

# The Studied Summoner



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# The Studied Summoner

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# STUDIED SUMMONER

*Ours is but one of many different planes of existence. You've studied those other planes and you've learned their secrets. Beyond our realm exists terrifying things, creatures of unfathomable power. Yet it's power that can be harnessed. It can be shaped and molded and used to your desire. While some study multiple schools of magic, you study the inner and outer planes to summon their denizens to serve your needs.*

Key Ability	Hit Points
<b>Intelligence</b> At 1st level, your class gives you an ability boost to Intelligence	<b>6 plus your Constitution modifier</b> You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

Your summons are the single greatest benefit you bring in aid of your allies. Choosing the right summon for any given situation is critical to ensuring the success and survivability of yourself and those you adventure with.

## DURING SOCIAL ENCOUNTERS...

Your knowledge of the planes and their denizens is unparalleled, along with your expertise of the occult.

## WHILE EXPLORING...

You use your knowledge of the occult and other oddities to help discern other worldly dangers your adventuring group may encounter.

## IN DOWNTIME...

You continue your research into other worldly planes, determining which provide the most help and which pose the largest threats.

## YOU MIGHT...

- Be obsessed with a particular outer plane and favor summoning creatures from that plane, such as preferring the company of earth elementals.
- Feel more comfortable in the company of outsiders as opposed to those from the mortal plane.
- Monitor the influence and power of outer planes that other adventurers have never even heard of before.

## OTHERS PROBABLY...

- Secretly fear the creatures you summon, worrying that any planar creature you conjure could potentially be more dangerous than what they are currently fighting.
- Become confused and alarmed when you speak of the wonders of the outer planes.
- Assume you know everything about every oddity encountered, including undead and other strange creatures.

## INITIAL PROFICIENCIES

At 1<sup>st</sup> level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

## PERCEPTION

Trained in Perception

## SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

## SKILLS

Trained in Occultism

Trained in one skill determined by your preferred summon

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

## ATTACKS

Trained in the club, crossbow, dagger, heavy crossbow, and staff

Trained in unarmed attacks

## DEFENSES

Untrained in all armor

Trained in unarmored Defense

## SPELLS

Trained in occult spell attacks

Trained in occult spell DCs

**TABLE: STUDIED SUMMONER ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, occult spellcasting, preferred summons, studied summons, spell laced summons
2	Skill feat, studied summoner feat
3	2nd-level spells, general feat, skill increase
4	Skill feat, studied summoner feat
5	3rd-level spells, ability boosts, ancestry feat, magical fortitude, skill increase
6	Skill feat, studied summoner feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Skill feat, studied summoner feat
9	5th-level spells, ancestry feat, lightning reflexes
10	Ability boosts, skill feat, studied summoner feat
11	6th-level spells, alertness, general feat, studied weapon expertise
12	Skill feat, studied summoner feat
13	7th-level spells, ancestry feat, defensive robes, skill increase, weapon specialization
14	Skill feat, studied summoner feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Skill feat, studied summoner feat
17	9th-level spells, ancestry feat, resolve, skill increase
18	Skill feat, studied summoner feat
19	Studied Savant, Legendary Spellcaster, general feat, Skill increase
20	Ability boosts, skill feat, studied summoner feat

## CLASS FEATURES

You gain these abilities as a studied summoner. Abilities gained at higher levels list the levels next to their names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1<sup>st</sup> level, you have the benefits of your selected ancestry and background, as described in the “Ancestries” and “Backgrounds” sections in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

### INITIAL PROFICIENCIES

At 1<sup>st</sup> level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

## OCCULT SPELLCASTING

Through tireless research and study you can wield occult energy to cast spells. You can cast occult spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells (see the “Casting Spells” section in Chapter 7 of the *Pathfinder Second Edition Core Rulebook*).

At 1<sup>st</sup> level, you can prepare up to two 1<sup>st</sup>-level spells and four cantrips each morning from the spells in your grimoire (see below). Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a studied summoner, your number of spell slots and the highest level of spells you can cast from spell slots increase, shown in **Table: Studied Summoner Spell Per Day** on page 4.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Intelligence, your spell attack rolls and spell DCs use your Intelligence modifier (see the “Specific Checks” section in Chapter 9 of the *Pathfinder Second Edition Core Rulebook*).

## HEIGHTENING SPELLS

When you get spell slots of 2<sup>nd</sup> level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell’s level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

## CANTRIPS

A cantrip is a special type of spell that doesn’t use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level spell you can cast as a studied summoner. For example, as a 1<sup>st</sup>-level studied summoner, your cantrips are 1<sup>st</sup> level spells, and as a 5<sup>th</sup>-level studied summoner, your cantrips are 3<sup>rd</sup> level spells.

## GRIMOIRE

Every occult spell has a written version, usually recorded in a grimoire. You start with a grimoire worth 10 sp or less (similar to the spellbook listed in the “Gear” section in Chapter 6 of the *Pathfinder Second Edition Core Rulebook*), which you receive for free and must study to prepare your spells each day. The grimoire contains your

**TABLE: STUDIED SUMMONER SPELLS PER DAY**

Your Level	Cantrips	Spell Level									
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	4	2	-	-	-	-	-	-	-	-	-
2	4	3	-	-	-	-	-	-	-	-	-
3	4	3	2	-	-	-	-	-	-	-	-
4	4	3	3	-	-	-	-	-	-	-	-
5	4	3	3	2	-	-	-	-	-	-	-
6	4	3	3	3	-	-	-	-	-	-	-
7	4	3	3	3	2	-	-	-	-	-	-
8	4	3	3	3	3	-	-	-	-	-	-
9	4	3	3	3	3	2	-	-	-	-	-
10	4	3	3	3	3	3	-	-	-	-	-
11	4	3	3	3	3	3	2	-	-	-	-
12	4	3	3	3	3	3	3	-	-	-	-
13	4	3	3	3	3	3	3	2	-	-	-
14	4	3	3	3	3	3	3	3	-	-	-
15	4	3	3	3	3	3	3	3	2	-	-
16	4	3	3	3	3	3	3	3	3	-	-
17	4	3	3	3	3	3	3	3	3	2	-
18	4	3	3	3	3	3	3	3	3	3	-
19	4	3	3	3	3	3	3	3	3	3	1*
20	4	3	3	3	3	3	3	3	3	3	1*

\*The studied savant class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

choice of 10 occult cantrips and five 1<sup>st</sup>-level occult spells. You choose these from the common spells on the occult spell list (see the “Spell Lists” section in Chapter 7 of the *Pathfinder Second Edition Core Rulebook*), or from other occult spells you gain access to. Your grimoire’s form and name are up to you. A necrologist might have a grimoire made of leather made from human skin, or a studied theologian might use a tome blessed with holy water; its name could be cryptic, like the *Lost Relics of Time*, or something more sinister, like *Cosmic Horrors from the Great Beyond*.

