

SUMMONER

Hopelessly outnumbered, a grim looking dwarf desperately fights against a horde of orcs. As the horde closes in around him he mimics their mad grins and whistles loudly. A serpentine creature drops from a nearby stalagmite, ripping off an orcish head before it hits the floor as the dwarf lets out a battlecry.

Swooping into the heat of battle, the young draconic creature unleashes its devastating fire breath as his wrinkled halfling rider releases insults toward the invading armies. An loosed arrow catches the halfling in the side, knocking him free, but in a moment the creature apparates just below the falling halfling as it prepares to unleash another breath.

Weakly raising a hand, a humanoid aberrant wards off the toxic breath of the dragon. From across the treasure hoard, an elf holds up her hand and whispers a few words. With renewed strength, the cephalopodic humanoid grabs the dragon with all eight of its limbs and rips its lower jaw clean off.

While many who dabble in the arcane become adept at beckoning monsters from the farthest reaches of the planes, none are more skilled at it than the summoner. This practitioner of the arcane arts forms a close bond with one particular monster, known as an eidolon, who gains power as the summoner becomes more proficient at his summoning. Over time, the two become linked, eventually even sharing a shard of the same soul. But this power comes with a price: the summoner's spells and abilities are limited due to his time spent enhancing the power and exploring the nature of its eidolon.

CREATIONIST

Summoners are artisans and scholars that analyze and replicate the magic that is a part of everything in the world. This ability to command magic is not drawn from the power of inner spirit or gifted from some otherworldly power. Instead they examine the fantastic and mundane alike to look for the patterns left on reality by the magic that suffuses those things. The more a Summoner understands these patterns the greater their ability to command the arcane. This understanding cannot come from practiced tradition, but instead must come from practical observation and experimentation.

ARTIFICIAL LIFE

Summoners live and die by their eidolons. Everything else is secondary. Over time they learn how to bring about evolutionary changes in their eidolon as they experiment and grow in expertise. Some summoners focus on training their eidolon to fight while other train it to infiltrate or steal.

The exact nature of eidolons is a subject rife with misconceptions and old wive's tales, but at its simplest form, eidolons are fantastical creatures given purchase by a piece of the spellcaster's arcane might. As a result of this summoning the eidolon is imbued with a consciousness that approaches sentience, though it is still bound to the will of its creator.

The large amount of magical energy contained inside the eidolon quickly makes it mutate beyond the form originally sculpted for it. These mutations very rarely harm the creature, though the sight of a many-tentacled abomination writhing its way through the town square tends to attract undue attention from commoners, and so most summoners will keep their eidolon safely hidden away.

CREATING A SUMMONER

As you create your summoner, think about how your character acquired the knowledge to summon such a being. Did they research it on their own? Was there an ancient tablet that they deciphered to reveal the long-lost secrets of eidolon summoning? Were they part of a wizarding school where such knowledge is easily available?

QUICK BUILD

You can make a summoner by following these suggestions. First, make Intelligence your highest score, followed by Constitution. Second choose the Sage background. Third chose the Biped form and the Abberation type.



THE SUMMONER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Level	Evolutions
1st	+2	Otherworldly Magic, Summon Eidolon	2	2	1	1st	—
2nd	+2	Bond Senses, Evolutions	2	3	2	1st	2
3rd	+2	Relationship, Life Tap	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	Summoner Relationship feature	3	6	2	3rd	3
6th	+3	Maker's Call	3	7	2	3rd	3
7th	+3	Summoner Relationship feature	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	3	4th	4
9th	+4	Life Link	3	10	3	5th	5
10th	+4	Summoner Relationship feature, Share Spells	4	10	3	5th	5
11th	+4	Supernatural Arcanum (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Supernatural Arcanum (7th level)	4	12	3	5th	6
14th	+5	Life Bond	4	12	4	5th	6
15th	+5	Supernatural Arcanum (8th level), Summoner Relationship feature	4	13	4	5th	7
16th	+5	Ability Score Improvement	4	13	4	5th	7
17th	+6	Supernatural Arcanum (9th level)	4	14	4	5th	7
18th	+6	Life Shackle	4	14	4	5th	8
19th	+6	Ability Score Improvement	4	15	4	5th	8
20th	+6	Summoner Relationship feature	4	15	5	5th	8

CLASS FEATURES

As an summoner, you have the following class features.

HIT POINTS

Hit Dice: 1d6 per summoner level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per summoner level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple Weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: You are proficient in Arcana. Choose two from Intimidation, History, Investigation, Medicine, Nature, and Religion

EQUIPMENT

You start with the following equipment (or 3d4x10 gp), in addition to the equipment granted by your background:

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

OTHERWORLDLY MAGIC

At 1st level, your arcane research has given you facility with spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the summoner spell list.

CANTRIPS

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

SPELL SLOTS

The Summoner table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your summoner spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *shield*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the summoner spell list.

The Spells Known column of the Summoner table shows when you learn more summoner spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new summoner spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the summoner spells you know and replace it with another spell from the summoner spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your summoner spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a summoner spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your summoner spells.

SUMMON EIDOLON

You have reached across the boundaries of the world to the far-flung planes to call forth an aberration, celestial, dragon, elemental, fey, fiend, or monstrosity. As part of this summoning the eidolon forms a link with the summoner, who, forever after, summons an aspect of the same creature.

