

SUMMONER

Summoners forge pacts with creatures from distant corners of the multiverse then channel fragments of their power into loyal spirits called eidolons. An eidolon is more than a servant to a summoner, it is a valued companion and source of magical power. By binding an eidolon to service, the summoner learns a fraction of its mystical abilities. Likewise, an eidolon 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 been through multiple prior rounds of public feedback. This draft represents numerous changes to the way core summoner class features work. 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. I appreciate all constructive feedback with a particular interest in hearing from those able to test this class in their own D&D campaign.

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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.

THE SUMMONER

Level	Proficiency		Eidolons Known	Spells Known	— Spell Slots per Spell Level —				
	Bonus	Features			1st	2nd	3rd	4th	5th
1st	+2	Planar Resonance, Summon Eidolon	2	—	—	—	—	—	—
2nd	+2	Spellcasting, Invigorate Eidolon	2	2	2	—	—	—	—
3rd	+2	Anima Flare	2	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	4	3	—	—	—	—
5th	+3	Extra Eidolon Attack	3	5	4	2	—	—	—
6th	+3	Planar Resonance feature	3	6	4	2	—	—	—
7th	+3	Coordinated Cantrip	4	6	4	3	—	—	—
8th	+3	Ability Score Improvement	4	7	4	3	—	—	—
9th	+4	—	4	8	4	3	2	—	—
10th	+4	Planar Resonance feature	5	8	4	3	2	—	—

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

PLANAR RESONANCE

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 1st level and again at 6th, 10th, and 14th level.

SUMMON EIDOLON

At 1st level, you learn a 1 hour ritual that allows you to summon an eidolon. Performing the ritual counts as light activity for you. At the end of the ritual, choose an eidolon you know and it appears in an unoccupied space of your choice within 30 feet of you. You can only have one eidolon summoned at a time. When you summon an eidolon, any eidolon you had previously summoned returns to its native plane no longer under your control.

You are your eidolon's anchor to the material plane. It will obey your commands to the best of its ability but suffers in your absence. Every minute you and the eidolon are 300 feet or more apart, it loses 1d8 hit points.

Each eidolon has its own statistics which are described at the end of the class description. You and your eidolon understand each others speech and gestures even if you do not share a language.

In combat, the eidolon takes its turn on your initiative. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you command it otherwise. You can take a bonus action on your turn to command it to take the Dash, Disengage, or Help action. You can use an action on your turn to command it to take one of

its attack actions. Your eidolon's adds your proficiency bonus + your Intelligence modifier to its attack rolls.

Your eidolon regains all lost hit points when it completes a short or long rest. If your eidolon is reduced to 0 hit points, it is immediately banished to the plane it came from, no longer under your control.

While you are within 100 feet of your eidolon and you cast a summoner spell, you can command your eidolon to 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.

You know two eidolons and learn to summon additional eidolons as you gain levels in this class, as shown in the Eidolons Known column of the Summoner table.

SPELLCASTING

Starting at 2nd level, 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 2nd 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 to cast your spells of 1st level and higher. To cast one of these summoner spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

For example, if you know the 1st-level spell *protection from evil and good* and have a 1st-level and a 2nd-level spell slot available, you can cast *protection from evil and good* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

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. 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 learn a one new spell of 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.

INVIGORATE EIDOLON

Starting at 2nd level, while you have an eidolon summoned and you cast a spell from its spells known table, the eidolon regains hit points equal to 1d8 per level of spell slot expended casting the spell.

ANIMA FLARE

Starting at 3rd level, while your eidolon is within 100 feet of you, you can use an action and expend a spell slot to trigger its anima flare. When you do, it gains temporary hit points equal to 1d8 per level of the spell slot expended.

If your eidolon's anima flare requires a saving throw, its DC is equal to your summoner spell save DC

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 EIDOLON ATTACK

Starting at 5th level, when you use your action to command your eidolon to take one of its attack actions, it takes two attack actions, instead of one.

