choose to include their eidolon if they wish.

Primal Summoner

By Jeff Harris and Frank Gori

Role: Some people think man is above beast, some think that beast is nobler than man, and then there are those that know man and beast are one and the same. The primal summoner knows this truth and draws power from it. Their bond to animals and other creatures lets them take on some of their very essence and share their own animal rage with them as well. Primal summoners don't fear the beast, they call it kin, and they become it.



Necromancer by Shari Chankhamma

Hit Die: d8

Requirements

To qualify to become a primal summoner a character must fulfill all of the following criteria:

- **Alignment:** Any non-lawful.
- **Skills:** Handle Animal 4 ranks, Survival 5 ranks.
- **Rage Powers:** Must possess the ferocious mount and moment of clarity rage powers.
- **Class Features:** Must possess at least one of the following class features: animal companion, eidolon, or mount, and ability to cast *summon nature's ally I* (as either a spell or spell-like ability)

Class Skills

The primal summoner's class skills (and the key ability for each) are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

A primal summoner has the following class features.

Weapon and Armor Proficiency

Primal summoners gain no additional weapon or armor proficiencies.

Nature's Bond (Ex)

Each time you gain a level in the primal summoner prestige class you may choose to advance either your animal companion, eidolon, or mount as if you had taken a level in the class that provides that class feature. You gain no other benefits of that class.

Spellcasting

Each time you gain a level in primal summoner, you gain new spells per day and spells known (if applicable) as if you had gained a level in any one arcane or divine spellcasting class you belonged to previously. You do

not gain any other benefits a character of that class would have normally gained.

Rage Powers (Ex)

Starting at 2nd level and then at every even-numbered level thereafter, the primal summoner may choose a new rage power. For the purpose of qualifying for rage powers primal summoner levels stack with barbarian levels when determining a character's total qualifying level.

Enraged Summons (Ex)

At 1st level the primal summoner may spend one round of his rage ability to enrage the creature he is summoning. You may only enrage a number of summoned creatures equal to your level in this class.

The summons is enraged until killed or affected in a way that would normally end a barbarian's rage. Each creature so enraged costs one round of rage, thus when summoning multiple creatures, the primal summoner must expend additional rounds of rage if he wishes to use this ability on them all.

Predatory Aura (Ex)

At 2nd level a primal summoner may substitute his Intimidate skill in place of the Handle Animal skill whenever the handle animal skill is called for.

Cowing Roar (Ex)

At 3rd level the primal summoner may when enraged spend a standard action to roar, which grants an Intimidation check on all foes within a 30' radius. You may also choose to designate only one target, in which case they must make a will save, that if the target fails they become dazed for one round.

Borrow Primal Aspect (Su)

Beginning at 5th level a primal summoner may use the bond he has with his animal companion, eidolon, or mount to share some of their abilities and physical traits. A primal summoner may choose a natural attack, movement form, special quality, or feat possessed by their animal companion, eidolon, or mount and use that ability as their own. This effect lasts one round per primal summoner class level and does not stop the target creature from using the borrowed ability themselves while active. The primal summoner's body does take on animalist qualities when the ability requires a less than human anatomy. A primal summoner may use this ability a number of times per day equal to 3 + their spell casting modifier, normally Intelligence or Wisdom. Using this ability is a standard action.

Greater Cowing Roar (Ex)

At 7th level the primal summoner's cowing roar ability becomes more powerful. Using this ability is now a move action and when the primal summoner targets a single creature using cowing roar, the target receives a -2 penalty to their Will save. As with cowing roar, the primal summoner must be enraged to use this ability.

Greater Borrow Primal Aspect (Su)

At 9th level the primal summoner is tied so closely to their animal companion, eidolon, or mount that when using the borrow primal aspect class feature the primal summoner may now choose three abilities to share with the target creature rather than just one. If the primal summoner wishes to gain multiple natural attacks from the target, each attack is considered an individual ability. Additionally if the primal summoner does choose to gain multiple natural attacks from a companion they may now use them as if they had the Multiattack feat.

New Eidolon Base Forms

Brachiator

A brachiator is typically a primate that swings through the trees using their arms as a primary form of movement. As a result their arms are significantly longer than their legs.

Starting Statistics

Size Medium; **Speed** 20 ft., climb 40 ft.; **AC** +2 natural armor; **Saves** Fort (bad), Ref (good), Will (good); **Attack** 2 claws (1d4); **Ability Scores** Str 13, Dex 16, Con 12, Int 7, Wis 10, Cha 11

Free Evolutions

Claws, climb 2, reach (claws), limbs (arms), limbs (legs)

Shadow

A shadow relies more on being less corporeal and visible on the light spectrum for defense rather than having natural armor.