You can perform a 1-minute ritual to summon your eidolon. Once summoned an eidolon remains until dismissed by the summoner as an action. When summoned, an eidolon's hit points are unchanged from the last time it was dismissed or banished. If an eidolon is reduced to 0 hit points it is banished to its original plane. When it returns after being reduced to 0 hit points it does so with half its normal hit points. Its hit dice remain unchanged. If the summoner is unconscious or killed its eidolon is immediately banished.

The eidolon's physical appearance is up to the summoner, but it always appears as some sort of fantastical creature appropriate to its type. This control is not fine enough to make the eidolon appear like a specific creature. The eidolon bears a glowing rune that is identical to a rune that appears on the summoner'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).

Your eidolon obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can mentally command your eidolon where to move (no action required by you). You can use a bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action as long as you have not cast a spell of 1st level or higher this turn.

You may target your eidolon instead of yourself when casting a summoner spell with a target of "self". Treat it as a range of touch. Spells cast in this way must come from the summoner spell list.

You can communicate telepathically with your eidolon as long as it is within 100 feet of you. If it is beyond 100 feet it gains four levels of exhaustion until it is within 100 feet. If it moves beyond 1,000 feet it is banished.

An eidolon is treated as a summoned creature. Due to its tie to its summoner, an eidolon can touch and attack creatures warded against effects that prevent contact with summoned creatures. The eidolon cannot be sent back to its home plane by means of *dispel magic* or *antimagic field*, but spells such as *banishment* function normally.

Details for creating your eidolon are at the end of the class description.

EVOLUTIONS

Unlike other conjured beings, eidolons are fluid and ever-changing. At 2nd level, your eidolon gains two evolutions of your choice. The evolution options are detailed at the end of the class description. When you gain certain summoner levels, your eidolon gains additional evolutions of your choice, as shown in the Evolutions column of the Summoner table.

Additionally, when you gain a level in this class, you can choose one of the evolutions you know and replace it with another evolutions that you could learn at that level. You cannot replace the evolutions your eidolon receives from its form or type.

BOND SENSES

At 2nd level, a summoner can, as a action, share the senses of its eidolon, hearing, seeing, smelling, tasting, and touching everything the eidolon does. You end this effect at any time (no action required). While observing through your eidolon's senses you are blinded.

RELATIONSHIP

At 3rd level, you chose a relationship that determines how you interact with your eidolon and what your eidolon means to you. Chose either synthesist, Commander, or Evolutionist. Your choice of relationship grants you additional features at 3rd, 5th, 7th, 10th, 15th, and 20th level.

LIFE TAP

Starting at 3rd level, the piece of you contained within your eidolon allows your life forces sustain one another. As an action either of you can touch the other and sacrifice a number of hit points equal to your Intelligence score. The touched target is healed by half this amount. This manifests as a visible streak of life force between the donor and recipient.

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.

MAKER'S CALL

At 6th level, as an action, a summoner can call its eidolon to their side as the *dimension door* spell. When this ability is used, the eidolon appears adjacent to the summoner. If the eidolon is out of range or all adjacent squares are occupied, the ability is wasted. You can use this feature once between rests at 6th level, twice between rests starting at 10th level, three times between rests at 14th level, and four times between rests starting at 18th level. When you finish a long rest, you regain your expended uses.

LIFE LINK

At 9th level, a summoner's life becomes linked to its eidolon's. As reaction to your eidolon taking damage that would reduce it to 0 hit points you can use the Life Tap ability on your eidolon that you can see if it is within 30 feet of you.

SHARE SPELLS

At 10th level, when you cast a spell targeting yourself, you can also affect your eidolon with the spell if it is within 30 feet of you.

SUPERNATURAL ARCANUM

At 11th level, your knowledge of the otherworldly embeds magical secrets into your mind, called arcanum. Choose one 6th-level spell from the summoner spell list as this arcanum.

You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more summoner spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Supernatural Arcanum when you finish a long rest.

LIFE BOND

At 14th level, a eidolon's life becomes bonded to his summoner's. As reaction to you taking damage that would reduce you to 0 hit points your eidolon can use the Life Tap ability on you if it is within 30 feet of you and can see you.

LIFE SHACKLE

At 18th level, Life Link and Life Bond can target the recipient up to 100 ft. away. Additionally the recipient of the Life Link feature heals for the full amount of hit points sacrificed.

RELATIONSHIP

Summoners have many different motivations for giving up a piece of their soul to form this new being. For some, their eidolon is like a beloved pet, for others they view their creation as a part of themselves and long to reconnect.

SYNTHESIST

A synthesist summons the essence of a powerful eidolon to meld with his own being. The synthesist wears the eidolon like translucent, living armor.

FUSED FORM

When you select the Synthesist relationship at 3rd level you can use your bonus action to touch your eidolon and fuse yourself with it. Your eidolon must be of an equal or larger size. You can use this feature twice. You regain expended uses when you finish a short or long rest.

You can stay fused for a number of hours equal to half your summoner level (rounded down). You then divide unless you spend another use of this feature. You can end the fusion earlier by using a bonus action on your turn. The fusion automatically ends if you fall unconscious, drop to 0 hit points, or die. When the fusion ends the summoner emerges prone in a square within 5 feet of its eidolon. If the eidolon is banished while the summoner is fused, the summoner is immediately ejected, and stunned for 1 round. Any excess damage carries over to the summoner.