COORDINATED CANTRIP

Starting at 7th level, when you use your action to cast a cantrip, you can use a bonus action to command your eidolon 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 the elemental planes converge into a 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 Levels	Spells
1st	<i>chromatic orb</i> , <i>witch bolt</i>
2nd	<i>scorching ray</i> , <i>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</i> , <i>wall of stone</i>

ELEMENTAL CONDUIT

Starting at 1st level, when you summon an elemental eidolon its strength is enhanced by your connection to the elemental chaos. The eidolon's maximum hit points increases by an amount equal to twice your summoner level.

Additionally, the eidolon has a +1 bonus to AC, attack rolls, and saving throws. At 10th level, this bonus increases to +2.

ELEMENTAL CHAOS AMBASSADOR

Also at 1st level, you learn to speak, read, and write Primordial.

Additionally, whenever you make a Charisma check when interacting with elementals, or an Intelligence check to recall information about them, your proficiency bonus is doubled if it applies to the check.

ELEMENTAL SNAP

At 6th level, you can use an action and expend a spell slot to summon an elemental eidolon in an unoccupied space of your choice within 60 feet and immediately trigger its anima flare. If you have an eidolon already summoned, it returns to its native plane no longer under your control.

Once you use this feature, you can't use it again until you finish a long rest.

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.

INFERNAL PLANES EXPANDED SPELLS

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

FIENDISH CONDUIT

Starting at 1st level, when you summon a fiend eidolon its strength is enhanced by your connection to the infernal planes. The eidolon's maximum hit points increases by an amount equal to twice your summoner level.

Additionally, the eidolon has a +1 bonus to AC, attack rolls, and saving throws. At 10th level, this bonus increases to +2.

INFERNAL PLANES AMBASSADOR

Also at 1st level, you learn to speak, read, and write Infernal.

Additionally, whenever you make a Charisma check when interacting with fiends, or an Intelligence check to recall information about them, your proficiency bonus is doubled if it applies to the check.

INFERNAL SNAP

At 6th level, you can use an action and expend a spell slot to summon a fiend eidolon in an unoccupied space of your choice within 60 feet and immediately trigger its anima flare. If you have an eidolon already summoned, it returns to its native plane no longer under your control.

Once you use this feature, you can't use it again until you finish a long rest.

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.

EIDOLONS

Each entry in this section details a unique eidolon, including a description of the eidolon's appearance and demeanor, its statistics, and spells you know while you have the eidolon summoned.

BALFOUR

Balfour manifests as an oiled and grotesquely muscular minotaur with bat wings hanging limp off its back. A monstrous and angry being from the infernal planes, Balfour grants its summoner a talent for terror and overwhelming force.

BALFOUR

Medium fiend, unaligned

Armor Class 12 + your Intelligence modifier

Hit Points 6 x your summoner level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	10 (+0)	10 (+0)	15 (+2)

Saving Throws Strength +5

Skills Intimidation +4

Damage Resistances necrotic

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages Infernal

Anima Flare. When Balfour's anima flare is triggered, choose a number of creatures up to the level of spell slot expended within 10 feet of the eidolon. Each chosen creature must succeed on a Wisdom saving throw or be frightened for 1 minute. When a creature frightened by this effect takes damage it can repeat this saving throw, ending the condition on a success.

Might of the Master. When you reach 5th level, Balfour gains a +1 bonus to Strength saving throws and Charisma (Intimidation) ability checks. This bonus increases when you reach 9th level (+2), and again at 13th (+3) and 17th (+4).

ACTIONS

Bone Chilling Howl. Ranged spell attack: Range 60 ft., one creature who is not deafened. *Hit:* 1d4 + your Intelligence modifier cold damage and the creature has disadvantage on saving throws against being frightened until the end of your next turn.

Horns. Melee weapon attack: Reach 5 ft., one creature. *Hit:* 1d10 + your Intelligence modifier piercing damage.

SPELLS KNOWN

While you have Balfour summoned, you know the *primal savagery*^{XGE} cantrip and the following spells at the summoner level listed.

BALFOUR SPELLS

Summoner Level Spells

2 *hellish rebuke*

5 *darkness*

9 *hunger of hadar*

13 *shadow of moil*^{XGE}

17 *infernal calling*^{XGE}

BELPHEGOR

Belphegor appears engorged octopus with a human head that's constantly drooling viscous golden liquid from its open mouth. A conniving and greedy eidolon from the infernal planes, Belphegor lends its summoner insight into hoarding of wealth and turning objects into minions.

