



SUMMONER V1.1

A dwarf thrusts her arms toward the sky and the ground trembles and quakes as chunks of it begin to break away and rise up, encasing her in a massive pile of stone. What for a moment looked like a defensive measure is revealed to be anything but as the now massive stone forms come alive, each stomping step sending tremors of fear up the wound-be bandits' spines.

A furred wolf-like man throws his head back and howls, an otherworldly sound soon echoed ethereally as a mighty spirit wolf answers his call, looming above wrought from stars and smoke, each fang the size of a shortsword.

A mysterious hooded man shrouded in darkness mutters a few eldritch words, and, as if they had always been there, strange glowing eyes begin opening in the darkness like stars of madness. The goblins have only a moment to consider their life choices before the darkness boils over with fangs and tentacles. The silence that comes after the screams smothers the night, until, one by one, the eyes wink back out as if they were never there.

A cackling elf hurls forth giggling demonic creatures, each one dashing madly toward their foes before exploding in showers of sizzling purple acid. In only moments the battlefield becomes a melting apocalyptic wasteland, splattered and pocked with sizzling pools of acid dissipating into foul acrid smoke of gaudy colors.

Only half melted bones and scorched scrap metal remain of the knights that had thought the mad elf easy bounty.

OTHERWORLDLY POWERS

Masters of otherworldly forces, Summoners wield the power to conjure and command extraplanar beings in battle. Drawing on ancient rituals and deep connections to distant realms, they summon creatures from planes beyond the material world to fight alongside them. Whether calling forth celestial allies, elemental guardians, or fiendish warriors, Summoners rely on their bound companions for protection, offense, and support. While their physical prowess may be limited, their bond with these powerful entities makes them formidable battlefield tacticians, able to adapt to any situation by calling forth just the entity for the task.

SUMMONER COMPLEXITY: ★★★★★

High Crunch. Summoner is a high complexity class—it is recommended only for players that like to engage with mechanics. It is designed to *run* in a streamlined manner so that it is not disruptive to other players, but ranks up there with something like Wizard, Inventor, and Psion in terms of being high crunch.

Turn Length. While the Summoner is optimized to run in a streamlined manner, it's going to best suited to a player that considers their actions before their turn starts and is capable of executing attack rolls quickly.

SUMMONER

Level	Proficiency Bonus	Features	Essence	Esoteric Secrets	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Summoned Entity, Plane of Study, Direct Control	2	—	—	—	—	—	—	—	—
2nd	+2	Spellcasting, Astral Inventory	4	—	2	3	2	—	—	—	—
3rd	+2	Subclass	6	2	2	3	3	—	—	—	—
4th	+2	Ability Score Improvement	8	2	2	4	3	—	—	—	—
5th	+3	Subclass Feature	10	2	3	4	4	2	—	—	—
6th	+3	Free Labor, Channeled Recovery	12	3	3	5	4	2	—	—	—
7th	+3	Expanded Horizons, Subclass Feature	14	3	3	5	4	3	—	—	—
8th	+3	Ability Score Improvement	16	3	3	6	4	3	—	—	—
9th	+4	Recall Ally	18	4	4	6	4	3	2	—	—
10th	+4	Expanded Summons	20	4	4	7	4	3	2	—	—
11th	+4	Otherworldly Power	22	4	4	7	4	3	3	—	—
12th	+4	Ability Score Improvement	24	5	4	8	4	3	3	—	—
13th	+5	Expanded Summons (2)	26	5	4	8	4	3	3	1	—
14th	+5	Subclass Feature	28	5	4	9	4	3	3	1	—
15th	+5	Planeswalker	30	6	4	9	4	3	3	2	—
16th	+5	Ability Score Improvement	32	6	4	10	4	3	3	2	—
17th	+6	Custom Contract	34	6	4	10	4	3	3	3	1
18th	+6	Universal Knowledge	36	7	4	11	4	3	3	3	1
19th	+6	Ability Score Improvement	38	7	4	11	4	3	3	3	2
20th	+6	Conjure Calamity	40	7	4	12	4	3	3	3	2

CREATING A SUMMONER

When creating a Summoner, you're creating a character who interacts with extraplanar powers that most find mysterious, bewildering, and dangerous. Consider why experiences lead to your character pursuing this otherworldly path to power, and how they might have studied it. Did they come from an academy? Did they have a mentor? Did they stumble on ancient forbidden knowledge? Their path to power and their intentions can help define your character.

You'll select a Plane of Study at first level, which will set a lot of the tone for your character. A plane may provide a lot more than just mechanics. Conjuring beasts is going to have a very different vibe to it than conjuring demons or devils, and people might treat summoners that pull terrifying abominations from the beyond as a dangerous lunatic, while a summoner that calls for celestials is some blessed saint.

QUICK BUILD

If you're looking for a Quick Build guide, Summoner is probably not a recommended choice. Summoner is a fairly high complexity class that'll take a high degree of player preparation. But you can read this [guide](#).

CLASS FEATURES

- **Hit Dice:** 1d6 per Summoner level
- **Hit Points at 1st Level:** 6 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per Summoner level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Saving Throws: Constitution, Intelligence

Skills: Choose two from Animal Handling, Arcana, History, Insight, Investigation, Medicine, Nature and Religion.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack

Alternatively, you may start with 4d4 × 10 gp to buy your own equipment.

PLANES OF STUDY

1st-level Summoner feature

Select a plane from which you wish to draw the creatures you summon. The plane you select grants you one language, a set of spells you learn as you gain levels in the class, and a series of different creatures you can summon from that plane, the first of which you gain when you select the plane.

The complete list of planes you can select and the languages, spells, and creatures they grant can be found at the end of the class.

ESSENCE

1st-level Summoner feature

You have a pool of power called Essence equal to $2 \times$ your Summoner level (as shown on the class table). You regain all expended Essence points when you complete a long rest. You cannot exceed your maximum Essence points even if you regain essence from another feature. While you have no Essence (or when spending more Essence than you have available), spending Essence costs hit points. Hit points spent this way behave as Essence.

SUMMONING HIT POINTS

Think of Essence as extra hit points that are only used for Summoning. Gaining 2 per level has a similar result to the Summoner being a d10 hit die class, but them being a separate resource makes it so that features can regenerate them without infinitely healing the Summoner.

SUMMON ENTITY

1st-level Summoner feature

You gain the ability to call forth creatures from your Plane of Study, called Summoned Entities. When you gain this feature, you will have one creature that you can call forth based on your Plane of Study. You gain additional options at 3rd and 5th level from your Plane of Study.

Summoning. As an action, you can call forth the entity to an empty space of sufficient size within 30 feet of you. The Summoned Entity uses the stat block provided under the Plane of Study it is called forth from. To Summon an Entity, you can expend 1 or more Essence (up to your maximum Essence). The Summoned Entity gains base hit points equal to twice the Essence expended (replacing the [Special] in their stat block).

Duration and Range. The entity persists for 10 minute, its hit points are reduced to 0, or you dismiss it as an action. The entity loses 5 hit points any time it ends its turn more than $50 \times$ your Summoner level feet from you.

Multiple Entities. You can have one entity summoned at a time, increasing to two at 5th level, three at 11th level, and four at 20th level. If you summon another entity while you have the maximum number of entities summoned, the currently existing entity with the lowest hit points is reduced to 0 hit points and dismissed.

Saving Throws. Any time it would make a saving throw, you can instead make an Intelligence saving throw, using the results of the save instead (you must decide to do this before rolling the Summoned Entity's saving throw). This save gains any advantage the Summoned Entity has on the save, but otherwise uses your statistics.

Recovering Essence. If you dismiss an entity without it being reduced to zero hit points, you regain Essence equal to half its remaining hit points (rounded down). This cannot exceed your maximum Essence, and cannot exceed the Essence expended to summon it.

Short Rest Creature Features. Some summoned creatures have features that can be used "1/short rest." Each ability can be used once, after which the Summoner must take a short rest before using the same ability again (even if they summon a new creature of the same type).

ENTITY ACTIONS

At the end of your turn, all of your summoned entities can move, attack, **or** take the dodge action, picking one of the options and executing as per the Summoner's mental will (no communication or action required by the Summoner). It can perform an object interaction (such as opening a door or picking up an object) as part of its movement if it moves. When your entity attacks, it can take any action listed under its available actions on its stat block. Summoned entities cannot take reactions.

Utility Features. In addition the properties and actions listed on the stat block, you can communicate with it telepathically. As an action, you can see through an entities eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the entity has. During this time, you are deaf and blind with regard to your own senses. You can mentally command the servant to complete simple tasks that a human servant could do (such as fetching items, closing doors, etc). Once you give the command, the entity performs the task to the best of its ability until it completes the task.

DIRECT CONTROL

1st-level Summoner feature

As an action, you can direct one of your Summoned Entities to make an additional movement immediately, up to its movement speed.

When you reach 5th level, you can command the entity to attack using one of its actions instead of moving it when controlling it this way.

SPELLCASTING

2nd-level Summoner feature

You gain the ability to cast spells. The spells you learn are limited in scope, primarily concerned with enhancing your abilities and devastating your foes.

CANTRIPS

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

SPELL SLOTS

The Summoner table shows how many spell slots you have to cast your Summoner spells of 1st level and higher. To cast one of your Summoner spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level spells of your choice from the Summoner spell list. The Spells Known column of the Summoner table shows when you learn more Summoner spells of your choice.

Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

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

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Summoner spells, since you learn your Summoner spells through dedicated study and experimentation. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Summoner spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier.

RITUAL CASTING

You can cast a Summoner spell as a ritual if that spell has the ritual tag and you know the spell.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your Summoner spells.

ASTRAL INVENTORY

2nd-level Summoner feature

You gain access to a small private subspace that can be used to store and summon items. Placing an item into or removing an item from this special subspace requires an action. You can only store items that you can touch and that are not being worn or carried by other creatures. When an item is summoned, it is summoned either into your hand, or immediately adjacent to you.

When you gain this feature, you can only store Tiny items (such as a potion or dagger) in your inventory. This increases to Small sized items (such swords or breastplates) at 5th level, Medium sized items (such polearm or set of plate armor) at 9th level, and Large sized items (such as rafts or wagons) at 13th level.

You can store a number of items in your Inventory equal to your Summoner level (counting each individual item), and they can have a total maximum weight of $50 \times$ your Summoner level pounds.

STORAGE RULES

An Inventory is good at storing discrete items, but less good for very heavy or numerous items. Each individual coin counts as an item, so storing your stacks of currency in it is generally not practical.

SUBCLASS

3rd-level Summoner feature

You choose a subclass that represents how you wish to use your power as a Summoner, selecting from Legion Caller, Contractor, Invoker, Swarm Controller, or World Sculptor.

ESOTERIC SECRETS

3rd-level Summoner feature

You learn your first Esoteric Secret. Esoteric Secrets are special enhancements that Summoners can learn to enhance their summons, learn new ways of controlling them, or making them more uniquely suited to your vision. Some secrets are limited by subclass or plane of study choices. Additionally, when you gain a level in this class, you can choose one of the secrets you know and replace it with another secret that you could learn at that level.

ABILITY SCORE IMPROVEMENT

4th-level Summoner feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can forgo taking this feature to take a feat of your choice instead.

PLANAR STRIKES

5th-level Summoner feature

Any bludgeoning, piercing, or slashing damage dealt by your Summoned Entities is considered magical for the purposes of overcoming resistance and immunity to the damage types.

FREE LABOR

6th-level Summoner feature

With a special ritual taking 1 minute, you can call forth one or more (up to your Summoner level) menial summons that assist with basic tasks.

They cannot attack, but have the properties of a servant created by the *unseen servant* spell, though they are visible and of a creature type related to your Plane of Study, with a generally related appearance of your choice. You can dismiss them at any time as an action.

You can gain a total number of hours of labor equal to your Summoner level (for example, at 6 level you can summon 6 for 1 hour, 2 for 3 hours, or 1 for 6 hours). This work can be all at once or divided into smaller segments.

After the total hours they can work is complete, they vanish and you cannot summon them again until you complete a long rest.

CHANNELED RECOVERY

6th-level Summoner feature

When you complete a short rest, you recover half of your maximum essence points.

EXPANDED HORIZONS

7th-level Summoner feature

You can select a second Plane of Study. You gain the selected language and spells from the second plane of study, but gain only the first Conjured Creature (the Level 1 option).

RECALL ALLY

9th-level Summoner feature

You can summon a willing creature you are familiar with that is within 500 feet of you to an empty space within 5 feet of you. The number of allies you can summon and the range you can summon them from increases at 13th level to up to 3 willing creatures from up to 1 mile, and again at 17th level to up to 6 willing creatures from up to 100 miles, or back to their home plane at your location irrespective of distance if they are not currently on it and you are.

Once you do this, you cannot do so again until you complete a short or long rest.

EXPANDED SUMMONS

10th-level Summoner feature

You gain the second Conjured Creature from the Plane of Study you selected with Expanded Horizons (the level 3 option).

OTHERWORLDLY POWER

11th-level Summoner feature

Your Summoned Entity's attacks deal an additional 1d6 force damage on hit. This bonus damage applies to attacks and abilities that replace an attack as long as it has an attack roll or saving throw (such as a Swarm Controller's Swarm Attack, even if it can automatically hit).

EXPANDED SUMMONS (2)

13th-level Summoner feature

You gain the third Conjured Creature from the Plane of Study you selected with Expanded Horizons (the level 5 option).

PLANESWALKER

15th-level Summoner feature

You gain the ability reverse your summoning process to cast *plane shift* without expending a spell slot, though you must expend hit points equal to the level or CR of any hostile creature transported this way.

Once you use this ability, you cannot do so again until you complete a long rest.

CUSTOM CONTRACT

17th-level Summoner feature

You can select one Summoned Entity from any other Plane of Study, gaining the ability to summon that creature. You can select an Esoteric option from a Plane of Study only if you spend an Esoteric Secret to do so.

UNIVERSAL KNOWLEDGE

18th-level Summoner feature

Your extensive planar dealings lead you to develop mastery of a third Plane of Study. Additionally, you learn all the languages associated with Planes of Study that you don't already know (Abyssal, Celestial, Primordial, Sylvan and Infernal).

Your familiarity with planar creatures gives you advantage on Wisdom (Insight) and Charisma (Persuasion) ability checks involving customs, rituals, or comprehension.



CONJURE CALAMITY

20th-level Summoner feature

As an action you can tear open a planar breach at a point within 300 feet, selecting from a plane that will deal acid, cold, fire, lightning, necrotic, psychic, or radiant damage when breached. All creatures within 20 feet of the point must make a Dexterity saving throw, taking 20d6 damage of the selected type on failure, or half as much on success.

Gargantuan Summon. A gargantuan creature then appears through the breach. It has a creature type related to one of your selected Planes of Study.

It has 200 hit points, has 18 AC, and uses +12 for all saving throws and ability checks. It takes its turn immediately after you, on which it moves up to 30 feet and causes all creatures within a 30 foot cone to make a DC 20 Dexterity saving throw with great cleaving attacks as its actions. Creatures, structures, and objects take 10d6 damage of the selected damage type on a failed save, and half as much on a successful save. It deals twice as much damage to buildings and structures.

Duration. It acts once before fading away unless you keep the creature from fading away by concentrating on maintaining its presence (as if concentrating on a spell). You can maintain it for up to 1 minute, until it is reduced to 0 hit points, or you lose concentration.

Controlling the Calamity. When you call it forth, and as an action on your subsequent turns while it is present, you can attempt to guide it, making a spellcasting check with a DC of 15. On success, you can direct what direction it moves and attacks on its turn. On failure, or if you do not attempt to control it, it moves and attacks toward the creature closest to it.

Once you have used this ability, you cannot use it again until you complete a long rest.

SUBCLASSES

LEGION CALLER

Legion Callers 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

3rd-level Legion Caller feature

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

3rd-level Legion Caller feature

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 Summoned Entities gain Temporary Hit Points equal to your Intelligence modifier × the level of the spell slot spent, and you can immediately use Direct Control as part of the same bonus action.



LEGION COMMANDER

5th-level Legion Caller feature

You gain several additional powers to more command your summons:

- **Legion March.** When you use Direct Control, you can move all the Summoned 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.
- **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 Summoned Entity from that Plane of Study as a conduit, casting it as if you were in its space.

PLANAR LEGION

7th-level Legion Caller feature

Your Summoned Entities gain a cooperative legion bonus based on their Plane of Origin:

Plane of
Origin

Planar Effect

Abyssal

Abyssal Frenzy. Any time you or one of your Summoned Entities scores a critical hit, all of your other Summoned Entities from the Abyss gain advantage on their next attack roll before the end of their next turn.

Beast

Bestial Instinct. If a creature is knocked prone within range of a Bestial Summoned 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.

Beyond

Pierced Veil. When you use Summon Entity to summon one or more creatures from the Beyond, you can force a creature within 30 feet of one of them to make a Wisdom saving throw. On failure, it becomes Frightened of it until the start of your next turn. Once a creature passes its save against this, it becomes immune to it for 24 hours.

Celestial

Celestial Support. Whenever a Celestial Summoned Entity is reduced to 0 hit points, you or another Summoned Entity gain 5 temporary hit points.

Elemental

Elemental Affinity. Your Elemental Summoned Entities give any acid, cold, fire, lightning, or thunder immunity they have to your other Summoned Entities as resistance to that damage type.

Fey

Fey Trickery. At the start of your turn when you have two or more Summoned Entities, a Fey Summoned Entity can swap places with any other Summoned Entity.

