

SUMMONER

LEGION KEEPER

Keepers are often viewed as traditionalist Summoners, who focus on mastering the basics and extending their superior command of the legion. They balance stability and control with power and flexibility. A legion may be as weak as its weakest link, but quantity is a quality of its own and no link stands alone.

Many that take this path are Necromancers who want to manage their undead army with efficiency, but Summoners of any type can value order and discipline in their legion.

STURDY SUMMONS

Starting at 3rd level, any time you call forth an entity with Summon Entity, it gains additional hit points equal to half your Summoner level (rounded down).

EMPOWERED ADVANCE

Additionally at 3rd level, you gain the ability to empower your Legion. As a bonus action, you can expend a spell slot of 1st level or higher. When you do so, all of your Conjured Entities gain Temporary Hit Points equal to your Intelligence modifier + twice the level of the spell slot spent, and you can immediately use Direct Control as part of the same action.

LEGION COMMANDER

Starting at 5th level, you gain several additional powers to more command your summons:

- **Legion March.** When you use Direct Control, you can move all the Conjured Entities you currently have summoned. You can replace moving with attack for one of them (but not all of them).
- **Legion Call.** When you use Summon Entity, you can summon two entities instead of one (your maximum number of Conjured Entities does not change).
- **Legion Relay.** When you cast a spell you learned from a Plane of Study that does not have a range of self, you can use any Conjured Entity from that Plane of Study as a conduit, casting it as if you were in its space.

PLANAR LEGION

Starting at 7th level, your Conjured Entities gain a cooperative legion bonus based on their Plane of Origin:

- **Abyssal Frenzy.** Any time you or one of your Conjured Entities scores a critical hit, all of your other Conjured Entities from the Abyss gain advantage on their attack rolls until the end of their turn.
- **Bestial Instinct.** If a creature is knocked prone within range of a Bestial Conjured Entity, it can immediately make a single attack against the prone creature. Once this occurs, it cannot occur again until the start of your next turn.
- **Celestial Support.** Whenever a Celestial Conjured Entity is reduced to 0 hit points, you or another Conjured Entity gain 5 temporary hit points.
- **Elemental Affinity.** Your Elemental Conjured Entities give any elemental (acid, cold, fire, lightning, thunder) immunity or resistance they have to your other Conjured Entities as resistance to that damage type.

- **Fey Trickery.** At the start of your turn when you have two or more Conjured Entities, a Fey Conjured Entity can swap places with any other Conjured Entity.
- **Infernal Binding.** Any time an Infernal Conjured Entity takes damage, you can give it resistance to that damage, but doing so causes you or another Conjured Entity of your choice to take equal damage (after resistance) that cannot be reduced by resistance or immunity.
- **Undead Horde.** You can have one Skeleton or Zombie Conjured Entity that does not count toward your maximum number of Conjured Entities (effectively raising your maximum number of Conjured Entities by 1).

OVERLORD'S COMMAND

Starting at 14th level, you can push your summons to the extreme. When you use Direct Control, you can cause all of your Conjured Entities to move and attack, but they all lose 5 hit points. If this damage would destroy them, it instead reduces them to 1 hit point until the end of their turn (which occurs immediately after yours), after which they are dismissed as normal due to lack of hit points.

Once you take this action, you cannot take it again until you complete a short or long rest.

KEEPER ESOTERIC SECRETS

Arise! (*Undead Plane of Study Only*)

When a small or medium creature dies (or one of your Conjured Entities) is reduced to 0 hit points, you can expend a spell slot of 1st level or higher to use Summon Entity as a reaction targeting the space it fell in, turning it into a conjured skeleton or zombie. This entity gains additional hit points equal to $5 \times$ the level of the spell slot spent.

Coordinated Movements

Your Conjured Entities are no longer difficult terrain for your allies to move through.

Enduring Legion

Your Conjured Entities last 10 minutes once summoned, up from 1 minute.

Expendable Legion

If you take damage that reduces you to 0 hit points while you have one or more Conjured Entities, you can instead fall to 1 hit point and transfer any excess damage to one of your Conjured Entities.

Grasping Legion

You can command one of your Conjured Entities to initiate a grapple as a bonus action. Make a spellcasting check in place of the normal roll to initiate the grapple, which is contested by the creature as usual. On success, the Conjured Entity grapples with the target. It must otherwise qualify to grapple the creature (reach, free hand, and of sufficient size).

Guide the Legion

You can use an action to direct your Conjured Entities to attack a specific creature within 60 feet, guiding their attacks. All of your Conjured Entities gain advantage on their first attack against the creature before the start of your next turn.

Join the Legion (*Undead Plane of Study only*)

When you cast Conjured Entity, you can instead target a corpse of Small or Medium creature in range, raising it as an undead Conjured Entity of one of the Undead types (Skeleton, Zombie, or Wraith). When you raise it this way, it gains an additional hit point equal to the CR of the creature it was raised from (minimum 1), and is equipped with any equipment they were wearing (if it was a skeleton or zombie), but does not otherwise gain any abilities or proficiencies they had.

Legionaire's Opportunity

When a creature leaves the reach of a Conjured Entity, you can use your reaction to cause it to make an opportunity attack, making a single melee weapon attack from its actions if it has one available.

