

The Master Summoner Revisited

First draft. No promises on balance, or even any promises that balance was thought of for more than 1 minute per ability.

Familiar: At first level, the master summoner gains a familiar, using his summoner level as his wizard level. This replaces Eidolon, Life Link, Bond Senses, Shield Ally, Maker's Call, Transposition, Aspect, Greater Shield Ally, Life Bond, Greater Aspect, and Twin Eidolon.

Summoning Mastery (Sp): Starting at 1st level, a master summoner can cast *summon monster I* and *summon nature's ally* as a spell-like ability a number of times per day equal to 5 + his Charisma modifier. Only one *summon monster* or *summon nature's ally* spell-like ability may be in effect at a time. If used again, all monsters summoned by the previous use dissipate. At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of *summon monster IX* and *summon nature's ally IX* at 17th level). At 19th level, this ability can be used as *gate*, *summon froghearth*, *summon monster IX*, or *summon nature's ally IX*. If used as *gate*, the summoner must pay any required material components. These summon spells are considered to be part of his spell list for the purposes of spell trigger and spell completion items, as well as the prerequisites for feats. In addition, he can expend uses of this ability to fulfill the construction requirements of any magic item he creates, so long as he can use this ability to cast the required spell.

Metasummoning (Su): The master summoner knows that all summoning spells don't really bring living creatures, but brings about arcane manifestations of them. With the proper skill, a summoner can slip an extra bit of magic into their summoning spells and spell-like abilities. The most basic of magic for summoners to slip in allows all creatures summoned by the master summoner to treat all of their attacks as magic weapons for the purposes of damage reduction and other effects, such as the incorporeal condition. With practice, the master summoner may slip other effects into their summoning spells. At 2nd level and every 3 levels thereafter, they choose one meta-effect from the following list. Unless otherwise stated in the meta-effect, the master summoner may only select a meta-effect once.

Some meta-effects are marked with an asterisk (*) next to their name. Only one such meta-effect may be applied to a summoning spell at a time. You choose which meta-effects to apply when casting a summoning spell.

Only one meta-effect with "Entrance" in the name may be applied to a casting, and these meta-effects are still subject to the normal rules for where you may summon creatures. For these Entrance meta-effects, unless specifically stated, you still choose a square and the creature is considered to appear there. They just have a little extra of a journey to end up there. For example, with Dropped In Entrance, you choose a square for them to end up in and this square must follow all the normal rules for Conjurations. They appear 20 feet above this square,

and crash down.

- **Agile Summons*:** The base speed of your summons increase by 10, and they gain a +2 dodge bonus to AC.
- **Aura of Mitigation*:** All non-summoned allies within 10 feet of a creature summoned by this spell gains DR 2/-. This damage reduction does not stack with other instances of this ability from other summoned creatures. This meta-effect may be taken multiple times, but only once per 6 summoner levels. Each time you take it, the DR increases by 2.
- **Cannonball Entrance:** Select one enemy within range of your summoning spells. One creature you summon appears 20 feet away, horizontally, from that enemy, and is launched at high speed at the enemy. As part of summoning this creature, make a combat maneuver check to bull rush the enemy. For this check, use your master summoner level plus your Charisma modifier as your bonus to the check. All feats that modify bull rushes modify this as well. No matter the result of the check, both the summoned creature and the target take 2d6 points of bludgeoning damage, and the summoned creature appears adjacent to where the target's body is after the result. You may also choose to have the summoned creature appear 20 feet above the target. In this case, use the above rules with the following exceptions: you may attempt a trip attempt against the target, and your summon ends up prone in a square adjacent to the target.
- **Calming Summons:** One creature you summon radiates an aura of calm. All attacks made within 10 feet of it suffer a -4 penalty to-hit. All caster level checks made within 10 feet of it gain a +2 insight bonus to the check.
- **Dropped In Entrance:** One creature you summon can drop into position, rather than appear on the ground. They appear 20 feet above where they are meant to appear, and crash down to the ground. They take no harmful effects from this drop, but all squares they land in and that are adjacent to where they land are treated as difficult terrain. The creature is not affected by this difficult terrain. Other effects may occur based on the terrain, at a GM's discretion.
- **Frightful Entrance:** As a part of the action to summon, the master summoner may choose one creature he is summoning. The master summoner may make an Intimidate check to demoralize all enemies within 30 feet of where the creature he chose will appear.
- **Infused Accuracy*:** All creatures summoned by the master summoner gain a +1 insight bonus to-hit. This meta-effect may be selected multiple times, but only once per 4 master summoner levels. If selected multiple times, the insight bonus from this ability stacks with itself.
- **Metallic Summons*:** Your summons gain a metallic coating to protect them. Their base speed is reduced by 10 (minimum 5), but they gain DR 5/Adamantine. This meta-effect cannot be used with Agile Summons.
- **Powerful Blows:** All creatures summoned by the master summoner gain a +2 insight bonus to all damage rolls. This meta-effect can be selected multiple times, but only once per 4 master summoner levels. If selected multiple times, the insight bonus from this

ability stacks with itself.

