

PC7

# OLD SCHOOL RULES



## SUMMONER

# The Summoner

The summoner is a sub-class of magic-user that gains his magical powers by making a pact with an outsider, a being from the outer planes. This pact is one of mutual benefit, as both the summoner and the outsider, known as an eidolon, gain in power.

This eidolon physically manifests on the material plane with the summoner. Its physical shape is determined when it is first summoned. It will perform tasks for the summoner, including fighting as well as casting spells.

The eidolon doesn't know any spells itself, it must return to its home plane and find a being there who knows it, then return and cast it.

**Requirements:** Intelligence 9+, Charisma 11+

**Races Allowed:** Any except Gnome

**Prime Requisite:** Charisma

**Weapons Allowed:** Club, Dagger, Dart, Staff, Whip

**Armor Allowed/Shields Allowed:** None/None

**To Hit/Saves:** Magic-User/Magic-User

## Class Abilities:

The Summoner gains an ally from the outer planes called an eidolon. The outer plane must be one that is largely congruent with the summoner's alignment, within one step.

It's also possible for a summoner to instead pick a being from one of the elemental planes, and in that case, the eidolon is a minor genie of the sort affiliated with that element.

Regardless of the origin, the summoner decides on the general form of the eidolon (which will determine its base stats) as well as specific appearance.

This eidolon (or eidolons) count as a henchmen for the purposes of how many henchmen a character may have.

A summoner may use any item usable by a magic-user, including wands and staves. However, he must make a roll as if his eidolon were fetching that spell for him. For instance, if he used a wand of fireballs, he would have to roll as if it were a 3<sup>rd</sup> level spell. (see spellcasting section for details).

At 2<sup>nd</sup> level, the summoner may briefly experience the eidolon's senses – sight, sound, taste, smell and even touch for a number of rounds equal to his level.

At 5<sup>th</sup> level, the summoner may briefly manifest (or borrow, as it were) one of the eidolon's powers or attributes for a number of rounds equal to the summoner's level, chosen when the summoner decides to use this ability.

For instance, this could be the eidolon's flight ability, its physical attacks, its armor class, etc. Note: The eidolon does not lose this power while the summoner is using it and the summoner's body transforms to mimic that of the eidolon that provides the feature.

This increases by an additional power/attribute every 5 additional levels (so two at 10<sup>th</sup>, three at 15<sup>th</sup>, etc).

At 7<sup>th</sup> Level, a summoner may gain one of his eidolon's powers or abilities permanently. This power always results in some physical change in the summoner. This may be delayed (taken at a later level) and can be the eidolon's ability to see in the dark.

At 9<sup>th</sup> level, once per week the summoner may attempt to summon an outsider (of up to the summoner's level in hit dice) from the home plane of his eidolon. The base chance is 5% per level of the summoner and the ritual requires materials costing 1,000 gp per hit dice of the being summoned.

This outsider may perform a service or task for the summoner on a successful reactions check (50%+ Charisma modifier).

This is modified by a number of factors.

Difficulty and Desirability of task – Minus 50 to Plus 50 (GM's discretion)

Donation – Plus 5% for each 1000 gp value of item.

Sacrifice (evil outsider only) – Plus 5% for every HD sacrificed

Threat – Plus 5% for every level the summoner has beyond the HD of the outsider.

At 11<sup>th</sup> Level, a summoner may try to bind an outsider he has summoned. This makes that outsider a servant (or slave) to the summoner for 101 days.

Outsiders generally do not want to do this and will insist on a large number of conditions for their service. Generally this involves payment of some sort, either direct to the outsider or doing deeds that further the outsider's causes.

In either case, the payment will often be outlandish or whimsical, not simply a cash transaction.

At 13<sup>th</sup> Level, a summoner may make a prison that will cage an outsider from his eidolon's home plane. The cage costs 1,000 gp for each HD of the outsider it will contain and takes 1 day per HD to construct.

Once the cage is created, the summoner may attempt to force the outsider into the cage. This requires the outsider to make a saving throw against magic. If the summoner knows the outsider's true name, the save automatically fails.

A caged outsider will be compelled to do a service for the person who releases the outsider. This can be general servitude for a fixed time period or granting 3 wishes. A summoner may only cage a total of 5 outsiders before losing the ability to summon outsiders (his 9<sup>th</sup> level ability), as word gets around that the summoner is not to be trusted.

At 15<sup>th</sup> level, the summoner can travel to the outer plane his eidolon is from, similar to a *plane shift* spell. This may be done once per day.

At 17<sup>th</sup> level, the summoner may gain an audience with a ruler of the outer plane his eidolon is from (after first traveling there). This may occur once per month and requires an offering presented to the ruler of at least 10,000 gp value.

During this audience, the summoner may ask a boon from the ruler. This can be a service, information, or a gift. As with summoning an outsider to perform a service, this requires a successful reactions check (Base 50% +/- Charisma modifier)

Difficulty and Desirability of boon – Minus 100 to Plus 100 (GM's discretion)

Offering – Plus 5% for each 10000 gp value of item.

Sacrifice (evil outsider only) – Plus 1% for every HD sacrificed.

Asking too much or offending the ruler is potentially very perilous and will at the least prevent the character from being granted another audience to being imprisoned or even killed (for evil outsiders).

At 20<sup>th</sup> level, the summoner may completely transform his form into one similar to that of his eidolon, obtaining all his eidolon's abilities and powers. This may be done for one round per level per day, shared with the usage of the similar 5<sup>th</sup> level ability.

## Summoner Spellcasting

Spellcasting by a summoner is by proxy using his eidolon. He asks the eidolon to cast a spell, then the eidolon returns to his home plane to find someone who can and will. He then returns a time later.

If the spell is able to be cast by a magic-user of the same level, the time required is 1d6 rounds.