Infernal

Infernal Binding. Any time an Infernal Summoned Entity takes damage, you can give it resistance to that damage, but doing so causes you or another Summoned Entity of your choice to take equal damage (after resistance) that cannot be reduced by resistance or immunity.

Plane
of
Origin **Planar Effect**

**Iron
Grave**

Iron Shell. If the Conjured Animated Armor is adjacent to another willing Large or smaller creature (no action required), you can 'equip' the other creature with Conjured Animated Armor. While 'equipped' in this way they are still separate creatures that can be targeted individually, but they share their space other creature's AC becomes equal to the Conjured Animated Armor (if not already higher), and the Conjured Animated armor cannot move on its own, but automatically moves when the other creature moves. You can end this effect at any time on your turn, causing the Conjured Animated Armor to reform in an empty adjacent space.

Nature

Arboreal Cover Your Summoned Entities of a plant type provide half cover to allied creatures that are their size or smaller within 5 feet of them.

Undead

Undead Horde. You can have one Skeleton or Zombie Summoned Entity that does not count toward your maximum number of Summoned Entities.

Void

Doom Clock. You gain a 1d4 doom die for each Summoned Entity from the void you control at the end of your turn. You can gain a maximum number of these dice equal to your Summoner level, and they last for 1 minute or until expended. When you or a Summoned entity from the void deals damage, you can expend these dice to increase the damage taken by the target by the expended dice. Once you expend the dice, you do not generate new dice for 1 minute.

OVERLORD'S COMMAND

14th-level Legion Caller feature

You can push your summons to the extreme. When you use Direct Control, you can cause all of your Summoned 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.

LEGION CALLER ESOTERIC SECRETS

Arise! (*Prerequisite: Undead Plane of Study*)

When a small or medium creature dies (or one of your Summoned 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 Summoned Entities are no longer difficult terrain for your allies to move through.

Enduring Legion

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

Expendable Legion (*Prerequisite: 6th level Summoner*)

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

Grasping Legion

You can command one of your Summoned 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 Summoned Entity grapples with the target. It must otherwise qualify to grapple the creature (be within reach, have a free hand, and be of sufficient size).

Fairy Dance (*Prerequisite: 7th level, Fey Plane of Study*)

Your Summoned Entities from the Fey Plane of Study can activate Fey Trickery on any willing creature, not just other Summoned Entities.

You can trigger it this way once, after which you cannot trigger it this way again until you complete a short or long rest.

Guide the Legion

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

Horde Caller (*Prerequisite: 18th level Summoner*)

Your Legion Call allows you to summon up to three entities, instead of 2.

Heroic Army

You learn the *heroism* spell. It does not count against your spells known. When you target one of your Summoned Entities with *heroism*, it applies to all of your Summoned Entities, even if they are summoned after it is cast for the duration of the spell.

Join the Legion *(Prerequisite: Undead Plane of Study)*

When you cast Summoned Entity, you can instead target a corpse of Small or Medium creature in range, raising it as an undead Summoned 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.

Legionnaire's Opportunity *(Prerequisite: Reactive Summons)*

Your Summoned Entity can make an opportunity using its own reaction, no longer requiring your reaction to trigger it. You cannot use that Summon to make an additional attack with Reactive Summons.

Summoner's Touch

You can cast a Summoner spell with the range of Touch using the reach and location of any of your Summoned Entities.

Take Root *(Prerequisite: Nature Plane of Study)*

When you summon a Plant Summoned Entity, you can reduce its movement speed to 0 to increase its hit points to $3 \times$ the Essence expended to summon it (up from $2 \times$ the Essence expended).

Zealous Rescue *(Prerequisite: Expendable Legion, Celestial Plane of Study)*

You can trigger the effect of Expendable Legion for any allied creature within 30 feet of one of your Summoned Entities from the Celestial Plane that is reduced to 0 hit points.

You can trigger it this way once, after which you cannot trigger it this way again until you complete a short or long rest.

CONTRACTOR

A Contractor specializes in sculpting a masterpiece, treating their summons as works of art or trusted companions, specialized and perfected. They can call forth only one Summon at time, but in return their Summoned Entities gain additional power and customization, allowing them to fully express themselves and unleash their power.

CONTRACT ENTITY

3rd-level Contractor feature

Whenever you complete a long rest, you can perform a special contract with one entity that you can conjure with Summon Entity, making it easier to call forth and empowering it. Until the end of your next long rest, when you call forth that Entity, you do not need to expend Essence, but it has its own hit point equal to $5 \times$ your Summoner level ($+ 2 \times$ any bonus its hit points normally have). Whenever you summon it or as an action at any time, you can expend your Essence or spell slots to heal it. When you do so, it gains hit points equal to $2 \times$ the Essence expended, or $5 \times$ the spell level expended. You do not regain any Essence when dismissing it.

Improved Persistence. The bound entity is no longer dismissed after 1 minute, and can remain indefinitely until you send it back or it is reduced to 0 hit points. The range it can be from you before its hit points decay is doubled to $100 \times$ your Summoner Level feet.

Improved Autonomy. Moving no longer replaces the Summons ability to take an action, it instead gains the ability to take the Dash action.

Improved Attributes. You can replace any two of its attributes that are lower than your Intelligence ability score with your Intelligence ability score.

CUSTOMIZED SUMMONS

3rd-level Contractor feature

When you select this subclass and again whenever you would normally increase the number of Summoned Entities you can call forth at once, you can instead select an additional customization on binding (replacing the ability to call forth multiple entities with empowering this one).

You can change which Summon Customizations are active any time you perform the contract in Contract Entity.

SUMMON CUSTOMIZATIONS (UNRESTRICTED)

Aquatic (Trait). The entity gains a swimming speed equal to its walking speed, and it can breathe underwater (if it needs to breathe). While it is summoned, you also again have a swimming speed equal to your movement speed and the ability to breathe under water.

Armored (Trait). The AC of the Summoned Entity is increased by 1.

Bulwark (Trait): The entity provides half-cover to any ally within 5 feet of it.

Cleave (Action) (Prerequisite: Large or larger). The entity gains a new action, targeting all creatures within 5 feet of it in a 180 degree arc and forcing them to make a Dexterity saving throw against your spell save DC. On failure, creatures take slashing damage equal to $1d8 +$ your spellcasting modifier.

Evasive (Trait) (Prerequisite: Small or smaller). When the entity is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Hazardous (Trait). The entity reflects $1d4$ damage when it is hit by a melee attack. The damage type is selected when this customization is selected (such as piercing for spikes, or fire for being made of fire).

Resistance (Trait). The entity gains resistance to one of the following damage types: Acid, Cold, Fire, Lightning, Poison, or Thunder.

Ranged Attack (Action). The entity gains a ranged attack action based on its Plane of Study. All ranged weapons have a normal range of 60 feet, and a maximum range of 180 feet.

Plane Ranged Attack

Abyssal	Acid Spit. Ranged Natural Weapon. $1d6$ acid damage on hit.
Bestial	Quill. Ranged natural weapon. $1d6$ piercing damage on hit.
Beyond	Aberrant Shard. Ranged natural weapon. $1d6$ psychic damage on hit.
Celestial	Radiant Bolt. Ranged Natural Weapon. $1d6$ radiant damage on hit.
Elemental	Elemental Bolt. Ranged Natural Weapon. $1d6$ damage of elemental type.



Plane	Ranged Attack
Fey	Shortbow. Ranged weapon attack. 1d6 piercing damage on hit.
Infernal	Fire Bolt. Ranged Natural Weapon. 1d6 fire damage on hit.
Iron Grave	Sharpnel Shard. Ranged Natural Weapon. 1d6 piercing damage on hit.
Nature	Thorn. Ranged natural weapon. 1d6 piercing damage on hit.
Undeath	Grave Bolt. Ranged Natural Weapon. 1d6 necrotic damage on hit.
Void	Oblivion Ray. Ranged Natural Weapon. 1d6 necrotic damage on hit.

Scaling (*Trait*). When you call the bound entity, you can increase or decrease its size by one step. If a creature is Tiny and cannot be made any smaller, you can instead increase its size by two steps (up to Medium).

Swift (*Attributes*). The entity's movement speed is increased by 10 feet.

Trained (*Trait*). The entity gains proficiency in simple and martial weapons. When you summon it, you can equip it with any weapon stored with your Inventory feature.

SUMMON CUSTOMIZATIONS (11TH LEVEL)

You can only ever select **one** of the following.

Empowered. The damage die of Otherworldly Power for the entity is increased by 1 step for each other Summon Customization you have selected for, up to a maximum of 1d12.

Immortal The Bound Entity regains half of its base hit points (even if it is at 0 hit points) any time you complete a short rest.

SUMMON CUSTOMIZATION (17TH LEVEL)

You can only ever select **one** of the following.

Multiattack. When you use Direct Control to direct the Bound Entity to attack, it can take two actions under its actions section, taking the same action twice or two different actions.

Secondary Attack. The Bound Entity gains a secondary attack that is a natural melee weapon attack that deals 1d4 + your Intelligence modifier damage. Once per turn on its turn, when it makes an attack using one of its action, it can additionally attack with this weapon.

CHANNELED POWER

3rd-level Contractor feature

When you use Direct Control on a Summoned Entity, you can instead direct it to cast it to cast a spell from the related planar spell table of the plane it was summoned from (the spells you learn from that Plane of Study) in place of one attack. Casting a spell this way does not have any spell components and does not expend a spell slot, but you can only cast each spell from the related Planar Spell Table this way once, after which you must complete a long rest to cast that spell this way again.

The spell uses your spell casting modifier, but otherwise behaves as if the Summon cast the spell. If the spell requires Concentration, you must maintain the concentration for the spell.

You can have it cast a spell this way again early by expending one of your spell slots of equal or higher level to the spell you direct it to cast, casting the spell at the level of the spell slot expended.

INCREASED CONTROL

5th-level Contractor feature

When you use Summon Entity to call forth your Contracted Entity, you can direct it to make a single weapon attack with your bonus action.

Additionally, when you use Direct Control on the entity bound by Contract Entity, you can direct it both Move and take an action (Attack, Dodge, or another action available from its stat block).

PLANAR INFLUENCE

7th-level Contractor feature

The contractual bond you've formed influences you. While you have the summon from Contractual Entity manifested, you gain a power based on the Plane of Study it was called from.

Plane	Effect
Abyssal	Poison Dweller: You gain resistance to poison damage and advantage on saving throws against becoming poisoned.
Bestial	Animal Senses: You gain advantage on Wisdom (Perception) checks that rely on smell or sound.
Beyond	Inured to Madness: You gain resistance to psychic damage and advantage on saving throws against becoming frightened.
Celestial	Touch of Grace: As an action, you can touch a creature at 0 hit points and heal them for 1 hit point.
Elemental	Elemental Resistance: You gain resistance to the damage type of your Summoned Entity.
Fey	Flickering Warp: As a bonus action, you can teleport up to 5 feet.
Infernal	Magic Resistance: You gain advantage on saving throws against spells with a spell level equal to or lower than your proficiency bonus.
Iron Grave	Iron Skin: Your skin hardens and you gain +1 to your AC.
Nature	Boundless Vitality: You have advantage on Death saving throws, and your hit point maximum cannot be reduced.
Undeath	Hollow Soul: You gain resistance to necrotic damage and undead creatures have disadvantage on Wisdom (Perception) checks against you.
Void	Unshackled Body. You no longer take falling damage, and you can calculate your Jumping distance using your Intelligence modifier instead of your Strength.

PHYSICAL MANIFESTATION

Some Summoners gain a physical manifestation of their Planar Influence, taking the form of a minor quirk or visual change. This is an optional variant feature that does not have a major mechanical impact. Listed below are some examples:

- **Abyssal.** Sharpened nails and teeth, horns, spikes along the arms.
- **Bestial.** You grow animal-like ears or horns, and your eyes resemble those of the creature you've called forth.
- **Celestial:** Golden or silver hair, skin, or eyes, or a halo of light.
- **Elemental:** Hair that turns to wisps of flame or mist at the tips, cold, hot, or crackling breaths.
- **Fey:** Vibrantly colored hair or eyes, antlers or animal-like ears.
- **Infernal.** You gain red hued skin, horns, and glowing eyes.
- **Iron Grave.** Your skin glints under light and has rust like patterns on it.
- **Nature.** Your hair turns green and your skin gains patches with a bark like texture.
- **Undeath.** Your skin gains a deathly pallor and your eyes completely black.
- **Void.** Any coloration in your features or clothes fades toward grey.

SECOND BINDING

14th-level Contractor feature

When completing a long rest, you can select a second creature you can summon to use Contract Entity on, with it gaining the same benefits and its own hit point pool. You can only have one of the bound entities called forth at a time, but when you dismiss one with an action, you can summon the other with the same action.

CONTRACTOR ESOTERIC SECRETS

Assist Call (*Prerequisite: 15th level Summoner*)

You can summon your second Bound Entity (from Second Binding) without dismissing the first one for a number of rounds equal to your Intelligence modifier. After the time expires, you select which is dismissed. Once you summon both at once, you cannot do so again until you complete a short or long rest.

Conjurer's Control (*Prerequisite: 9th level Summoner*)

When you use Direct Control to move your Bound Entity, you can teleport it up 30 feet instead of having it move normally.

Emergency Transposition

As a reaction when you are hit by an attack, you can swap places with your Bound Entity. The entity becomes the target of the attack instead. You can use this once per short or long rest.

Extra Customization (*You can take this Esoteric Secret multiple times*)

You can select an additional Summon Customization when binding an entity with Contract Entity.

Martial Entity (*Prerequisite: 12th level Summoner*)

Your Bound Entity gains the active ability from one Active Martial Feat of your choice. The action becomes listed under its actions as a 1/short rest ability.

ACTIVE MARTIAL FEATS

This esoteric secret is only available in games that use KibblesTasty's Active Martial Feats, available [for free online](#) or published in Kibbles' Compendium of Legends and Legacies.

Resourceful Channeling

Your Channeled Power feature can be with Summoner spells even if they aren't on the Plane of Study of the Contracted Entity. You do not get any free uses of these spells, and they expend your spell slots as normal to cast.

Shared Reserves (*Prerequisite: A contracted entity with a short rest power*)

You can expend a 1st level or higher spell slot (no action required by the Summoner) to allow your Contracted Entity to use a short rest power which is already expended.

Summoner's Sight

You gain any darkvision or other special sight (such as blindsight) your Bound Entity has.

Soul Link

When you or your Bound Entity take damage, you can use your reaction to half the damage taken, but cause the other to take an equal amount of damage.

Tag Team (*Prerequisite: 6th level Summoner*)

When you make an attack roll or force a creature to make a saving throw with a spell, your Bound Entity gains advantage on its attack rolls against that creature until the start of your next turn.

Vengeful Entity

The bound entity has advantage on any attack rolls against a creature that has damaged the summoner since the end of its last turn. If the Summoner of the entity is unconscious or dead on the Summoner's turn and did not use Direct Control, the Bound Entity can make an additional move or attack during its turn.

Watchful Entity (*Prerequisite: 15th level Summoner*)

Your Contracted Entity gains the ability to react faster than you in combat. When you roll initiative, it gains its a special additional turn on the first round of combat allowing to act on your initiative +5. If it is not manifested when this would occur, you can manifest it as your reaction when its turn would occur. Your Contracted Entity cannot be surprised.

INVOKER

An Invoker is a summoner that focuses on pulling as much power as they can from other planes, generally leaving the result an unstable fluctuating mass of energy. To the Invoker, however, this is a feature and not a problem in their approach, as this unstable nature becomes another aspect of their arsenal, and the explosive destabilization of their summons is just another tool to render destruction on their enemies. While often viewed as reckless and dangerous in their approach, few can deny the raw power it offers them.

UNSTABLE SUMMONS

3rd-level Invoker feature

You gain the ability to detonate your Summoned Entities, releasing their planar power in a burst of aetheric energy. While you have a Summoned Entity summoned, you can use your bonus action to expend all of its hit points (reducing it to 0 hit points) and cause it to return to its plane of origin in an explosion of planar power related to its origin. Creatures within 5 feet of the summoned entity must make a saving throw (which varies in type based on the Plane of Study) against your spell save DC. On failure, they take damage equal to half the current hit points of the Summoned Entity (before the detonation was triggered, minimum 1), plus a bonus base damage. The base damage and damage type are listed on the table below:

Plane of Study	Saving Throw Type	Effect
Abyssal	Dexterity	Ichorous Splatter: 1d8 acid damage
Bestial	Constitution	Final Roar: 1d6 thunder damage
Beyond	Wisdom	Aberrant Whisper: 1d6 psychic damage
Celestial	Dexterity	Zealous Ascension: 1d6 radiant damage
Elemental	Dexterity	Elemental Explosion: 1d8 damage (matching attack type)
Fey	Dexterity	Glitter Bomb: 1d6 radiant damage
Infernal	Dexterity	Hellfire Burst: 1d8 fire damage
Iron Grave	Dexterity	Sharpnel Fragmentation: 1d8 piercing damage
Nature	Constitution	Explosive Decomposition: 1d8 poison damage
Undead	Constitution	Negative Eruption: 1d6 necrotic damage
Void	Dexterity	Disruptive Implosion: 1d6 force damage

If your Summoned Entity is reduced to 0 hit points through other means, this effect occurs automatically, though you can use your reaction to make a DC 15 Intelligence saving throw to attempt to suppress it from occurring. Creatures in range of more than one detonation that happens at the same time only take damage once (taking whatever the highest damage would be).