Each time you gain a level, you add two more occult spells to your grimoire, of any level of spell you can cast. You can also use the Occultism skill to add other spells that you find in your adventuress as described in the “Skill Descriptions” section in Chapter 4 of the *Pathfinder Second Edition Core Rulebook*.

## PREFERRED SUMMONS

Through your extensive research into other planes of existence you’ve come to favor the aid of denizens from one particular realm. Perhaps you’re more interested in the Elemental Planes and enjoy the slow methodical discourse of earth elementals, maybe you seek the aid of Celestial beings to help further their righteous cause,

or you could even seek to harness the power of the plane of shadow through use of quick and disposable undead minions.

Choose either the elementalist, the necrologist, or the theologian as your preferred summons.

### ELEMENTALIST

Nothing is quite as fascinating to you as the planes of Air, Water, Earth, and Fire. You’ve spent endless hours analyzing the versatility and elemental harmony of those planes. Despite not casting arcane or primal spells, you’ve learned how to harness the power of the elements to do your bidding.

**Summon** You learn the Summon Elemental spell (see “Spell Descriptions section” in Chapter 7 of the *Pathfinder Second Edition Core Rulebook*) and cast it as an occult spell. Also, you learn and prepare the spell as a 1<sup>st</sup>-level spell, ignoring the 5<sup>th</sup>-level spell requirement. This spell can be prepared normally using one of your spell slots or used as your Studied Summon and it heightens normally like *summon animal*.

**Skill** You become trained Arcana.

### NECROLOGIST

Your studies have left you alarmingly obsessed with the

Shadow Plane and the Negative Energy Plane. You've learned how to call forth undead minions from those realms to serve you, like a quick castaway necromancer.

**Summon** You learn the *Summon Undead* spell (page 13). This spell can be prepared normally using one of your spell slots or taken as your *Studied Summon* ability.

**Skill** You become trained in Religion.

### THEOLOGIST

A lifetime could be spent learning about the history of conflict between angels, demons, and devils. Luckily, you've spent your life doing just that, and you choose a side. Maybe you studied how to summon Demons at a questionable magical academy or spent time at a holy church learning to earn the trust of celestials. Regardless, your research has left a mark on your soul.

**Summon** You learn either the *Summon Celestial* or *Summon Fiend* spell (see the "Spell Descriptions" section in Chapter 7 of the *Pathfinder Second Edition Core Rulebook*), but you do not gain access to both spells. In order to learn *Summon Celestial* you must have good in your alignment. In order to learn *Summon Fiend* you must have evil in your alignment. You learn and prepare the spell as a 1<sup>st</sup>-level spell, ignoring the 5<sup>th</sup>-level spell requirement. This spell can be prepared normally using one of your spell slots or taken as your *Studied Summon* ability and heightens normally like *summon animal*.

**Skill** You become trained in Religion.

### STUDIED SUMMONS

After years of experimentation and detailed practice you've gained additional spell slots that allow you to summon creatures from other planes. When you prepare your spells each day, you can prepare additional summon spells, though all must be the same summoning spell. You can prepare any summon spell normally available to the occult spell list, or your specific preferred summon that opened up new summoning options. This choice is made every morning as part of spell preparation. For example, an elementalist may prepare either *summon elemental*, *summon fey*, or *summon entity* as their studied summon for the day.

The number of additional spell slots each day is prepared at your highest level of studied summoner spell slots. The number of additional slots is equal to 1 plus your Charisma Modifier.

### SPELL LACED SUMMONS

You can infuse your summons with your prepared occult spells faster than your normal spell casting by using your spell laced summons. Spell Laced Summons is a Focus

Spell (Page 12) that requires the use of a Focus Point to cast. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to study your grimoire or otherwise study the planes.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear in "Focus Spells" section in Chapter 7 of the *Pathfinder Second Edition Core Rulebook*.

You learn the spell laced summon focus spell, enhancing your ability to buff your summoned creatures.

### STUDIED SUMMONER FEATS

At 2<sup>nd</sup> level and every even-numbered level thereafter, you gain a studied summoner class feat. These feats begin on page 6.

#### SKILL FEATS

#### 2ND

At 2<sup>nd</sup> level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the *Pathfinder Second Edition Core Rulebook* and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

#### GENERAL FEATS

#### 3RD

At 3<sup>rd</sup> level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*.

#### SKILL INCREASES

#### 3RD

At 3<sup>rd</sup> level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7<sup>th</sup> level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15<sup>th</sup> level, you can use them to increase your proficiency rank to legendary in a skill which you're already a master.

#### ABILITY BOOSTS

#### 5TH

At 5<sup>th</sup> level and every 5 levels thereafter, you boost four

different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

### ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5<sup>th</sup> level and every 4 levels thereafter. The list of ancestry feats available to you can be found in the "Ancestries" section in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

### MAGICAL FORTITUDE

5TH

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

### EXPERT SPELLCASTER

7TH

Extended research into the occult has improved your capabilities. Your proficiency ranks for occult spell attack rolls and spell DCs increase to expert.

### LIGHTNING REFLEXES

9TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

### ALERTNESS

11TH

You remain alert to threats around you. Your proficiency rank for Perception increases to Expert.

### STUDIED WEAPON EXPERTISE

11TH

Through a combination of study and practice, you've learned how to wield studied summoner weapons more effectively. You gain expert proficiency in the club, crossbow, dagger, heavy crossbow, and staff.

### DEFENSIVE ROBES

13TH

The flow of magic and your defensive training combine to help you get out of the way before an attack. Your proficiency rank in unarmored defense increases to expert.

### WEAPON SPECIALIZATION

13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal an additional 2 damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

### MASTER SPELLCASTER

15TH

You command superlative spellcasting ability. Your

proficiency ranks for occult spell attack rolls and spell DCs increase to master.

### STUDIED SAVANT

19TH

You've gained command of the pinnacle of potent occult magic and can cast a spell of terrifying power. You gain a single 10<sup>th</sup>-level spell slot and can prepare a spell in that slot using occult spellcasting. Unlike other spell slots, you don't gain more 10<sup>th</sup>-level spell slots as you level up, though you can take the Unmatched Occultist feat to gain a second slot.

### LEGENDARY SPELLCASTER

19TH

You are a meticulous practitioner of the occult world, having learned what some considered unknowable. Your proficiency ranks for occult spell attack rolls and spell DCs increase to legendary.

### STUDIED SUMMONER FEATS

You gain these abilities as a studied summoner. Abilities gained at higher levels list the levels next to their names.

#### 1ST LEVEL

##### COUNTERSPELL

FEAT 1

ABJURATION | OCCULT | STUDIED SUMMONER

**Trigger** A creature Casts a Spell that you have prepared. When a foe Casts a Spell and you can see its manifestations, you can use your own magic to disrupt it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the trigger spell. You then attempt to counteract the triggering spell (see the "Counteracting" section in Chapter 9 of the *Pathfinder Second Edition Core Rulebook*).