BELPHEGOR

Medium fiend, unaligned

Armor Class 12 + your Intelligence modifier

Hit Points 6 x your summoner level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	17 (+3)	10 (+0)	8 (-1)

Saving Throws Intelligence +5

Skills Sleight of Hand +3

Senses passive Perception 10

Languages Infernal

Anima Flare. When Belphegor's anima flare is triggered, each creature within 10 feet of the eidolon must succeed on a Constitution saving throw or take 2d8 force damage per level of spell slot expended. If this damage reduces a creature to 0 hit points, the creature immediately dies and its corpse retches up a number of gold coins equal to its CR (or level if it has no CR).

Might of the Master. When you reach 5th level, Belphegor gains a +1 bonus to Intelligence saving throws and Dexterity (Sleight of Hand) ability checks. This bonus increases when you reach 9th level (+2), and again at 13th (+3) and 17th (+4).

ACTIONS

Clumsy Clutch. Melee weapon attack: Reach 10 ft., one creature. *Hit:* 1d4 + your Intelligence modifier bludgeoning damage and the creature must succeed on a Strength saving throw or drop an object its holding.

Greed. Ranged spell attack: Range 30 ft., one creature. *Hit:* 1d8 + your Intelligence modifier force damage. If this damage reduces a creature to 0 hit points the creature immediately dies and its corpse retches up a number of gold coins equal to its CR (or level if it has no CR).

SPELLS KNOWN

While you have Belphegor summoned, you know the *mage hand* cantrip and the following spells at the summoner level listed.

BELPHEGOR SPELLS

Summoner Level Spells

2 *tenser's floating disc*

5 *locate object*

9 *tiny servant*

13 *leomund's secret chest*

17 *animate objects*

BIXLER

Bixler appears as a rotund and infant humanoid with the wings and head of a fly. A buzzing and foul-smelling eidolon from the infernal planes, Bixler lends its summoner an ability to spread madness and pestilence.

BIXLER

Small fiend, unaligned

Armor Class 12 + your Intelligence modifier

Hit Points 5 x your summoner level

Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	11 (+0)	10 (+0)	9 (-1)	17 (+3)

Saving Throws Constitution +2

Damage Resistances poison, psychic

Condition Immunities frightened

Senses passive Perception 9

Languages Infernal

Anima Flare. When Bixler's anima flare is triggered, each creature within 10 feet of the eidolon must make a Constitution saving throw and Wisdom saving throw. 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.

Fiendish Resilience. Bixler is immune to disease.

Might of the Master. When you reach 5th level, Bixler gains a +1 bonus to Constitution saving throws. This bonus increases when you reach 9th level (+2), and again at 13th (+3) and 17th (+4).

ACTIONS

Pestilent Cloud. Melee spell attack: Reach 5 ft., all creatures in reach. *Hit:* 1d4 + your Intelligence modifier poison damage.

Maddening Babble. Ranged spell attack: Range 30 ft., one creature. *Hit:* 1d6 + your Intelligence modifier psychic damage.

SPELLS KNOWN

While you have Bixler summoned, you know the *infestation*^{XGE} cantrip and the following spells at the summoner level listed.

BIXLER SPELLS

Summoner Level Spells

2	<i>tasha's hideous laughter</i>
5	<i>crown of madness</i>
9	<i>enemies abound</i> ^{XGE}
13	<i>sickening radiance</i> ^{XGE}
17	<i>mislead</i>

GARUDA

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

GARUDA

Small elemental, unaligned

Armor Class 12 + your Intelligence modifier

Hit Points 4 x your summoner level

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	9 (-1)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Dexterity +6

Skills Acrobatics +6, Perception +3

Senses passive Perception 13

Languages Auran

Anima Flare. When Garuda's anima flare is triggered, each creature within 10 feet of the eidolon must succeed on a Strength saving throw or the summoner can move the creature up to 10 feet per level of spell slot expended and chooses whether or not the creature is knocked prone.