PARTING GIFT

3rd-level Invoker feature

You gain the ability to use your power to enhance the detonation of your Unstable Summons. As a reaction to one detonating, you can expend a spell slot to empower the parting detonation of energy.

The damage increases by 1d8 for each level of the spell slot spent, and the creatures take half damage against the effect even if they pass their saving throw.

OVERDRIVE COMMANDS

5th-level Invoker feature

You can use Direct Control as a bonus action. When you do so, after completing the directed action, the Summoned Entity detonates as per Unstable Summons.

GROWING DEVASTATION

5th-level Invoker feature

The damage caused by the Unstable Summons explosion increases by one damage die of the same type (for example, if from 1d8 to 2d8).

At 11th level, you can increase the range of the explosion to a 10 foot radius, and at 17th the damage increases by an additional die again (for example to 3d8).



PLANAR REMNANTS

7th-level Invoker feature

The parting burst of power your summons now can leave behind a fragmentary piece of planar power based on the Plane of Study it was called forth from:

- **Abyssal (Ichorous Splatter):** Puddles of acid remain in the radius of the explosion until the start of your next turn. Any creature that moves 5 feet through a space containing this acid puddle or ends their turn within it takes 1d4 acid damage.
- **Bestial (Final Roar):** Creatures that fail their saving throw against the effect by 5 or more become knocked prone.
- **Beyond (Aberrant Whisper):** A creature that fails the saving throw against the whisper becomes Dazed. Only one creature can become Dazed this way, picking the creature that failed the save by the most if multiple creatures fail.
- **Celestial (Zealous Ascension):** When the celestial departs in a burst of power, you can instead grant temporary hit points to creatures of your choice within range of the burst. The number of temporary hit points granted is equal to half the radiant damage it would have dealt. These temporary hit points expire after 1 minute unused, or if this ability is used again.
- **Elemental (Elemental Explosion):** When the elemental detonates, you can guide the explosion, allowing creatures of your choice to pass the saving throw, and take no damage on a success.
- **Fey (Glitter Bomb):** Creatures that fail their saving throw remain covered in sparkling dust until the start of their next turn. The first attack roll made against one of affected creatures has advantage, after which the effect ends.
- **Infernal (Hellfire Burst):** Creatures that fail their saving throw are set ablaze by soul consuming black flames. At the end of their turns, they take 1d4 necrotic damage until they spend an action to douse the flames (a creature already set ablaze is not set further ablaze by subsequent bursts).
- **Iron Grave (Shattered Shards):** Until the start of your next turn, when a creature moves into or within the area, it takes 1d4 piercing damage for every 5 feet it travels.
- **Nature (Explosive Decomposition)** A creature that fails the saving throw against the decomposition becomes Poisoned. Only one creature can become Poisoned this way, picking the creature that failed the save by the most if multiple creatures fail.
- **Undead (Negative Eruption):** Creatures that fail their saving throw have their maximum hit points reduced by the amount of necrotic damage they take, and any healing they receive is halved until the start of your next turn.
- **Void (Disruptive Implosion):** Creatures that fail their saving throw against the implosion are pulled 5 feet toward the center of the implosion if possible.

Any damaging effect increases its damage by 1d4 at 14th level.

CATAclysm Cycle

14th-level Invoker feature

When you detonate a Summoned Entity, you regain Essence equal to half its current hit points. This cannot exceed the Essence originally invested into summoning the Summoned Entity.

INVOKER ESOTERIC SECRETS

Bloody Engine (*Prerequisite: Energy Recycling, Cataclysm Cycle, 15th level*)

If the detonation of a Summoned Entity kills a creature of CR 1/4 or higher, you regain an additional Essence point.

Devastating Gift.

When you empower an explosion with Parting Gift, you can increase the radius of the explosion by $5 \times$ the level of spell slot spent feet.

Energy Recycling.

You gain 1 Essence point each time a Summoned Entity you summoned detonates.

Final Trick (*Prerequisite: Fey Plane of Study*)

Your Fey Summoned Entities can teleport up to 5 feet before exploding when their detonation is triggered (no action required).

Harbinger's Protection.

When you detonate a summon, you can select a creature in the area of effect that automatically passes their saving throw and takes no damage on successful save.

Inescapable Detonation.

Creatures that pass their saving throw against a detonation still take half damage from it, even if it is not empowered by Parting Gift. This does not stack with the half damage of Parting Gift.

Living Missiles (*Prerequisite: 6th level Summoner*)

When a Summoned Entity is summoned, its movement speed is doubled until the start of your next turn.

Otherworldly Explosions (*Prerequisite: 11th level Invoker*).

Instead of Otherworldly Power increasing the damage of your Summoned Entity's attacks, it applies to the explosions of your Unstable Summons feature.

Trigger Sequence.

When you trigger the explosion of a Summoned Entity, you can detonate any number of Summoned Entities you currently have summoned. If a creature is in the area of effect of more than one explosion, it has disadvantage on its saving throw, but takes damage only once.

Twin Summon (*Prerequisite: 15th level Summoner*)

When you use Summon Entity to summon a Summoned Entity, you can summon two Summoned Entities at once, each in their own space within range. Once you use this ability, you cannot use it again until you complete a short or long rest.

SPIRIT CONVERGER

Convergers are those that combine their own power with that of their summons, wrapping themselves in the planar powers they call forth like a cloak. This allows them to empower their own—otherwise frail—bodies with the mighty power of their summons, eliminating the most critical weakness of Summoners everywhere. This approach limits them otherwise, but there's no doubt they are among the most durable and dangerous at close range.

SPIRIT MANTLE

3rd-level Spirit Converger feature

As a bonus action you can use Summon Entity in a special way, wrapping yourself in the conjured power and merging with it. When you do so, you expend Essence as normal, but you don't create a separate Summoned Entity, but instead gain a set of powers:

- **Temporary Hit Points.** You gain temporary hit points equal to the Summoned Entities hit points (which is $2 \times$ the Essence or hit points spent to summon it).
- **Natural Armor.** If the summoned entity has a higher base armor than you do, you can use its natural armor in place of your base AC calculation. If you have proficiency with a shield, you can use a shield and still gain this benefit.
- **Damage Resistance.** You gain any damage resistance that the Summoned Entity has. If the Summoned Entity has any damage immunity, you gain resistance to the damage type it has immunity to.
- **Empowered Attribute.** You can replace one of your ability scores (other than your Intelligence) with the Summoned Entity's ability score.
- **Inherited Trait.** You can gain one Trait of the Summoned Entity (if it has any Traits). Anything other than Temporary Hit Points gained from the Trait is lost when the Spirit Mantle ends.
- **Conjured Weapons.** You can use any of the Summoned Entity's listed actions in place of an attack when taking the Attack action (if an action has limited uses, you share the same use as it). Weapon attacks made using this are considered your natural weapons.

This form persists for 1 minute or until you end it as an action. It ends early if you fall unconscious. You retain any remaining temporary hit points you have when the form ends. While your Spirit Mantle is active, your maximum Summoned Entities is reduced by 1.

RULES CLARIFICATION

You can use Spirit Mantle while Spirit Mantle is already active to refresh the Temporary Hit Points provided by the feature, but Summon Entity does not draw from Temporary Hit Points, so you cannot recursively create Temporary Hit Points by spending them to create more.

PLANAR BURST

3rd-level Spirit Converger feature

While you are under the effect of Spirit Mantle, when you cast a spell you know through the Plane of Study the Summoned Entity you are merged with comes from, you can make a single weapon attack as a bonus action using a natural weapon you gain from the Summoned Entity.

EXTRA ATTACK

5th-level Spirit Converger feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

PLANAR ENHANCEMENT

7th-level Spirit Converger feature

While you have your Spirit Mantle active, you gain a special ability based on its plane of origin. This ability can only be activated once, after which you need to complete a short or long rest before you can activate it again.

Plane	Effect
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Abyssal	Demonic Frenzy: As a bonus action, you can make two weapon attacks with the Natural Weapon gained from your Summoned Entity.
Bestial	Ferocious Takedown: As a bonus action, you can leap up to 15 feet. Your next weapon attack roll before the end of your turn gains advantage, and if it hits, the target must make a Strength saving throw against your spell save DC or be knocked prone.



Plane	Effect
Beyond	Void Gaze. As a bonus action, you can open an eye of the void on your form, which gazes upon a creature of your choice within 30 feet of you. The target must make a Wisdom saving throw. On failure it takes 2d8 psychic damage and becomes Dazed until the start of your next turn. On success, the target takes half as much damage and is not Dazed.
Celestial	Radiant Restoration. As a bonus action, you can restore 2d8 + your spellcasting modifier hit points to a creature of your choice within 30 feet.
Elemental	Primal Blast: As a bonus action, you can unleash a 30 foot cone of elemental power matching your Summoned Entity's damage type. Creatures in the area must make a Dexterity save (for Fire or Lightning) or Constitution save (for Cold) against your spell save DC. Creatures take 3d8 damage of the elemental type on a failed save, or half as much on a successful one.
Fey	Fey Step: As a bonus action, you teleport up to 30 feet to an unoccupied space you can see and turn invisible. The invisibility lasts until the start of your next turn, or you take any action.
Infernal	Infernal Chain: As a bonus action you can force a Large or smaller creature within 30 feet of you to make a Dexterity saving throw against your spell save DC. On failure, the creature is restrained by infernal chains and you can drag them to a space within 5 feet of you. The creature can repeat its save (making either a Strength or Dexterity saving throw) to escape the chains at the end of each of its turns.
Iron Grave	Unearthed Bladeyard. Rusted weapons thrust out of the ground in a 15 foot radius of you. Any creatures of your choice within the area must make a Dexterity saving throw. On a failed save, creatures take 2d4 piercing damage. The area becomes difficult terrain. When a creature moves into or within the area, it takes 1d4 piercing damage for every 5 feet it travels. The blades rust and crumble to dust at the start of your next turn, ending the effects. The area does not move with you.
Nature	Take Root: As a bonus action, you can take root. Your movement speed becomes 0, you grow to Large size, your reach increases by 10 feet, you gain resistance to bludgeoning and piercing damage. You remain rooted until you end the effect as a bonus action.
Undead	Consume Life. As a bonus action, you can force all creatures within 5 feet of you to make a Constitution saving throw against your spell save DC. Targets take 2d8 necrotic damage on a failed saving throw, or half as much on a successful one. You regain 1d8 hit points as long as one or more creature was hit by the ability.
Void	Void Tear. As a bonus action, you teleport up to 30 feet. Creatures within 5 feet of where you arrive take 2d6 force damage.

For effects that deal damage or restore hit points, the initial effect increases by 1d8 at 11th level, and again at 17th level.

EMPYREAN ASCENSION

14th-level Spirit Converger feature

When you assume your Spirit Mantle, you can expend a spell slot to empower it. When you empower it this way, you can become a Large sized creature.

The temporary hit points you gain from Spirit Mantle increase by 2 × the spell slot level (or 4 × the spell slot level if you become a Large sized creature), and a series of escalating benefits based on the level of the spell slot expended. You gain the effects of the spell slot level, and all lower level spell slot effects. The benefits persist for as long as the form persists:

Spell Level	Effect
1st	Your AC increases by 1.
2nd	You gain +1 to your weapon attack and damage rolls.
3rd	You have a flying speed of 30 feet.
4th	You have an extra action on your turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
5th	You have resistance to bludgeoning, piercing and slashing damage.

CONVERGER ESOTERIC SECRETS

Call Help (Prerequisite: 12th level Summoner)

While under the effect of Spirit Mantle, you can use Summon Entity as a bonus action.

Convergent Attack (Prerequisite: 5th level)

When you take the Attack action, you can replace one of the Attacks with using Direct Control.

Custom Features

You can select one Summon Customization from the Contractor's Customized Summons feature that does not have a level requirement. When you assume your spirit mantle, you gain that benefit while your Spirit Mantle is active.

Double Team (Prerequisite: 12th level Summoner, cannot have Call Help)

While under the effect of Spirit Mantle, when you use Summon Entity you can instead manifest an ethereal copy of a Summoned Entity you could otherwise summon. This ethereal copy shares your space, moves when you do, and cannot be attacked or damaged, but otherwise behaves like a Summoned Entity, and can attack or take actions during the Summoned Entity turn. The effect ends if you end your Spirit Mantle or become incapacitated.

It persists for a number of rounds equal to your Intelligence modifier, after which you cannot use it again until you complete a short or long rest.

Hardened Mantle

The natural armor you gain from your Spirit Mantle has its AC increased by 1.

Layers of Protection

You gain proficiency with light armor, medium armor, and shields.

Layers of Iron (*Prerequisite: Iron Grave Plane of Study, Proficiency in medium armor*)

You gain proficiency in heavy armor.

Martial Mantle

While under the effect of Spirit Mantle, you gain proficiency with Martial Weapons.

Mantle Avatar

While you are under the effect of Spirit Mantle, you gain additional spirit limbs equal to the number of the creature you are using as a Spirit Mantle. Its natural weapons no longer occupy your hands while attacking or grappling with them.

Planar Specialist (*Prerequisite: 7th level Summoner*)

You can use the power granted by your Planar Enhancement a second time before needing to complete a long rest.

Shroud Inoculation (*Prerequisite: 15th level Summoner*)

You gain any damage or condition immunity the Summoned Entity you used to form your Spirit Mantle has while you fused with it and have any of the Temporary Hit Points that fusion grants remaining.

Spirit Shell (*Prerequisite: 9th level Summoner*)

While you have your Spirit Mantle active but no temporary hit points remaining, as a bonus action you can gain Temporary Hit Points equal to your Intelligence modifier + half your Summoner level (rounded down).

Spirit Walk (*Prerequisite: 6th level Summoner*)

While under the effect of your Spirit Mantle, as a bonus action, you split from and project your Summoned Entity to act on its own, moving and (optionally) making a single attack. After it completes this act, you can either let it teleport back to you or you can teleport to its location, automatically resuming your Spirit Mantle form.

Once you use this ability, you cannot use it again until you complete a short or long rest.

Winged Mantle (*Prerequisite: 9th level Summoner*)

If the Summoned Entity you combine with to form a Spirit Mantle has a flying speed, you gain the same flying speed while under the effect of Spirit Mantle.



SWARM CONTROLLER

A Swarm Controller embraces quantity over quality, calling forth a special type of Summoned Entity—a relentless swarm that engulfs the area in countless Summoned Entities. While controlling such a swarm is a challenge, it drowns all that stands in its way under the endless tide.

CONJURE SWARM

3rd-level Swarm Controller feature

You gain a new summon option for Summon Entity, the Conjured Swarm. This entity inherits its creature type, any languages, senses, and additional resistances from one of your available Summoned Entities, but otherwise uses the Conjured Swarm stat block.

The conjured Swarm can be summoned in one of two forms: Dispersed or Grouped.

Grouped Swarm (Creature). While grouped, the Swarm forms into a swarm type creature occupying a space based on its size, and can be targeted and damaged as normal, but is no longer linked your position.

Dispersed Swarm (Aura). While dispersed, the Swarm cannot be directly targeted or damaged, and it is treated as an aura around you with a range of 5 feet for a Small or Medium Swarm, increasing by 5 feet for each size category above that (as shown on the Swarm Size Table). While you have the swarm in this form, all damage you take is halved, but the Swarm takes an equal amount of damage any time you take damage. The swarm is dismissed as normal if reduced to 0 hit points in this form.

Dispersing or Grouping. If the Swarm is grouped, you can use Direct Control to disperse the Swarm as it is within 60 feet of you, causing it to become an aura. If the Swarm is grouped, you can use Direct Control to group it, causing its fill an empty space of its current size anywhere within the radius of the aura it previous formed $\times 3$ feet (so for example, if it was a 10 foot aura, you can form anywhere within 30 feet).

Swarm Size. The Conjured Swarm scales its size based on the number of hit points it has, following the Swarm Size Table. The size of the swarm also affects the actions it can take.

SWARM SIZE TABLE

Hit Points	Swarm Size	Aura Size
1-9	Small	5 feet
10-19	Medium	5 feet
20-29	Large	10 feet
30-39	Huge	15 feet
40+	Gargantuan (20x20)	20 feet

Swarm Actions. The swarm has no actions or turn of its own but while it is within 60 feet of you, you can direct it to take certain actions (listed on its stat block) using your bonus action. The effect of the actions it can take scales with the size of the swarm. If you do not direct it to take an action, it moves up to its movement speed to a location of your choice at the end of your turn.



Restoring the Swarm. While a swarm is active, you cannot conjure a new one, but you can use Summon Entity to replenish its ranks, granting it additional hit points equal to twice the Essence you spend with Summon Entity (as normal). Each time you replenish the swarm, the 1 minute duration of it is reset. When you bolster its hit points, you can move it up to its movement speed with the same action.

Dismissing the Swarm. You can dismiss the swarm as an action at any time. If you dismiss the swarm or its duration runs out, you reclaim Essence based on the Swarm's current hit points like normal (regain Essence equal to half its remaining hit points (rounded down). This cannot exceed your maximum Essence, and cannot exceed the Essence expended to summon it).

Swarm Damage Type. The damage type of any swarm action that does not otherwise list a damage type depends on its Plane of Origin, and can be any damage type a summoned creature of that Plane of Origin can deal.

CONJURED SWARM

[Small+] swarm of Tiny [Creature Type]

Armor Class 8 + your spell casting modifier.

