

SUMMONER

Summoners learn the laws of the multiverse by rote to call creatures from other planes to their service. Every summoner forms a bond with planar creatures known as espers. An esper is more than a servant to a summoner, an esper is a valued companion and source of magical power. By binding an esper to service, the summoner learns a fraction of that esper's mystical abilities. Likewise, an esper grows in power the mightier the summoner who calls it to the material plane.

THIS IS PLAYTEST MATERIAL

Presented here are the first 10 levels of the Summoner class for the 5th edition of D&D by Benjamin Huffman of the Sterling Vermin Adventuring Co. This class has already been through two prior rounds of public feedback and this draft has been specially prepared for a broader audience. At this point it is highly unlikely the class is well balanced and it is possible elements of it may change significantly prior to the final version. That said, while I appreciate and accept all constructive feedback, I am particularly interested in the feedback of those who are able to give this class a whirl at their table.

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CLASS FEATURES

As a summoner, you gain the following class features.

HIT POINTS

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: Light armor

Weapons: Club, Dagger, Quarterstaff, Whip

Tools: None

Saving Throws: Intelligence, Constitution

Skills: Choose two from Arcana, History, Insight, Investigation, Nature, Persuasion, and Religion.

EQUIPMENT

You start with the following equipment in addition to the equipment gained by your background.

- (a) a club or (b) a quarterstaff
- (a) 2 daggers or (b) a whip
- leather armor, an explorer's pack, and an arcane focus

THE SUMMONER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Espers Bonded
1st	+2	Pact Magic, Summon Esper	2	2	1	1st	2
2nd	+2	Invigorate Esper, Planar Resonance	2	3	2	1st	2
3rd	+2	Snap Summon (1/long rest), Anima Flare	2	4	2	2nd	2
4th	+2	Ability Score Improvement	2	5	2	2nd	3
5th	+3	Extra Esper Attack	2	6	2	3rd	3
6th	+3	Planar Resonance feature, Snap Summon (2/long rest)	2	6	2	3rd	3
7th	+3	Coordinated Cantrip	2	7	2	4th	3
8th	+3	Ability Score Improvement	2	7	2	4th	4
9th	+4	—	2	8	2	5th	4
10th	+4	Planar Resonance feature	2	8	2	5th	4

PACT MAGIC

Your role as a medium between the material plane and the multiverse grants you the ability to cast summoner spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and this document for the summoner spell list.

CANTRIPS

At 1st level, you know two cantrips of your choice from the summoner spell list. You learn an additional summoner cantrip at 11th level.

SPELL SLOTS

The Summoner table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your summoner spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *find familiar*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 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 of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new summoner spell, which can be 1st, 2nd, or 3rd 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 summoner spells. Like your ability to control the entities of the multiverse, your ability to cast spells comes from memorization and a logical understanding of the metaphysical underpinnings of reality. You use your Intelligence whenever a summoner 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

SPELLCASTING FOCUS

You can use an arcane focus (see chapter 5, “Equipment”, of the *Player’s Handbook*) as a spellcasting focus for your summoner spells.

SUMMON ESPER

At 1st level, you learn a summoning ritual that allows you to call an esper to you from another plane. The ritual can be completed during a long rest. At the end of the ritual, choose an esper you are bonded with and it appears in an unoccupied space within 30 feet of you. You can only have one esper summoned at a time. When you summon an esper, any esper you had previously summoned returns to its native plane no longer under your control.

The basic attributes of each esper can be found at the end of this class description. Add your proficiency bonus to the esper’s AC and attack rolls, as well as to any saving throws and skills it is proficient in. Espers do not have Hit Dice but regain all their hit points when they complete a long rest.

The esper obeys your commands as best as it can. It takes its turn on your initiative, though it doesn’t take an action unless you command it to. On your turn, you can telepathically direct the esper where to move (no action required by you). You can use your action to telepathically command it to take the Attack, Dash, Disengage, Dodge, or Help action.