Might of the Master. When you reach 5th level, Garuda gains a +1 bonus to Dexterity saving throws and Dexterity (Acrobatics) and Wisdom (Perception) ability checks. This bonus increases when you reach 9th level (+2), and again at 13th (+3) and 17th (+4).

ACTIONS

Howling Wind Tunnel. Ranged spell attack: Range 30 ft., one creature. *Hit:* 1d6 + your Intelligence modifier bludgeoning damage and you push the creature 10 feet.

Whirlwind. Melee spell attack: Reach 5 ft., each creature in reach. *Hit:* 1d4 + your Intelligence modifier bludgeoning damage and you push the creature 5 feet.

SPELLS KNOWN

While you have Garuda summoned, you know the *gust* cantrip and the following spells at the summoner level listed.

GARUDA SPELLS

Summoner Level Spells

2	<i>feather fall</i>
5	<i>warding wind</i> ^{XGE}
9	<i>fly</i>
13	<i>freedom of movement</i>
17	<i>control winds</i> ^{XGE}

IFRIT

Ifrit appears as a bearded humanoid male with red scales instead of skin and the horns and legs of a goat. An impatient and impulsive eidolon from the plane of fire, Ifrit grants his summoner a degree of control over the element of fire.

IFRIT

Medium elemental, unaligned

Armor Class 12 + your Intelligence modifier
Hit Points 7 x your summoner level
Speed 30 ft.

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

Saving Throws Strength +4, Dexterity +3
Damage Resistances fire
Senses passive Perception 13
Languages Ignan

Anima Flare. When Ifrit's anima flare is triggered, each creature within 10 feet must succeed on a Dexterity saving throw or take 2d8 fire damage per level of spell slot expended. Creatures who pass the saving throw take half damage.

Might of the Master. When you reach 5th level, Ifrit gains a +1 bonus to Strength and Dexterity saving throws. This bonus increases when you reach 9th level (+2), and again at 13th (+3) and 17th (+4).

ACTIONS

Flaming Slam. Melee weapon attack: Reach 5 ft., one creature.
Hit: 1d4 + your Intelligence modifier bludgeoning damage and 1d8 fire damage.

Gout of Flame. Ranged weapon attack: Range 30/90 ft., one creature.
Hit: 1d6 + your Intelligence modifier fire damage.

SPELLS KNOWN

While you have Ifrit summoned, you know the *firebolt* cantrip and the following spells at the summoner level listed.

IFRIT SPELLS

Summoner Level Spells

2	<i>burning hands</i>
5	<i>continual flame</i>
9	<i>fireball</i>
13	<i>fire shield</i>
17	<i>immolation</i> ^{XGE}

JEWEL

Jewel appears as a white horse with a pearlescent horn on its brow. A chaste and gentle eidolon from the celestial planes, Jewel grants a summoner some measure of ability to heal and restore.

JEWEL

Large celestial, unaligned

Armor Class 12 + your Intelligence modifier
Hit Points 7 x your summoner level
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	11 (+0)	15 (+2)	14 (+2)

Saving Throws Constitution +4, Wisdom +4
Damage Resistances radiant
Senses passive Perception 12
Languages Celestial

Anima Flare. When Jewel's anima flare is triggered, choose any number of creatures within 10 feet of her. Each chosen creature regains 2d6 hit points per level of spell slot expended. If a chosen creature is undead, it is not healed but instead must succeed on a Constitution saving throw or take 2d6 radiant damage per level of spell slot expended.

Might of the Master. When you reach 5th level, Jewel gains a +1 bonus to Constitution and Wisdom saving throws. This bonus increases when you reach 9th level (+2), and again at 13th (+3) and 17th (+4).

Mount. Jewel has the form of an equine and can serve as a mount.

ACTIONS

Celestial Horn. Melee spell attack: Reach 5 ft., one creature.
Hit: 1 piercing damage and 1d4 + your Intelligence modifier radiant damage.

Rainbow Beam. Ranged spell attack: Range 100 ft., one creature.
Hit: 1d6 + your Intelligence modifier radiant damage.

SPELLS KNOWN

While you have Jewel summoned, you know the *spare the dying* cantrip and the following spells at the summoner level listed.