Starting Statistics

Size Medium regardless of size; **Speed** *special see below.; **AC** +0 (but 50% miss chance in dark, 20% normal light); **Saves** Fort (bad), Ref (good), Will (good); **Attack** Slam (1d6); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11

**Movement speed is dependent on lighting conditions*

Free Evolutions

Limbs (arms), shadow blend, shadow form, slam

- **Bright Light** — 5 ft. steps only or the eidolon can ride its master
- **Normal Light** — 15 ft. or it can ride the summoner
- **Dim Lighting** — 40 ft. and climb 40 ft.
- **Darkness** — 60 ft. and fly 60 ft. (perfect)

Swarm

A swarm eidolon is made up of many diminutive extraplanar creatures customized as any eidolon.

Starting Statistics

Size Medium (swarm); **Speed** 20 ft.; climb 20 ft.; **AC** +4 (size) also takes ½ damage from weapons; **Saves** Fort (good), Ref (bad), Will (good); **Attack** swarm Base (1d6); **Ability Scores** Str 7, Dex 15, Con 14, Int 7, Wis 10, Cha 11

Free Evolutions

Reach (allows to attack at 5 ft.), climb, poison, tremor sense.

Notes: For evolutions that add natural attacks, simply add 1d6 to the swarm eidolon's base damage, this can be improved to d8 at the cost of 1 point per die. The natural attack limit imposed on a normal eidolon is the limit to the number of dice the eidolon can inflict from additional evolutions per attack. The swarm damage is automatic to any creature within the swarm's space an attack roll must be made for any reach attacks which have a -2 penalty.

For every 3 Hit Dice it gains, increase the eidolon swarms size by one step (Medium becomes Large, Large becomes Huge etc.). The size increase evolutions add another 2 squares to the number of squares the swarm

can occupy. In this case the eidolon swarm can have feats deliver touch spells, the swarm can speak, utilize skills and behaves in all way not specified here as a normal eidolon.

New Evolutions

1-Point Evolutions

Instrumental (Ex) Parts of an appendage of your choice emit sounds which mimic an instrument. The eidolon also gains Perform (the chosen instrument) as a class skill and 1 rank in the chosen skill for free. This evolution can be gained multiple times to create the sounds of multiple instruments.

2-Point Evolutions

Performer: The eidolon must have at least 4 ranks in Perform (any). The eidolon gains the bardic performance ability. The eidolon's bard level (for purposes of determining rounds per day and other variable effects) is equal to its HD.

New Spells

Summon Bee

School conjuration (summoning); **Level** bard 0, cleric/oracle 0, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 round

Components V, S, M (a bit of honeycomb)

EFFECT

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

Effect one giant bee

Duration 1 round/level (D)

Saving Throw Fort negates; **Spell Resistance** no

DESCRIPTION

A single bee appears and flies directly at a target you point to.

Sickening Strike (Ex) The eidolon must possess either the swarm base form or a stinger natural attack to gain this form. The Fort save DC is equal to 10 + ½ the eidolon's HD + the eidolon's Charisma modifier to resist the effect.

3-Point Evolutions

Engulfing Strike (Su) The eidolon must possess either the shadow or swarm base forms, have the incorporeal evolution, or the wraith template to gain this evolution. The eidolon engulfs its foe automatically blinding it on a successful touch attack and gaining a free Intimidate check.

4-Point Evolutions

Deafening Roar (Ex) The eidolon must be size Large or larger to gain this evolution or possess the Instrumental evolution. The eidolon screams or blasts an instrument shattering glass objects as the *shatter* spell and deafening targets within a 30 ft. cone. Targets are entitled a Fortitude save DC 10 + the eidolon's development level + Constitution modifier to resist the effect.

This spell summons one giant bee but functions in all other ways as *summon monster I*.

Summon Lesser Swarm

School conjuration (summoning); **Level** bard 1, cleric 1, sorcerer/wizard 1, summoner 1, witch 1

CASTING

Casting Time 1 round

Components V, S, M (a pinch of bat or rat fur, or spider silk)

EFFECT

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

Effect summons a half strength swarm of bats, rats, or spiders

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell summons a half-size and half-strength bat, rat, or spider swarm which appears where you designate and acts immediately, on your turn. You choose which to summon, and you can choose a different one each time you cast the spell. The swarm occupies a 5 ft. space instead of 10 ft. but may appear in an occupied space. The swarm attacks your opponents to the best of its ability.