While you are within 100 feet of your esper and you cast a summoner spell, your esper can use its reaction to deliver the spell as if it had cast the spell. If the spell requires an attack roll or saving throw, you use your attack modifier or saving throw DC for the roll. If the spell requires concentration to continue, you must maintain concentration on the spell for it to continue.

If you are incapacitated or absent, the esper acts on its own, focusing on protecting you and itself. The esper never requires your command to use its reaction, such as when making an opportunity attack.

If the esper ever dies its physical form dissipates and returns to the plane from which you called it. You can call the esper back to service again by repeating the summoning ritual.

At 1st level you are bonded with two espers. When you gain certain summoner levels, you gain additional bonded espers of your choice, as shown in the Espers Bonded column of the Summoner table. Additionally, when you gain a level in this class, you can choose one of the espers you are bonded to and replace it with another esper.

INVIGORATE ESPER

Starting at 2nd level, you can use a bonus action on your turn and expend a spell slot to invigorate your esper if it is within 30 feet of you. When you do, roll a d10 + your Intelligence modifier per level of the spell slot you expended. The esper regains that many hit points or gains that many temporary hit points, your choice.

PLANAR RESONANCE

Starting at 2nd level, you have an intuitive grasp on the arcane laws of a plane of your choice that facilitates your summoning magic: the Elemental Chaos or the Infernal Planes, each of which is detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and Xth level.

SNAP SUMMON

Starting at 3rd level, you can use your action to summon an esper in an unoccupied space within 30 feet of you. When you summon an esper, any esper you had previously summoned returns to its native plane no longer under your control. You can use this feature again after you finish a long rest.

Beginning at 6th level, you can use Snap Summon twice between long rests, and beginning at 11th level, you can use it three times between rests. When you finish a long rest, you regain your expended uses.

ANIMA FLARE

Starting at 3rd level, when you use your Snap Summon feature you can expend a spell slot. If you do, trigger your esper’s anima flare.

ABILITY SCORE INCREASE

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.

EXTRA ESPER ATTACK

Starting at 5th level, when you use your action to command your esper to take the Attack action, it attacks twice, instead of once.

COORDINATED CANTRIP

Starting at 7th level, when you use your action to cast a cantrip, you can use a bonus action to command your esper to make one attack.

PLANAR RESONANCE

Summoners study the arcane laws of the multiverse to learn to tug at the threads that bind all worlds together but find that the mechanics of some planes come more naturally to them than others. This resonance grants a summoner boons and allows a summoner to draw the magic of that realm in the material plane to work spells other summoners cannot.

ELEMENTAL CHAOS

Your soul resonates with the Elemental Chaos, where all elemental planes converge into a realm of constant primordial storm.

EXPANDED SPELL LIST

Your connection to the Elemental Chaos allows you to choose from an expanded list of spells when you learn a summoner spell. The following spells are added to the summoner spell list for you.

ELEMENTAL CHAOS EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, witch bolt</i>
2nd	<i>scorching ray, snilloc's snowball swarm</i> ^{XGE}
3rd	<i>erupting earth</i> ^{XGE} , <i>tidal wave</i> ^{XGE}
4th	<i>elemental bane</i> ^{XGE} , <i>wall of fire</i>
5th	<i>cone of cold, wall of stone</i>

ELEMENTAL SPEAKER

Starting at 2nd level, you have advantage on all Charisma ability checks made to engage diplomatically with elementals, as long as you and your allies are not fighting them. Additionally, you can speak, read, and write Primordial.

ELEMENTAL RIFT

At 6th level, when you complete a long rest you may choose one of the following damage types: cold, fire, lightning, or thunder. For the next 8 hours when you cast the *planar rift* cantrip it deals that damage type instead of rolling randomly to determine damage type.

ELEMENTAL INURING

At 10th level, when you take cold, fire, lightning, or thunder damage you can use your reaction to gain resistance to that damage type for the next minute. This effect applies the resistance to the triggering damage. You can use this feature again when you finish a short or long rest.

INFERNAL PLANES

Your soul resonates with the Infernal Planes, home to demons, devils, and other malevolent fiends.