Hit Points [Special]

Speed 20 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

12 (+1) 12 (+1) 12 (+1) 8 (-1) 8 (-1) 8 (-1)

Damage Resistances bludgeoning, slashing, piercing, [any inherited resistance]

Condition Immunities Charmed, Frightened, Grappled, Prone, Restrained

Senses darkvision 60 ft., passive Perception 11

Languages [Varies]

Many Minds. The swarm automatically succeeds against saving throws that would cause it to become Charmed, Frightened.

Swarm. While grouped, the swarm can occupy another creature's space and vice versa and it does not create difficult terrain for allied creatures to moving through it. The swarm can move through any opening large enough for a Tiny creature without squeezing. The swarm is difficult terrain even for hostile creatures, even if they are two or more sizes smaller than it. The swarm's current and maximum hit points are the same (it cannot regain hit points from being healed).

Swarm Actions

Swarm Attack. The swarm attacks a creature within its space or aura. The attack deals 2d4 + your spellcasting modifier damage on hit when the swarm is Small or Medium. If the swarm is Large, the attack gains advantage, and if the Swarm is Huge or larger, the attack automatically hits. The damage increases by 1d4 for each size above Medium the swarm is (up to a maximum of 5d4 at Gargantuan).

Swarm Storm. The swarm attacks all creatures of your choice within its space, aura, or within 5 feet of its space (only while Grouped). The targets must make a Dexterity saving throw, taking 1d4 + your spellcasting modifier damage on failure. If the Swarm is Large or larger, the targets take half as much damage on a successful save. The damage increases by 1d4 for each size above Medium the swarm is (up to a maximum of 4d4).

Swarm Interdiction. The swarm harasses any creature trying to pass it by, and until the start of your next turn the area within the aura (while Dispersed) or within 5 feet of your swarm (while Grouped) becomes difficult terrain for hostile creatures, and any hostile creature that moves 5 feet or more through this difficult terrain or your swarm's space takes 1d4 damage for each 5 feet moved.

SWARM EMPOWERMENT

3rd-level Swarm Controller feature

When you use Summon Entity to call forth a Conjured Swarm, you can expend a spell slot to further empower the swarm. The swarm gains hit points equal to $2 \times$ the level of the spell slot spent, an additional effect based on the level of the spell slot (shown on the table below). You can gain the effect of a lower level spell slot instead of the slot level spent. The added effect ends when the Swarm is dismissed, reduced to 0 hit points, or after 1 minute.

Spell Level Effect

1st	Swift. While grouped the swarm's speed increases to 30 feet. If the Swarm is Dispersed, the range of the Swarm Attack becomes $2 \times$ the radius of the aura.
2nd	Armored. The swarms AC increases by 1. If the Swarm is Dispersed, your AC increases by 1.
3rd	Massive. The swarm increases by one size category or aura range for its current hit points.
4th	Fierce. The Swarm gains the ability to take a Swarm Attack on its own during its turn.
5th	Undying. Whenever the Swarm would take damage that would reduce its size category, it instead makes a Constitution saving throw with a DC equal to the damage taken. On success, instead of taking the full damage the swarm is reduced to the minimum hit points of its current size category.

RESPONSIVE SWARM

5th-level Swarm Controller feature

You use Direct Control to move your Conjured Swarm, you can also cause it to take a Swarm Action.

PLANAR MANIFESTATION

7th-level Swarm Controller feature

Your Swarm gains a new effect based on the Plane of Study it was called from. If the swarm is dispersed, effects that apply to its space or within 5 feet of it apply the area covered by aura it provides instead.

Plane Effect

Abyssal	Demonic Frenzy. As a reaction to the Swarm taking damage from a creature within its range, you can cause the swarm to make a Swarm Attack against the creature that dealt damage to it.
Bestial	Pack Assistance. As a reaction to an allied character attacking a creature within 5 feet of the swarm, you can direct the Swarm to aid the attack, adding a +2 for each size stage of the swarm (+2 for a Medium or smaller Swarm to +8 for a Gargantuan swarm). You can take this reaction after the roll, potentially turning a miss into a hit.
Beyond	Glimpsed Terrors As a reaction to being attacked, the Swarm (or you, if the Swarm is dispersed) can force the attacker to make a Wisdom saving throw against your spell save DC. On failure, the attacker becomes Frightened of the swarm until the start of its next turn.

Plane	Effect
Celestial	Life Gift As a reaction to an allied character being reduced to zero hit points or making a death saving throw within 5 feet of the swarm, you can cause it infuse them with holy energy, healing them for 1d8 for each size stage of the swarm (1d8 for a Medium or smaller swarm to 4d8 for a Gargantuan swarm).
Fey	Myriad Illusions. As a reaction to a creature attempting to attack while inside your swarm or attempting to move out of it, you can attempt to confuse them with illusions orchestrated by your swarm. The creature must make a Wisdom saving throw against your spell save DC. On failure, if they were attempting to attack, you can cause it to target another creature within range, or miss (your choice). If they were attempting to move out of the swarm's space, they are instead teleported to another spot of your choice within it.
Elemental	Elemental Tempest. As a reaction to a creature entering the swarm's space, you can force that creature to make a Constitution saving throw or become your choice of Burned (1d6), Slowed, or knocked Prone.
Infernal	Hellfire Pyre. As a reaction to a creature ending its turn within your swarm's space, you can have your swarm bring forth a pyre of hellfire to burn it. The target must make a Dexterity saving throw against your spell save DC. On failure, it takes 1d6 fire damage and 1d6 necrotic damage for each size stage of the swarm (1d6 of each for a Medium or smaller Swarm to 4d6 of each for a Gargantuan swarm). On success, the target takes half as much damage.
Iron Grave	Cloud of Swords. As a reaction to a creature moving within 5 feet of the swarm, you can use Swarm Interdiction. If it was already using Swarm Interdiction, the damage of Swarm Interdiction is doubled until the start of your next turn.
Nature	Grasping Zone As a reaction to a creature attempting to leave the swarm's space you can force it to make a Strength saving throw against your spell save DC. On failure, it becomes Restrained by the swarm (or you if the Swarm is dispersed) until the end of your next turn.
Undead	Graveyard Recruitment. As a reaction to a creature dying within your swarm it raises and joins the swarm, increasing the hit points of the swarm by your proficiency bonus (or the maximum hit points of the creature, whichever is lower).
Void	Void Consumption. As a reaction to the Swarm (or you, if the Swarm is dispersed) taking Acid, Cold, Fire, Lightning, or Thunder damage, you grant it resistance to the damage taken. The next time it deals damage, it deals an additional 1d6 force damage.

You can use the feature once, after which you must complete a short or long rest before using it again. You can expend a 1st level or higher spell slot to use again early.

ENDLESS TIDE

14th-level Swarm Controller feature

When you expend a spell slot to use Swarm Empowerment, the Swarm gains the bonus hit points from the expended spell slot again at the start of each of your subsequent turns for the duration of the empowered effect.

SWARM CONTROLLER ESOTERIC SECRETS

Consuming Swarm

When the swarm kills a creature, it gains temporary hit points equal to your Intelligence modifier, or equal to the maximum hit points of the creature killed, whichever is lower.

Close Ranks

While grouped, your swarm gains the ability to block their space. At the end of each of its turns, it can choose to block the area it occupies from other creatures moving through it. It cannot do this if any other creatures are currently sharing its space.

Expendable Minions

If your swarm becomes Blinded, Dazed, Poisoned, Paralyzed, Petrified, Restrained, or Stunned, it can sacrifice 5 hit points and immediately clear the condition (no action required).

Little Helpers *(Prerequisite: 9th level Summoner)*

While your swarm is dispersed or are within your own Swarm's space, you gain advantage on any Strength (Athletics) check, and gain a climbing speed equal to your movement speed. If your summoned entities can fly, you gain a flying speed equal to half their movement speed, as long as your Swarm is one or more sizes larger than you.

Pile On *(New Swarm Action)*

While grouped, the swarm piles onto a creature within the space of the swarm and that is smaller than the swarm and attempts to hold it down. The target makes a Strength saving throw. On failure, it becomes grappled by the swarm (escape DC 10 + your Intelligence modifier). This effect ends if the Swarm is dispersed, is reduced to the size of the grappled creature or smaller, or moves such the creature grappled creature is no longer within its space.

Split Swarm *(Prerequisite: 15th level)*

While your Swarm is Large or larger, you can split your Swarm into two groups, with each Swarm having half as many hit points. Both are controlled by the same Swarm actions, but otherwise act independently. While split, any growth of the Swarm, healing, or temporary hit points the swarm gains are split between the two swarms. When issuing Swarm Commands, both swarms act on the same command.

Swarm Protection *(New Swarm Action)*

The swarm protects a creature within the radius of it. Until the start of your next turn, any attack roll against that creature is redirected to the swarm, and that creature gains resistance to the damage of any area of effect spell or effect that would damage it.

Swarm Volley *(New Swarm Action)*

You can command the swarm to fire a volley of ranged projectiles at a creature within 30 feet of it. While dispersed, the range of this attack increases by the radius of your aura. This attack deals 1d4 + your spell casting modifier damage on hit. The damage increases by 1d4 for each size above Medium the swarm is (up to a maximum of 4d4).

Winged *(Prerequisite: 5th level Summoner)*

Your Conjured Swarm gains a flying speed equal to its movement speed.



WORLD SCULPTOR

While other Summoners pull creatures from other planes, World Sculptors pull on the very fabric of the planes themselves, weaving together the planes to sculpt the world around them to their own vision. They impose their will on the world itself, building, warping, and controlling their surrounding reality.

MANIFEST PLANE

3rd-level World Sculptor feature

As an action you can call manifest parts of your Plane of Study into your current plane, causing a localized anomaly of extraplanar terrain. The extraplanar terrain fills a 5-foot-radius, 10-foot-high cylinder around a point you can see within 60 feet. The nature of this terrain varies greatly based on what plane it comes from—a chunk of the plane of fire might be scorching obsidian ground, a chunk of the abyss might be writhing, grasping hands growing like weeds. When you manifest it, you can control some of its properties. You can select up to 2 of the following options:

- **Difficult Terrain.** You can make it Difficult Terrain for any creature not native to it.
- **Damaging.** You can make it so that any creature that is not native to it takes 1d4 damage for every 5 feet it travels. The damage type depends on the Plane, and can be selected from any damage type any Summon from that plane can do, or has resistance to.
- **Impassable.** You can pull a chunk of terrain that blocks the area. It has an AC of 10 + your Intelligence modifier, hit points equal to your Summoner Level. You can grant it additional hit points by expending Essence following the mechanics of Summon Entity. The impassable terrain only fills any open space within the cylinder and does not replace or destroy the surrounding environment, and cannot trap a creature within it (if combined with expanded, a creature that would be trapped is instead pushed to the edge of the cylinder before their space is carved out). If it is reduced to 0 hit points, it is destroyed and fades away. If 'Damaging' is also selected, attacking the terrain with a melee weapon attack causes the attack to take 1d4 damage of the selected damage type.
- **Obscured.** Creatures within it are lightly obscured.
- **Expansive** (*Requires 5th level*). The radius is increased to 10 feet and the height to 20 feet.

The extra planar terrain lasts for 10 minutes, until it is destroyed if it can be, or until you dismiss it as a bonus action. You can have a number of areas of extraplanar terrain manifested at once equal to your proficiency bonus. When you manifest additional areas beyond your maximum, the oldest one fades away.

MANIFESTED TERRAIN AND DISPEL MAGIC

Extraplanar Terrain created by Manifest Plane is susceptible to *dispel magic* or similar effects that target spells and magical effects, but if the Summoner's level is higher than the caster's level (or CR), the Summoner makes a Charisma saving throw to maintain the spell against the casters spell save DC. On success, the extraplanar terrain resists being dispelled.

TRANSLOCATE ENTITY

3rd-level World Sculptor feature

You gain the ability to use your Manifest Plane at the same time as your Summon Entity, to pull both a creature and part of its plane over at the same time. When you cast Summon Entity, you can use Manifest Plane as part of the same action, though Summoned Entity manifests within the extraplanar terrain, and must be from the same plane. If you are manifesting Impassable terrain, the entity manifests within 5 feet of the extraplanar terrain.

HAZARDOUS MANIFESTATION

5th-level World Sculptor feature

When you use Planar Manifestation, you can manifest it with a special hazard based on that plane (for example, a burst of fire if manifesting the elemental plane or a swarm of biting insects if pulling from nature planes). Creatures not native to the plane that is being manifested are within the area must make a Dexterity saving throw. On failure, creatures take 2d6 + your Intelligence modifier damage of a related damage type from the plane. After which the hazard fades away regardless of its nature.



EXOTIC PROPERTIES

7th-level World Sculptor feature

You can select an additional modifier for your Manifest Plane, and you gain a new option that depends on your Plane of Study. You can select the new option whenever you use Manifest Plane.

Plane	Effect
Abyssal	Biting Maws. The extraplanar terrain gains its own turn like a Summoned Entity, which it can only use to attempt to bite a creature within it. It uses your spell attack roll to hit, and deals 1d8 + your Intelligence modifier piercing damage on hit.
Bestial	Scent of Blood. Your Summoned beasts deal an additional 1d6 damage on their attack rolls against creatures within the extraplanar terrain.
Beyond	Dreadful Trepidation. A creature that ends their turn within the extraplanar terrain must make a Wisdom saving throw or become frightened of it until the end of their next turn.
Celestial	Celestial Sanctum. Creatures of your choice within the extraplanar terrain gain the effect of <i>bless</i> .
Elemental	Extreme Climate. You can apply the effect of Hazardous Manifestation again to a creature that ends its turn within the extraplanar terrain.
Fey	Fleeting Images. The first attack roll against an allied creature within the extraplanar terrain has disadvantage. This effect renews at the start of your turn if the extraplanar terrain remains.
Infernal	Infernal Chains. As a bonus action you can cause the extraplanar terrain to manifest a chain that attempts to bind a creature within 10 feet of it. The target must make a Dexterity saving throw or become grappled and dragged into the extraplanar terrain. The creature can repeat its save (making either a Strength or Dexterity saving throw) to escape the chains at the end of each of its turns. An extraplanar terrain can only grapple one creature this way at a time.
Iron Graveyard	Bladed Upheaval. The damage of your Hazardous Manifestation is increased by 1d6.
Nature	Spiked Brambles. You can only select this if you also select Damaging. Increases the effect of Damaging to 2d4 for each 5 feet moved.
Undead	Graveyard. If a Small or larger creature dies within the extraplanar terrain, you gain an additional Conjured Zombie that does not count against your number of maximum Summons. It has hit points equal to half your Summoner level (rounded down) and lasts for up to 1 minute. Each extraplanar terrain can only have one of these animated at a time.
Void	Crumbling Existence. Any creature that isn't a native to the Void that ends its turn within the area takes 2d6 force damage. If this damage kills them, they crumble to dust.

REALM WARP

14th-level World Sculptor feature

You get the ability to radically increase your extraplanar manifestations, substituting a 50-foot radius, 50 foot high cylinder of your current plane with an extraplanar landscape. When you do this, you and all creatures within range are pulled into a quasi-plane that overlays reality—this substitution does not harm or damage the original plane, but temporarily overwrites it for all creatures within the radius. Its expansion is stopped by solid walls 5 feet thick, conforming to the available area in such cases.

Realm Master. While this ability is active, you can use your action to create a Hazardous Manifestation within it in a 10 foot radius area. When created this way, it deals double damage and deals half damage against a creature that passes its save.

Terrain Modifiers. You can fill the area with any of the options of your Manifest Plane other than Impassable. You can fill all or parts of the area. When not completely filling the area with an effect the effect must be placed in a minimum of 10-foot-cubes, and you can place a maximum number of them equal to your Summoner Level.

Terrain Layout. You have a wide latitude of control over the terrain. You can mimic the structure of the replaced terrain and coat it with a layer of the manifested plane, or completely replace it. Any walls or other impassible areas of the created terrain follow the rules of the Impassable option. If a creature would be trapped by impassable terrain, they can make a Dexterity saving throw. On success, they can move up to their movement speed as a reaction to the other side of where the impassable terrain manifests.

Planar Border. Creatures within the warped zone cannot see inside or outside of the zone, but can cross the border entering or exiting the zone. You can optionally close that border, forcing any creature that wants to pass it to make a Charisma saving throw against your spell save DC. On failure, they cannot pass the border or attempt to again until the start of their next turn.

Home Turf. While within this area, you and all of your Summon Entities from the selected plane have advantage on Saving Throws.

Once you use this feature, you cannot use it again until you complete a long rest. At 17th level, you can use it again early by expending a 5th level spell slot.

LOGISTICS AND LOOPHOLES

This ability can be disruptive to the flow of play if unprepared. When planning to use it, discuss with your DM how to implement it based on your medium of play. In most cases, simply outlining the affected area and representing any cubes-of-effect within are sufficient. Plan your lay out ahead of your turn as much as possible.

This ability can be used to effectively 'teleport' your party past 50 feet of obstacles (bypassing obstacles and challenges). This isn't anything a spell of a similar level cannot do however, since at this level parties have access to spells like *move earth*, *transmute rock*, *passwall* and *scatter*. This can bypass some things those spells cannot, and cannot bypass some things those spells can.

WORLD SCULPTOR ESOTERIC SECRETS

Architect's Vision.

You can see through the Obscured effect of your own Manifest Plane without penalty. Additionally, you gain truesight of your extraplanar terrain created through Manifest Plane or Realm Warper.

Conjure Pillar (Prerequisite: 5th level Summoner)

You learn the *stone pillar*^K spell. You can cast it once without expending a spell slot, after which you must expend a spell slot as normal to cast it until you complete a long rest.