JEWEL SPELLS

Summoner Level Spells

2	<i>cure wounds</i>
5	<i>lesser restoration</i>
9	<i>revivify</i>
13	<i>death ward</i>
17	<i>greater restoration</i>

MORGANNA

Morganna appears differently to everyone, with each individual perceiving her as a beguiling figure of romantic temptation and unmet desire. A deceptive and alluring eidolon from the feywild, Morganna grants its summoner a talent for manipulating and coercion.

MORGANA

Medium fey, unaligned

Armor Class 12 + your Intelligence modifier

Hit Points 5 x your summoner level

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	11 (+0)	12 (+1)	19 (+4)

Skills Insight +3, Persuasion +6

Damage Resistances radiant

Condition Immunities charmed

Senses passive Perception 11

Languages Sylvan

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

Might of the Master. When you reach 5th level, Morganna gains a +1 bonus to Wisdom (Insight) and Charisma (Persuasion) ability checks. This bonus increases when you reach 9th level (+2), and again at 13th (+3) and 17th (+4).

ACTIONS

Allure. Ranged spell attack: Range 60 ft., one creature. *Hit:* 1d8 + your Intelligence modifier psychic damage and you pull the creature 5 feet towards Morganna.

Beguile. Melee spell attack: Reach 10 ft., one creature. *Hit:* 1d4 + your Intelligence modifier psychic damage and the creature has disadvantage on the first attack it makes against Morganna before the end of its next turn.

SPELLS KNOWN

While you have Morganna summoned, you know the *friends* cantrip and the following spells at the summoner level listed.

MORGANA SPELLS

Summoner Level Spells

2	<i>charm person</i>
5	<i>suggestion</i>
9	<i>major image</i>
13	<i>confusion</i>
17	<i>dream</i>

MOT

Mot is a skeletal figure clothed in a funeral shroud bearing a scythe and a bouquet of dried flowers. A serious and reserved eidolon from the Shadowfell, Mot lends dominion over the liminal space between life and death to its summoner.

MOT

Medium undead, unaligned

Armor Class 12 + your Intelligence modifier

Hit Points 5 x your summoner level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	13 (+1)	13 (+1)	13 (+1)

Skills water vehicles +4

Damage Resistances necrotic

Senses passive Perception 11

Languages Common

Anima Flare. When Mot's anima flare is triggered, each creature within 10 feet of the eidolon must succeed on a Constitution saving throw or take 1d8 necromantic damage per level of spell slot beyond 1st level and is doomed for the next minute. A doomed creature cannot regain hit points. A doomed creature can use its action to plead with death for a reprieve, allowing them to make another saving throw with a successful result ending the doomed condition.

Might of the Master. When you reach 5th level, Mot gains a +1 bonus to ability checks that add his water vehicles proficiency. This bonus increases when you reach 9th level (+2), and again at 13th (+3) and 17th (+4).

ACTIONS

Scythe. Melee weapon attack: Reach 5 ft., one creature. *Hit:* 1d10 + your Intelligence modifier slashing damage. If the creature is doomed, this attack deals an additional 1d6 necrotic damage.

Skeletal Scratch. Ranged spell attack: Range 100 ft., one creature. *Hit:* 1d8 + your Intelligence modifier necrotic damage or 2d8 + your Intelligence modifier necrotic damage if the creature has any number of temporary hit points.

SPELLS KNOWN

While you have Mot summoned, you know the *toll the dead*^{XGE} cantrip and the following spells at the summoner level listed.

MOT SPELLS

Summoner Level Spells

2	<i>inflict wounds</i>
5	<i>gentle repose</i>
9	<i>feign death</i>
13	<i>death ward</i>
17	<i>raise dead</i>

POOKA

Pooka is a small fey with the face and tail of a cat, the ears of a rabbit, and the eyes and legs of a goat. A mischievous and deceitful eidolon from the feywild, Pooka grants its summoner a penchant for trickery and pranks.

POOKA

Small fey, unaligned

Armor Class 12 + your Intelligence modifier
Hit Points 5 x your summoner level
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	13 (+1)	9 (-1)	15 (+2)

Saving Throws Dexterity +5
Skills Deception +4, Perception +1, Performance +4
Senses passive Perception 11
Languages Sylvan

Anima Flare. When Pooka's anima flare is triggered, choose a number of creatures within 10 feet of the eidolon equal to the level of the spell slot expended. Each chosen creature must succeed on a Wisdom saving throw or be have disadvantage on Intelligence, Wisdom, and Charisma saving throws for 1 minute.