##### ESCHEW MATERIALS

FEAT 1

STUDIED SUMMONER

You can use clever workarounds to replicate the occult essence of certain materials. When Casting a Spell that requires material components, you can provide these material components without a spell component pouch by drawing intricate replacement sigils in the air. Unlike when providing somatic components, you still must have a hand free. This doesn't remove the need for any materials in the spell's cost entry.

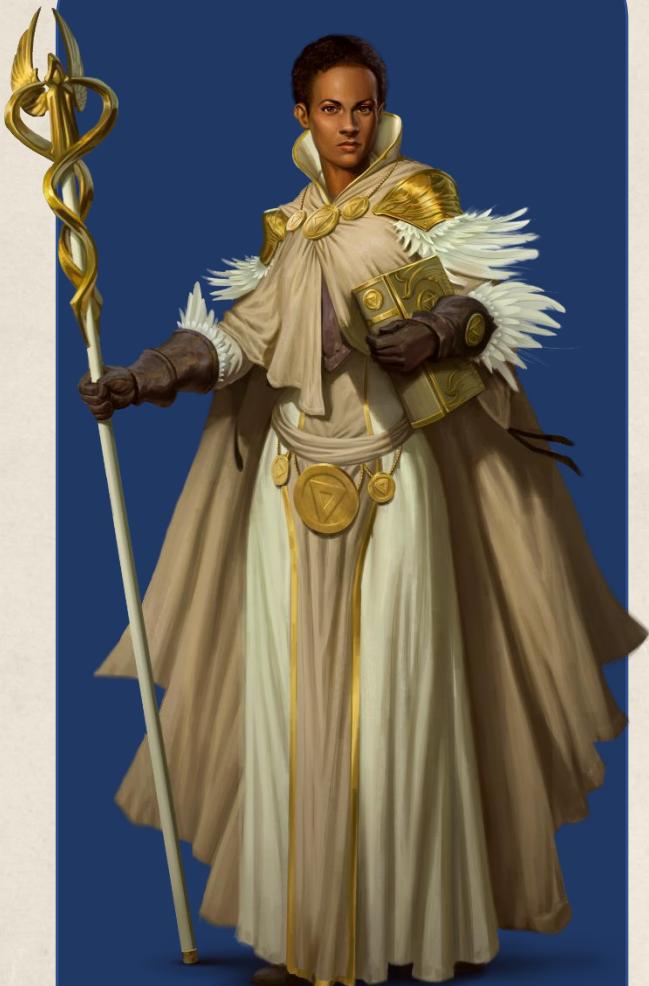
##### FAMILIAR

FEAT 1

STUDIED SUMMONER

You make a pact with a creature that serves you and assists your spellcasting. You gain a familiar (see the

## SAMPLE STUDIED SUMMONER



## THEOLOGIST

*You call forth the power of the heavens to aid you in battle. Angels are your allies and fight for you.*

### ABILITY SCORES

Prioritize Intelligence and Charisma. Constitution will help you endure and Wisdom will guide your way.

### SKILLS

Diplomacy, Medicine, Society, and Religion

### PREFERRED SUMMON

Celestial

### HIGHER-LEVEL FEATS

Intuitive Communicator (1<sup>st</sup>), Heal Summons (2<sup>nd</sup>), Boost Summon (4<sup>th</sup>)

"Animal Companions and Familiars" section in Chapter 3 of the *Pathfinder Second Edition Core Rulebook*.

### INTUITIVE COMMUNICATOR

**FEAT 1**

#### STUDIED SUMMONER

Despite not speaking the same language, any creature you summon naturally understands you. Even non-intelligent creatures (Such as animals) understand your intent can be directed as needed in combat. The GM still determines to the degree to which the summon follows your commands.

### REACH SPELL ♦

**FEAT 1**

#### CONCENTRATE METAMAGIC STUDIED SUMMONER

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

### 2ND LEVEL

### CANTRIP EXPANSION

**FEAT 2**

#### STUDIED SUMMONER

Dedicated study allows you to prepare a wider range of simple spells. You can prepare two additional cantrips each day.

### ENHANCED FAMILIAR

**FEAT 2**

#### STUDIED SUMMONER

#### Prerequisites a familiar

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day, instead of two.

### HEAL SUMMONS

**FEAT 2**

#### STUDIED SUMMONER

You gain access to the Heal Summons Focus Spell listed on page 12.

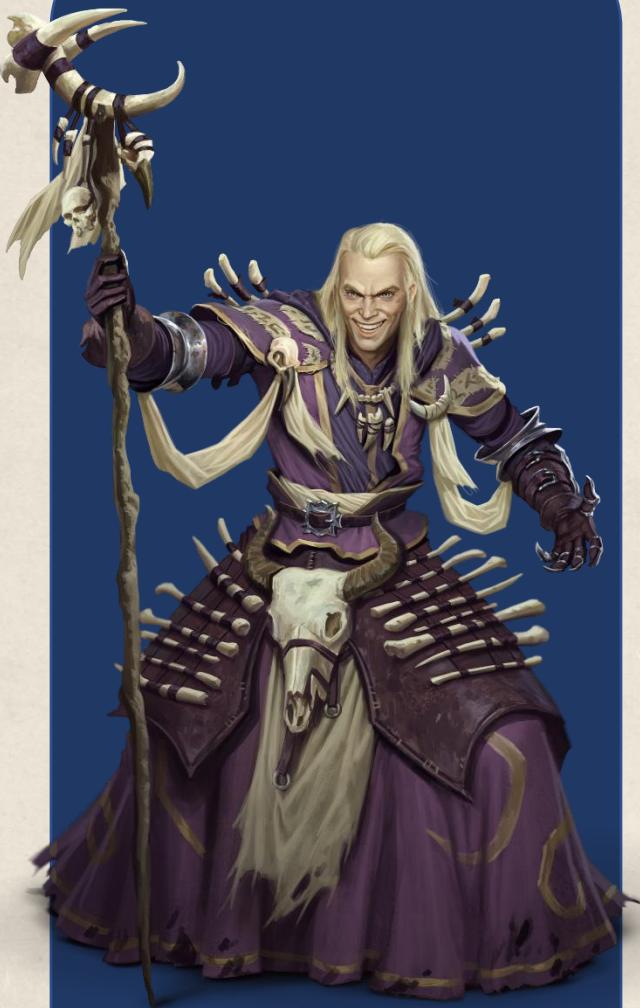
### WIDEN SPELL ♦

**FEAT 2**

#### MANIPULATE METAMAGIC STUDIED SUMMONER

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

## SAMPLE STUDIED SUMMONER



## NECROLOGIST

*You summon vicious undead from negative energy plane or the shadow plane.*

### ABILITY SCORES

Prioritize Intelligence and Charisma. Dexterity and Constitution help with your survival.

### SKILLS

Deception, Intimidation, and Religion

### PREFERRED SUMMON

Undead

### HIGHER-LEVEL FEATS

Counterspell (1<sup>st</sup>), Infuse Summons (4<sup>th</sup>)

## 4TH LEVEL

### BOOST SUMMON

**FEAT 4**

#### STUDIED SUMMONER

You gain access to the Boost Summon Focus Spell listed on page 12.