If the spell is not, then the time required is 1d6 turns (that is, 10-60 minutes).

If the spell is very unusual, or a clerical spell, then the time required is 1d6 hours. (If the clerical spell is not able to be cast by a cleric of the summoner's level, the time required is 3d6 hours.)

Once the eidolon returns, the summoner must make a check to see if the eidolon was successful. The chance for success is indicated on the chart, with an additional -20% if the spell was clerical, and a bonus for high charisma.

Furthermore, there is -20% penalty for additional times attempting to cast that same spell per day.

In any event, a roll of 00 means the eidolon was unsuccessful.

Once retrieved, a spell's casting can be delayed up to 3 turns (30 minutes). When cast, it is at the summoner's level.

Lastly, the summoner may only cast a total number of spells day equal to his summoner level plus a bonus based on his charisma.

### Examples:

Alea, a 1<sup>st</sup> Level Summoner with 13 charisma wants to cast the *knock* spell to open a door. It's second level, higher than a 1<sup>st</sup> Level Mage can normally cast, so it takes 1d6 turns. She sends off her eidolon, and it returns 1 turn later (rolled a 1 on a d6). The eidolon has a 30% to find the spell, unfortunately her player rolls a 77. Alea may send off her eidolon again, but would suffer a 20% penalty (brining the chance to only 10%)

Arydite is a 9<sup>th</sup> level Summoner with 17 charisma. One of her companions was killed in combat and it happened to be the party cleric. She needs a raise dead spell. Ordinarily, 5<sup>th</sup> level spells have a 45%, but because it's clerical, there is a 20% penalty and the time is 3d6 turns. Her player rolls 16, meaning it takes nearly 3 hours. But her player rolled a 06%, easily beating the 25% needed, and her companion is raised. Had she failed, she could have tried again, but with the 20% penalty, giving only a 5% chance

## Eidolons

Eidolons are creatures in their own right, with their own thoughts, feelings and goals. While they generally will cooperate with their summoner, it's more a partnership than a master-servant relationship. If the eidolon feels misused or overworked, it will complain and demand either a change in behavior or recompense.

As outsiders, eidolons may only be permanently killed while on their own home plane. If killed on the material plane, they simply vanish, returning to their home plane to mend. They can be summoned again when they have been fully healed.

Eidolons do not naturally heal while on the material plane (though they can be healed with magic), they must return to their own home for rest and down time (generally 10 hours a day) and when summoned again the next day, a number of hit points equal to the number of hours it was on its home plane are restored (up to a maximum of 10 hit points a day).

Because their ties to the material plane are tenuous, they must stay within 100 feet of their summoner, any further and they begin to lose their strength. If it goes beyond 100 feet, the eidolon loses half its hit points, and going beyond 1000 its hit points are halved again. If the eidolon is more than 10,000 feet from the summoner, it loses all hit points and immediately returns to its home plane as if it were killed.

While eidolons serve a summoner in order to increase their own power, they also expect the summoner to do things for the eidolon from time to time.

Firstly, they expect some sort of compensation, 10% of the treasure the summoner gets, as well as any item that takes their fancy. While most eidolons will take this for themselves, many good ones will insist on it being donated to a charity of some kind.

Secondly, the eidolon will sometimes request the summoner to do something. This can be as complex as going on a quest or as simple as taking them to a play or opera. (Eidolons from Asgard particularly love opera)

## Base Eidolon Forms:

**Avian** – Avian eidolons are small and bird like, usually the size of a hawk. They do not necessarily have feathers.

Base Stats: Size Small; AC 8 (as Leather); Attack Claw 1d4/Claw 1d4/Bite 1d3; Move 12", Fly 15"

**Biped** – Biped eidolons look vaguely like humans, but appear somewhat monstrous. They may use human weapons, but not wear armor unless it is specially made for them (cost x5).

Base Stats: Size Medium; AC 5 (as chain mail); Attack Claw 1d4/Claw 1d4 or by weapon; Move 12"

**Humanoid** – Humanoid eidolons look very similar to humans, though possibly with exotic features. They can wear armor and attack with weapons.

Base Stats: AC 10 (as unarmored); Attack: 1-2 (fist) or by weapon; Move 12"

Other than intelligence (see **Inherent Eidolon Abilities**), ability scores are determined by the summoner when the eidolon is first summoned, either by rolling 3d6 in order, or assigning 15, 12, 10, 10, and 8 to the 5 remaining scores in desired order. High constitution does not improve hit points, but dexterity may alter armor class.

**Quadruped** – These eidolons may look like regular animals or some sort of monster. In any event, they walk on all four legs

Base Stats: AC 7 (as studded leather); Attack: Bite 1d6. Move 15"

**Serpentine** - This appears to be a large snake, though it is not necessarily scaled.

Base Stats: AC 7 (as studded leather); Attack Bite 1d6, Tail Slap 1d4 Move 9". Climbs like thief of equivalent level to its HD.

**Skylarker** – Small sized humanoids with wings on their backs. Can look like an imp to a cherub, to a pixie or sprite, gremlin or mephit.

Base Stats: AC 5 (as chain mail); Attack: By weapon (dagger or knife or tiny bow & arrow that has range and damage of dagger); Move 9" Fly 12"

**Thing** – This is a horror from beyond, whose description is best left to the imagination, though usually involves tentacles and a large slobbering mouth.

Base Stats: AC6 (as scale mail); Attack: Tentacle 1d3/ Tentacle 1d3/Bite 1d6. Move 9"

## Inherent Eidolon Abilities:

Eidolons have an intelligence of 10 plus half their hit dice (round down)

Eidolons can see in the dark up to 60'.

Eidolons speak common, their plane's language, and potentially others, depending on its intelligence.

For every HD the eidolon has, it has 5% magic resistance.