EXPANDED SPELL LIST

Your connection to the Infernal Planes allows you to choose from an expanded list of spells when you learn a summoner spell. The following spells are added to the summoner spell list for you.

ELEMENTAL CHAOS EXPANDED SPELLS

Spell Level	Spells
1st	<i>cause fear</i> ^{XGE} , <i>hex</i>
2nd	<i>darkness, web</i>
3rd	<i>bestow curse, fear</i>
4th	<i>blight, evard's black tentacles</i>
5th	<i>cloudkill, enervation</i> ^{XGE}

FIEND SPEAKER

Starting at 2nd level, you have advantage on all Charisma ability checks made to engage diplomatically with fiends, as long as you and your allies are not fighting them. Additionally, you can speak, read, and write Infernal.

INFERNAL RIFT

At 6th level, when you cast the *planar rift* cantrip you can choose to deal fire or necrotic damage instead of rolling randomly to determine damage type.

INFERNAL INURING

At 10th level, when you fail a saving throw against an effect that would cause you to be frightened you can use your reaction to succeed on the saving throw instead. You can use this feature again when you complete a short or long rest.

ESPERS

When you summon an esper you learn a bit of the magic it knows. While the esper is summoned you know a cantrip and new spells based on your summoner level.

BALFOUR

When the Balfour esper is summoned, it appears as an oiled and extensively muscled minotaur with limp bat wings hanging off its back. A monstrous and angry esper from the infernal planes, Balfour grants its summoner a talent for retribution and overwhelming force.

While Balfour is summoned, you know the *primal savagery*^{XGE} cantrip.

BALFOUR

Medium fiend, lawful evil

Armor Class 11

Hit Points 10 x your summoner level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	10 (+0)	13 (+1)

Saving Throws Constitution +3

Skills Intimidation +1

Damage Resistances necrotic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Infernal

Anima Flare. When this esper's anima flare is triggered, choose a number of creatures up to the level of spell slot expended within 10 feet of the esper. Each chosen creature must succeed on a Wisdom saving throw (with a DC equal to its summoner's spell save DC) or be frightened for 1 minute.

Actions

Horns. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1d10 + 3 piercing damage.

While this esper is summoned, you also know the following spells at the summoner level listed.

BALFOUR SPELLS KNOWN TABLE

Summoner Level Spells

1	<i>hellish rebuke</i>
3	<i>darkness</i>
5	<i>hunger of hadar</i>
7	<i>shadow of moi</i> ^{XGE}
9	<i>infernal calling</i> ^{XGE}

BIXLER

When the Bixler esper is summoned, it appears as a rotund and childlike human body with the wings and head of a fly. A buzzing and foul-smelling esper from the infernal planes, Bixler lends its summoner an ability to spread madness and pestilence.

While Bixler is summoned, you know the *infestation*^{XGE} cantrip.

BIXLER*Small fiend, chaotic evil***Armor Class** 12**Hit Points** 8 x your summoner level**Speed** 25 ft., flying 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Wisdom +2, Charisma +3**Skills** Deception +3**Damage Resistances** poison, psychic**Condition Immunities** charmed**Senses** darkvision 60 ft., passive Perception 12**Languages** Infernal

Anima Flare. When this esper's anima flare is triggered, each creature within 10 feet of the esper must make a Constitution saving throw and Wisdom saving throw (with DCs equal to its summoner's spell save DC). Creatures who fail the Constitution saving throw take 1d6 poison damage per level of spell slot expended. Creatures who fail the Wisdom saving throw take 1d6 psychic damage per level of spell slot expended.

Actions

Maddening Babble. *Ranged Spell Attack:* +3 to hit, range 30 ft., one creature. *Hit:* 1d6 + 3 psychic damage.

While this esper is summoned, you also know the following spells at the summoner level listed.