### INFUSE SUMMONS ♦

**FEAT 4**

#### STUDIED SUMMONER

**Frequency** Once per turn

**Requirements** Your most recent action was to use Spell Laced Summons to Cast a Spell on one of your summons. Casting a spell on your summoned creature can infuse its planar essence. Until the end of your next turn, the summoned creature deals an extra 1d6 damage of a type depending on the spell source used to summon the creature.

- **Animal** Precision damage
- **Celestial** Positive energy damage
- **Construct** Bludgeoning damage
- **Dragon** The same damage as the Dragon's breath weapon. If it does not have a breath weapon, then Fire damage.
- **Elemental** Acid (Earth), Cold (Water), Electricity (Air), or Fire (Fire) energy damage, depending on the type of elemental creature
- **Entity** Mental damage
- **Fey** Poison damage
- **Fiend** Fire energy damage
- **Giant** Bludgeoning damage
- **Plant or Fungus** Poison damage
- **Undead** Negative energy damage

### PLANAR PROTECTOR

**FEAT 4**

#### STUDIED SUMMONER

While a creature you summoned is adjacent to you, you gain a +1 circumstance bonus to AC and saving throws. This effect ends immediately once the summoned creature is no longer adjacent to you.

## 6TH LEVEL

### PLANAR WEAKNESS

**FEAT 6**

#### STUDIED SUMMONER

You have studied one particular plane to learn its mysteries and weaknesses. Choose one creature trait. Any creature with that trait that has a status bonus to saving throws against magic reduces that bonus by 1 against your spells.

- Aberration
- Celestial
- Elemental

- Fey
- Fiend
- Undead

This bonus reduction increases to 2 when you hit level 12 and if you take the versatile Planar Study feat, you can select a second creature trait to apply this penalty to.

### STEADY SPELLCASTING FEAT 6

#### STUDIED SUMMONER

You are confident in your spellcasting technique, and you are more easily able to retain your concentration when you Cast a Spell. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

### 8TH LEVEL

### SECURE STUDY FEAT 8

#### STUDIED SUMMONER

Often your adventuring requires the aid of shelter, somewhere you can comfortably study your grimoire without fear of being disturbed. This feat grants you the *secure study* Focus Spell.

### ADVANCED PLANAR STUDY FEAT 8

#### STUDIED SUMMONER

You gain access to a powerful new spell related to your preferred plane. If you're an elementalist, you gain *elemental rebuke*; if you're a necrologist, you gain *tendrils of death*; If you're a theolog, you gain *celestial guidance* (Good aligned) or *revenge of the pit* (Evil aligned). Increase the number of Focus Points in your focus pool by 1.

### VERSATILE PLANAR STUDY FEAT 8

#### STUDIED SUMMONER

Your study of the planes is more broad than other studied summoners. Rather than focus on a specific plane, your research has branched out to other planes. Choose one additional Preferred Summon (Celestial, Elemental, Fiend or Undead). Alignment restrictions still apply. This spell can be prepared as your Studied Summon for the day when you prepare spells.

### 10TH LEVEL

### DRAGON SUMMONER FEAT 10

#### STUDIED SUMMONER

You've gained further knowledge of the planes and the power they hold, so much so that you've learned how to summon Dragons. You gain access to the Summon Dragon spell and add it to the Occult spell list, using it with the normal 5<sup>th</sup>-level spell requirement. This spell can

also be prepared as your daily Studied Summon ability when you prepare spells normally.

### QUICKENED CASTING FEAT 10

#### CONCENTRATE | METAMAGIC | STUDIED SUMMONER

**Frequency** once per day

If your next action is to cast a studied summoner cantrip or a studied summoner spell that is at least 2 levels lower than the highest level studied summoner spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

### STUDIED ENERGY FEAT 10

#### MANIPULATE | METAMAGIC | STUDIED SUMMONER

With a complex gesture, you alter the energy of your spell laced summons to overcome resistances. If the next action you use is to Cast a Spell on one of your Summoned Creatures using your Spell Laced Summons ability, that Summoned Creature can ignore an amount of resistance to acid, cold, electricity, fire, or sonic damage equal to your level. This applies to all damage the summon deals, including persistent damage and damage caused by an ongoing effect from the summoned creature, such as the *Living Wildfire*'s persistent fire damage. The Summoned Creature may ignore these resistances for 1 round.

### 12TH LEVEL

### OCCULT SAVANT FEAT 12

#### STUDIED SUMMONER

During your daily preparations, you can create two temporary scrolls containing occult spells from your grimoire. These scrolls follow the normal rules for scrolls (see the "Scrolls" section in Chapter 11 of the *Pathfinder Second Edition Core Rulebook*), with some additional restrictions. Each scroll must be of a different spell level, but both spell levels must be 2 or more levels lower than your highest-level spell. Any scrolls you create this way become non-magical the next time you make your daily preparations. A temporary scroll costs you no money to create and has no value. No one but yourself may cast from the temporary scroll and they may not be used to copy into a grimoire.

If you have mastery proficiency in occult spell DCs, you can create three temporary scrolls during your daily preparations, and if you have legendary proficiency, you can create four temporary scrolls.

### PLANAR SENSE FEAT 12

#### DETECTION | DIVINATION | OCCULT

#### STUDIED SUMMONER

Your unending research has given you preternatural

senses regarding creatures from the planes you've studied. Choose a creature type. When you encounter a creature of that type you can use a free action once to Recall Knowledge. Treat a failure as a Success and a Success as a Critical Success.

- Aberration
- Celestial
- Elemental
- Fey
- Fiend
- Undead

If you have versatile planar study, you may select two types of creatures to apply planar sense to.

## **STUDIED COUNTERSPELL** **FEAT 12**

### **STUDIED SUMMONER**

**Prerequisites** Counterspell, Quick Recognize

You innovatively apply your prepared spells to Counterspell a much wider variety of your opponent's magic. Instead of being able to counter a foe's spell with Counterspell only if you have the same spell prepared, you can use Counterspell as long as you have the spell the foe is casting in your grimoire. When you use Counterspell in this way, the prepared spell you expend must share a trait other than its tradition with the triggering spell. At the GM's discretion, you can instead use a spell that has an opposing trait or that otherwise logically would counter the trigger spell (such as using a cold or water spell to counter *fireball* or using *remove fear* to counter a fear spell). Regardless of what spell you expend, you take a -2 penalty to your counteract check, though the GM can waive this penalty if the expended spell is especially appropriate.

## **14TH LEVEL**

## **REFLECT SPELL** **FEAT 14**

### **STUDIED SUMMONER**

**Prerequisites** Counterspell

When you successfully use Counterspell to counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

## **STUDIED FOCUS** **FEAT 14**

### **STUDIED SUMMONER**

**Prerequisites** Advanced Planar Study

Your dedication to your research increases your focus pool. If you have spent at least 2 Focus Points since the

last time you Refocused and your grimoire is in your possession, you recover 2 Focus Points when you Refocus instead of 1.