Every 3 HD, the eidolon's armor class improves by 1. (this is forfeited if the eidolon wears armor)

At 11 HD, a +1 or better weapon is required to hit an eidolon

At 18 HD, a +2 or better weapon is required to hit the eidolon

Eidolons attack as monsters (based on hit dice)

## Eidolon Powers:

Periodically (as shown on the chart), eidolons gain new powers, selected by the summoner. In most cases, these can be picked multiple times.

**Bite** – The eidolon gains a bite attack that does 1d6 damage

**Claws** – This gives an eidolon a pair of claw attacks for 1d4 damage each

**Extra Arms** – The Eidolon gains another pair of arms (or tentacles). This either gives them another set of claw attacks, or another attack with a weapon.

**Extra Attack** – The eidolon makes one extra attack per round

**Extra Eidolon** – When the summoner picks this, the next time his current eidolon's hit dice increases, the summoner instead gets a new 1 HD eidolon rather than his first eidolon increasing in hit dice. The summoner picks the basic form as with the original eidolon. Subsequently, every time the summoner gains in level and the eidolon's hit dice increases or gains an ability, the summoner must choose which eidolon improves or gains a hit die.

Eidolons generally resent this and will not permit a summoner to have more than three eidolons total. They also do not take a pay cut. The eidolon with the most hit dice will insist on 15% of the summoner's treasure gained, with the newcomer taking 10%. (And if the summoner wants three, then he must pay 20%, 15%, and 10%)

When a summoner has multiple eidolons, he must choose which ones to send. If he sends them all, then the chance of finding the spell is as given on the chart. However, if he only sends some, then the chance is reduced to the level of the total HD of the eidolons sent.

For example, a 15<sup>th</sup> level Summoner has 3 eidolons, one with 7 HD, one with 2 HD, and one with 1 HD. If he sends all three to fetch a 3<sup>rd</sup> level spell, then they would have an 80% chance of finding it. If he simply sent the 7HD eidolon, it would be 60%. If he sent the 2 HD it would be 20% and it would take 1d6 turns, not rounds, as a 2HD Eidolon has the spell finding chance of a 2<sup>nd</sup> level summoner.

**Extra Hit Points** – The eidolon gains 1 hp for every hit dice it has. This may be taken multiple times.

**Extra Legs** – The eidolon gains another set of legs, increasing its speed by 3"

**Extra Mouth** – The eidolon gains another bite attack. Generally only applicable to Thing form eidolons

**Fast Healing** – The eidolon heals while on the material plane at a rate of 1 hit point every turn (10 minutes).

**Flight** – The eidolon grows a pair of wings from its back. It can now fly at its normal speed. It can carry twice its own body weight.

**Improved Dexterity** – Only applicable for humanoid or biped eidolons, this improves their dexterity (to the equivalent of 18), improving their armor class by 4.

**Improved Speed** – The eidolon's base movement speed improves by 3' (applies to each movement type)

**Improved Strength** – Only applicable for humanoid or biped eidolons, this improves their strength (the equivalent of 18/76) giving them a to hit bonus of +2 and damage bonus of +4. This may be taken a second time to bring the strength to 18/00 (or 19), giving a to hit bonus of +3 and +6 damage.

**Improved Dexterity** – Only applicable for humanoid eidolons, this improves their dexterity to 16, or if it's already 16 or 17, to 18. This increases their armor class

**Improved Armor Class** – The eidolon's armor class improves by 2. This may be taken multiple times.

**Improved Damage** – One type of the eidolon's natural attacks increases by one step (1d4 to d6, 1d6 to 1d8, 1d8 to 1d10, 1d10 to 2d12, 2d6 to 2d8, 2d8 to 3d6, 3d6 to 3d8). This may be taken multiple times.

**Invisibility** – The eidolon may turn invisible at will, similar to the spell of the same name.

**Invisibility, Improved** – This requires the eidolon to already have invisibility. The eidolon may now attack while invisible.

**Larger Size** – The eidolon increases one size, from small to medium, or medium to large. This increases the damage of all attacks by one step. If the eidolon is a quadruped, it may be used as a mount.

**Life Link** – the summoner and the eidolon have mingled their life forces. This means that when the eidolon takes damage, the summoner may decide to take the damage instead. On the other hand, when the summoner takes damage that would bring him to below 1 hit point, then the eidolon takes it instead (even to the point where the eidolon is killed and send back to its home plane).

**Spellcasting Ability** – The eidolon learns to cast spells as if her were a 1<sup>st</sup> level magic-user, cleric, or druid. If taken additional times, then the eidolons spell casting ability increases by one level. These spells do not need to be fetched, but are simply cast by the eidolon itself.

**Thieving Ability** – The eidolon may perform one thief skill (open locks, find/remove traps, climb walls, etc, **not** backstab or read scrolls) as if it were a thief of the same level as the eidolon's hit dice.

**Turn Undead** – The eidolon (who must be good) may turn undead as it were a cleric of the same level as the eidolon's hit dice. This may be performed three times a day.

**Tracking** – The eidolon may track as a ranger of a level equal to the eidolon's hit dice

## Summoner Magic Items

**Demonic Whip** – This appears to be simply a handle carved out of bone. When held by a summoner whose eidolon come from an evil outer plane, a purplish cord of energy emerges, allowing it to be used as a whip. This whip does 1d10 of damage, with no strength bonus, and is considered a +3 weapon for purposes of what it can hit (but there is no actual to hit or damage bonus)

XP 2000, GP 10,000

**Robe of the Summoner** – This appears to be a somewhat garish, silken robe. When worn by a summoner, its appearance changes into something appropriate to the summoner's eidolon. . .

It provides an armor class of 5 and allows 7 rounds extra rounds use of the summoners transformation ability.