While you are fused, the following rules apply:

- Your game statistics are replaced by the statistics of the eidolon, but you retain your alignment and personality.
- When you transform, you assume the eidolon's hit points and Hit Dice. When you divide, you return to the number of hit points you had before you transformed.
- You can't cast spells that your eidolon cannot innately cast, and your ability to take any action that requires hands is limited to the capabilities of your eidolon. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *Expeditious Retreat*, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if your eidolon is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your eidolon also has that sense.
- You choose whether your equipment falls to the ground in your space, fuses into your new form, or is worn by your eidolon. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the eidolon's shape and size. Your equipment doesn't change size or shape to match your eidolon, and any equipment that the new form can't wear must either fall to the ground or fuse with it. Equipment that fuses with the form has no effect until you leave the form.
- You can attack twice, instead of once, whenever you take the Attack action on your turn.

MULTIATTACK

At 5th level when an eidolon takes the Attack action on its turn, it can use a bonus action to attack with a different weapon.

MAKER'S JUMP

At 7th level, whenever the synthesist is fused with its eidolon, the synthesist can use the Maker's Call ability to teleport as the *dimension door* spell, transporting the fused form.

ENHANCED MUTATION

At 10th level, your experience with the eidolon form allows you to select an evolution. When fusing forms your eidolon gains this evolution. When you gain a level in this class, you can replace this evolution with another evolution that you could learn at that level.

FUSED SPELLS

Beginning at 15th level, you can cast many of your summoner spells while fused with your eidolon. You can perform the somatic and verbal components of a summoner spell while fused, but you aren't able to provide material components.

AUGMENTED MUTATION

Also at 15th level, your experience with the eidolon form allows you to choose two evolutions that apply when fused.

SYNTHESIST PRIME

At 20th level, your mastery of the eidolon form allows you to choose four evolutions that apply when fused. In addition you can use your Fused Form ability an unlimited number of times.

COMMANDER

You see your eidolon as the most faithful soldier in the world. You know where and when to send it to strike fear into the hearts of your enemies, and you aren't afraid to jump in and lead from the front when the situations demands it.

BONUS PROFICIENCIES

At 3rd level a Commander gains proficiency with medium armor, shields, and martial weapons.

BIG SIBLING

Also at 3rd level, whenever a creature your eidolon can see attacks you while you are within your eidolon's reach, your eidolon can use its reaction to impose disadvantage on the attack roll.

MULTIATTACK

At 5th level when your eidolon takes the Attack action on its turn, it can use a bonus action to attack with a different weapon.

TRANSPPOSITION

At 7th level, a Commander can use the maker's call ability as an action or bonus action to swap locations with the eidolon. If the eidolon occupies more squares than the summoner, the summoner can appear in any square occupied by the eidolon. The eidolon must occupy the square that was occupied by the summoner if able, or as close as possible if it is not able.

EXPOSE

At 10th level, you learn to work in tandem with your eidolon. When your eidolon hits a creature with an attack it is exposed for 1 round. While exposed the first attack roll made by you with a weapon or cantrip is made with advantage and the expose ends. Alternatively while exposed that creature has disadvantage on saving throws it makes against cantrips you cast. Once such a saving throw is made the expose ends.

MAULER

At 15th level your eidolon can attack twice, instead of once, whenever it takes the Attack action on its turn.

MIRROR EIDOLON

At 20th level, your mastery allows you to swap places with your eidolon at will. When a creature makes an attack roll against you, you can use your reaction to use your Transposition ability. The attack is then targeted at your eidolon.

EVOLUTIONIST

Changing an eidolon's evolutions is normally a slow process, but an evolutionist possesses greater power over its eidolon's form, and is able to evolve its eidolon and its abilities to meet any challenge or face any threat as it comes up, seemingly on a whim.

ASPECT

At 3rd level, an evolutionist can select one form of attack from the Attacks evolution. The summoner has the Improved Damage evolution with this attack as a bonus evolution.

In addition an evolutionist can divert one evolution from its eidolon to add to himself. He cannot select any evolution from the base form, labeled "Eidolon only", or that the eidolon could not possess. The summoner must be able to meet the requirements (except for form or type requirements). Any evolution spent in this way reduces your eidolon's evolutions.

The summoner can change the amount of evolutions or the evolutions he receives any time he can change the eidolon's evolutions.

MULTIATTACK

At 5th level when you take the Attack action on your turn, you can use a bonus action to attack with a different weapon.

MUTATE EIDOLON

At 7th level, an evolutionist can expend a usage of Maker's Call to cast *transmogrify* as an action without expending a spell slot and without the need for a material component. When used in this manner *transmogrify* allows you to change a number of evolutions up to your intelligence modifier.

IMPROVED ASPECT

Also at 7th level, a summoner can divert up to two of its eidolon's evolutions to himself.

ENHANCED ASPECT

At 10th level, a summoner can divert up to three of its eidolon's evolutions to himself.

AUGMENTED ASPECT

At 15th level, a summoner can divert up to six of its eidolon's evolutions to himself. In addition, the eidolon loses an evolution for every two (or fraction thereof) diverted to the summoner instead of losing one for each diverted.

PRIMAL EVOLUTIONIST

At 20th level your experiments have lead you to discover a primal state. You can enter a primal state that lasts for 1 minute. While in this state you can choose a bonus evolution. In addition you have resistance to bludgeoning, piercing, and slashing damage. Once you have used this feature you cannot use it again until it completed a short or long rest.