BIXLER SPELLS KNOWN TABLE**Summoner Level Spells**

1	<i>tasha's hideous laughter</i>
3	<i>crown of madness</i>
5	<i>enemies abound</i> ^{XGE}
7	<i>sickening radiance</i> ^{XGE}
9	<i>mislead</i>

IFRIT

When the Ifrut esper is summoned, it appears as a red-skinned human male with the horns and legs of a goat. An impatient and impulsive esper from the plane of fire, Ifrut grants the summoner a degree of control over the element of fire.

While Ifrut is summoned, you know the *firebolt* cantrip.

IFRIT*Medium elemental, unaligned***Armor Class** 13**Hit Points** 9 x your summoner level**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	13 (+1)	8 (-1)	14 (+2)

Saving Throws Dexterity +3**Skills** Intimidation +2**Damage Resistances** fire**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 9**Languages** Ignan

Anima Flare. When this esper's anima flare is triggered, each creature within 10 feet of the esper must succeed on a Dexterity saving throw (with a DC equal to its summoner's spell save DC) or take 2d8 fire damage per level of spell slot expended. Creatures who pass the saving

throw take half damage.

Actions

Gout of Flame. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one creature. *Hit:* 1d6 + 3 fire damage.

While this esper is summoned, you also know the following spells at the summoner level listed.

IFRIT SPELLS KNOWN TABLE**Summoner Level Spells**

1	<i>burning hands</i>
3	<i>continual flame</i>
5	<i>fireball</i>
7	<i>fire shield</i>
9	<i>immolation</i> ^{XGE}

GARUDA

When the Garuda esper is summoned, it appears as a pale female with feathers for hair and seven sets of wings emerging from her back, hips, and legs. An aloof and flighty esper from the plane of air, Garuda grants the summoner dominion over the element of air.

While Garuda is summoned, you know the *gust* cantrip.

GARUDA*Small elemental, unaligned***Armor Class** 14**Hit Points** 7 x your summoner level**Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	13 (+1)	8 (-1)	14 (+2)

Saving Throws Dexterity +4**Skills** Acrobatics +4**Damage Resistances** force**Condition Immunities** poisoned**Senses** darkvision 60 ft., passive Perception 12**Languages** Auran

Anima Flare. When this esper's anima flare is triggered, each creature within 10 feet of the esper must succeed on a Strength saving throw (with a DC equal to its summoner's spell save DC) or the summoner can move the creature up to 10 feet per level of spell slot expended and choose whether or not the creature goes prone.

Actions

Whirlwind. *Melee Spell Attack:* +4 to hit, reach 5 ft., each creature. *Hit:* 1d4 + 4 force damage.

While this esper is summoned, you also know the following spells at the summoner level listed.

GARUDA SPELLS KNOWN TABLE**Summoner Level Spells**

1	<i>feather fall</i>
3	<i>warding wind</i> ^{XGE}
5	<i>fly</i>
7	<i>freedom of movement</i>
9	<i>control winds</i> ^{XGE}

JEWEL

When the Jewel esper is summoned, it appears as a white horse with a pearlescent horn on its brow. A chaste and gentle esper from the celestial planes, Jewel

allows a summoner some measure of ability to heal and restore.

While Jewel is summoned, you know the *spare the dying* cantrip.

JEWEL

Large celestial, unaligned

Armor Class 10

Hit Points 10 x your summoner level

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	14 (+2)	12 (+1)	17 (-3)	16 (+3)

Saving Throws Constitution +2, Wisdom +3, Charisma +3

Skills Insight +3

Condition Immunities frightened, poisoned

Languages Celestial

Anima Flare. When this esper's anima flare is triggered, choose any number of creatures within 10 feet of the esper. Each chosen creature regains 2d6 hit points per level of spell slot expended or gains 1d8 temporary hit points per level of spell slot expended, your choice. Instead of either option, chosen undead creatures must succeed on a Constitution saving throw (with a DC equal to its summoner's spell save DC) or take 2d6 radiant damage per level of spell slot expended.

Actions

Celestial Horn. *Melee Spell Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1d4 + 3 radiant damage.

While this esper is summoned, you also know the following spells at the summoner level listed.