XP 4000, GP 30,000

**Tome of Extraneous Eidolon Energy** – This appears to be a standard magical tome. When read by the summoner, his eidolon (if multiple, then the summoner picks one) gains an extra hit dice and all benefits of additional hit dice.

XP 1000, GP 15,000

**The First Edition Summoner Advancement Table**

**% Chance to Cast Spell**

Level	Experience Points Required	Hit Dice	Title	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	0	1d4	Inviter	Eidolon 1HD	45	30*	15*	-	-	-	-	-	-
2nd	2,500	2d4	Beckoner	Eidolon 2HD	50	35*	20*	5*	-	-	-	-	-
3rd	5,000	3d4	Requester	Eidolon Power	55	40	25*	10*	-	-	-	-	-
4th	10,000	4d4	Caller	Eidolon 3HD	60	45	30*	15*	-	-	-	-	-
5th	20,000	5d4	Hailer	Eidolon 4HD	65	50	35	20*	5*	-	-	-	-
6th	40,000	6d4	Eliciter	Eidolon Power	70	55	40	25*	10*	-	-	-	-
7th	60,000	7d4	Convener	Eidolon 5HD	75	60	45	30	15*	-	-	-	-
8th	90,000	8d4	Musterer	Eidolon 6HD	80	65	50	35	20*	5*	-	-	-
9th	135,000	9d4	Convoker	Eidolon Power	85	70	55	40	25	10*	-	-	-
10th	250,000	10d4	Educer	Eidolon 7HD	90	75	60	45	30	15*	-	-	-
11th	375,000	11d4	Summoner	Eidolon 8HD	95	80	65	50	35	20	5*	-	-
12th	750,000	+1hp	Summoner	Eidolon Power	100	85	70	55	40	25	10*	-	-
13th	1,125,000	+2hp	Summoner	Eidolon 9HD	105	90	75	60	45	30	15*	-	-
14th	1,500,000	+3hp	Summoner	Eidolon 10HD	110	95	80	65	50	35	20	5*	-
15th	1,875,000	+4hp	Summoner	Eidolon Power	115	100	85	70	55	40	25	10*	-
16th	2,250,000	+5hp	Summoner	Eidolon 11HD	120	105	90	75	60	45	30	15	-
17th	2,625,000	+6hp	Arch-Summoner	Eidolon 12HD	125	110	95	80	65	50	35	20	5*
18th	3,000,000	+7hp	Arch-Summoner	Eidolon Power	130	115	100	85	70	55	40	25	10
19th	3,375,000	+8hp	Arch-Summoner	Eidolon 13HD	135	120	105	90	75	60	45	30	15
20th	3,750,000	+9hp	Arch-Summoner	Eidolon Power	140	125	110	95	80	65	50	35	20
21st	4,125,000	+10hp	Arch-Summoner	Eidolon 14HD	145	130	115	100	85	70	55	40	25
22nd	4,500,000	+11hp	Arch-Summoner	Eidolon Power	150	135	120	105	90	75	60	45	30
23rd	4,875,000	+12hp	Arch-Summoner	Eidolon 15HD	155	140	125	110	95	80	65	50	35
24th	5,250,000	+13hp	Arch-Summoner	Eidolon Power	160	145	130	115	100	85	70	55	40
25th	5,625,000	+14hp	Arch-Summoner	Eidolon 16HD	165	150	135	120	105	90	75	60	45
26th	6,000,000	+15hp	Arch-Summoner	Eidolon Power	170	155	140	125	110	95	80	65	50
27th	6,375,000	+16hp	Arch-Summoner	Eidolon 17HD	175	160	145	130	115	100	85	70	55
28th	6,750,000	+17hp	Arch-Summoner	Eidolon Power	180	165	150	135	120	105	90	75	60
29th	7,125,000	+18hp	Grand Summoner	Eidolon 18HD	185	170	155	140	125	110	95	80	65

\* Denotes that spell requires 1d6 turns for the eidolon to fetch as opposed to 1d6 rounds.

**Weapon Proficiencies:** 1 at first level, 1 additional every 6 levels

**Non Weapons Proficiencies:** 3 at first level, 2 additional every 6 levels

**Spells Per Day equals the summoner's level, plus bonus for high charisma:** +1 for 15 Charisma, +2 for 16, +3 for 17, +4 for 18, +5 for 19, +6 for 20.

**Increased Spellcasting Chance for Charisma:** +5% for 14 Charisma, +10 for 15, +15 for 16, +20 for 17, +25 for 18, +30 for 19, +35 for 20.