Fetid Obscurement (Prerequisite: Abyssal, Elemental, Infernal, Nature, or Undead Plane of Study, 9th level Summoner)

When you use you use the Obscured modifier of Manifest Plane, you can make the obscuring haze becomes poisonous. And creature that isn't native to the plane it summoned from that enters the area or starts its turn there must make a Constitution saving throw. On failure, it becomes Poisoned until the start of its next turn.

Hazardous Proximity.

When use use the Manifest Plane ability with the Impassable option, you can target an adjacent 5-foot cube with Hazardous Manifestation instead of the cylinder of extraplanar terrain.

Material Manipulation.

You learn your choice one of the *manipulate earth*^K, *manipulate water*^K, or *manipulate fire*^K cantrips.

Planar Passage.

You can traverse the distance between your manipulated realities. As a bonus action, you can teleport from your current location to an unoccupied space within one of your active Manifest Plane areas that you can see within 60 feet.

Realm Artisan (Prerequisite: 15th level Summoner)

You can select an additional option when using Manifest Plane.

Realm Walker.

You gain immunity to the damage or difficult terrain of extraplanar terrain you create with Manifest Plane or Realm Warper. You are considered a native of that plane for any Exotic Properties that do not affect creatures native to that plane.

Sculpted Shelter (Prerequisite: 9th level Summoner)

As a ritual taking 10 minutes, you can use your Manifest Plane feature to create a safe haven. This functions as the *tiny hut* spell, but it appears as terrain appropriate to your Plane of Study. This does not count against your number of active Manifest Planes.

Shifting Landscapes.

As a bonus action, you can move one of your active Manifest Plane areas up to 20 feet along the ground. If the area contains Impassable terrain, it pushes creatures in its path. A creature being pushed must make a Strength saving throw. On a failure, it is pushed; on a success, the terrain stops moving before entering their space. This movement does cause damage from the Damaging Property.

Shrouding Obscurement (Prerequisite: Beyond, Fey, or Void Plane of Study 9th level Summoner)

When you use the the Obscured modifier, you can make the area of heavily obscured instead of lightly obscured.

World Shroud.

While you are within 5 feet of one of your Manifest Plane zones, as a reaction to being attacked or making a Dexterity saving throw you can bend and warp the extraplanar terrain to protect you, granting you the benefits of three-quarters cover.

TITAN STRIKER

Across the planes there exist entities of vast size and power. Titan Callers seek out these powers and call upon them, as utilizing even a fragment of their power can produce devastating results. Though manifesting one fully into their own plane requires vast powers, instead of scaling down their ambition, these Summons focus more narrowly on what they need, calling forth only an aspect or part of the titanic power.

PLANAR STRIKE

3rd-level Titan Striker feature

When you use Summon Entity, you can expend 1 Essence to instead open a planar rift through which a larger entity can briefly manifest and make a single strike or use a single ability. This strike can target within the range of your Summon Entity ability + twice the normal reach of the attack if it is melee, or the normal range of the attack if it is ranged.

When you use it this way, no new Summoned Entity is created, but instead briefly manifested in towering form to perform a single ability. This ability strikes through the rift at magnified power. Any damage this ability would normally do is increased by 1d6 of the abilities normal damage type.

After making the strike, the manifestation and the rift and the attack fades away. If the attack has any lingering effects, they last as normal unless they require the summoned creature's continued presence (such as a grapple, which would immediately end).

PLANAR CASTING

3rd-level Titan Striker feature

Whenever cast a spell, you can cast it through the same type of planar rift used for Planar Strike, casting it as if you were in the spot you manifest the rift. When you do so, you can expend Essence to enhance the spell in the following ways:

- **Expanded (1 Essence):** If the spell targets an area of effect, the area is increased by 5 feet if the spell has a radius, 10 feet if the spell targets a cone, and 20 feet if the spell targets a line.
- **Empowered (1+ Essence):** If the spell deals damage, you can expend Essence to reroll any number of the damage dice, expending 1 essence per die rerolled (you can only reroll each die once, you must use the new roll).

TITANIC STRIKE

5th-level Titan Striker feature

The bonus damage from your Planar Strike increases by an additional 1d6 (to 2d6 bonus damage). Additionally, when you make a regular attack using Planar Strike (one that does not have a per rest limit) you can expend additional Essence empower your attack in one of the following ways:

- **Impact Zone (3 Essence).** The attack becomes a 15 foot cone, 30 foot line, or 5-foot radius circle based on the primary damage of the attack (cold, fire, poison, and slashing become a cone; acid, lightning, piercing, and radiant become a line; bludgeoning, force, necrotic, psychic, and thunder become a radius). The area extends from the rift used to summon the attack. Creatures in the area must make a Dexterity saving throw. On failure, they take damage equal to the attack's damage.

- **Power Strike (1+ Essence).** If you hit the attack, you can spend 1 or more Essence (up to your maximum Essence) and add Essence spent to the damage roll of the attack.

PLANAR SPECIALIZATIONS

7th-level Titan Striker feature

ABYSSAL: DEMONIC FISSURES

The 1/short rest features of your Summoned Entities are changed when using them through Planar Strike:

- **Fetid Cloud → Fetid Storm:** A cloud of poison fills a 30 foot cone. All creatures within must make a Constitution saving throw against your spell save DC or take [PB]d4 poison and become Poisoned until the start of your next turn.



- **Draining Charm → Enthraling Rapture:** All within a 30 foot cone must make a Wisdom saving throw against your spell save DC. On a failed save they take [PB]d6 necrotic damage, spend their reaction moving as close to the rift as possible, and become Dazed until the start of your next turn.
- **Crushing Pincer → Crippling Crush:** Immediately after hitting a Pincer attack using Planar Strike, you can force the target to make a Strength saving throw against your spell save DC. On failure, it takes [PB]d8 damage and its speed becomes 0 until the start of your next turn.
- **Blade Storm → Double Strike:** Make a Planar Strike using the Conjured Marilith's Longsword attack, and then immediately repeat it against the same target (including Planar Strike's bonus damage).

BESTIAL: FEROCIOUS STRIKE

When you use Power Strike on a Planar Strike using a Bestial Summoned Entity, the damage bonus becomes to twice the Essence spent.

BEYOND: WINDOWS OF MADNESS

When you use Impact Zone, you can modify it with either of the following effects:

- **Tentacles:** All creatures that fail their saving throw are pulled 10 feet closer to the rift location by tentacles.
- **Eyes:** The saving throw is replaced by a Wisdom saving throw, and all creatures that fail their saving throw immediately use their reaction to move 10 feet further from the rift location.

CELESTIAL: BENEVOLENT TITANS

When you use Impact Zone, you can choose creatures in the area to be unaffected by the attack. If using an ability that restores hit points through Planar Strike, the hit points it restores is increased by the damage bonus of Planar Strike and Titanic Strike.

ELEMENTAL: NATURAL FORCES

When you use Impact Zone, you can add an additional effect based on the Elemental used:

- **Water Elemental: Flood.** The saving throw is replaced with a Strength saving throw, and all creatures that fail their saving throw are pushed 10 feet away from the rift.
- **Fire Elemental: Smoldering Ground.** The area is left blazing, and any creature that fails their saving throw or that enters the area before the start of your next turn suffers the Burning (1d4) condition.
- **Earth Elemental: Shattered Ground.** The area becomes difficult terrain until the start of your next turn.
- **Air Elemental: Vacuuming Force.** The saving throw is replaced with a Strength saving throw, and all creatures that fail their saving throw are pulled 10 feet toward the rift.

FEY: CHAOTIC INVITATIONS

The 1/short rest features of your Summoned Entities are changed when using them through Planar Strike:

- **Invisibility → Unseen Strike:** You make a Planar Strike using one of the sprite's weapons, but the attack is Invisible, and gains advantage against creatures that cannot see it (such as through blindsight or true sight).
- **Enchanting Tune → Sweeping Lullaby:** All creatures in a 30 foot cone must make a Wisdom saving throw against your spell save DC. On failure, they become your choice of Charmed, Frightened, or Dazed until the start of your next turn.
- **Tree Stride → Forest Strike (1/short rest):** A number of trees up to your proficiency bonus within a 60 foot cone make a single Vine Lash attack (as if they were the Dyrad, unmodified by Planar Strike) against a creature within 10 feet of them.
- **Tricker's Polymorph → Pixie's Poke:** The pixie pokes the target, forcing them to make a Wisdom saving throw. On a failed save, they are transformed in a CR 1 or less beast of your choice in all attributes besides hit points and mental attributes. The transformation lasts until the start of your next turn for an unwilling creature, or for up to 1 minute for a willing creature (they can choose to end it at any time after the first round has passed).

INFERNAL: HELL GATE

Any time you use Impact Zone or Power Strike, flaming gusts of hell wind erupt from the gate, increasing the damage dealt by on a failed saving throw or a hit by 1d4 fire damage. This damage increases to 1d6 at 11th level, and 1d8 at 17th level.

NATURE: NATURE'S NUDGE

When you use Impact Zone, you can push any creature within the zone up to 5 feet before resolving the saving throw (potentially pushing them outside of the area of effect). When you use Power Strike with a melee attack or Throw Rock, on hit, you can move the target a number of feet equal to 5 × the Essence spent (up to a maximum of twice the reach of the attack used, or 20 feet directly away from the rift in the case of Throw Rock).

UNDEAD: GRAVE'S GRIP

You gain a new 1/short rest feature that you can use in place of any attack with any undead using Planar Strike:

- **Grave's Grip:** The entity beyond the rift reaches through attempts to grab a Huge or smaller creature. The target must make a Strength saving throw against your spell save DC. On failure, the target becomes Restrained for up to 1 minute (escape DC 10 + your Intelligence modifier) or until the hand is destroyed. The rift and hand do not fade until the creature escapes the grapple, the hand is destroyed, or 1 minute passes. At the end of each turn, the Restrained creature takes [PB]d6 necrotic damage. The hand has the hit points, AC, and other statistics and properties the Summoned Entity would normally have if it had been summoned with Summon Entity.

VOID: SPACE MANIPULATION

The range at which you can open rift for Planar Strike becomes double the normal range of your Summon Entity when using attacks and abilities from Void Entities.

IRON GRAVE: CRUSHING BLOWS

When you use Impact Zone or Power Strike, the targets take half damage even on a successful saving throw or missed attack roll.

TITAN CALLER

14th-level Titan Striker feature

You gain the ability to fully manifest one of your titanic summons briefly. When you use Planar Strike, you can expend 20 or more Essence to allow the creature can step through the rift, manifesting as a Summoned Entity using its normal statblock with the following changes:

- **Size.** The creature size is Huge.
- **Planar Strikes.** Every attack is considered a Planar Strike (applying bonuses it normally gets), and can be modified by Titanic Strike.
- **Enhanced Attributes.** Its Strength and Constitution are increased by 10 to a maximum of 24 (+7). This does not affect its attack or damage rolls (as those use your spell attack modifier and intelligence)
- **Planar Powers.** If its active ability is modified by Planar Specialization, it can use either the normal version of the ability or the modified version.

The entity has hit points equal to $2 \times$ the Essence spent (as normal, with any bonus it would normally get from its stat block), and persists under the rules of Summon Entity, or until it is destroyed, however at the end of each turn you must expend 1 Essence to maintain it, or its hit points are decreased by 10.

Once it is dismissed, you cannot call forth an entity like this again until you complete a short or long rest.

TITAN STRIKER ESOTERIC SECRETS

Calamity Controller (*Prerequisite: Conjure Calamity*)

You automatically pass the spellcasting checks to control the Conjured Calamity. Additionally, the Conjured Calamity can gain any the properties and actions of any creature you can summon (including the effects of Titan Caller), but retains its normal attributes and actions.

Flexible Impact (*Prerequisite: Titanic Strikes*)

You can select the shape of the Impact Zone area regardless of the attack's damage type.

Rift Savant

Planar Strike no longer costs 1 Essence to use (any additional Essence costs remain the same).

Rift Storage (*Prerequisite: Inventory Expansion, 9th level Summoner*)

As an action, you can cause a giant hand to energy from a rift and pick up any item Large or smaller (that is not being otherwise worn or carried), storing it in your Astral Inventory. It is not counted against your weight limit, but you can have one such item stored at a time. You can deploy this item again back to your current plane of existence in the same way.

Seige Striker

All damage caused by Planar Strike deals double damage to objects and structures (this does not stack if the damage already would do double damage to objects and structures).

Titan's Hand (*Prerequisite: 15th level Summoner*)

You learn the spell *arcane hand*, which takes on the appearance of the hand of a creature you can summon. It does not count against your spells known, and you can cast it without a expending a spell slot once, after which you cannot cast it without a spell slot again until you complete a long rest.

Titan's Lift

When using Planar Strike, you instead of attacking, you can have the titanic entity lift you or an Large or smaller object, moving it up to 30 feet in any direction. The hand than fades, causing you or the moved object to fall if not otherwise supported.

Alternatively, you can spend 1+ additional Essence to use the titan's hand as a temporary piece of terrain (such as to bridge a small gap, serve as a ledge, a step up to a higher surface, or cover against attacks) in the shape of 10 foot by 5 foot object of flexible shape, lasting until the start of your next turn. It fades away early if takes damage equal to the Essence spent $\times 2$.

Titan Grab (*Prerequisite: Titan Lift*)

You can use Titan Lift on other creatures, including unwilling creatures. Unwilling creatures can roll a Strength or Dexterity saving throw (their choice) against your spell save DC to attempt to resist the movement or evade the hand.

GENERAL ESOTERIC SECRETS

The following are Esoteric Secrets that can be selected by any Summoner regardless of subclass or Plane of Study.

Convergent Strike (Prerequisite: 5th level Summoner)

When you hit a creature with an attack, the next attack made by your Summoned Entity against that same creature before the start of your next turn is made with advantage.

Magical Attacks (Prerequisite: 5th level Summoner)

If you don't have a magical bonus to your spell attack and damage rolls, you gain a +1 bonus to your attack and damage rolls (including those made by your Summoned Entities).

Inventory Expansion (Prerequisite: 6th level Summoner)

Your Astral Inventory feature is no longer limited in the number of items it can store, and instead only its weight limit, which doubles to 100 × your Summoner level pounds.

Item Magician

You can add or remove items from your Astral Inventory as an object interaction.

Enhanced Attacks (Prerequisite: 12th level Summoner, Magical Attacks)

If your magical bonus to attack and damage rolls for your spell attacks (including attacks made with Summoned Entities) is lower than +2, it becomes +2.

Perfected Attacks (Prerequisite: 17th level Summoner, Magical Attacks)

If your magical bonus to attack and damage rolls for your spell attacks (including attacks made with Summoned Entities) is lower than +3, it becomes +3.

Personal Plane (Prerequisite: Inventory Expansion, 15th level Summoner)

Your Inventory feature now creates a personal demiplane, which functions as the rules of the *demiplane* spell. You can add or retrieve objects using your Inventory feature, which is no longer limited by weight, only the size of your personal demiplane. You can cast *demiplane* once per day without expending a spell slot, but when cast this way it always opens to the same demiplane created by this feature in which your inventory is stored.

Other creatures cannot access this demiplane with the *demiplane* spell unless you die or give them permission to do so.

Planar Rejuvenation (Prerequisite: 5th level Summoner)

As an action, you can expend a spell slot and regain Essence or hit points (your choice) equal to 5 × the level of spell slot spent.

Reactive Summons.

You can use your reaction to allow one of your Summoned Entities to take a reaction (such as making an Opportunity Attack). If the Summoned Entity otherwise has the ability to take reactions, this does not use their reaction.

Strengthened Spells

Your mastery over conjuration makes your spell constructs able to lift more weight. The following spells are modified in the following ways: *mage hand* can lift up to 50 pounds (up from 10 pounds), *unseen servant* gains a Strength of 10 (up from 2), and the weight and size limit of *floating disk* is doubled.

Summon Familiar

You learn the *find familiar* spell and it does not count against your spells known. You can cast the spell as an action, and you do not require a material component to cast the spell, but must expend 1 hit point to cast it this way.

Summoner's Will (prerequisite: 9th level Summoner)

Once per turn, when a Summoned Entity would be reduced to 0 hit points, you can make an Intelligence saving throw with a DC equal to 5 + the damage taken. On success, the Summon is instead reduced to 1 hit point.

Quick Command

You can use your bonus action to command the Summoned Entity to attack. Once you do this, you cannot do so again until you complete a short or long rest.

PLANES OF STUDY

ABYSSAL

A chaotic evil aligned lower plane full of acid pits and demons.

Features. Summoners that study this plane learn Abyssal, gain the following spells at the following levels, and gain access to the following conjured creatures. Demons tend to come with a wide range of resistances and each have a special feature that can be used once per short rest.

Short Rest Creature Features. Each ability can be used once, after which the Summoner must take a short rest before using the same ability again (even if they summon a new creature of the same type).

ABYSSAL SPELLS TABLE

Summoner Level	Spells Learned
2	acid bubble ^K
5	crackle ^K
9	lightning bolt ^K
13	bile beam ^K
17	sonic shriek ^K

CONJURED CREATURES

You gain access to the following conjured creatures at the following levels.

LEVEL 1: DRETCH

CONJURED DRETCH

Small Fiend (Demon)

Armor Class 8 + your spell casting modifier.
Hit Points PB + [Special]
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal

Actions

Claw *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d6 + [your spellcasting modifier] slashing damage.

Fetid Cloud (1/short rest). All creatures within 5 feet of the dretch must make a Constitution saving throw against your spell save DC, taking 1d4 poison damage and becoming Poisoned until the start of the Dretche's next turn on failure.