## **16TH LEVEL**

## **ALTER SUMMONS** **FEAT 16**

### **CONCENTRATE** **STUDIED SUMMONER**

You've learned to alter choices you make when casting spells on your summoned creatures. After casting a spell on only a creature you have summoned that offers several choices of effect (such as *resist energy* or *spell immunity*), you can alter the choice you made when Casting the Spell (for instance, choosing a different type of damage for *resist energy*). However, your tinkering weakens your summoned creature's conjuration, reducing its remaining duration by half.

You can't use this feat if the benefits of the spell have already been used up or if the effects of the first choice would persist in any way after switching (for instance, if one of the choices was to create a consumable item it already used, or to heal it), or if the feat would create an effect more powerful than that offered by the base spell. The GM is the final arbiter of what Alter Summons can be applied to.

## **EFFORTLESS CONCENTRATION** **FEAT 16**

### **STUDIED SUMMONER**

**Trigger** Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active occult spells.

## **18TH LEVEL**

## **PLANAR WELL SPRING** **FEAT 18**

### **STUDIED SUMMONER**

**Prerequisites** Studied Focus

Your studying replenishes your focus. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

## **RESEARCHED VARIABLE** **FEAT 18**

### **STUDIED SUMMONER**

You've found a way to prepare a spell slot that exists in your mind as many different variables at once. Once during your daily preparations, you can use a spell slot to hold that researched variable, rather than using it to prepare a spell. You can use this spell slot to cast any spell from your grimoire that's at least 2 levels lower than the slot you designate; the spell acts in all ways as a spell of 2

levels lower. You don't have any particular spell prepared in that slot until you cast it.

## 20TH LEVEL

### PLANAR ADVOCATE

FEAT 20

#### STUDIED SUMMONER

You've come to gain so much knowledge and familiarity with another plane that you feel more at home there than you do in the Material plane. First, you gain the creature trait associated with your plane of choice (for instance a theologian may gain the *celestial* trait or the elementalist may gain the *elemental* trait). Second, once per day, you can cast plane shift as an occult innate spell, but only to travel to one specific realm which you are an advocate for (work with your GM to determine which plane is most appropriate for your character). When you cast it this way, its casting time is 1 minute, your grimoire is a sufficient tuning fork for this spell, and you appear exactly where you want to be. If you're in your preferred realm due to this spell, you can return to the point you left when you cast it by spending a single action, which has the concentrate and occult traits. Third, when encountering creatures who share your planar trait, they automatically treat you as friendly, unless the GM rules that there is a compelling reason as to why they wouldn't.

### MASTER SUMMONER

FEAT 20

#### STUDIED SUMMONER

#### Prerequisites

Your knowledge and mastery of the planes achieves the impossible. Once per day when you summon a creature, that summoned creature and its duration changes to *1 minute* instead of sustained up to *1 minute*. The creature gets a full set of 3 actions, 1 reaction, and you may issue it a command on your turn as a free action (this still has a verbal and visual component). The degree to which the summoned creature will follow your commands is still up to the game master, but the summoned creature should be treated as Helpful. This ability resets the next time you prepare spells normally.

### UNMATCHED OCCULTIST

FEAT 20

#### STUDIED SUMMONER

#### Prerequisites

Your knowledge of the occult is vast and unrestrained. You gain an additional 10<sup>th</sup>-level spell slot.

## SAMPLE STUDIED SUMMONER



## ELEMENTALIST

*Air, earth, fire, and water. These are the tools of your trade and the allies you put your trust into.*

#### ABILITY SCORES

Prioritize Intelligence and charisma. Dexterity and Constitution help with your survival.

#### SKILLS

Arcana, Nature, and Survival

#### PREFERRED SUMMON

Elementals

#### HIGHER-LEVEL FEATS

Familiar (1<sup>st</sup>), Cantrip Expansion (2<sup>nd</sup>), Planar Protector (4<sup>th</sup>)

## NEW FOCUS SPELLS

### CELESTIAL GUIDANCE

### FOCUS 4

UNCOMMON STUDIED SUMMONER

DIVINATION

Cast verbal

**Trigger** You fail a saving throw against an effect.

Gain a +2 bonus on your save against the effect.

**Heightened (7<sup>th</sup>)** The bonus to your save increases by +1

### BOOST SUMMON

### FOCUS 2

UNCOMMON STUDIED SUMMONER

CONJURATION

Cast verbal

**Trigger** An effect hits a creature you have summoned

**Range** 30 feet; **Targets** 1 creature you summoned

When someone has hit a creature you have summoned with a spell or an attack, you can provide your summoned creature with a boost to their defenses. This provides a +1 circumstance bonus to their AC and Saving Throws against this attack. The effect ends immediately after the attack is resolved.

**Heightened (+3)** The bonus increases by +1

### ELEMENTAL REBUKE

### FOCUS 4

UNCOMMON STUDIED SUMMONER

EVOCATION

Cast verbal

**Trigger** An effect deals acid, cold, electricity, or fire damage to you

You gain momentary protection from a particular source of elemental damage. When a specific energy type hits you, choose acid, cold electricity, or fire. You gain resist 10 against that effect. This protection immediately dissipates after the attack and damage are resolved.

**Heightened (7<sup>th</sup>)** The resistance increases to 15

### HEAL SUMMONS

### FOCUS 1

UNCOMMON HEALING NECROMANCY POSITIVE

STUDIED SUMMONER

Cast to somatic

**Range** touch or 30 feet (see text); **Targets** 1 creature with the summoned trait

You heal your summoned creature's wounds, restoring 1d8 Hit Points to the target. The number of actions spent Casting this Spell Determines its effect.

- somatic The spell has a range of touch
- somatic, verbal The spell has a range of 30 feet and restores an additional 8 Hit Points to the target.

**Heightened (+1)** The amount of healing increases by 1d8, and the additional healing for the 2-action version increases by 8.

### REVENGE OF THE PIT

### FOCUS 4

UNCOMMON

STUDIED SUMMONER

EVOCATION

Cast verbal

**Trigger** You are hit by a melee attack

When someone hits you with a melee attack, you may call forth the very power of the fiends to take your vengeance. Your attacker takes 4d6 fire damage.

**Heightened (+1)** The damage increases by 1d6

### SECURE STUDY

### FOCUS 4

UNCOMMON

STUDIED SUMMONER

CONJURATION

Cast 10 minutes (material, somatic, verbal)

**Range** touch or 30 feet

**Duration** 8 hours

You conjure a 20x20 Cottage. Its general appearance is up to the caster, but it has the statistics of a Wooden Structure (see the "Materials" section in Chapter 11 of the *Pathfinder Second Edition Core Rulebook*). The floor is level, clean, and dry. The structure is subjected to weather normally, but the cottage comes with a stove, fresh firewood, and clean water. The stove may be used to heat the cottage.

The windows and door have a simple lock (DC 20 Thievery) and there is an *alarm* spell cast on the Door.