**Starting Wealth:** 2d6 x10 gp (20 to 120 gp)

**The Original Edition Summoner Advancement Table**

**% Chance to Cast Spell**

Level	Experience Points Required	Hit Dice	Title	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	0	1d4	Inviter	Eidolon 1HD	45	30*	15*	-	-	-	-	-	-
2nd	2,750	2d4	Beckoner	Eidolon 2HD	50	35*	20*	5*	-	-	-	-	-
3rd	5,500	3d4	Requester	Eidolon Power	55	40	25*	10*	-	-	-	-	-
4th	11,000	4d4	Caller	Eidolon 3HD	60	45	30*	15*	-	-	-	-	-
5th	22,000	5d4	Hailer	Eidolon 4HD	65	50	35	20*	5*	-	-	-	-
6th	45,000	6d4	Eliciter	Eidolon Power	70	55	40	25*	10*	-	-	-	-
7th	65,000	7d4	Convener	Eidolon 5HD	75	60	45	30	15*	-	-	-	-
8th	90,000	8d4	Musterer	Eidolon 6HD	80	65	50	35	20*	5*	-	-	-
9th	125,000	9d4	Convoker	Eidolon Power	85	70	55	40	25	10*	-	-	-
10th	250,000	10d4	Educer	Eidolon 7HD	90	75	60	45	30	15*	-	-	-
11th	375,000	11d4	Summoner	Eidolon 8HD	95	80	65	50	35	20	5*	-	-
12th	500,000	+1hp	Summoner	Eidolon Power	100	85	70	55	40	25	10*	-	-
13th	625,000	+2hp	Summoner	Eidolon 9HD	105	90	75	60	45	30	15*	-	-
14th	750,000	+3hp	Summoner	Eidolon 10HD	110	95	80	65	50	35	20	5*	-
15th	875,000	+4hp	Summoner	Eidolon Power	115	100	85	70	55	40	25	10*	-
16th	1,000,000	+5hp	Summoner	Eidolon 11HD	120	105	90	75	60	45	30	15	-
17th	1,125,000	+6hp	Arch-Summoner	Eidolon 12HD	125	110	95	80	65	50	35	20	5*
18th	1,250,000	+7hp	Arch-Summoner	Eidolon Power	130	115	100	85	70	55	40	25	10
19th	1,375,000	+8hp	Arch-Summoner	Eidolon 13HD	135	120	105	90	75	60	45	30	15
20th	1,500,000	+9hp	Arch-Summoner	Eidolon Power	140	125	110	95	80	65	50	35	20
21st	1,625,000	+10hp	Arch-Summoner	Eidolon 14HD	145	130	115	100	85	70	55	40	25
22nd	1,750,000	+11hp	Grand Summoner	Eidolon Power	150	135	120	105	90	75	60	45	30

**The Basic/Expert Edition Summoner Advancement Table**

Level	Experience Points Required	Hit Dice	Title	Special	% Chance to Cast Spell								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	0	1d4	Inviter	Eidolon 1HD	45	30*	15*	-	-	-	-	-	-
2nd	2,750	2d4	Beckoner	Eidolon 2HD	50	35*	20*	5*	-	-	-	-	-
3rd	5,500	3d4	Requester	Eidolon Power	55	40	25*	10*	-	-	-	-	-
4th	11,000	4d4	Caller	Eidolon 3HD	60	45	30*	15*	-	-	-	-	-
5th	22,000	5d4	Hailer	Eidolon 4HD	65	50	35	20*	5*	-	-	-	-
6th	45,000	6d4	Eliciter	Eidolon Power	70	55	40	25*	10*	-	-	-	-
7th	90,000	7d4	Convener	Eidolon 5HD	75	60	45	30	15*	-	-	-	-
8th	175,000	8d4	Musterer	Eidolon 6HD	80	65	50	35	20*	5*	-	-	-
9th	350,000	9d4	Convoker	Eidolon Power	85	70	55	40	25	10*	-	-	-
10th	525,000	10d4	Educer	Eidolon 7HD	90	75	60	45	30	15*	-	-	-
11th	700,000	11d4	Summoner	Eidolon 8HD	95	80	65	50	35	20	5*	-	-
12th	875,000	+1hp	Summoner	Eidolon Power	100	85	70	55	40	25	10*	-	-
13th	1,050,000	+2hp	Summoner	Eidolon 9HD	105	90	75	60	45	30	15*	-	-
14th	1,225,000	+3hp	Summoner	Eidolon 10HD	110	95	80	65	50	35	20	5*	-
15th	1,400,000	+4hp	Summoner	Eidolon Power	115	100	85	70	55	40	25	10*	-
16th	1,575,000	+5hp	Summoner	Eidolon 11HD	120	105	90	75	60	45	30	15	-
17th	1,750,000	+6hp	Arch-Summoner	Eidolon 12HD	125	110	95	80	65	50	35	20	5*
18th	1,925,000	+7hp	Arch-Summoner	Eidolon Power	130	115	100	85	70	55	40	25	10
19th	2,100,000	+8hp	Arch-Summoner	Eidolon 13HD	135	120	105	90	75	60	45	30	15
20th	2,275,000	+9hp	Grand Summoner	Eidolon Power	140	125	110	95	80	65	50	35	20

**Spells Per Day equals the summoner's level, plus bonus for high charisma:** +1 for 13-15 Charisma, +2 for 16-17, +3 for 18, +4 for 18, +5 for 19, +6 for 20.