JEWEL SPELLS KNOWN TABLE

Summoner Level Spells

Summoner Level	Spells
1	<i>cure wounds</i>
3	<i>lesser restoration</i>
5	<i>revivify</i>
7	<i>death ward</i>
9	<i>greater restoration</i>

KRONOS

When the Kronos esper is summoned, it appears as a clockwork figure with stiff movements and impeccable timing. A methodical and precise esper from Mechanus, Kronos grants its summoner a limited ability to distort time.

While Kronos is summoned, you know the *guidance* cantrip.

KRONOS

Small construct, unaligned

Armor Class 10

Hit Points 9 x your summoner level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Intelligence +3, Wisdom +2

Skills History +3

Damage Resistances force

Languages Common

Anima Flare. When this esper's anima flare is triggered, choose a number of creatures within 10 feet of the esper equal to the level of the spell slot expended. Each chosen

creature must succeed on an Intelligence saving throw (with a DC equal to its summoner's spell save DC) or be petrified until the end of their next turn.

Actions

Slam. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1d6 bludgeoning damage.

While this esper is summoned, you also know the following spells at the summoner level listed.

KRONOS SPELLS KNOWN TABLE

Summoner Level Spells

Summoner Level	Spells
1	<i>temporal stutter^{SV}</i>
3	<i>hold person</i>
5	<i>slow</i>
7	<i>out of time^{SV}</i>
9	<i>hold monster</i>

MORGANNA

When the Morganna esper is summoned, it appears as a beguiling figure of romantic temptation and unmet desire. A deceptive and alluring esper from the feywild, Morganna grants its summoner a talent manipulating and coercing.

While Morganna is summoned, you know the *friends* cantrip.

MORGANA

Medium fey, unaligned

Armor Class 11

Hit Points 8 x your summoner level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	14 (+2)	13 (+1)	18 (+4)

Saving Throws Intelligence +2, Wisdom +1, Charisma +4

Skills Deception +4, Insight +2

Condition Immunities charmed

Languages Sylvan

Anima Flare. When this esper's anima flare is triggered, choose a number of creatures within 10 feet of the esper equal to the level of the spell slot expended. Each chosen creature must succeed on a Wisdom saving throw (with a DC equal to its summoner's spell save DC) or be charmed by the summoner. Creatures who succeed on the saving throw take 1d4 psychic damage per level of spell slot expended.

Actions

Beguile. *Ranged Spell Attack:* +4 to hit, range 60 ft., one creature. *Hit:* 1d4 + 4 psychic damage.

While this esper is summoned, you also know the following spells at the summoner level listed.

MORGANA SPELLS KNOWN TABLE

Summoner Level Spells

Summoner Level	Spells
1	<i>charm person</i>
3	<i>suggestion</i>
5	<i>major image</i>
7	<i>confusion</i>
9	<i>dream</i>

RAMUH

When the Ramuh esper is summoned, it appears as a stern elderly human male in robes of black and purple.

A proud and unspeaking esper from the plane of air, Ramuh grants the summoner a portion of his mastery over storms.

While Ramuh is summoned, you know the *shocking grasp* cantrip.

RAMUH

Medium elemental, unaligned

Armor Class 13

Hit Points 8 x your summoner level

Speed 60 ft.

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

Saving Throws Dexterity +3, Charisma +2

Skills Acrobatics +3

Damage Resistances lightning, thunder

Condition Immunities blinded, deafened

Senses darkvision 60 ft., passive Perception 11

Languages Primordial

Anima Flare. When this esper's anima flare is triggered, each creature within 10 feet of the esper must make a Dexterity saving throw and a Constitution saving throw (with DCs equal to its summoner's spell save DC). Creatures who fail the Dexterity saving throw take 1d4 lightning damage per level of spell slot expended and are blinded until the end of their next turn. Creatures who fail the Constitution saving throw take 1d4 thunder damage per level of spell slot expended and are deafened for one minute.

Actions

Electric Arc. *Melee Spell Attack:* +3 to hit, reach 15 ft., one creature. *Hit:* 1d6 + 3 lightning damage.