**Heightened (5<sup>th</sup>)** The cottage is now a Stone Structure, the locks are now average locks (DC 25 Thievery). The cottage gains a free *unseen servant* for its duration, though it cannot leave the cottage.

**Heightened (6<sup>th</sup>)** The cottage is now a Steel Structure, the locks are now good locks (DC 30 Thievery). The *Alarm* spells is automatically heightened to 3<sup>rd</sup>-spell level effectiveness, and the cottage gains a free *Unseen Servant* for its duration, though it cannot leave the cottage.

### TENDRILS OF DEATH

### FOCUS 4

UNCOMMON

STUDIED SUMMONER

NECROMANCY

Cast verbal

**Trigger** You are hit by a melee attack

When hit in combat you can momentarily establish a connection with your foe and bolster yourself at the cost of their life. You enemy takes 2d6 negative energy damage and you heal 2d6 Hit Points.

**Heightened (+2)** The damage and healing increases by +1d8.

### SPELL LACED SUMMONS

### FOCUS 1

UNCOMMON

STUDIED SUMMONER

CONJURATION

Cast verbal

**Range** 30 feet; **Targets** 1 creature you summoned

When casting a spell that targets a creature you summoned, you make use spell laced summons to

reduce the casting time of the spell. You may ignore 1 action requirement of the spell and remove either a Verbal, Somatic, Material, or Focus component.

## MULTICLASS STUDIED SUMMONER CHARACTERS

You dedicated a portion of your adventuring career to studying the planes and their denizens, learning how to cast spells along the way.

### STUDIED DEDICATION FEAT 2

**ARCHETYPE** **DEDICATION** **MULTICLASS**

**Prerequisites** Intelligence 14

You cast spells like a studied summoner, gaining a grimoire with four common cantrips of your choice. You gain the Cast a Spell activity. You can prepare two cantrips each day from your grimoire. You're trained in occult spell attack rolls and spell DCs. Your key spellcasting ability for studied summoner occult spells is Int, and they are studied summoner spells. You become trained in Occultism; if you were already trained in Occultism, you instead become trained in a skill of your choice.

**Special** You can't select another dedication feat until you have gained two other feats from the studied summoner archetype.

### BASIC STUDIED SPELLCASTING FEAT 4

**ARCHETYPE**

**Prerequisites** Studied Summoner Dedication

You gain the basic spellcasting benefits (see the "Archetypes" section in chapter 3 of the *Pathfinder Second Edition Core Rulebook*). You can prepare spells from your grimoire in your spell slots of the appropriate level from the studied summoner archetype.

### BASIC STUDY FEAT 4

**ARCHETYPE**

**Prerequisites** Studied Summoner Dedication

You gain a 1<sup>st</sup>- or 2<sup>nd</sup>-level studied summoner feat.

### ADVANCED STUDY FEAT 6

**ARCHETYPE**

**Prerequisites** Basic Study

You gain one studied summoner feat. For the purpose of meeting its prerequisites, your studied summoner level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another studied summoner feat.

### STUDIED BREADTH

**FEAT 8**

**ARCHETYPE**

**Prerequisites** Basic Studied Spellcasting

You can cast more studied summoner spells each day. Increase the spell slots you gain from studied summoner feats by 1 for each spell level other than your two highest spell levels.

### EXPERT STUDIED SPELLCASTING

**FEAT 12**

**ARCHETYPE**

**Prerequisites** Basic Studied Spellcasting, master in Occultism

You gain the expert spellcasting benefits (see the "Archetypes" section in chapter 3 of the *Pathfinder Core Rulebook*).

### MASTER STUDIED SPELLCASTING

**FEAT 18**

**ARCHETYPE**

**Prerequisites** Expert Studied Spellcasting, legendary in Occultism

You gain the master spellcasting benefits (see the "Archetypes" section in chapter 3 of the *Pathfinder Second Edition Core Rulebook*).

## NEW SPELLS

### SUMMON UNDEAD

**SPELL 1**

**CONJURATION**

Traditions arcane, divine, occult

Cast  material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You conjure an undead creature to fight for you. You summon a common creature that has the undead trait and whose level is -1. Heightening the spell increases the maximum level of the creature you can summon.

**Heightened (2<sup>nd</sup>)** Level 1.

**Heightened (3<sup>rd</sup>)** Level 2.

**Heightened (4<sup>th</sup>)** Level 3.

**Heightened (5<sup>th</sup>)** Level 5.

**Heightened (6<sup>th</sup>)** Level 7.

**Heightened (7<sup>th</sup>)** Level 9.

**Heightened (8<sup>th</sup>)** Level 11.

**Heightened (9<sup>th</sup>)** Level 13.

**Heightened (10<sup>th</sup>)** Level 15.

## VARIANT SPELLS

Rather than having to manage 11 different summoning spells, the gamemaster can approve the use of a single new spell, *summon creature*. This change reduces the overall number of Spells characters have to manage as all summoning could be handled through a single spell.

## SUMMON CREATURE

### SPELL 1

#### CONJURATION

**Traditions** arcane, divine, occult, primal

**Cast** 3 material, somatic, verbal

**Range** 30 feet

**Duration** sustained up to 1 minute

You conjure a creature to fight for you. Pick 1 creature trait from the **Table: Summon Creature** whenever you memorize or learn this spell. You must meet the listed requirements of that creature trait when you memorize or learn this spell. This spell may be prepared or learned at different levels or the same level and a different creature trait may be selected each time. You summon a common creature that has the creature trait you selected and whose level is -1. The creature is conjured with the summoned and minion traits. Heightening the spell increases the Maximum level of creature you can summon.

**Heightened (2<sup>nd</sup>)** Level 1.

**Heightened (3<sup>rd</sup>)** Level 2.

**Heightened (4<sup>th</sup>)** Level 3.

**Heightened (5<sup>th</sup>)** Level 5.

**Heightened (6<sup>th</sup>)** Level 7.

**Heightened (7<sup>th</sup>)** Level 9.

**Heightened (8<sup>th</sup>)** Level 11.

**Heightened (9<sup>th</sup>)** Level 13.

**Heightened (10<sup>th</sup>)** Level 15.

#### TABLE: SUMMON CREATURE

Type:	Requirements
Animal	Arcane or Primal Tradition
Celestial	Divine Tradition, Spell level 5 or higher
Construct	Arcane Tradition
Dragon	Arcane Tradition, Spell level 5 or higher
Elemental	Arcane or Primal tradition, spell level 2 or Higher
Entity	Occult tradition, spell level 5 or higher
Fey	Occult or Primal Tradition
Fiend	Divine Tradition, Spell level 5 or higher
Giant	Primal tradition, Spell Level 5 or higher
Plant or Fungus	Primal Tradition
Undead	Divine or Occult tradition

## NEW CREATURES

#### BOB

When Ezekiel, an elementalist, began expanding his knowledge of the planes, the first realm he contacted was the plane of earth. Blindly calling on other worldly creatures is normally a more risky endeavor, but luckily for Zeke he ended up contacting Bob. Bob is an earth elemental with an unusually chipper demeanor. Enjoying

contact with outsiders, Bob was thrilled to speak with Ezekiel, and immediately began responding to the summoner's calls for assistance. The two have grown an unusual bond of friendship, and Ezekiel knows that when he's in a jam, Bob will always respond to his calls for help.