EIDOLON

Level	Proficiency Bonus	Features	Evolutions
1st	+2	Form, Type	—
2nd	+2	Thick Hide	2
3rd	+2	Sensory Evolution	2
4th	+2	Ability Score Improvement	2
5th	+3	Natural Armor	3
6th	+3	—	3
7th	+3	—	4
8th	+3	Ability Score Improvement	4
9th	+4	Magic Weapons	5
10th	+4	—	5
11th	+4	—	5
12th	+4	Ability Score Improvement	6
13th	+5	—	6
14th	+5	—	6
15th	+5	—	7
16th	+5	Ability Score Improvement	7
17th	+6	—	7
18th	+6	—	8
19th	+6	Ability Score Improvement	8
20th	+6	—	8

EIDOLON CREATION

Use your preferred method to determine your eidolon's ability scores; however, none of its ability scores can be higher than your Intelligence score. The eidolon's size is Medium.

HIT POINTS

Hit Dice: 1d8 per summoner level

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

Hit Points at Higher Levels: 1d8 (or 5) + its Constitution modifier per summoner level after 1st

PROFICIENCIES

Ability Scores: Two different ability scores increase by 1

Saving Throws: Choose one from Strength, Intelligence, Charisma and one from Dexterity, Constitution, Wisdom.

Skills: Choose one skill from Acrobatics, Athletics, Intimidation, Perception, Stealth, or Survival.

FORM

The form you give your eidolon determines its speed and gives it bonus evolutions.

BIPED

Bipedal eidolons have two arms and two legs.

Speed: 30 ft

Evolutions: Limbs (arms), Limbs (legs), Attack (Any), Attack (Any) or Weapon Training (Simple)

QUADRUPED

Quadrupedal eidolons have four legs.

Speed: 40 ft

Evolutions: Limbs (legs) (2), Attack (Bite), Attack (Any)

SERPENTINE

Serpentine eidolons move by slithering their bodies.

Speed: 30 ft

Evolutions: Attack (Bite), Reach (bite), Attack (Tail), Climb or Swim

TAURIC

Tauric eidolons appear as conjoined creatures with a humanoid upper body on a quadrupedal lower body.

Speed: 40 ft

Evolutions: Weapon Training (Simple), Attack (Any), Limbs (arms), Limbs (legs) (2)

TYPE

The type you give your eidolon determines its creature type.

Aberration. Your eidolon starts with Magic Resistance as a bonus evolution.

Celestial. An ability score of your choice increases by 1. Choose either radiant or necrotic damage. Your eidolon's divine essence gives it resistance to that damage type.

Dragon. An ability score of your choice increases by 1. Choose acid, cold, fire, lightning, or poison for your eidolon's draconic ancestry. Your eidolon has resistance to this damage type.

Elemental. Your eidolon is immune to poison damage and the poisoned condition. Choose acid, cold, fire, lightning, or poison for your eidolon's elemental type.

Fey. An ability score of your choice increases by 1. Your eidolon can communicate with beasts and plants as if they shared a language, cannot be charmed, and magic can't put it to sleep.

Fiend. An ability score of your choice increases by 1. Your eidolon is immune to poison damage.

Monstrosity. Your eidolon can select a bonus evolution.

THICK HIDE

At 2nd level choose either light or medium. An eidolon's Armor Class is determined by the formula.

Light. 12 + Dexterity modifier.

Medium. 14 + Dexterity modifier (max 2).

SENSORY EVOLUTION

At 3rd level an eidolon's eyes, optical sensors, or other sensory organs have evolved. Choose one of the following.

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

Blindsight. An eidolon can perceive its surroundings without relying on sight, but is blind beyond 60 ft.

NATURAL ARMOR

At 5th level your eidolon's natural armor improves.

Light. 13 + Dexterity modifier.

Medium. 15 + Dexterity modifier (max 3).

MAGIC WEAPONS

At 9th level your eidolon's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ATTACKS

Name	Requires	Ability Score	Damage	Special
Bite	Head	Strength	piercing	Grappler, Poison, Pounce
Claws	Limbs (Arms / Legs)	Strength / Dexterity	slashing / bludgeoning	Grappler, Pounce
Hooves / Stomp	Limbs (Legs)	Strength	bludgeoning	Trampling Charge
Horn	Head	Strength	piercing	Charge, Trampling Charge
Stinger	—	Strength / Dexterity	piercing	Poison, Stinger Projectile
Tail*	—	Strength	bludgeoning	Grappler, Constrict
Tentacles	Limbs (Tentacles)	Strength	bludgeoning	Fling, Grappler

EVOLUTIONS

AMPHIBIOUS

An eidolon has gills, slimy skin, or some other adaptation allowing it to breathe air or water.

ANGELIC MAGIC

Prerequisite: Celestial type, Eidolon only

Your eidolon's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

1/day each: *detect evil and good, guiding bolt, invisibility* (self only)

ANGELIC CLEANSING

Prerequisite: 9th level, Celestial type, Angelic Magic, Eidolon only

Your eidolon's can innately cast *flame strike* once per day.

ANGELIC WEAPONS

Prerequisite: Celestial type

Choose one weapon attack. When an eidolon hits with this attack, the weapon deals an extra 2 (1d4) radiant damage.

This evolution can be selected more than once. Each time the damage increases by 1d4.

ANGELIC WRATH

Prerequisite: 5th level, Celestial type, Angelic Magic, Eidolon only

Your eidolon's can innately cast the following spells, requiring no material components:

1/day each: *Blindness/Deafness, Blinding Smite*

ATTACKS

An eidolon deals 1d4 damage plus the listed ability score modifier listed above.

This evolution can be selected more than once. Tail can only be chosen if an eidolon is of Serpentine form or Dragon type.

BLOOD FRENZY

Your eidolon has advantage on melee attack rolls against any creature that is below half its hit points. If it is within 60 feet of a creature below half its hit points that it can see then any attack it makes against a target not below half its hit points is made with disadvantage.