LEVEL 3: SUCCUBUS

CONJURED SUCCUBUS

Medium Fiend (Demon)

Armor Class 10 + your spell casting modifier.
Hit Points [Special]
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +7, Persuasion +7, Stealth +5
Damage Resistances cold, fire, lightning, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common

Actions

Whip *Melee Weapon Attack:* + [your spell attack modifier], reach 10 ft., one target. *Hit:* 1d4 + [your spellcasting modifier] slashing damage.

Draining Charm (1/short rest). One creature the fiend can see within 30 feet of it makes a Wisdom saving throw against your spell save DC. On failure, that creature takes [PB]d6 necrotic damage and is Charmed and Dazed until the start of the fiend's next turn. The fiend gains temporary hit points equal to the damage dealt. While charmed in this way, the fiend can command the target to move or attack (of which it can only do one as it is Dazed) as the fiend directs.

LEVEL 5: GLABREZU

CONJURED GLABREZU

Large Fiend (Demon)

Armor Class 10 + your spell casting modifier.

Hit Points PB + [Special]

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	19 (+4)	17 (+3)	16 (+3)

Damage Resistances cold, fire, lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal

Actions

Pincer *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d12 + [your spellcasting modifier] bludgeoning damage.

Crushing Pincer (1/short rest) Immediately after making an attack, the glabrezu can force the target to make a Strength saving throw against your spell save DC. On a failure it takes [PB]d8 bludgeoning damage and becomes restrained by the glabrezu until the start of its next turn.

ESOTERIC ABYSSAL MAGIC

The following Esoteric Secret grants additional spells known for Summoner that studies the Abyssal plane.

Esoteric Abyssal Magic. You learn the following spells at the following levels. For any feature that lets you cast a spell from your planar spells without expending a spell slot, you do not gain an additional use of the feature, but can pick between the spell granted by the Plane of Study and this feature.

ABYSSAL SPELLS TABLE

Summoner Level	Spells Learned
2	<i>lightning tendril</i> ^K
5	<i>pseudopod slam</i> ^K
9	<i>erode</i> ^K
13	<i>jumping jolt</i> ^K
17	<i>acid rain</i> ^K

ESOTERIC DEMON

The following is an additional option that can be selected using the following Esoteric Secret

Six-armed Demon (*Prerequisite: Abyssal Plane of Study, Summoner level 9*).

When you use Summon Entity, the Conjured Marilith is added to the list of options.

CONJURED MARILITH

Large Fiend (Demon)

Armor Class 12 + your spell casting modifier.

Hit Points PB + [Special]

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Damage Resistances cold, fire, lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal

Magic Resistance. The marilith has advantage on saving throws against spells and other magical effects.

Reactive. The marilith can take reactions (this does not take the Summoner's reaction).

Actions

Longsword *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d8 + [your spellcasting modifier] slashing damage.

Blade Storm (1/short rest). The marilith chooses up to PB creatures it can see within 30 feet of it, and makes a longsword attack against each one. The marilith can then teleport to an unoccupied space within feet of one of the targets.

BESTIAL

A chaotic neutral plane full of wilderness and wild beasts.

Features. Summoners that study this plane learn can cast *speaking with animals* once without expending a spell slot or material components, after which you cannot cast it again until you complete a short or long rest. You gain the following spells at the following levels, and gain access to the following conjured creatures. Beasts tend to be simple summons with powerful attacks and attributes.

BEAST SPELLS TABLE

Summoner Level	Spells Learned
2	<i>inflict wounds</i>
5	<i>enlarge/reduce</i>
9	<i>spiderbite</i> ^K
13	<i>string swarm</i> ^K
17	<i>insect plague</i>

CONJURED CREATURES

You gain access to the following conjured creatures at the following levels.

LEVEL 1: WOLF

CONJURED WOLF

Medium Beast

Armor Class 10 + your spell casting modifier.
Hit Points [Special]
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d4 + [your spellcasting modifier] piercing damage.

LEVEL 3: PANTHER

CONJURED PANTHER

Medium Beast

Armor Class 10 + your spell casting modifier.
Hit Points PB + [Special]
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6
Senses passive Perception 14
Languages —

Keen Hearing and Smell. The panther has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack, it deals an additional 1d6 damage.

Actions

Bite *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d8 + [your spellcasting modifier] piercing damage.

Claw *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d4 + [your spellcasting modifier] slashing damage.

LEVEL 5: BEAR

CONJURED BEAR

Large Beast

Armor Class 10 + your spell casting modifier.

Hit Points (PB × 2) + [Special]

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Keen Hearing and Smell. Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d12 + [your spellcasting modifier] piercing damage.

Claw *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d6 + [your spellcasting modifier] slashing damage.

ESOTERIC BESTIAL MAGIC

The following Esoteric Secret grants additional spells known for Summoner that studies the Bestial plane.

Beast Magic. You learn the following spells at the following levels. For any feature that lets you cast a spell from your planar spells without expending a spell slot, you do not gain an additional use of the feature, but can pick between the spell granted by the Plane of Study and this feature.

BESTIAL SPELLS TABLE

Summoner Level	Spells Learned
2	<i>speak with animals</i>
5	<i>iron wind strike</i> ^K
9	<i>haste</i>
13	<i>locate creature</i>
17	<i>sonic shriek</i> ^K

ESOTERIC BEAST

The following is an additional option that can be selected using the following Esoteric Secret

Summon Eagle (*Prerequisite:* Bestial Plane of Study, Summoner level 9).

When you use Summon Entity, the Conjured Eagle is added to the list of options.

CONJURED EAGLE

Large Beast

Armor Class 10 + your spell casting modifier.

Hit Points PB + [Special]

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+3)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages —

Flyby. The eagle doesn't provoke opportunity attacks when it flies out of an enemy's reach

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Beak *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d8 + [your spellcasting modifier] piercing damage.

Talons *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d6 + [your spellcasting modifier] slashing damage.



BEYOND

Some summoners reach beyond the planes, plunging their minds into great beyond to pull back fragments of the incomprehensible expanse outside of all laws and reason. To touch on the Beyond is dangerous, for it is not a place that can be fully comprehended, but the power cuts both ways as that which can be drawn are irregular and powerful.

Features. Summons that study this plan learn Deep Speech, gain the following spells at the following levels, and gain access to the following conjured creatures when using Summon Entity.

Short Rest Creature Features. Each ability can be used once, after which the Summoner must take a short rest before using the same ability again (even if they summon a new creature of the same type).

BEYOND SPELLS TABLE

Summoner Level	Spells Learned
2	<i>mind ray</i> ^K
5	<i>pseudopod slam</i> ^K
9	<i>hungering void</i> ^K
13	<i>confusion</i>
17	<i>dominate person</i>

LEVEL 1: WATCHER

Small fleshy floating eyeballs surrounded by tendrils with more eyeballs. They are always watching.

CONJURED WATCHER

Tiny Aberration

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Deep Speech

Actions

Bite *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1 + [your spellcasting modifier] bludgeoning damage.

Mind Ray *Ranged Weapon Attack:* + [your spell attack modifier], range 60 ft., one target. *Hit:* 1d6 + [your spellcasting modifier] psychic damage.

LEVEL 3: FLOATER

Distorted balls of twisted and wrinkled flesh covered in long tendrils tipped with viciously barbed stingers, they float through the air like malicious eldritch jellyfish.

CONJURED FLOATER

Medium Aberration

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +2

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Deep Speech but can't speak

Actions

Beak *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d6 + [your spellcasting modifier] piercing damage.

Tentacles *Melee Weapon Attack:* + [your spell attack modifier], reach 10 ft., one target. *Hit:* 1d4 + [your spellcasting modifier] piercing damage

Lethargic Poison (1/short rest) Immediately after hitting a Tentacles attack, the floater can force the target to a Constitution saving throw against your spell save DC. On failure the target becomes poisoned for 1 minute. While poisoned this way, the creature's speed is halved. It can repeat the saving throw at end of each of its turns, ending the effect on success.

LEVEL 5: CHUUL

Oversized warped crustacean like creatures with massive pincers and a maw filled with poisonous tendrils.

CONJURED CHUUL

Medium Aberration

Armor Class 12 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
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19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-2)
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Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages understands Deep Speech but can't speak

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Pincer Melee Weapon Attack: + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d8 + [your spellcasting modifier] bludgeoning damage.

Poison Tendrils (1/short rest) One creature within 5 feet of the Chuul must succeed on a Constitution saving throw against your spell save DC or become Poisoned and Dazed until the start of your next turn.

BEYOND ESOTERIC SECRETS

The following Esoteric Secret grants additional spells known for Summoner that studies the Beyond plane.

BEyond Magic. You learn the following spells at the following levels. For any feature that lets you cast a spell from your planar spells without expending a spell slot, you do not gain an additional use of the feature, but can pick between the spell granted by the Plane of Study and this feature.

ABYSSAL SPELLS TABLE

Summoner Level	Spells Learned
2	<i>dissonant whispers</i>
5	<i>fling</i> ^K
9	<i>mutate</i> ^K
13	<i>violent crush</i> ^K
17	<i>contact other plane</i>

Esoteric Aberration (Prerequisite: *Beyond Plane of Study*, Summoner level 9).

When you use Summon Entity, the Conjured Devourer is added to the list of options.

MIND DEVOURER

Tall slender tentacle mouted eldritch creatures with powerful psionic abilities and a hunger to consume the brains of sentient creatures.

CONJURED MIND DEVOURER

Medium Aberration

Armor Class 11 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)
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Skills Deception +5, Insight +5, Perception +5, Persuasion +5, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Deep Speech, telepathy 120 ft.

Magic Resistance. The devourer has advantage on saving throws against spells and other magical effects.

Devour Brain (1/short rest). If the devourer reduces a living creature to 0 hit points with its tentacles, it extracts and consumes its brain, killing it and restoring 10 hit points to the devourer. The devourer is empowered, gaining advantage on its attack rolls and saving throws for 1 minute.

Actions

Tentacles Melee Weapon Attack: + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d4 + [your spellcasting modifier] psychic damage.

Mind Blast (1/short rest) The devourer unleashes psionic energy in a 30-foot cone. Each creature in that area must succeed an Intelligence saving throw against your spell save DC or take [PB]d8 psychic damage and becomes Dazed until the start of your next turn.

CELESTIAL

A good aligned upper plane and the home of radiant beings of light and positive energy. Celestial tend to come with radiant and healing powers.

Language. Summoners that study this plane learn Celestial, gain the following spells at the following levels, and gain access to the following conjured creatures.

Short Rest Creature Features. Each ability can be used once, after which the Summoner must take a short rest before using the same ability again (even if they summon a new creature of the same type).

CELESTIAL SPELLS TABLE

Summoner Level	Spells Learned
2	<i>cure wounds</i>
5	<i>divine judgment</i> ^K
9	<i>angelic slash</i> ^K
13	<i>heavenly ray</i> ^K
17	<i>mass cure wounds</i>

LEVEL 1: CELESTIAL LANTERN

CONJURED CELESTIAL LANTERN

Tiny Celestial

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 0 ft., fly 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

1 (-5) 14 (+2) 10 (+0) 12 (+1) 16 (+3) 16 (+3)

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Celestial

Illumination. The celestial sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Actions

Radiant Bolt Ranged Weapon Attack: + [your spell attack modifier], range 30/90 ft., one target. Hit: 1d6 + [your spellcasting modifier] radiant damage

LEVEL 3: ARCHON

CONJURED ARCHON

Medium Celestial

Armor Class 12 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft., fly 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 14 (+2) 16 (+3) 14 (+2) 16 (+3) 18 (+4)

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Celestial

Magic Resistance. The deva has advantage on saving throws against spells and other magical effects.

Actions

Shining Sword Melee Weapon Attack: + [your spell attack modifier], reach 5 ft., one target. Hit: 1d8 + [your spellcasting modifier] slashing damage.

Aura of Menace (1/short rest). All creatures within 10 feet of the archon must make a Wisdom saving throw against your spell save DC or become frightened of the archon until the start of your next turn.

LEVEL 5: DEVA

CONJURED DEVA

Medium Celestial

Armor Class 12 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	18 (+4)	20 (+5)

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Celestial

Magic Resistance. The deva has advantage on saving throws against spells and other magical effects.

Divine Awareness. The deva knows if it hears a lie, as long as the creature is knowingly lying.

Actions

Radiant Mace *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d4 + [your spellcasting modifier] bludgeoning damage plus 1d4 radiant damage

Healing Touch (1/short rest). The deva touches another creature. The target magically regains [PB]d8 hit points and is cured of any poison or disease.

CELESTIAL ESOTERIC SECRETS

The following Esoteric Secret grants additional spells known for Summoner that studies the Celestial plane.

Celestial Magic. You learn the following spells at the following levels. For any feature that lets you cast a spell from your planar spells without expending a spell slot, you do not gain an additional use of the feature, but can pick between the spell granted by the Plane of Study and this feature.

CELESTIAL SPELLS TABLE

Summoner Level	Spells Learned
2	<i>guiding bolt</i>
5	<i>divine armor</i> ^K
9	<i>punishing bolt</i> ^K
13	<i>guardian of faith</i>
17	<i>flamestrike</i>

Sacred Call (Prerequisite: Elemental Plane of Study, Summoner level 9).

When you use Summon Entity, the Conjured Unicorn is added to the list of options.

CONJURED UNICORN

Large Celestial

Armor Class 10 + your spell casting modifier.

Hit Points PB + [Special]

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

- **Damage Resistances** radiant
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Celestial, telepathy 60 ft.

Charge. Once per turn, if the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 4 (1d8) piercing damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Magic Resistance. The deva has advantage on saving throws against spells and other magical effects.

Majestic Steed. While you are riding the Unicorn, its shares your turn rather than taking its turn immediately after yours.

Actions

Horn *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d8 + [your spellcasting modifier] piercing damage.

Celestial Ray (1/short rest). The Unicorn releases a beam of celestial light in a 30 foot line. Allied creatures in the line magically regain [PB]d6 hit points. Hostile creatures in the line must make a Dexterity saving throw against your spell save DC, taking [PB]d6 radiant damage on failure.

ELEMENTAL

A chaotic neutral plane, the elemental planes are among the most common planes of study for Summoners, offering uncomplicated yet versatile power. Elementals tend to come with immunity to their element and unique properties.

Features. Summoners that study this plane learn Primordial, gain the following spells at the following levels, and gain access to the following conjured creatures.

ELEMENTAL SPELLS TABLE

Summoner Level	Spells Learned
2	<i>elemental orb</i> ^K
5	<i>elemental exhalation</i> ^K
9	<i>fireball</i>
13	<i>jumping jolt</i> ^K
17	<i>cone of cold</i>

CONJURED CREATURES

You gain access to the following conjured creatures at the following levels.

LEVEL 1: WATER ELEMENTAL

CONJURED WATER ELEMENTAL

Medium Elemental

Armor Class 11 + your spell casting modifier.

Hit Points PB + [Special]

Speed 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Aquan)

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d8 + [your spellcasting modifier] bludgeoning damage.

ELEMENTAL FLEXIBILITY

If a Summoner strongly wishes to specialize in one particular type of Element, a DM can allow them to gain that type of Element at level in exchange for forgoing the other elemental types. If that is an Earth Elemental or Air Elemental, it would lose its resistance to physical damage until 5th level, and if that is an Air Elemental, it would lose its flying speed until level 9.

Spells. Additionally, when doing so you can replace the spells with spells of that element, consulting Kibbles' Generic Elemental spells for sufficient elemental spells of any type.

Exotic Elements. You can generally convert the existing elementals to exotic para-elementals (such as steam, acid, etc), just by picking the most appropriate type and converting the damage type (such as an acid elemental being a water elemental that does acid damage or a steam elemental being an air elemental that does fire damage).

LEVEL 3: FIRE ELEMENTAL

CONJURED FIRE ELEMENTAL

Medium Elemental

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Immunities fire

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Ignan)

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. If it moves through the space of another creature, hits another creature, or is hit by a melee attack of another creature, it inflicts the Burning (1d4) condition on that creature.

Actions

Touch *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d4 + [your spellcasting modifier] fire damage.

LEVEL 5: EARTH ELEMENTAL

CONJURED EARTH ELEMENTAL

Medium Elemental

Armor Class 13 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerability thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Terrain)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Slam *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d6 + [your spellcasting modifier] bludgeoning damage.

ELEMENTAL ESOTERIC SECRETS

The following Esoteric Secret grants additional spells known for Summoner that studies the Elemental plane.

Elemental Magic. You learn the following spells at the following levels. For any feature that lets you cast a spell from your planar spells without expending a spell slot, you do not gain an additional use of the feature, but can pick between the spell granted by the Plane of Study and this feature.

ELEMENTAL SPELLS TABLE

Summoner Level	Spells Learned
2	<i>thunderwave</i>
5	<i>hurricane slash</i> ^K
9	<i>water cannon</i> ^K
13	<i>ice storm</i> ^K
17	<i>pressure cutter</i> ^K

Air Elemental (Prerequisite: Elemental Plane of Study, Summoner level 9)

When you use Summon Entity, the Conjured Air Elemental is added to the list of options.

CONJURED AIR ELEMENTAL

Medium Elemental

Armor Class 12 + your spell casting modifier.

Hit Points [Special]

Speed 0 ft., fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial (Auran)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d8 + [your spellcasting modifier] bludgeoning damage.