- **Radiant Summons*:** Creatures you summon shed light as a torch, and dazzle all creatures with eyes within 10 feet of them. Yourself and your summons are not affected by this. In addition, the summons deal an extra 1d6 sacred damage to undead creatures they hit with natural weapons.
- **Shielding Summons:** Whenever a summoner is within one of his summon's reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the summoned creature is grappled, helpless, paralyzed, stunned, or unconscious.
- **Shielding Summons, Improved*:** Select one creature you are summoning. Whenever an ally is adjacent to this summoned creature, they gain soft cover, even if the summoned creature would not normally provide soft cover from that direction. This ability does not work if the summoned creature is flat-footed, paralyzed, or stunned. You must possess the Shielding Summons meta-effect to select this.
- **Shrouded Entrance:** One creature your summon comes into existence in a cloud of smoke. This creature is treated as having Blind Fight, and all squares he is a part of and adjacent to is treated as if *fog cloud* was cast. The fog stays for a number of rounds equal to your Charisma modifier.

Augment Summons: At 2nd level, the master summoner gains augment summons as a bonus feat, even if they do not normally meet the prerequisites.

Superior Summons: At 3rd level, the master summoner gains superior summoning as a bonus feat, even if they do not normally meet the prerequisites.

Redirected Energies (Su): At 4th level, the master summoner learns how to infuse his allies with a bit of his summons' arcane energy. A number of times per day equal to 1 + his Charisma modifier, when a melee weapon the master summoner is aware of would successfully strike an ally, the summoner can, as an immediate action, choose to have the weapon strike a summoned creature from the summoner's Summoning Mastery spell-like ability instead of the intended target. Both the summoned creature and the ally must be threatened by the creature who made the attack against the ally. The attack automatically hits the summoned creature.

Unraveled Energies (Su): At 6th level, the master summoner learns how to slightly unravel the energies keeping their summons manifested. By doing so, a move action, if the summoned creature is dismissed, killed or reduced to less than 0 hit points within 1 round of using this ability, it will explode in a burst of arcane energy. Each creature adjacent to the summoned creature must make a Reflex saving throw or take damage equal to 1d4 times the level of the spell *summon monster* or *summon nature's ally* used to summon the creature, as denoted by the spell's name, and an additional amount of damage equal to the summoner's Charisma modifier. For example, a creature summoned by *summon monster III* would deal 3d4+Charisma modifier points of damage, while a creature summoned by *summon nature's ally V* would deal

5d4+Charisma modifier points of damage. If within the next round the summoned creature whose energy was slightly unraveled is not dismissed, killed or reduced to less than 0 hit points, they lose half of their current hit points.

Transfer Energies (Su): At 8th level, the master summoner learns how to revitalize his allies with the energy of his summons. As a standard action, the master summoner may dismiss one of his summoned creatures. As a part of the standard action, the master summoner selects one ally within 45 feet of the dismissed summoned creature. This ally heals a number of hit points equal to one fourth the current hit points of the summoned creature.

Paragon Summons (Su): At 12th level, the master summoner learns how to draw from the toughest of creatures. Once per day as a free action made as part of the summoning, the master summoner may designate one creature he plans to summon as a paragon summon. Do not roll the summon's hit points, but rather maximize his hit dice to determine the hit points he has. At 15th and 18th level, he may use this ability one additional times per day. This ability cannot be used on creatures called in, such as from the *gate* spell.

Unleash the Horde (Sp): At 16th level, the master summoner may combine multiple uses of his Summoning Mastery spell-like ability into one action. Once per day, He may use the Summoning Mastery spell-like ability up to three times with only one standard action. Each use still uses uses-per-day of the Summoning Mastery ability. This bypasses the one-use-at-a-time restriction of Summoning Mastery, but it gets rid of all previously uses, and any uses of the ability after this is used erases all creatures summoned from this ability.

Supreme Metasummoning (Su): At 20th level, the master summoner may apply two meta-affects with asterisks to their summons.

[New Feat]

Extra Summoning Meta-Effect

Prerequisite: Metasummoning class feature

Benefit: You gain one additional summoning meta-effect, so long as you meet all of its prerequisites. You can take this feat multiple times.

[/new feat]