Disguise Self. Pooka can cast *disguise self* on itself at will. No matter what guise Pooka takes, he always has some bestial trait (rabbit ears, cat tail, etc.). If this trait is visible, any Intelligence (Investigation) ability checks made to discern if Pooka is disguised have advantage.

Might of the Master. When you reach 5th level, Pooka gains a +1 bonus to Dexterity saving throws and Charisma (Deception), Wisdom (Perception), and Charisma (Performance ability checks). This bonus increases when you reach 9th level (+2), and again at 13th (+3) and 17th (+4).

ACTIONS

Dazzling Light. Ranged spell attack: Range 60 ft., one creature. *Hit:* 1d6 + your Intelligence modifier radiant damage and Pooka is invisible to the creature until the end of its next turn.

Prank. Melee spell attack: Reach 5 ft., one creature. *Hit:* 1d6 + your Intelligence modifier bludgeoning damage and the creature has disadvantage on the next ability check or attack roll it makes before the end of its next turn.

SPELLS KNOWN

While you have Pooka summoned, you know the *minor illusion* cantrip and the following spells at the summoner level listed.

POOKA SPELLS

Summoner Level Spells

2	<i>Speak with animals</i>
5	<i>Invisibility</i>
9	<i>Non-detection</i>
13	<i>Hallucinatory terrain</i>
17	<i>Seeming</i>

TITAN

Titan manifests as a giant humanoid shape formed from dusty yellow rock. A silent and unshakeable eidolon from the plane of earth, Titan bestows a measure of command over the element of earth to its summoner.

TITAN

Large elemental, unaligned

Armor Class 12 + your Intelligence modifier
Hit Points 7 x your summoner level
Speed 25 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	15 (+2)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Strength +7
Skills Athletics +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 10
Languages Terran

Anima Flare. When Titan's anima flare is triggered, each creature within 5 feet of the eidolon must succeed on a Dexterity saving throw or be knocked prone and take 1d10 bludgeoning damage plus an additional 2d10 bludgeoning damage per level of spell slot beyond 1st level.

Might of the Master. When you reach 5th level, Titan gains a +1 bonus to Strength saving throws and Strength (Athletics) ability checks. This bonus increases when you reach 9th level (+2), and again at 13th (+3) and 17th (+4).

ACTIONS

Slam. Melee weapon attack: Reach 5 ft., one creature. *Hit:* 2d6 + your Intelligence modifier bludgeoning damage.

Rock Toss. Ranged weapon attack: Range 80/320 ft., one creature. *Hit:* 1d8 + your Intelligence modifier bludgeoning damage.

SPELLS KNOWN

While you have Titan summoned, you know the *magic stone*^{XGE} cantrip and the following spells at the summoner level listed.

TITAN SPELLS

Summoner Level Spells

2	<i>earth tremor</i> ^{XGE}
5	<i>earthbind</i> ^{XGE}
9	<i>erupting earth</i> ^{XGE}
13	<i>stoneskin</i>
17	<i>wall of stone</i>

SUMMONER SPELLS

CANTRIP (0 LEVEL)

Blade Ward
Light
Planar Rift^{SV}
Prestidigitation
Thaumaturgy

1ST-LEVEL

Comprehend Languages
Detect Evil and Good
Detect Magic
Find Familiar
Identify
Protection from Evil and Good
Unseen Servant

2ND-LEVEL

Arcane Lock
Dust Devil ^{XGE}
Find Steed
Knock
Locate Animals or Plants
Locate Object
Misty Step
See Invisibility

3RD-LEVEL

Conjure Animals
Leomund's Tiny Hut
Magic Circle
Protection from Energy
Sending
Summon Lesser Demons ^{XGE}
Tongues

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}

5TH-LEVEL

Conjure Elemental
Contact Other Plane
Infernal Calling ^{XGE}
Planar Binding
Teleportation Circle

NEW SPELLS

PLANAR RIFT

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an inaccurate 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).