Elemental Nature (Prerequisite: Elemental Plane of Study, Summoner level 9)

Your Conjured Water Elemental and Conjured Fire Elemental gain resistance to Bludgeoning, Piercing, and Slashing damage from nonmagical attacks.

FEY

A chaotic neutral plane of fey creatures. While neutral, fey themselves can be good or evil, though their versions of good and evil can be baffling by mortal standards.

Features. Summoners that study this plane learn Sylvan, gain the following spells at the following levels, and gain access to the following conjured creatures. Fey tend to have powers of illusions and mobility.

Short Rest Creature Features. Each ability can be used once, after which the Summoner must take a short rest before using the same ability again (even if they summon a new creature of the same type).

FEY SPELLS TABLE

Summoner Level	Spells Learned
2	<i>faerie fire</i>
5	<i>star dust</i> ^K
9	<i>major image</i>
13	<i>dimension door</i>
17	<i>mislead</i>

LEVEL 1: SPRITE

CONJURED SPRITE

Tiny Fey

Armor Class 12 + your spell casting modifier.

Hit Points [Special]

Speed 5 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Evasion. When the sprite is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Actions

Shortsword *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1 + [your spellcasting modifier] piercing damage and 1d4 poison damage.

Shortbow *Ranged Weapon Attack:* + [your spell attack modifier], range 40/160 ft., one target. *Hit:* 1 + [your spellcasting modifier] piercing damage and 1d4 poison damage.

Invisibility (1/short rest) The sprite becomes invisible for 1 minute, or until it takes any action.

CHARM OF THE FEY

A few fey summons have the ability to charm creatures. When a creature is charmed by a fey summon, it is considered Charmed by both the summon and the summoner.

LEVEL 3: SATYR

CONJURED SATYR

Medium Fey

Armor Class 11 + your spell casting modifier.

Hit Points [Special]

Speed 5 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +3, Performance +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Actions

Ram *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d4 + [your spellcasting modifier] bludgeoning damage.

Enchanted Tune (1/short rest). One creature of your choice within 30 feet of the Satyr must make a Wisdom saving throw. On failure, it becomes your choice of Charmed, Frightened, or Dazed for 1 minute, or until it takes any damage. It can repeat the saving throw at the end of each of its turns, ending the effect on success. It gains advantage on the save if it takes damage, and the effect ends if the Satyr is reduced to 0 hit points or dismissed.

LEVEL 5: DRYAD

CONJURED DRYAD

Medium Fey

- **Armor Class** 13 + your spell casting modifier.
- **Hit Points** [Special]
- **Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 12 (+1) 11 (+0) 14 (+2) 15 (+2) 18 (+4)

Skills Perception +4, Stealth +5

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Forest Speaker. The dryad can speak with animals, as per the *speak with animals* spell.

Actions

Vine Lash. *Melee Weapon Attack:* +[your spell attack modifier] to hit, reach 10 ft., one target. *Hit:* 2d4 + [your spellcasting modifier] slashing damage.

NAIAD SUMMONING

You can optionally summon a Naiad instead of a Dryad. It has the same abilities, but has a swimming speed instead of a walking speed, can breath underwater, and its vine lash becomes Kelp Lash.

FEY ESOTERIC SECRETS

Fey Magic. You learn the following spells at the following levels. For any feature that lets you cast a spell from your planar spells without expending a spell slot, you do not gain an additional use of the feature, but can pick between the spell granted by the Plane of Study and this feature.

FEY SPELLS TABLE

Summoner Level	Spells Learned
2	<i>charm person</i>
5	<i>mirror image</i>
9	<i>hypnotic pattern</i>
13	<i>spatial swap</i> ^K
17	<i>dominate person</i>

Conjure Trickster (Prerequisite: Fey Plane of Study, Summoner level 9).

When you use Summon Entity, the Conjured Pixie is added to the list of options.

CONJURED PIXIE

Tiny Fey

Armor Class 12 + your spell casting modifier.

Hit Points [Special]

Speed 5 ft., Fly 30 ft.

STR DEX CON INT WIS CHA

2 (-4) 20 (+5) 8 (-1) 10 (+0) 14 (+2) 15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Magic Resistance. The pixie has advantage on saving throws against spells and other magical effects.

Actions

Glitter Bolt *Ranged Weapon Attack:* + [your spell attack modifier], range 40/160 ft., one target. *Hit:* 1 + [your spellcasting modifier] radiant damage and the next attack against the target before the start of the pixie's next turn has advantage.

Invisibility The pixie becomes invisible until it takes any action or chooses to end the effect.

Trickster's Polymorph (1/short rest). The pixie transforms into any other standard summon stat block (from any Plane of Study, but not ones that require an Esoteric Secret to learn) for 1 minute or until it is reduced to 0 hit points. It gains 20 temporary hit points when it transforms. While transformed, it loses all of its pixie features, gaining the new stat block's features instead; beyond that it can end this effect at any time as an action.

INFERNAL

A lawful evil aligned lower plane full of fire and devils.

Features. Summoners that study this plane learn Infernal, gain the following spells at the following levels, and gain access to the following conjured creatures. Devils tend to come with excellent darkvision, magical resistance, and resistance to fire and poison damage.

INFERNAL SPELLS TABLE

Summoner Level	Spells Learned
2	<i>eyes of immolation</i> ^K
5	<i>infernal shackles</i> ^K
9	<i>stinking cloud</i>
13	<i>iron garden</i> ^K
17	<i>pyroclastic lance</i> ^K

CONJURED CREATURES

You gain access to the following conjured creatures at the following levels.

LEVEL 1: IMP

CONJURED IMP

Tiny Fiend (Devil)

Armor Class 10 + your spell casting modifier.
Hit Points [Special]
Speed 30 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Infernal, Common

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Actions

Sting *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1 + [your spellcasting modifier] piercing damage and 1d4 poison damage.

Invisibility (1/short rest) The imp becomes invisible for 1 minute, or until it takes any action.

LEVEL 3: BARBED DEVIL

CONJURED BARBED DEVIL

Medium Fiend (Devil)

Armor Class 11 + your spell casting modifier.
Hit Points [Special]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	12 (+0)	14 (+2)	14 (+2)

Skills Deception +4, Perception +4
Damage Resistances fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Infernal, Common

Barbed Hide. If a creature hits the devil with a melee attack or starts its turn grappling it, it takes 1 damage.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Claw *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d6 + [your spellcasting modifier] piercing damage

LEVEL 5: ERINYES

CONJURED ERINYES

Medium Fiend (Devil)

Armor Class 13 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft., Fly 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 16 (+3) 18 (+4) 14 (+2) 12 (+1) 18 (+4)

Damage Resistances fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Infernal, Common

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The erinyes has advantage on saving throws against spells and other magical effects.

Actions

Infernal Whip *Melee Weapon Attack:* + [your spell attack modifier], reach 10 ft., one target. *Hit:* 1d4 + [your spellcasting modifier] piercing damage and 1d4 fire damage.

Flaming Bow (1/short rest) *Ranged Weapon Attack:* + [your spell attack modifier], range 150/600 ft., one target. *Hit:* [PB]d6 fire damage.

INFERNAL ESOTERIC SECRETS

Infernal Magic. You learn the following spells at the following levels. For any feature that lets you cast a spell from your planar spells without expending a spell slot, you do not gain an additional use of the feature, but can pick between the spell granted by the Plane of Study and this feature.

INFERNAL SPELLS TABLE

Summoner Level	Spells Learned
2	<i>hell lash</i> ^K
5	<i>scorching ray</i> ^K
9	<i>flamethrower</i> ^K
13	<i>poison blast</i> ^K
17	<i>cloudkill</i>

ESOTERIC DEVIL

The following is an additional option that can be selected using the following Esoteric Secret

Unchained Devil (*Prerequisite: Infernal Plane of Study, Summoner level 9*)

When you use Summon Entity, the Conjured Chain Devil is added to the list of options.

CONJURED CHAIN DEVIL

Medium Fiend (Devil)

Armor Class 13 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 15 (+2) 18 (+4) 11 (+0) 12 (+1) 14 (+2)

Skills Athletics +6

Damage Resistances fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Infernal, Common

Binding Chains. The devil can grapple targets from up to 10 feet away, and it can grapple up to 5 creatures with its chains.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Infernal Chain *Melee Weapon Attack:* + [your spell attack modifier], reach 10 ft., one target. *Hit:* 2d4 + [your spellcasting modifier] slashing damage.

Entangle Lash (1/short rest) Immediately after hitting an Infernal Chain attack, the devil can force the target to make a Strength saving throw against your spell save DC. On failure, the target becomes grappled and restrained [Escape DC 10 + your Intelligence modifier]. The restrained target takes [PB]d6 piercing damage at the start of each of its turns.

NATURE

Planes of nature are wild untamed places, tangled jungles and towering forests choked with rampant life overgrown and hostile to all civilization, even as they team with overwhelming life.

Features. Summoners that study this plane gain the spell *speak with plants* and can cast it once without expending a spell slot or using any components, after which they cannot it again this way until they complete a long rest.

NATURE SPELLS TABLE

Summoner Level	Spells Learned
2	<i>bramble binding</i>
5	<i>pseudopod slam</i>
9	<i>seismic wave</i> ^K
13	<i>carnivorous garden</i> ^K
17	<i>fissure</i> ^K

LEVEL 1: WOOD WOAD

WOOD WOAD

Medium Fey

Armor Class 12 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 16 (+3) 10 (+0) 13 (+1) 8 (-1)

Skills Athletics +6, Perception +3, Stealth +3

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Club *Melee Weapon Attack:* +[your spell attack modifier] to hit, reach 5 ft., one target. *Hit:* 1d6 + [your spellcasting modifier] bludgeoning

LEVEL 3: NEEDLE BLIGHT

NEEDLE BLIGHT

Medium Plant

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft.

STR DEX CON INT WIS CHA

12 (+2) 12 (+1) 13 (+1) 4 (-3) 12 (+1) 3 (-4)

Condition Immunities blinded, deafened

Senses passive Perception 13

Languages understands Common but can't speak

Evasion. When the blight is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Actions

Claws. *Melee Weapon Attack:* +[your spell attack modifier] to hit, reach 5 ft., one target. *Hit:* 2d4 + [your spell attack modifier] piercing damage.

Needles. *Ranged Weapon Attack:* +[your spell attack modifier] to hit, range 30/90 ft., one target. *Hit:* 2d4 + [your spell attack modifier] piercing damage.

LEVEL 5: TREANT

CONJURED TREANT

Large Plant

Armor Class 12 + your spell casting modifier.

Hit Points (2 × PB) + [Special]

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

Nature's Language. In a special ritual taking 1 minute, the treant can speak with other plants, as per the *speak with plants* spell. The effect ends when the treant moves.

Actions

Slam. *Melee weapon attack:* +[your spell attack modifier], reach 5 ft., one target. *Hit:* 2d6 + your spellcasting modifier bludgeoning damage.

Throw Rock. *Ranged weapon attack:* +[your spell attack modifier], range 30/90 ft., one target. **Hit:* 1d10 + your spellcasting modifier bludgeoning damage.

NATURE ESOTERIC SECRETS

The following is an additional option that can be selected using the following Esoteric Secret

Nature Spells (*Prerequisite: Nature Plane of Study*)

You gain the following spells at the following levels.

NAURE SPELLS TABLE

Summoner Level	Spells Learned
2	<i>entangle</i>
5	<i>sprout tree</i> ^K
9	<i>plant growth</i>
13	<i>stone coffin</i> ^K
17	<i>tree stride</i>

Shambling Mounds (*Prerequisite: Nature Plane of Study, Summoner level 9*)

When you use Summon Entity, the Conjured Shambling Mound is added to the list of options.

CONJURED SHAMBLING MOUND

Large plant

Armor Class 10 + your spell casting modifier.

Hit Points (2 × PB) + [Special]

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +[PB]

Damage Resistances cold, fire, lightning

Condition Immunities blinded, deafened, exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Infernal, Common

Actions

Slam *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d6 + [your spellcasting modifier] bludgeoning damage.

Engulf (1/short rest) Immediately after hitting a Slam attack, the shambling mound can force the target to make a Strength saving throw. On failure, the target becomes Grappled, Restrained, and Blinded [Escape DC 10 + your Intelligence modifier]. The restrained target takes 2d6 bludgeoning damage at the start of each of its turns.

UNDEAD

Undead are typically drawn from negative planes of dense necrotic powers, antithetical to all life. Such creatures brought to planes of life can be considered evil as unrestrained they see to annihilate all living things, but they often have less motive will than other outsiders, operating on their instincts. Some Summers may pull undead from other sources or more specialized planes.

Features. Summoners that study this plane gain the spell *speak with dead* and can cast it once without expending a spell slot or using any components, after which they cannot cast it again this way until they complete a long rest.

UNDEAD SPELLS TABLE

Summoner Level	Spells Learned
2	<i>grip of the dead</i> ^K
5	<i>ray of enfeeblement</i>
9	<i>bone spur</i> ^K
13	<i>blight</i>
17	<i>deglove creature</i> ^K

CONJURED CREATURES

You gain access to the following conjured creatures at the following levels.

LEVEL 1: CONJURED SKELETON

CONJURED SKELETON

Medium Undead

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (+1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands common but cannot speak.

Weapon Adaptation. The skeleton can wield simple weapons with proficiency, replacing their claw attack properties (range, damage die), with the simple weapon properties while holding it. When you summon a skeleton, you can equip them with any simple weapon stored with your Inventory feature.

Actions

Claw Melee Weapon Attack: + [your spell attack modifier], reach 5 ft., one target. **Hit:** 1d6 + [your spellcasting modifier damage] slashing damage.

LEVEL 3: CONJURED ZOMBIE

CONJURED ZOMBIE

Medium Undead

Armor Class 8 + your spell casting modifier.

Hit Points (2 × PB) + [Special]

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands common but cannot speak.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam Melee Weapon Attack: + [your spell attack modifier], reach 5 ft., one target. **Hit:** 1d6 + [your spellcasting modifier damage] bludgeoning damage.



LEVEL 5: CONJURED SPECTER

CONJURED SPECTER

Medium Undead

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+1)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Understands common but cannot speak.

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

Actions

Draining Touch *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d4 + [your spellcasting modifier damage] necrotic damage.

UNDEAD ESOTERIC SECRETS

Death Magic. You learn the following spells at the following levels. For any feature that lets you cast a spell from your planar spells without expending a spell slot, you do not gain an additional use of the feature, but can pick between the spell granted by the Plane of Study and this feature.

UNDEAD SPELLS TABLE

Summoner Level	Spells Learned
2	<i>inflict wounds</i>
5	<i>unholy wave</i> ^K
9	<i>soul hook</i> ^K
13	<i>devour shadow</i> ^K
17	<i>explode heart</i> ^K

Martial Skeletons (Prerequisite: Undead Plane of Study)

Your Summoned Skeletons gain proficiency with martial weapons and shields in addition to simple weapons, and can equip martial weapons and shields from your Inventory feature when summoned.

Undead Abominations (Prerequisite: Undead Plane of Study, Summoner level 9)

You gain an additional when summoning from the Undead Plane of Study:

CONJURED FLESH HULK

Large Undead

Armor Class 8 + your spell casting modifier.

Hit Points (2 × PB) + [Special]

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands common but cannot speak.

Immutable Form. The hulk is immune to any spell or effect that would alter its form.

Lightning Absorption. When the hulk would be subjected to lightning damage, it takes no damage instead gains 10 feet of movement speed and advantage on its next attack roll made before the end of its next turn.

Magic Resistance. The hulk has advantage on saving throws against spells and other magical effects.

Magic Weapons. The hulk's weapon attacks are magical

Actions

Slam *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d6 + [your spellcasting modifier damage] bludgeoning damage.

VOID

The nature of the void is poorly understood—even it's designation as a 'plane' can be debated. But what all can be certain is that within the shadows of reality lays a shattered inversion of empty nothingness, antithetical to all life and matter such that any permanent coexistence is impossible. Calling from this plane is dangerous... both to the summoner and possible the material plane itself.

Features. Summoners that study this plane learn the following spells at the following levels, and gain access to the following conjured creatures.

VOID SPELL TABLE

Summoner Level	Spells Learned
2	<i>gravitronic bolt</i> ^K
5	<i>vacuum pull</i> ^K
9	<i>hungering void</i> ^K
13	<i>suffocate</i> ^K
17	<i>devouring darkness</i> ^K

CONJURED CREATURES

You gain access to the following conjured creatures at the following levels.

LEVEL 1: VOID SHADOW

A Void Shadow is only presumably a creature, as it appears as a hole in reality through which only darkness can be seen. They can appear in many shapes, but are most often roughly humanoid. Anything they touch begins to decay.

CONJURED VOID SHADOW

Medium Undead

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	11 (+0)

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages N/A

Antimatter Existence. When the Void Shadow is hit by a melee attack, the attacker takes 1d4 force damage.

Void Implosion. When the Void Shadow is reduced to 0 hit points, it vanishes and random creature within 5 feet of it that is of equal or smaller size is pulled into its former space.

[Continued Void Shadow stats]

Actions

Antimatter Touch *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d6 + [your spellcasting modifier damage] force damage.

LEVEL 3: APOCALYPSE TENDRIL

An apocalypse tendril is likely not a true entity, but a tiny fragment of one, disincorporated and scattered throughout the cosmos. According to some scholars, they originally belong to cosmic entity and all matter they consume furthers its esoteric existence. It is a long tendril made of shadows with a black star at the tip that absorbs light and decays anything it touches.

CONJURED APOCALYPSE TENDRIL

Medium Aberration

Armor Class 10 + your spell casting modifier.