**The Cyclopedic Summoner Advancement Table**

**% Chance to Cast Spell**

Level	Experience Points Required	Hit Dice	Title	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	0	1d4	Inviter	Eidolon 1HD	45	30*	15*	-	-	-	-	-	-
2nd	2,750	2d4	Beckoner	Eidolon 2HD	50	35*	20*	5*	-	-	-	-	-
3rd	5,500	3d4	Requester	Eidolon Power	55	40	25*	10*	-	-	-	-	-
4th	11,000	4d4	Caller	Eidolon 3HD	60	45	30*	15*	-	-	-	-	-
5th	22,000	5d4	Hailer	Eidolon 4HD	65	50	35	20*	5*	-	-	-	-
6th	45,000	6d4	Eliciter	Eidolon Power	70	55	40	25*	10*	-	-	-	-
7th	90,000	7d4	Convener	Eidolon 5HD	75	60	45	30	15*	-	-	-	-
8th	175,000	8d4	Musterer	Eidolon 6HD	80	65	50	35	20*	5*	-	-	-
9th	350,000	9d4	Convoker	Eidolon Power	85	70	55	40	25	10*	-	-	-
10th	525,000	10d4	Educer	Eidolon 7HD	90	75	60	45	30	15*	-	-	-
11th	700,000	11d4	Summoner	Eidolon 8HD	95	80	65	50	35	20	5*	-	-
12th	875,000	+1hp	Summoner	Eidolon Power	100	85	70	55	40	25	10*	-	-
13th	1,050,000	+2hp	Summoner	Eidolon 9HD	105	90	75	60	45	30	15*	-	-
14th	1,225,000	+3hp	Summoner	Eidolon 10HD	110	95	80	65	50	35	20	5*	-
15th	1,400,000	+4hp	Summoner	Eidolon Power	115	100	85	70	55	40	25	10*	-
16th	1,575,000	+5hp	Summoner	Eidolon 11HD	120	105	90	75	60	45	30	15	-
17th	1,750,000	+6hp	Arch-Summoner	Eidolon 12HD	125	110	95	80	65	50	35	20	5*
18th	1,925,000	+7hp	Arch-Summoner	Eidolon Power	130	115	100	85	70	55	40	25	10
19th	2,100,000	+8hp	Arch-Summoner	Eidolon 13HD	135	120	105	90	75	60	45	30	15
20th	2,275,000	+9hp	Arch-Summoner	Eidolon Power	140	125	110	95	80	65	50	35	20
21st	2,450,000	+10hp	Arch-Summoner	Eidolon 14HD	145	130	115	100	85	70	55	40	25
22nd	2,625,000	+11hp	Arch-Summoner	Eidolon Power	150	135	120	105	90	75	60	45	30
23rd	2,800,000	+12hp	Arch-Summoner	Eidolon 15HD	155	140	125	110	95	80	65	50	35
24th	2,975,000	+13hp	Arch-Summoner	Eidolon Power	160	145	130	115	100	85	70	55	40
25th	3,150,000	+14hp	Arch-Summoner	Eidolon 16HD	165	150	135	120	105	90	75	60	45
26th	3,325,000	+15hp	Arch-Summoner	Eidolon Power	170	155	140	125	110	95	80	65	50
27th	3,500,000	+16hp	Arch-Summoner	Eidolon 17HD	175	160	145	130	115	100	85	70	55
28th	3,675,000	+17hp	Arch-Summoner	Eidolon Power	180	165	150	135	120	105	90	75	60
29th	3,850,000	+18hp	Arch-Summoner	Eidolon 18HD	185	170	155	140	125	110	95	80	65
30th	4,025,000	+19hp	Arch-Summoner	Eidolon Power	190	175	160	145	130	115	100	85	70
31st	4,200,000	+20hp	Arch-Summoner	Eidolon 19HD	195	180	165	150	135	120	105	90	75
32nd	4,375,000	+21hp	Arch-Summoner	Eidolon Power	200	185	170	155	140	125	110	95	80
33rd	4,550,000	+22hp	Arch-Summoner	Eidolon 20HD	205	190	175	160	145	130	115	100	85
34th	4,725,000	+23hp	Arch-Summoner	Eidolon Power	210	195	180	165	150	135	120	105	90
35th	4,900,000	+24hp	Arch-Summoner	Eidolon 21HD	215	200	185	170	155	140	125	110	95
36th	5,075,000	+25hp	Grand Summoner	Eidolon 22HD	220	205	190	175	160	145	130	115	100

For purposes of Immortality and Domains, treat the Summoner as a Magic-User.

**Hyperborean Summoner Advancement Table**

Level	Experience Points Required	Hit Dice	Title	Special	% Chance to Cast Spell							
					FA	CA	1st	2nd	3rd	4th	5th	6th
1st	0	1d4	Inviter	Eidolon 1HD	0	1	45	30*	15*	-	-	-
2nd	2,750	2d4	Beckoner	Eidolon 2HD	0	2	50	35*	20*	5*	-	-
3rd	5,500	3d4	Requester	Eidolon Power	1	3	55	40	25*	10*	-	-
4th	11,000	4d4	Caller	Eidolon 3HD	1	4	60	45	30*	15*	-	-
5th	22,000	5d4	Hailer	Eidolon 4HD	2	5	65	50	35	20*	5*	-
6th	45,000	6d4	Eliciter	Eidolon Power	2	6	70	55	40	25*	10*	-
7th	90,000	7d4	Convener	Eidolon 5HD	3	7	75	60	45	30	15*	-
8th	175,000	8d4	Musterer	Eidolon 6HD	3	8	80	65	50	35	20*	5*
9th	350,000	9d4	Convoker	Eidolon Power	4	9	85	70	55	40	25	10*
10th	525,000	9d4+1	Educer	Eidolon 7HD	4	10	90	75	60	45	30	15*
11th	700,000	9d4+2	Summoner	Eidolon 8HD	5	11	95	80	65	50	35	20
12th	875,000	9d4+3	Summoner	Eidolon Power	5	12	100	85	70	55	40	25

**Martian Summoner Advancement Table**

Level	Experience Points Required	Hit Dice	Title	Special	% Chance to Cast Spell							
					To Hit	1st	2nd	3rd	4th	5th	Know	
1st	0	1	Inviter	Eidolon 1HD	0	30	15*	-	-	-	50%	
2nd	2,750	2	Beckoner	Eidolon 2HD	+1	35	20*	5*	-	-	55%	
3rd	5,500	3	Requester	Eidolon Power	+1	40	25	10*	-	-	60%	
4th	11,000	4	Caller	Eidolon 3HD	+2	45	30	15*	-	-	65%	
5th	22,000	5	Hailer	Eidolon 4HD	+2	50	35	20*	5*	-	70%	
6th	45,000	6	Eliciter	Eidolon Power	+3	55	40	25	10*	-	75%	
7th	125,000	7	Convener	Eidolon 5HD	+3	60	45	30	15*	-	80%	
8th	300,000	8	Musterer	Eidolon 6HD	+4	65	50	35	20	6*	85%	
9th	600,000	9	Convoker	Eidolon Power	+4	70	55	40	25	10*	90%	
10th	1,200,000	10	Summoner	Eidolon 7HD	+6	75	60	45	30	15	95%	

Martian summoners have d6 for hit dice and cast sorcerer spells. They suffer corruption every other level.