BURROW

Prerequisite: 4th level, Claws or Serpentine form

Your eidolon's hands, claws, or feet grow powerful enough to force their way through tough soil, giving it a burrow speed of half its move speed. Creatures at least one size smaller than your eidolon may move through the tunnel unimpeded.

CAMOUFLAGE

An eidolon has advantage on Dexterity (Stealth) checks.

CHARGE

Prerequisite: Horn / Horns

If your eidolon moves at least 20 feet straight toward a creature the first attack that hits with a horn attack on the same turn deals an extra 4 (1d8) piercing damage. If the target is a creature it must succeed on a Strength saving throw (DC 8 + the eidolon's proficiency bonus + its Strength modifier) or be knocked prone.

CHARGE (TAURIC)

Prerequisite: Tauric form

If your eidolon moves at least 20 feet straight toward a creature the first attack that hits with a simple or martial weapon attack on the same turn deals an extra 7 (2d6) piercing damage.

CLIMB

An eidolon becomes a skilled climber, gaining a climb speed equal to its base speed. It can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

CONstrict

Prerequisite: Tail, Grappler

When an eidolon grapples a creature it can instead constrict it. Until this grapple ends, the creature is restrained, and the eidolon can't constrict another target.

DEVIL'S SIGHT

Prerequisite: Fiend type

Your eidolon gains darkvision out to a range of 60 feet. If it already has darkvision, its range increases by 60 feet. Magical darkness doesn't impede its darkvision.

DIVE ATTACK

Prerequisite: Fly

If your eidolon is flying and dives at least 30 feet straight toward a target and then hits it with a melee attack, the attack deals an extra 4 (1d8) damage to the target.

ELEMENTAL BODY

Prerequisite: Elemental type

A creature that touches an eidolon or hits it with a melee attack while within 10 feet of it takes 7 (2d6) elemental damage determined by its elemental type.

ELEMENTAL BREATH

Prerequisite: Head, 4th level, Dragon, Elemental, or Monstrosity type

Your eidolon has grown an organ in its neck that enables it to exhale an element. Use your eidolon's draconic ancestry or elemental type to determine the elemental damage. If your eidolon is a monstrosity choose acid, cold, fire, lightning, or poison. Choose a cone or line. Each creature in a 15-foot cone or a line that is 30 feet long and 5 feet wide must make a Dexterity saving throw (DC 8 + the eidolon's proficiency bonus + its Constitution modifier), taking 14 (4d6) elemental damage as chosen on a failed save, or half as much damage on a successful one. Once an eidolon has used this feature it cannot use it again until it completed a short or long rest.

*This evolution can be selected more than once. Double the range **or** increase the damage to 21 (6d6).*

ELEMENTAL WEAPONS

Prerequisite: Elemental type

Choose one weapon attack. When an eidolon hits with this attack, the weapon deals an extra 2 (1d4) elemental damage determined by its elemental type.

This evolution can be selected more than once. Each time the damage increases by 1d4.

EVASION

Prerequisite: 9th level

An eidolon can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When your eidolon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead take no damage if it succeeds on the saving throw, and only half damage if it fails.

FETID CLOUD

Prerequisite: 5th level, Fiend type

Any creature that starts its turn within 10 feet of the eidolon must succeed on a Constitution saving (DC 8 + the eidolon's proficiency bonus + its Constitution modifier), throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the eidolon's stench for 24 hours.

FEY MAGIC

Prerequisite: Fey type, Eidolon only

Your eidolon's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

1/day each: *entangle, invisibility, sleep*

FEY TRICKSTER

Prerequisite: 7th level, Fey type, Fey Magic, Eidolon only

Your eidolon's can innately cast the following spells, requiring no material components:

1/day each: *confusion, greater invisibility*

FIENDISH MAGIC

Prerequisite: Fiend type, Eidolon only

Your eidolon's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

1/day each: *detect magic, ray of sickness, tasha's hideous laughter*

FLING

Prerequisite: Tentacles, Grappler

As an action an object held or creature grappled by the eidolon that is the same size or smaller than the eidolon is thrown up to 30 feet and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw (DC 8 + the eidolon's proficiency bonus + its Strength modifier) or take the same damage and be knocked prone.

FLY

Prerequisite: 7th level, Eidolon only

Your eidolon gains feathers, leathery flaps, or chitinous wings that allow it to soar through the air. It gains a flying speed of 60 feet.

FLYBY

Prerequisite: Fly, Eidolon only

Your eidolon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

FRIGHTFUL PRESENCE

Prerequisite: Dragon type, Large, Eidolon only

An eidolon becomes unsettling to its foes, gaining the frightful presence ability. The eidolon can activate this ability as part of an attack action. Each creature of the eidolons's choice that is within 30 feet of it and aware of it must succeed on a Wisdom saving throw (DC 8 + the eidolon's proficiency bonus + its Charisma modifier) or become frightened for 1 round. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the eidolons's Frightful Presence for the next 24 hours.

GRAPPLER

Prerequisite: Bite, Claws, Tail, or Tentacles

Once per turn when your eidolon makes a bite, claws, tail, or tentacles attack and hits the target must make a Strength (Athletics) check equal to your eidolon's passive Strength (Athletics) or be grappled.

HEAD

An eidolon grows an additional head.

This evolution can be selected more than once.

IMPROVED DAMAGE

Prerequisite: 7th level

One of the eidolon's attacks is particularly deadly. Select one attack form and increase the damage die to 1d8.