Hit Points (2 × PB) + [Special]

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	2 (-4)	14 (+2)	8 (-1)

Senses blindsight 60 ft., passive Perception 10

Languages N/A

Material Absorption. Each time the Void Tendril hits an attack, it gains 2 current and maximum hit points and its reach increases by 5 feet. These bonuses can reach a maximum of your Summoner level × 5. Any benefits are reset if it is resummoned or moved.

Actions

Decaying Touch *Melee Weapon Attack:* + [your spell attack modifier], reach 15 ft., one target. *Hit:* 1d10 + [your spellcasting modifier damage] necrotic damage.

LEVEL 5: OBLIVION EYE

Those that have seen the edges of reality—where it has cracked or frayed—report seeing eyes watching them from the void beyond. Given that seeing these eyes drives most mad, such reports are treated with skepticism. No one knows if they are real creatures, or simply a mortal mind's manifestation upon gazing on something it shouldn't.

CONJURED OBLIVION EYE

Small Aberration

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

1 (-5)	1 (-5)	1 (-5)	1 (-5)	20 (+5)	16 (+3)
--------	--------	--------	--------	---------	---------

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 feet, passive Perception 10

Languages N/A

Gaze of Ruin. Attacks by other creatures summoned from the Void gain advantage on targets the Oblivion Eye can see.

Planar Awareness. The eye can see into the Ethereal plane for up to 60 feet around it.

Actions

Void Gaze. Roll 1d4 and consult the table below.

d4 Effect

1 **Tranquility:** One creature of your choice within 30 feet of the eye gains 1d8 temporary hit points.

2 **Oblivion:** One creature of your choice within 30 feet of Eye the must pass a Charisma saving throw or take 2d8 force damage.

3 **Madness:** One creature of your choice within 30 feet of the Eye must pass a Wisdom saving throw, or take 1d4 psychic damage and become Frightened of they Eye until the start of your next turn.

4 **Chaos:** Pick an effect and roll again. Can only trigger a maximum of two effects.

Inevitability (1/short rest). You can make the first roll of Void Gaze a 4.

VOID ESOTERIC SECRETS

Devouring Void (Prerequisite: Void Plane of Study, Summoner level 9).

When you use Summon Entity, the Conjured X is added to the list of options.

HUNGER ELEMENTAL

A Hunger Elemental is not a true elemental, but as it seems to be little more than destructive consumption taken form, the name has stuck. In the material plane they take shape as a writhing darkness filled with ethereal maws that attempts to consume any living creature they encounter. Strangely, the tendrils seem to have no physical interaction with what they touch, but a mental compulsion.

CONJURED HUNGER ELEMENTAL

Large Undead

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

1 (-5)	14 (+2)	11 (+1)	10 (+0)	10 (+0)	11 (+0)
--------	---------	---------	---------	---------	---------

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages N/A

Incorporeal Entropy. The elemental can share its space with other creature, but any creature that starts its turn inside the elemental's space takes 1d6 force damage. Creatures that are reduced to 0 hit points this way are consumed into nothingness.

Void Vacuum. Leaving the elemental's space requires 5 extra feet of movement.

Actions

Call of the Void. *Melee Weapon Attack:* + [your spell attack modifier], reach 10 ft., one target. *Hit:* 1d4 + [your spellcasting modifier damage] psychic damage and the target is pulled 5 feet toward the elemental (potentially into its space).

Devour Existence (1/short rest). One creature within the Hunger Elemental's space immediately takes 3 x the Incorporeal Entropy damage and must make a Charisma saving throw. On failure, it gains one level of Exhaustion.

Void Magic You learn additionally following spells at the following levels. For any feature that lets you cast a spell from your planar spells without expending a spell slot, you do not gain an additional use of the feature, but can pick between the spell granted by the Plane of Study and this feature.

VOID SPELLS TABLE

Summoner Level	Spells Learned
2	<i>create pit</i> ^K
5	<i>silence</i>
9	<i>dispel magic</i>
13	<i>banishment</i>
17	<i>antilife shell</i>

GRAVITRONIC BOLT

1st level transmutation (arcane)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You hurl a small bolt of warped space at a target creature within range. On hit, the target takes 2d12 force damage and if the creature is Large or smaller it is pulled 5 feet toward you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 and the distance it pulls a creature increases by 5 feet for each slot level above 1st.

IRON GRAVE

The Iron Grave is the burial of weapons that do not rest in peace, but instead fight on in eternal weapon. A place of endless conflict, smashing broken steel reforged endlessly into a circle of conflict that never ends. Though these weapons generally do not have true souls or minds, the bloodlust and violence that has soaked into them animates them, rousing them to fight on even when hands no longer wield them.

Features. Summoners that study this plane learn the following spells at the following levels, and gain access to the following conjured creatures. Spells that prompt a weapon attack roll can use a Summoner's spell attack modifier when used through a conjured entity of this plane.

IRON GRAVE SPELLS

Summoner Level	Spells Learned
2	<i>infinite edge</i> ^K
5	<i>iron wind strike</i> ^K
9	<i>whirling conflagration</i> ^K
13	<i>iron garden</i> ^K
17	<i>flickering strikes</i>

CONJURED CREATURES

You gain access to the following conjured creatures at the following levels.

LEVEL 1: ANIMATED SWORD

The ground of the Iron Grave is littered with countless fallen blades. Sometimes one will rise up to fight once more on its own. Soaked in endless war, they fight without purpose or cause.

CONJURED ANIMATED SWORD

Small Construct

Armor Class 11 + your spell casting modifier.
Hit Points [Special]
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 20 ft. (blind beyond this radius), passive Perception 7
Languages N/A

[Conjured Animated Sword Stats Continued]

Swooping Slashes. As long as its speed is not 0, when the Sword makes a melee weapon attack, it can move up to 10 feet in a straight line before attacking. This movement does not provoke attacks of opportunity, and can move freely through the space of the target.

Summoner's Sword. Any Self range spell cast the Summoner that targets a weapon they are holding can instead target the Sword.

Actions

Sword. *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d8 + [your spellcasting modifier damage] slashing damage.

LEVEL 3: ANIMATED ARMOR

Fallen armor once worn by a warrior, even the bones have turned to dust, but the armor rises to fight once more. The armor seems empty, containing only a vague red mist, the last vestige of its long forgotten wearer's final hours of killing intent, immortalized by the Iron Grave.

CONJURED ANIMATED ARMOR

Medium Construct

Armor Class 13 + your spell casting modifier.
Hit Points [Special]
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 20 ft. (blind beyond this radius), passive Perception 7
Languages N/A

Actions

Slam. *Melee Weapon Attack:* + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d6 + [your spellcasting modifier damage] slashing damage.

Reactions

The animated armor can take this reaction even though it is normally unable to take reactions, as long as it is not Incapacitated.

Block (1/short rest). When a creature within 5 feet of it is attacked, the animated armor can redirect that attack it itself.

LEVEL 5: CONJURED BOLTER

A siege engine forged of tarnished brass and rusted iron, they roll forward on spiked wheels launching barrages of bolts endlessly.

CONJURED BOLTER

Large Construct

Armor Class 10 + your spell casting modifier.

Hit Points [Special]

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

12 (+1)	18 (+4)	15 (+2)	3 (-4)	10 (+0)	1 (-5)
---------	---------	---------	--------	---------	--------

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 20 ft. (blind beyond this radius if not benefiting from Targeting Sight), passive Perception 10

Languages N/A

Siege Monster. The Bolter deals double damage to objects and structures.

Spiked Wheels. If the Bolter moves into the space of a creature that is 2 or more sizes smaller than it that cannot fly, that creature takes 2d4 piecing damage.

Manual Loading. Another creature within 5 feet of the Bolter can use an action to load a bolt if it is unloaded.

Targeting Sight. Shares any vision that its Summoner has. A creature that loads it via Manual Loading can also aim it, granting it any sight that creature has until the end of its next turn.

Actions

The Bolter must load a bolt before it can use Fire Bolt. It is not summoned with a bolt already loaded.

Load. The Bolter loads a bolt.

Fire Bolt (Can only be used while the the Ballista is Loaded) Ranged Weapon Attack: + [your spell attack modifier], range 100/400 ft., one target. *Hit:* 2d10 + [your spellcasting modifier damage] piercing damage.

Bonus Actions

Autoloader (1/short rest). The Bolter loads a bolt.

IRON GRAVE ESOTERIC SECRETS

Relics of the War (Prerequisite: Iron Grave Plane of Study, Summoner level 9)

When you use Summon Entity, the Conjured War Hulk is added to the list of options.

WAR HULK

Shambling machines of long forgotten wars, their metal carapace is mottled with blood and rust as the continue their endless crusade for a long extinguished cause. They bristle with brutal weapons, chipped and worn, but ever functional.

CONJURED WAR HULK

Large Construct

Armor Class 12 + your spell casting modifier.

Hit Points PB + [Special]

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

23 (+6)	8 (-1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)
---------	--------	---------	--------	---------	--------

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages N/A

Siege Monster. The War Hulk deals double damage to objects and structures.

Actions

Axehand Melee Weapon Attack: + [your spell attack modifier], reach 5 ft., one target. *Hit:* 1d12 + [your spellcasting modifier damage] slashing damage.

Hammerfist Melee Weapon Attack: + [your spell attack modifier], reach 5 ft., one target. *Hit:* 2d6 + [your spellcasting modifier damage] bludgeoning damage.

Engine of War (1/short rest). The War Hulk can do any of the following:

Whirling Chop. The War Hulk sweeps its axe. All creatures within 5 feet of the sword must make a Dexterity saving throw against your spell save DC. On failure, they take PBd6 slashing damage. On success, they take half as much damage.

Block. When a creature within 5 feet of the War Hulk is attacked, the War Hulk can redirect that attack it itself.

Fire Shoulder Mounted Ballista. Ranged Weapon Attack: + [your spell attack modifier], range 100/400 ft., one target. *Hit:* 2d10 + [your spellcasting modifier damage] piercing damage.

Animating Wrath

Your Conjured Animated Sword gains a new action:

- **Animated Sword: Whirling Blade (1/short rest).** The Sword spins in place. All creatures within 5 feet of the sword must make a Dexterity saving throw against your spell save DC. On failure, they take PBD6 slashing damage. On success, they take half as much damage.

Eternal Struggle (Prerequisite: 15th level)

All of the abilities of your Summoned Entities from the Iron Grave that are (1/short rest) become (Recharge 6), meaning that at the start of your turn while you have one or more summoned without its active ability available, roll a d6 for each one, recharging the ability on a roll of 6. The abilities automatically refresh 10 minutes after being used.

Iron Grave Magic.

You learn the following spells at the following levels. For any feature that lets you cast a spell from your planar spells without expending a spell slot, you do not gain an additional use of the feature, but can pick between the spell granted by the Plane of Study and this feature.

Summoner Level	Spells Learned
2	<i>heavy blow</i> ^K
5	<i>crescent wind slash</i> ^K
9	<i>spreadshot</i> ^{SDS}
13	<i>power launch</i> ^K
17	<i>anvil drop</i> ^K

SPREADSHOT^{SDS}

3rd-level conjuration

Classes: Ranger

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a nonmagical thrown weapon or nonmagical piece of ammunition)

Duration: Instantaneous

You touch the component used in the spell's casting, multiplying the projectiles in a 60-foot cone. Make a single ranged attack roll with the weapon. Each target in the cone takes 4d8 damage on a hit, or half as much damage on a miss. The damage type is the same as that of the weapon or ammunition used as a component.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

SUMMONER SPELL LIST

CANTRIPS (0 LEVEL)

Acid Splash
Chill Touch
Firebolt
Mage Hand
Ice Weapon^K
Light
Message
Poison Spray
Preservation^K
Prestidigitation
Produce Flame
Resistance
Shocking Grasp
Stone Forming^K

1ST LEVEL

Acid Bubble^K
Arctic Breath^K
Avatar Slam^K
Bond Item^K
Crashing Wave^K
Create Pit^K
False Life
Feather Fall
Floating Disk
Find Familiar
Fog Cloud

Grease
Mage Armor
Melting Glob^K
Protection from Evil and Good
Shadow Bind^K
Unseen Servant
Shield
Summon Ooze^K
Water Blast^K

2ND LEVEL

Avatar Punch^K
Dancing Object^K
Dancing Wave^K
Dust Cyclone^K
Infernal Shackles^K
Instant Counter^K
Iron Wind Strike^K
Levitate
Pseudopod Slam^K
Mirror Image
Misty Step
Shattering Shield^K
Spirit Echo^K
Summon Archeon^K
Summon Swarm^K
Unstable Shield^K

3RD LEVEL

Avatar Slash^K
Blade Vortex^K
Create Food and Water
Crushing Singular^K
Dispel Magic
Erode^K
Fire Cyclone^K
Flamethrower^K
Guardian Spirit^K
Hungering Void^K
Immutability^K
Instant Bulwark^K
Magic Circle
Phantom Steed
Protection from Energy
Raid of Spiders^K
Sleet Storm
Summon Monstrosity^K

4TH LEVEL

Avatar Thrust^K
Banishment
Dimension Cutter^K
Dimension Door
Banishment
Fabricate
Fire Shield

Geyser^K
Hungering Void^K
Resilient Sphere
Stinging Swarm^K
Stoneskin

5TH LEVEL

Avatar Palm^K
Acid Rain^K
Anvil Drop^K
Creation
Contact Other Plane
Dispel Evil and Good
Fissure^K
Flickering Strikes^K
Planar Binding
Pressure Cutter^K
Pyroclastic Lance^K
Summon Dragon^K
Teleportation Circle
Tornado^K
Wall of Stone

CUSTOM SPELLS

All custom spells (marked ^K) used in the class are available for free in the Kibbles Casting Compendium, which can be found here:

- <https://www.kthomebrew.com/krd>

Some of the spells are still in playtesting, and can be found in the Kibbles Playtesting Packet. These spells may or may not be in the Casting Compendium depend on when you read this.

- [Kibbles' Playtest Packet](#)

SUMMONER FEATS

ESOTERIC EXPERT

Prerequisite: Summoner

Your grasp of esoteric secrets is exceptional. You gain the following benefits:

- **Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- **Additional Secret.** You learn one Esoteric Secret from the Summoner class. It cannot be one that is restricted by level or subclass unless you are a Summoner that otherwise qualifies to select that Esoteric Secret (in which case your Esoteric Secrets simply increase by 1).

MULTICLASSING

To qualify for multiclassing, you must have an Intelligence ability score of 13 or greater. Multiclassing into Summoner grants no proficiencies.

CHANGELOG

1.0.3

SWARM CONTROLLER

- Swarm can now be grouped (creature) or dispersed (aura)
- **Swarm Shroud** replaced with Endless Tide (as Swarm Shroud is largely just a dispersed swarm).

SUMMONS

- **Erinyes** gained 1/short rest Fire Bow attack that deals PBd6 fire damage.
- **Pixie** now clarifies it can only transform into other non-exotic summons.

1.1

- You can now switch out one Esoteric Secret when you gain a level in the class.

LEGION CALLER

- Added **Planar Legion** effect **Iron Shell**

CONTRACTOR

- Added **Ranged Attack** effect **Sharpnel Shard**
- Added **Planar Influence** effect **Iron Skin**
- Added **Planar Manifestation** effect for **Iron Grave**

INVOKER

- Added **Unstable Summons** effect **Shrapnel Fragmentation**
- Added **Planar Remnants** effect: **Shattered Shards**
- **Planar Remnants** effects made *optional*
- **Planar Remnants** effects that deal damage now scale by 1d4 additional damage at 14th level.

SPIRIT CONVERGER

- Added **Planar Enhancement** effect **Unearthed Bladeyard**

SWARM CONTROLLER

- Added **Swarm Planar Manifestation** effect **Cloud of Swords**

WORLD SCULPTOR

- Added **Exotic Property** effect **Bladed Upheaval**

TITAN STRIKER

- Added new subclass

PLANES OF STUDY

- Added **Iron Grave** Plane of Study
- Added **Elemental Nature** to Elemental Plane of Study at level 9.



KIBBLES-ISM GLOSSARY

While this class is completely compatible with 5e 2014 and easy to use with D&D 2024, it contains a few elements that are drawn from 5e++ that merit a glossary here at the end, even if they are probably things that are widely understood in the 5e homebrew community at this point from their various uses.

BLOODIED

A creature is Bloodied when its current hit points are less than half of its maximum hit points. It does not inherently do anything on its own, but can serve as a condition or trigger for some abilities.

BURNING (CONDITION)

- A burning creature takes 1d4 fire damage at the start of each of their turns; the source of Burning may define how much damage they take, replacing the 1d4 with the listed damage.
- The burning creature sheds bright light in a 15 foot radius, and dim light for an additional 15 feet.
- The burning creature or someone within 5 feet of it can use their action to douse the fire, ending the condition. Being doused in water ends the condition automatically.

DAZED (CONDITION)

- A dazed creature can only do one of the following: move, take its action, or take a bonus action. It cannot take reactions.

SPELLS

There's a bunch of spells here that aren't included in the class document, but they are available under the KRD for free. You can find them in the Spell Compendium or Generic Elemental Spells.

You can find links to those documents here:
<https://www.kthomebrew.com/krd>

FOUNDRY MODULE

Part of the [Kibbles' Playtest Packet module](#), available on [patreon](#)

CREDITS

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Editor: Does it look like it had an editor? It will, eventually, be edited. Preferably after I stop changing things every update so I don't immediately bork the editing up.

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