#### BOB

#### CREATURE -1

**N** **SMALL** **EARTH** **ELEMENTAL**

**Perception** +3; darkvision, tremorsense (imprecise) 30 feet

**Languages** Terran

**Skills** Athletics +4, Stealth +0

**Str +3, Dex +0, Con +2, Int -2, Wis +0, Cha -1**

**AC 14; Fort +6, Ref +2, Will +2**

**HP 12; Immunities** bleed, paralyzed, poison, sleep

**Speed** 20 feet, burrow 20 feet

**Melee** fist +5, Damage 1d4+3 bludgeoning

**Earth Glide** Bob can burrow through any earthen matter, including rock. When he does so, Bob moves at its full burrow speed, leaving no tunnels or signs of its passing.

#### PROTECTOR ARCHON

A close cousin of the Lantern Archon, these creatures are extremely affable, warm, and most of all protective, particularly of mortals they feel are in need of their defense from the forces of darkness. Their celestial energy has given them the body of a shield, usually a buckler or rounded shield, that floats nearby their charge. In the center of the shield is usually a rounded focus point that can glow as an expression of their mood.

#### Protector Archon

#### CREATURE -1

**LG** **SMALL** **ARCHON** **CELESTIAL**

**Perception** +4; darkvision

**Languages** Celestial, Draconic, Infernal

**Skills** Athletics +4, Stealth +2

**Str +1, Dex +2, Con +1, Int -2, Wis +1, Cha -2**

**AC 15; Fort +6, Ref +5, Will +5**

**HP 9; Weaknesses** evil 2; **Resistances** fire 2

**Speed** fly 30 feet

**Melee** bash +6, Damage 1d4+1 bludgeoning

**Divine Shield** ♦ (abjuration, divine) You grant a +1 circumstance bonus to AC and Saves to 1 ally within 5 feet of you. This bonus lasts for 1 round.

**EZEKIEL****STUDIED SUMMONER 1****Ancestry** Elf (Cavern)**Background** Detective**Speed** 30 feet**Perception** +3 (Trained); Low-light vision, Darkvision**Alignment** Neutral Good**Languages** Celestial, Common, Draconic, Elven, Goblin, Sylvan**MODIFIER****MODIFIER**

STR	10 (+0)	INT	18 (+4)
DEX	14 (+2)	WIS	10 (+0)
CON	12 (+2)	CHA	14 (+2)

**ATTACKS****MELEE** ♦

+5 dagger, 1d4 piercing, (versatile S)  
 Electric arc (DC 17 Reflex), 1d4+4 electric damage, targets one or two creatures

**RANGED** ♦♦**SKILLS**

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+5•	+7•	+0
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+7•	+2	+5•
INTIMIDATION (CHA)	UNDERWORLD LORE (INT)	MEDICINE (WIS)
+2	+7•	+0
NATURE (WIS)	OCCULTISM (INT)	PERFORMANCE (CHA)
+3•	+7•	+2
RELIGION (WIS)	SOCIETY (INT)	STEALTH (DEX)
+3•	+7•	+2
SURVIVAL (WIS)	THIEVERY (DEX)	
+0	+5•	

• = Trained •• = EXPERT ••• = MASTER

**FEATS AND ABILITIES**

<b>ANCESTRY</b>	darkvision, low-light vision, otherworldly magic (electric arc)
<b>CLASS FEATS</b>	intuitive communicator
<b>SKILL FEATS</b>	streetwise
<b>CLASS FEATURES</b>	preferred summons (elementalist), spell laced summons, studied summon

**DEFENSES****HIT POINTS**

13	
FORTITUDE	+4

AC WITH	
MAGE ARMOR	16
REFLEX	+5

AC WITH	
SHIELD RAISED	17
WILL	+5

**SPELLS**

SPELL ATTACK +7 DC **17**

**EQUIPMENT**

<b>BULK</b>	2, 6L
<b>WORN</b>	Backpack, clothing
<b>WEAPONS</b>	dagger
<b>STOWED</b>	Bedroll, belt pouch, bandolier, flint and steel, lesser alchemist's fire, minor elixirs of life (2), lesser bottled lightning, rope (50 feet), 2 weeks' rations, soap, thieves' tools, replacement picks (2), torches (5), waterskin, writing set, grimoire
<b>WEALTH</b>	1sp, 1cp



## EQUIPMENT

The follow rules apply to Ezekiel's equipment.

- Alchemist's Fire, Lesser** (alchemical, bomb, consumable, fire, splash)  
**Activate** (Strike); **Effect** Alchemist's fire deal 1d8 fire damage, persistent damage fire damage, and 1 fire splash damage.
- Elixir of Life, Minor** (alchemical, consumable, elixir, healing)  
**Activate** (Interact); **Effect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.
- Bottled Lightning, Lesser** (alchemical, bomb, consumable, electricity, splash); **Effect** Bottled lightning deals 1d6 electricity damage and 1 electricity splash damage. On a hit, the target becomes flat-footed until the start of your next turn.

**Versatile S** (trait) This weapon can be used to deal a different type of damage (slashing). You choose the damage type each time you make an attack.

## FEATS AND ABILITIES

Ezekiel's feats and abilities are described below.

**Occult Spellcasting:** You can cast occult spells using the Cast a Spell activity. See the spells section below for details on the spells you have prepared.

**Preferred Summons:** You are an elementalist, summoning powerful elementals from other planes. You may use Summon Elemental as a 1<sup>st</sup>-level spell and prepare it as your **Studied Summon**.

**Studied Summon:** You may prepare extra Summoning spells cast at your highest Spell Level. You may prepare up to three extra Summoning Spells, all of which are the same summoning spell. Ezekiel favors Summon Elemental.

- Spell Laced Summons:** You have 1 Focus Point with which you may use the Spell Laced Summons Focus Spell to cast spells faster on your summoned creatures. You may ignore 1 action requirement of the spell and remove either a Verbal, Somatic, Material, or Focus component (Though any costs associated with the spell must still be paid) You can regain your Focus Point using the Refocus action.

**Otherworldly Magic:** Your elven heritage has granted you a Cantrip from the Wizard spell list, *Electric Arc*.

**Streetwise:** You can use your Society modifier instead of your Diplomacy modifier to Gather information. In any settlement you frequent regularly, you can use the Recall Knowledge action with Society to know the same sorts of information you could discover with Diplomacy to Gather information. If you fail to recall the information, you can still subsequently attempt to Gather Information normally.

**Intuitive Communicator:** You can intuitively communicate with any creature you summon, even animals and creatures you don't share a language with. This allows you to direct the creature in combat as needed, though still subjected to the GM's determination on how much the summon will follow your commands.