This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different attack.

IMPROVED NATURAL ARMOR

Prerequisite: Level 5, Eidolon only

An eidolon's AC is 18.

INCORPOREAL MOVEMENT

An eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

KEEN SENSES

Choose two of the following

Keen Hearing. Your eidolon's ears are more adept at picking up nearby sounds. It has advantage on Wisdom (Perception) checks that rely on hearing.

Keen Sight. Your eidolon's eyes have adapted to pinpoint accuracy. It has advantage on Wisdom (Perception) checks that rely on sight.

Keen Smell. Your eidolon's olfactory organs have grown more efficient, letting it detect hidden enemies or track quarry through thick underbrush. It has advantage on Wisdom (Perception) checks that rely on smell.

This evolution can be selected more than once.

KINDRED SPIRIT

Your eidolon's essence becomes closely intertwined with your own, becoming more like a wizard's familiar. When you cast a spell with a range of touch, your eidolon can deliver the spell as if it had cast the spell. You eidolon must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your own attack modifier for the roll.

LARGE

Prerequisite: 5th level, Eidolon only

Your eidolon expends its evolutionary energy to engorge itself. It is now size Large. Its hit dice are now 1d10. Recalculate its hit points.

LEGENDARY RESISTANCE

Prerequisite: 15th level, Magic Resistance, Eidolon only

If an eidolon fails a saving throw, it can choose to succeed instead. Once an eidolon has used this feature it cannot use it again until it completed a short or long rest.

LIMBS

An eidolon grows an additional pair of limbs. These limbs can take several forms. They can be made into legs or tentacles, complete with feet. Each pair of legs or tentacles increases the eidolon's base speed by 10 feet. They can be made into arms, complete with hands. Arms that have hands can be used to wield weapons, if the eidolon is proficient.

This evolution can be selected more than once.

MAGIC RESISTANCE

Prerequisite: 7th level, Eidolon only

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

POISON

Prerequisite: 5th level, Bite or Stinger

Your eidolon grows a gland capable of producing a venomous substance. Choose one bite or stinger attack. When your eidolon hits a creature with that attack, the target takes 2 (1d4) extra poison damage.

This evolution can be selected more than once. Each time the damage increases by 1d4.

POUNCE

Prerequisite: Quadruped form, Claws, Bite

Your eidolon has learned how to strike like a panther. If your eidolon moves at least 20 feet in a straight line toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a Strength check (DC 8 + the eidolon's proficiency bonus + its Strength or Dexterity modifier) or be knocked prone. If the target is prone, the eidolon can make a Bite attack.

REACH

Prerequisite: 5th level, Large

One of an eidolon's attacks is capable of striking at foes at a distance. The eidolon's reach with that attack is 10 feet.

RESISTANCE

An eidolon's form takes on a resiliency to one particular energy type, which is usually reflected in its physical body (ashen hide for fire, icy breath for cold, and so on). Pick one energy type (acid, cold, fire, lightning, poison, or thunder). The eidolon gains damage resistance for that energy type.

This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different energy type.

ROAR

Prerequisite: 9th level, Large

An eidolon emits a magical roar as an action. Each creature that is within 30 feet of it and aware of it must succeed on a Wisdom saving throw (DC 8 + the eidolon's proficiency bonus + its Charisma modifier) or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once an eidolon uses this feature, it must finish a short or long rest before it can use it again.

SMALL

Prerequisite: 5th level

Rather than expend its evolutionary energy modifying or acquiring new appendages or organs, your eidolon uses it to expel mass from its body. It is now Small and loses 1 hit point for each summoner level.

SKILL PROFICIENCY

Chose one skill from Athletics, Acrobatics, Stealth, Insight, Perception, Survival, and Intimidation. Your eidolon is now proficient in checks involved with that skill.

STINGER PROJECTILE

Prerequisite: Tail, Stinger

An eidolon's stinger can be projected as a ranged attack. An eidolon can store a number of stingers equal to your summoner level. An eidolon regrows stingers on a long rest.

Ranged Weapon Attack, range 100/200 ft., one target. *Hit*: stinger damage + Dexterity modifier piercing damage.

SWIM

An eidolon is just as comfortable in the water as it is on land. It gains a swim speed equal to its base speed.

TELEPORT

Prerequisite: 5th level

As a bonus action your eidolon can magically teleport, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. Before or after teleporting, your eidolon can make a melee attack. Once it has used this feature it cannot use it again until it completed a short or long rest.

TRAMPLING CHARGE

Prerequisite: Charge

If an eidolon charges a target and knocks it prone, the eidolon can make a hooves or stomp attack.

TREMORSENSE

Prerequisite: 7th level

Your eidolon's feet, cillia, or antennae have grown more sensitive to the subtle movement of the earth beneath it. It gains tremorsense to a range of 60 feet.

UNCANNY DODGE

Prerequisite: 9th level

When an attacker that an eidolon can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

WEAPON TRAINING (SIMPLE)

Prerequisite: Limbs (Arms)

An eidolon becomes proficient with all simple weapons.

WEAPON TRAINING (MARTIAL)

Prerequisite: Weapon Training (Simple)

An eidolon becomes proficient with all martial weapons.

WEB

Your eidolon gains a gland in its mouth, near its wrist, or near its rectal cavity that can produce sticky thread. An eidolon can store a number of threads equal to its proficiency bonus. An eidolon regrows webs on a long rest.