The summoned swarm has half the normal hit points (rounded down), its damage dice is reduced to 1d4 instead of 1d6, and they lose any special attacks (such as disease, poison, and wounding).

Summon Undead I

School conjuration (summoning); **Level** antipaladin 1, cleric/oracle 1, sorcerer/wizard 1, summoner 1, witch 1

CASTING

Casting Time 1 round

Components V, S, F/DF (a small pouch of bone dust)

EFFECT

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

Effect one summoned undead creature

Duration 1 round/level (D)

Saving Throw none; Spell Resistance no

DESCRIPTION

This spell summons an undead creature which appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures either a Medium humanoid skeleton or zombie. You choose which to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use

spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

Summon Undead II

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

DESCRIPTION

This spell functions like *summon undead I*, except that you can summon a burning skeleton or a ghoul.

Alternatively, you may instead summon 1d3 Medium humanoid skeletons or zombies

Summon Undead III

School conjuration (summoning); **Level** antipaladin 3, bard 3, cleric/oracle 3, sorcerer/wizard 3, witch 3

DESCRIPTION

This spell functions like *summon undead I*, except that you can summon a skull swarm or an advanced zombie wolf.

Alternatively, you may instead summon 1d3 creatures of the same kind from those available to the version of this spell one level below this one (up to *summon undead II*).

Alternatively, you may instead summon 1d4+1 Medium humanoid skeletons or zombies.

Summon Undead IV

School conjuration (summoning); **Level** antipaladin 4, bard 4, cleric/oracle 4, sorcerer/wizard 4, summoner 3, witch 4

DESCRIPTION

This spell functions like *summon undead I*, except that you can summon a juju zombie or an owlbear skeleton.

Alternatively, you may instead summon 1d3 creatures of the same kind from those available to the version of this spell one level below this one (up to *summon undead III*).

Alternatively, you may instead summon 1d4+1 creatures of the same kind from those available to any of the versions of this spell at least two levels below this one (up to *summon undead II*).

Summon Undead V

School conjuration (summoning); **Level** bard 5, cleric/oracle 5, sorcerer/wizard 5, summoner 4, witch 5

DESCRIPTION

This spell functions like *summon undead I*, except that you can summon a mega raptor skeleton or a wight.

Alternatively, you may instead summon 1d3 creatures of the same kind from those available to the version of this spell one level below this one (up to *summon undead IV*).

Alternatively, you may instead summon 1d4+1 creatures of the same kind from those available to any of the versions of this spell at least two levels below this one (up to *summon undead III*).

Summon Undead VI

School conjuration (summoning); **Level** bard 6, cleric/oracle 6, sorcerer/wizard 6, witch 6

DESCRIPTION

This spell functions like *summon undead I*, except that you can summon a shrieking medusa beheaded or a wraith spawn.

Alternatively, you may instead summon 1d3 creatures of the same kind from those available to the version of this spell one level below this one (up to *summon undead V*).

Alternatively, you may instead summon 1d4+1 creatures of the same kind from those available to any of the versions of this spell at least two levels below this one (up to *summon undead IV*).

Summon Undead VII

School conjuration (summoning); **Level** cleric/oracle 7, sorcerer/wizard 7, summoner 5, witch 7

DESCRIPTION

This spell functions like *summon undead I*, except that you can summon a skeletal mage or a wraith.

Alternatively, you may instead summon 1d3 creatures of the same kind from those available to the version of this spell one level below this one (up to *summon undead VI*).

Alternatively, you may instead summon 1d4+1 creatures of the same kind from those available to any of the versions of this spell at least two levels below this one (up to *summon undead V*).

Summon Undead VIII

School conjuration (summoning); **Level** cleric/oracle 8, sorcerer/wizard 8, summoner 6, witch 8

DESCRIPTION

This spell functions like *summon undead I*, except that you can summon a giant zombie or a vampire.

Alternatively, you may instead summon 1d3 creatures of the same kind from those available to the version of this spell one level below this one (up to *summon undead VII*).

Alternatively, you may instead summon 1d4+1 creatures of the same kind from those available to any of the versions of this spell at least two levels below this one (up to *summon undead VI*).

Summon Undead IX

School conjuration (summoning); **Level** cleric/oracle 9, sorcerer/wizard 9, witch 9

DESCRIPTION

This spell functions like *summon undead I*, except that you can summon a dread wraith or a vampire with the advanced template.

Alternatively, you may instead summon 1d3 creatures of the same kind from those available to the version of this spell one level below this one (up to *summon undead VIII*).

Alternatively, you may instead summon 1d4+1 creatures of the same kind from those available to any of the versions of this spell at least two levels below this one (up to *summon undead VII*).

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