## SPILLS

<b>CANTRIPS (AT WILL)</b>	Detect Magic, Electric Arc, Forbidding Ward, Prestidigitation, Shield
<b>1ST LEVEL</b>	Mage Armor, Protection

Ezekiel can cast the following spells. He can cast up to two 1<sup>st</sup>-level spells but must memorize them in advance. In addition to the cantrips, *mage armor*, and *protection* spells he has memorized, Ezekiel's grimoire also contains *bless*, *daze*, *floating disk*, *mage hand*, *magic missile*, *message*, *read aura*, *telekinetic projectile*, and *summon elemental*.

**Detect Magic** (cantrip, detection, divination; **Cast** somatic, verbal; **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower level than the level of your detect magic spell, though items that have an illusion aura but aren't deceptive in appearance (such as an invisibility potion) are typically detected normally.

**Electric Arc** (cantrip, electricity, evocation; **Cast** somatic, verbal; **Range** 30 feet; **Targets** 1 or 2 creatures; **Saving Throw** basic Reflex **Effect** You fire an arc of lightning that leaps from on target to another. You deal 1d4+4 electricity damage to each target. Creatures are allowed a basic Reflex save.

**Forbidding Ward** (abjuration, cantrip; **Cast** somatic, verbal; **Range** 30 feet; **Targets** 1 ally and 1 enemy; **Duration** Sustained up to 1 minute; **Effect** You ward an ally within 30 feet against the attacks of an enemy within 30 feet. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attack, spells, and other effects.

**Mage Armor** (abjuration; **Cast** somatic, verbal; **Duration** until the next time you make your daily preparations; **Effect** You gain a +1 item bonus to AC and a maximum Dexterity modifier of +5. While wearing mage armor, you use your unarmored proficiency to calculate your AC.

**Prestidigitation** (cantrip, evocation; **Cast** somatic, verbal; **Range** 10 feet; **Targets** 1 object; **Effect** You perform minor effects for as long as you Sustain the Spell. This can include activities such as cooking a small amount of food, picking up or manipulating a light object, or cleaning a set of clothes.

**Protection** (abjuration; **Cast** somatic, verbal; **Range** touch; **Targets** 1 creature; **Duration** 1 minute; **Effect** Choose an alignment (chaotic, evil, good, or lawful) when you cast this spell. The target gains a +1 status bonus to Armor Class and saving throws against creatures and effects of the chosen alignment. This bonus increases to +3 against effects from such creatures that would directly control the target and against attacks made by summoned creatures of the chosen alignment. This spell gains the trait that opposes the alignment you chose—if you chose chaos, this spell gains the lawful trait.

**Shield** (abjuration, cantrip, force; **Cast** verbal; **Effect** You conjure a magical shield of force that last until the start of your next turn. This counts as the *Raise a Shield* action, grants you a +1 circumstance bonus to AC (thought it doesn't require a hand to use), and allows you to use the *Shield Block* reaction. This shield has Hardness 5. After using the *Shield Block* action, this spell ends and you can't use it again for 10 minutes.

**Summon Elemental** (conjuration; **Cast** material, somatic, verbal; **Range** 30 feet; **Duration** sustained up to 1 minute; **Effect** You conjure a common creature with the elemental trait whose level is -1.

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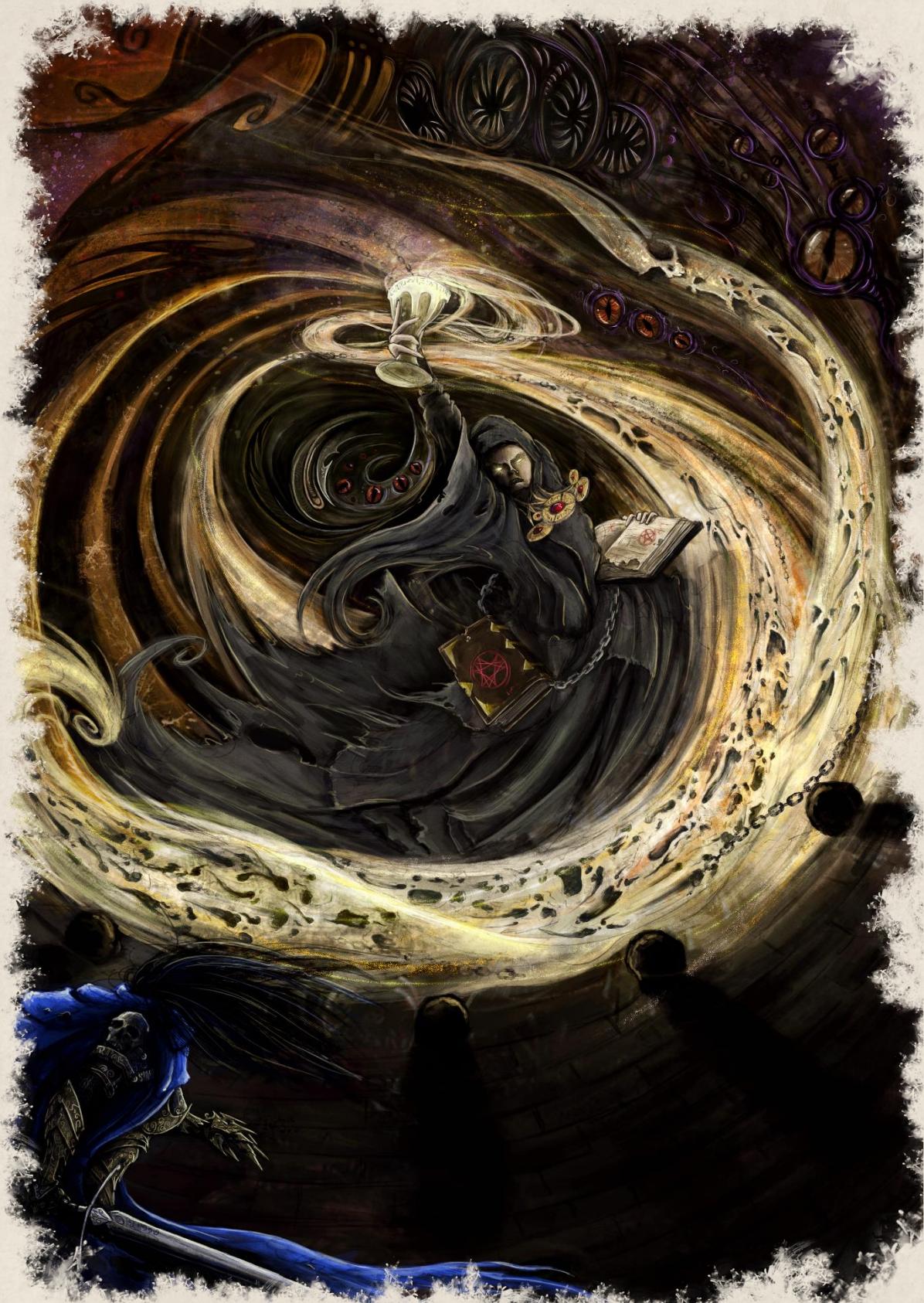
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