Web. Ranged Weapon Attack, range 30/60 ft., one target. *Hit*: The target is restrained by webbing. As an action, the restrained target can make a Strength check, bursting the webbing on a success. The DC is equal to 8 + your eidolon's proficiency bonus + it's constitution modifier. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

WEBBING

Prerequisite: Web

An eidolon's gland can produce a sticky mass. An eidolon can shoot out a web as per the *Web* spell. Once it uses this feature, it must finish a short or long rest before it can use it again.*

Your eidolon ignores movement restrictions caused by its own webbing.

INNATE SPELLCASTING

Prerequisite: Celestial, Elemental, Fey, or Fiend type, Eidolon only

Your eidolon's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

1st level:

Any. *detect magic, disguise self*

Celestial. *detect evil and good, guiding bolt*

Elemental. *burning hands, chromatic orb, earth tremor, ice knife, detect evil and good, thunderwave*

Fey. *entangle, charm person, sleep*

Fiend. *charm person, hellish rebuke, ray of sickness, tasha's hideous laughter*

2nd level:

Any. *detect thoughts*

Celestial. *blindness/deafness, invisibility (self only)*

Elemental. **

Fey. *invisibility (self only)*

Fiend. *darkness*

3rd level

blinding smite

4th level:

confusion

Elemental. *stone shape*

5th: *flame strike, dispel evil and good*

SUMMONER SPELLS

Cantrips (0 Level)

Acid Splash
Blade Ward
Corrosive Touch*
Create Bonfire
Dancing Lights
Friends
Light
Mage Hand
Mending
Message
Mold Earth
Poison Spray
Prestidigitation
Resistance
Sword Burst
Thaumaturgy

1st Level

Absorb Elements
Alarm
Arms of Hadar
Detect Magic
Expeditious Retreat
Feather Fall
Grease
Heroism
Ice Knife
Identify
Jump
Longstrider
Mage Armor
Protection from Evil and Good
Ray of Sickness
Shield
Tenser's Floating Disk
Unseen Servant

2nd Level

Alter Self
Barkskin
Blur
Cloud of Daggers
Darkvision
Dust Devil
Earthbind
Enhance Ability
Enlarge/Reduce
Find Steed
Invisibility
Levitate
Misty Step
Protection from Poison
See Invisibility
Skywrite
Spider Climb
Warding Bond
Web

3rd Level

Blink
Conjure Animals
Counterspell
Dispel Magic
Eruptive Postules*
Fly
Gaseous Form
Glyph of Warding
Haste
Leomund's Tiny Hut
Magic Circle
Meld into Stone
Nondetection
Protection from Energy
Remove Curse
Slow
Sending
Stinking Cloud
Tongues
Wall of Sand
Wall of Water
Water Breathing

4th Level

Banishment
Conjure Minor Elementals
Conjure Woodland Beings
Death Ward
Dimension Door
Dominate Beast
Evard's Black Tentacles
Fire Shield
Freedom of Movement
Giant Insect
Greater Invisibility
Leomund's Secret Chest
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Polymorph
Stoneskin
Transmogrify*
Wall of Fire

5th Level

Antilife Shell
Cloudkill
Conjure Elemental
Contact Other Plane
Hold Monster
Insect Plague
Planar Binding
Teleportation Circle
Wall of Force
Wall of Stone

6th Level

Arcane Gate
Conjure Fey
Drawmij's Instant Summons
Planar Ally
True Seeing
Wall of Ice

7th Level

Conjure Celestial
Etherealness
Plane Shift
Sequester
Simulacrum
Teleport

8th Level

Antipathy/Sympathy
Demiplane
Dominate Monster
Incendiary Cloud
Maze

9th Level

Imprisonment
Prismatic Wall
Shapechange
True Polymorph

**New spell*

NEW SPELLS

CORROSIVE TOUCH

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Corrosive acid engulfs your hand as you try to touch a creature. Make a melee spell attack against the target. On a hit, the target takes 1d10 acid damage. The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

ERUPTIVE POSTULES

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small amount of oil)

Duration: 10 minutes

Your skin erupts in swollen, pus-filled bumps for the duration. You can end the spell early by using an action to dismiss it. Whenever a creature within 5 feet of you hits you with a melee attack, a postule bursts open. The attacker takes 1d8 points of acid damage and must make a Constitution saving throw or be blinded until the end of its next turn.

TRANSMOGRIFY

4th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a flask of quicksilver worth 200 gp for each evolution changed)

Duration: Instantaneous

Your eidolon's form shifts and transforms. This spell allows you to replace any of the eidolon's evolutions with another evolutions that you could learn at that level. If you have the aspect, improved, enhanced aspect, augmented aspect, enhanced mutation, or augmented mutation ability, this spell also allows you to change those evolutions, including removing or adding evolutions as allowed by those abilities.

Your eidolon cannot benefit from this spell more than once per long rest. This spell does not allow you to change your eidolon's base form.

Eidolons can use magic items such as potions, rings, or other wondrous items. However, since they cannot speak, they cannot use any magic items that are activated by speaking a command. If you are a DM and wish to restrict an eidolon's access to magical items, consider modifying your magic items to require speaking a phrase to activate.

Rolling for your eidolon's ability scores is discouraged because it can lead to you having poorer stats than your eidolon. If you still wish to roll, or if one of your eidolon's scores surpasses your Intelligence score because of a magic item or other effect, you may use this alternate rule for controlling an eidolon more powerful than you are.