## Example Summoners

### Alea, 1<sup>st</sup> Level Human Female Summoner

Str 7 Int 13 Wis 9 Dex 17 Con 16 Cha 13, hp 5, AL N  
One Spell Per Day - Spell Chances: 1<sup>st</sup> Level 45%,  
2<sup>nd</sup> Level 30%\*, 3<sup>rd</sup> Level 15%\*

**Geth, Alea's Eidolon.** Avian Form. Size Small; HD 1; hp 7; AC 8; Attack 1-4(Claw)/1-4(Claw)/1-3(Bite); Move 12", Fly 15"; Magic Resistance 5%

Alea is a small and scrawny girl in her late teens. She grew up on the streets, begging and performing simple robberies (i.e. not a thief) and going through refuse. One day she discovered a book which allowed her (once she learned to read well enough) to summon and make a pact with an outsider, who takes the form of a small hawk, something she has always dreamed of being.

**Hagmar, 2<sup>nd</sup> Level Human Male Summoner** Str 16 Int 11 Wis 12 Dex 18 Con 16 Cha 15, hp 10, AC 6, AL LN

Three (Two plus one for Cha) Spells Per Day - Spell Chances: 1<sup>st</sup> Level 60%, 2<sup>nd</sup> Level 45%\*, 3<sup>rd</sup> Level 30%\*, 4<sup>th</sup> Level 15%\*

**Djennie,** Hagmar's Eidolon Humanoid Form, HD 2, hp 13, Str 10 Int 11 Wis 10 Dex 15 Con 10 Cha 12

Hagmar is an attractive but somewhat dimwitted looking tall man, with broad shoulders, brown hair and eyes. Originally he planned going into the military, but he stumbled upon the secret to summon an eidolon from the elemental plane of air.

Djennie is blonde, blue eyed and very attractive, wearing a harem girl's outfit, veil, and wears her hair in a ponytail.

**Gronk, 3<sup>rd</sup> Level Half-Orc Male Summoner** Str 11 Int 13 Wis 10 Dex 15 Con 16 Cha 14, hp 12, AC 9; AL N

Three Spells Per Day - Spell Chances: 1<sup>st</sup> Level 55%, 2<sup>nd</sup> Level 40%, 3<sup>rd</sup> Level 25%\*, 4<sup>th</sup> Level 10%

**Drufus,** Gronk's Eidolon. Quadruped Form; HD 2; hp 14; AC 5; Attack 1-6 (bite), Magic Resistance 10%; Additional Powers: Improved AC

Gronk is one of those "lucky" half-orcs that can mostly pass as a large ugly human, which largely means he's not welcome in orc or human lands. Luckily he met a hermit who taught him to make a pact with his "spirit animal", actually an outsider who takes the form of a white wolf.

**Skeiya 4<sup>th</sup> Level Human Female Summoner** Str 10 Int 14 Wis 10 Dex 13 Con 16 Cha 16, hp 21, AC 4; AL CG

Gear: +1 Quarterstaff, Bracers of Defense AC6, Ring of Protection +2, Wand of Magic Missiles (30 charges)

Six Spells Per Day - Spell Chances: 1<sup>st</sup> Level 75%, 2<sup>nd</sup> Level 60%, 3<sup>rd</sup> Level 45%\*, 4<sup>th</sup> Level 30%\*;

**Verya, Skeiya's Eidolon.** Humanoid Form Str 15 Int 13 Wis 10 Dex 15 Con 14 Cha 12 HD 3; hp 21, AC 1 (+1 Plate and Shield); Attack 1-8 (long sword) Move 12", Fly 12", Magic Resistance 15%

Skeiya comes from a merchant family in a Norse like culture. Her three older sisters are all successful adventurers, a cleric, magic-user and fighter, but Skeiya lacked the brawn of her sister Skeira, the genius of her sister Skadan, and the piety of her sister Skaya. So when she decided to follow in her siblings footsteps, she took the path of the summoner

Her eidolon, Verya, appears to be a Valkyrie, a tall woman with long red hair and blazing blue eyes. When Skedi reached 3<sup>rd</sup> level, she picked Flight as her eidolon power, giving Verya a large set of wings.

**Rock Brickhouse, 6<sup>th</sup> Level Male Human Summoner**

Str 16 Int 10 Wis 10 Dex 11 Con 16 Cha 15; hp 31; AC 10; AL NG

Gear: +1 Club, Leopardskin Toga

Seven (Six plus one for Cha) Spells Per Day - Spell Chances: 1<sup>st</sup> Level 80%, 2<sup>nd</sup> Level 65%, 3<sup>rd</sup> Level 50%, 4<sup>th</sup> Level 35%\* 5<sup>th</sup> Level 20%\*

**Yazoo,** Rock's Eidolon Skylarker Form, Size Small, HD 4, hp 21. AC 5; Attack: 1-4 (Dagger), Move 9", Fly 12"; Magic Resistance 20%; Additional Powers: Invisibility, Improved Invisibility.

Rock was formerly a mason who happened to unearth a strange tablet which summoned Yazoo, a green floating imp like creature with a large head and an upper class accent.