While this esper is summoned, you also know the following spells at the summoner level listed.

RAMUH SPELLS KNOWN TABLE

Summoner Level Spells

1	<i>thunderwave</i>
3	<i>blindness/deafness</i>
5	<i>lightning bolt</i>
7	<i>storm sphere</i> ^{XGE}
9	<i>far step</i> ^{XGE}

TITAN

When the Titan esper is summoned, it appears as a vaguely humanoid shape constructed out of dusty yellow rock. A silent and unshakeable esper from the plane of earth, Titan bestows a measure of command over the element of earth to its summoner.

While Titan is summoned, you know the *magic stone*^{XGE} cantrip.

TITAN

Large elemental, unaligned

Armor Class 9

Hit Points 10 x your summoner level

Speed 20 ft., burrowing 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Strength +4

Skills Athletics +4

Damage Resistances non-magical bludgeoning, piercing, & slashing

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Terran

Anima Flare. When this esper's anima flare is triggered, each creature within 10 feet of the esper must succeed on a Dexterity saving throw (with a DC equal to its summoner's spell save DC) or be knocked prone and take 1d10 damage plus 2d10 damage per level of spell slot beyond 1st level.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1d10 + 4 bludgeoning damage.

While this esper is summoned, you also know the following spells at the summoner level listed.

TITAN SPELLS KNOWN TABLE

Summoner Level Spells

1	<i>earth tremor</i> ^{XGE}
3	<i>earthbind</i> ^{XGE}
5	<i>erupting earth</i> ^{XGE}
7	<i>stoneskin</i>
9	<i>wall of stone</i>

SUMMONER SPELLS

CANTRIP (0 LEVEL)

Blade Ward

Light

Planar Rift^{SV}

Prestidigitation

Thaumaturgy

Magic Circle

Protection from Energy

Sending

Summon Lesser

Demons^{XGE}

Tongues

1ST-LEVEL

Comprehend Languages

Detect Evil and Good

Detect Magic

Find Familiar

Identify

Protection from Evil and

Good

Unseen Servant

4TH-LEVEL

Banishment

Conjure Minor

Elementals

Conjure Woodland

Beings

Dimension Door

Leomund's Secret Chest

Locate Creature

Mordenkainen's Faithful

Hound

Mordenkainen's Private

Sanctum

Summon Greater

Demon^{XGE}

2ND-LEVEL

Arcane Lock

Dust Devil^{XGE}

Find Steed

Knock

Locate Animals or Plants

Locate Object

Misty Step

See Invisibility

5TH-LEVEL

Conjure Elemental

Contact Other Plane

Infernal Calling^{XGE}

Planar Binding

Teleportation Circle

3RD-LEVEL

Conjure Animals

Leomund's Tiny Hut

NEW SPELLS

OUT OF TIME

4th-level conjuration

Casting Time: 1 reaction

Range: Self

Components: V, S, M (a broken timepiece worth at least 100 gp)

Duration: Concentration, up to 1 minute

As a reaction when you roll for initiative, you can cast this spell to become unstuck from time. When you do, each round you can choose when you take your turn in the initiative order. Additionally, when it is not your turn you are out of time. While out of time, you cannot be seen or otherwise detected, no spell can target you, you cannot be targeted by an attack, and you cannot take reactions.

PLANAR RIFT

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an incorrect map of the planes)

Duration: Instantaneous

You tear open a rift between worlds in an unoccupied space in range. Each creature within 5 feet of the rift must succeed on a Constitution saving throw or take 1d4 damage. The damage type varies as the planar rift is unstable and emits energy from a random plane. Roll on the chart below to determine the damage type each time you cast this spell.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

TEMPORAL STUTTER

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a broken timepiece)

Duration: Instantaneous

Choose a creature you can see within range. Time warps around them as they briefly act far faster than they should be able to then slows dramatically before returning to normal speed. The creature can use its reaction to take an action. On its next turn, the affected creature can take an action or a bonus action but not both.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, choose an additional creature to target for each slot level above 1st.

Summoner Class by

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