Unruly Eidolon. If one of your eidolon's ability scores is higher than your Intelligence score, then at the start of each turn when you command your eidolon to move, you must make an Intelligence saving throw against your eidolon's highest ability score. On a successful save, you can command your eidolon as normal. On a failed save, your eidolon goes out of control and attacks the nearest creature within 60 feet of it, including you. You are incapable of dismissing it during this time. You can repeat the Intelligence saving throw at the end of each of your turns, regaining control over it on a success. Otherwise, the effect ends after one minute, your eidolon drops to 0 hit points, or if your eidolon starts its turn and there are no creatures within 60 feet that it can see or hear.

Art source:

<http://thedarkestseason.deviantart.com/art/Balynn-Stonshadow-412172725>

EIDOLON TYPES

Name	Bonuses	Exclusive Evolutions
Aberration	Magic Resistance	—
Celestial	1 ability score, resist radiant or necrotic	Angelic Cleansing, Angelic Magic, Angelic Weapons, Angelic Wrath
Dragon	1 ability score, resist 1 element	Tail attack, Breath Attack, Frightful Presence
Elemental	immune poison and poisoned condition, resist 1 element	Breath Attack, Elemental Body, Elemental Weapons
Fey	1 ability score, Fey Ancestry	Fey Magic, Fey Trickster
Fiend	1 ability score, immune poison damage	Devil's Sight, Fiendish Magic, Fetid Cloud
Monstrosity	1 evolution	Breath Attack

TODO

Add more evolutions for aberration, celestial, and monstrosity

CHANGELOG

V1.2.3 (09/05/2016)

CLASS

- Added "as long as you have not cast a spell this turn" to the bonus action commanding to prevent action economy problems.

V1.2.2 (06/05/2016)

EVOLUTIONS

- Removed Spell reflection.
- Angelic and Elemental Weapons now must choose a singular weapon to apply the benefit to.
- Added level requirement to fey trickster

SPELLS

- Removed summon eidolon spell and made it part of the class

V1.2.1 (04/05/2016)

EVOLUTIONS

- Added Eidolon only to the spellcasting options (Fey Magic, Fey Trickster, Fiendish Magic, Angelic Magic, Angelic Cleansing, and Angelic Wrath)

V1.2.0 (03/05/2016)

SYNTHESIST

- Reworded Fused Form to match Wild Shape. But you don't retain mental ability scores, saves, or skills.

EIDOLON

- Removed Beast as there weren't many exclusive evolutions to go with and the flavor doesn't fit as well as the other fantastical creatures.
- Sensory organs replaces darkvision - allows either darkvision or blindsight.
- Spells your eidolon can innately cast can be used in fused form (for Fey Magic and Fey Trickster)
- Added 1 ability score to Dragon

EVOLUTIONS

- Breath attack is now renamed Elemental Breath and now has Dragon, Elemental, or Monstrosity type required.
- Blindsight moved to eidolon.
- Keen senses can now choose 2 of the options.
- Added Elemental Body and Elemental Weapons for elementals
- Added Fey Ancestry as the bonus evolution for fey
- Added Fey Magic and Fey Trickster for fey
- Removed Improved Darkvision
- Added Devil's Sight and Fiendish Magic for fiends.
- Removed Fetid Cloud and used stench in it's name as they were basically the same.
- Added Angelic Magic, Angelic Cleansing, and Angelic Wrath for celestials
- Teleport is now up to 60 ft. Removed eidolon only

V1.1.3 (02/05/2016)

EIDOLON

- Put Transmogrify on the 4th level spell list (it was

- Rebalanced types a bit by making ability score give 2 by default with some getting an additional score boost.
- AC naturally scales now with an evolution to get heavy.
- Remove Ooze as a type as it is too different from the rest. It would require blindsight, 20ft movement, pseudopod, some kind of split, etc.

V1.1.2 (01/05/2016)

EVOLUTIONS

- Reduce AC by 1 on natural armor evolutions to match armor.
- AC is given by default at level 2

V1.1.1 (30/04/2016)

SPELLS

- Added 6th, 7th, 8th, and 9th level spells

V1.1.0 (29/04/2016)

CORE

- Added 10th level relationship ability
- Added Supernatural Arcanum to give higher level spells
- Refactored Life Tap/Life Link/Life Bond/Life Shackle to make it always sacrifice intelligence score to prevent yo-yoing. I also changed it to be used as a reaction in some cases.

SYNTHESIST

- Moved multiattack from eidolon to here so it can be different for evolutionist
- Added Maker's jump to Synthesist at 7th level
- Clarified Fused Form (Previously Merge Forms) that the summoner is incapacitated, but has full control of the eidolon.

COMMANDER

- Moved multiattack from eidolon to here so it can be different for evolutionist
- Moved Transposition to Commander at 7th level (like all maker's call abilities).
- Moved Mirror Eidolon to commander at 20th. It always works on a reaction.
- Added Expose which is a "work in tandem with your eidolon" ability. Does it need a set number of uses?

EVOLUTIONIST

- Moved multiattack from eidolon to here so it can apply to the summoner
- Added Mutate Eidolon at 7
- Improved aspect at 7 gives up to 2 evolutions
- Enhanced aspect is now at 10 and gives up to three evolutions
- Primal Evolutionist added

EVOLUTIONS

- Combined Keen Senses Evolution
- Darkvision is no longer an evolution - it is granted at the appropriate levels.
- Refactored Tail a bit. Stinger is no longer dependent on it.
- Scaled Charge down a bit to prevent 3.X-era charge spam builds. Still competitive hopefully.
- Removed Basic Magic Evolution to prevent double cantrips

SPELLS

- Put Transmogrify on the 4th level spell list (it was