**Foxnar Pyred, 7<sup>th</sup> Level Male Human**

**Summoner**, Str 13 Int 10 Wis 16 Dex 16 Con 16 Cha 17; AC 1; AL CE;

Gear: Bracers AC 5, Wand of Fireballs (21 charges), +3 Quarterstaff

Ten (Seven plus three for Cha) Spells Per Day - Spell Chances: 1<sup>st</sup> Level 95%, 2<sup>nd</sup> Level 80%, 3<sup>rd</sup> Level 65%, 4<sup>th</sup> Level 50% 5<sup>th</sup> Level 35%\*

**Hzrt**, Foxnar's Eidolon. Thing Form. Size Large; HD 5, hp 30; AC 3; Attack: Tentacle 1d4/Tentacle 1d4/Bite 1-8, Move 9" Magic Resistance 25%

Foxnar is tall, muscular bald man with an intense glare. He is a worshiper of the great old ones, specifically Hastur, and has made a pact with a nameless horror from beyond. (He is the younger brother to the Pyred twins in YS1 Outpost of the Outer Ones. You may wish to add him to the Keepers of the Yellow Sign)

His eidolon, has grown to large size and has improved armor class. Foxnar has improved AC

**Miralyn, 8<sup>th</sup> Level Half-Elf Female Summoner**

S18 I15 Wis 10 Dex 15 Con 16 Cha 18, hp 66, AC: 2; AL LG; Attack 1-6+4. Power - Enhanced Strength

Gear: Buckle of Armor (as Platemail), +1 Staff, Wand of Lightning (17 charges)

Twelve (Eight plus four for Cha) Spells Per Day - Spell Chances: 1<sup>st</sup> Level 105%, 2<sup>nd</sup> Level 90%, 3<sup>rd</sup> Level 75%, 4<sup>th</sup> Level 60% 5<sup>th</sup> Level 45%\*, 6<sup>th</sup> Level 30%\*

**Arlon**, Mirabelle's Eidon. Biped Form Size Medium, HD 6; hp 42; AC 5; Attack 1-4+6(Claw)/1-4+6(Claw); MR 30%; Additional Powers: Improved Strength (to 18/76); Improved Strength (to 18/00), resulting in the +6 damage to his claw attack.

Miralyn grew up in a small woodsy village and befriended an old woman who many claimed to be a witch. She was not, but knew how to summon outsiders. As someone with a long (and somewhat creepy) love of felines, Miralyn made a pact with with animal like being from one of the upper planes.

Miralyn's eidolon appears to be a biped lion man, with a bestial, but surprisingly attractive face, and a mane of blond hair falling well past his shoulders.

**Arydite, 9<sup>th</sup> Level Human Female Summoner** Str 10 Int 16 Wis 9 Dex 17 Con 15 Cha 17, hp 36, AL N, AC -4; Move 12". Power - Improved AC

Gear: Staff of Power (20 charges), Bracers of Defense AC4, +2 Dagger, Ring of Protection +3,

Girdle of Many Pouches, Helm of Telepathy

12 Spells Per Day - Spell Chances: 1<sup>st</sup> Level 105%, 2<sup>nd</sup> Level 90%, 3<sup>rd</sup> Level 75%\*, 4<sup>th</sup> Level 60%, 5<sup>th</sup> Level 45%, 6<sup>th</sup> Level 30%\*

**Atallo, Arydite's Eidolon**. Serpentine Form. HD 6+6; hp 37; AC 3; Attack Bite 1d6, Tail Slap 1d4 Move 9"

Arydite is a mysterious woman in her early 30s from a classical Grecian culture (see cover for her appearance). She has the reputation for being a witch, but in reality she is a summoner.

Her eidolon, Atallo appears to be a six foot long grey snake with red rings. She usually carries him as he cannot slither as fast as she can walk. She has improved his hit points and his armor class twice.

**Tarith, 20<sup>th</sup> Level Human Female Summoner** S9 I15 Wis 10 Dex 15 Con 16 Cha 18, hp 66, AL CN

7 powers - Large, Improved Damage, Bite, Improved Armor Class (All Garzot), Extra Eidolon x2, Spellcasting - Cleric (Zara). Tarith - Dark Vision

**Garzot**, Biped Form Eidolon. Size Large; HD 10+10; hp 58; AC 0; Attack Claw 1-8/Claw 1-8/Bite 1-10, Move 12"

**Blib**, Skylarker Form Eidolon. Size Small; HD 2; hp 10; AC 5; Attack: 1-4; (dagger) Move 9" Fly 15"

**Zara**, Humanoid Form Eidolon. Str 10 Int 13 Wis 16 Dex 16 Con 14 Cha 16; Size Medium, HD 1; hp 7; Special: Cast clerical spells as 1<sup>st</sup> level cleric.

Tarith (Tara Smith) originally hails from a material plane similar to late 20<sup>th</sup> century Earth (only with magic and completely different historical figures, though vaguely the same events), where she was a clerk in a used book store. One day a mysterious man in black brought by a box of old books. One of them happened to be a grimoire on demon summoning. Formerly somewhat mousy, with brown hair and eyes, Tarith is now a very daring dresser, preferring revealing clothing. She is somewhat impulsive and a bit selfish, though not evil. Her inherent power was the ability to see in the dark, causing her eyes to glow red.

Though a long series of adventures and misadventures, she had ended up in a pure fantasy world. It's taken some adjustment, but she has managed to recreate many of her former modern luxuries. She has grown somewhat fearful of her first eidolon, Garzot, who has a very bad temper, so she opted to go for additional eidolons to curtail his further growth (which has not helped his anger issues).

## Notes:

This is a fairly strange class, a possibly unholy mixture of a 2e class and a 3.75 class.

I tried using the 2e class in my game, but it proved largely useless in combat, because spells took a long time to cast, and it was too tied into an Arabian setting, as it only dealt with genies, not all outsiders.

So I thought perhaps the 3.75 class would make more sense, the summoner having a “pet” that would fight for them.

It has been playtested at different levels over the last six months, though mostly with one-shots. It's best played by a resourceful player, as the summoner can do a wide variety of things but not reliably and not quickly.

Conversely, it can be a pain if it's played by a power gamer. But so can everything. However, as much of the power of the Summoner comes from the eidolon, the GM has a veto power over the class. By and large the eidolon should be controlled by the player, but it's not an automaton, so the GM should step in if he feels the eidolon would do something differently. In essence, the eidolon is like a character's henchmen

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