



THE SUMMONER



HOMEBREW

A conversion of FFXIV's Summoner job,
for the world's greatest roleplaying game.

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CREDITS

Brew by [u/CregALeg](#)

Created using [The Homebrewery](#)

Based on the [FFXIV to D&D Project](#) by [u/SilentSoren](#)

ART CREDITS:

[Original Cover Alts](#) by [u/AeronDrake](#) on Reddit

[Page Stains](#) by [u/flammableconcrete](#) on Reddit

[Cover Art](#) by [Dark.H](#) on Pixiv

[Page 1 Art](#) by Square Enix

[Page 5 Art](#) by [Darkhhhhh](#) on Deviantart

[Page 8 Art](#) by [Vooron](#) on Twitter

[Page 9 Art](#) by Square Enix

[Back Cover Art](#) by Yusuke Mogi





SUMMONER

Outnumbered and awaiting reinforcements, the Maelstrom forces scurried for cover as the Sahagin barreled through their defences. Suddenly, their attention turned, as a single hyur man in Maelstrom colours strode onto the battlefield.

The man threw wide his spellbook, conjuring a creature of pure, writhing flames. At his command, the creature unleashes a gale of flame, quickly turning the tide of the battle.

A roegadyn man tumbles backwards, barely evading the blades flashing for his neck. His summons were gone, defeated by this would-be assassin. But she would not take him too. The assassin paused for a moment, just a second long enough for the roegadyn to cast his spell. Mists carried him across the room, but he wasn't satisfied with just escape, and wheeled, conjuring a spell that blasted the assassin off her feet and through the window.

Facing down the snarling visage of a primal, the lalafell felt no fear. He calmed his mind, dredging up images of the threats he had faced and conquered. Threats far more terrifying than this paltry foe. From his mind he conjured the form of a great cerulean dragon. The beast announced its arrival with a roar that shook the earth, and the pair fought in tandem, hurling spells and fire and blasts of pure energy to pierce the hide of their enemy.

Summoners are spellcasters that master ancient unknowable rites to call forth the essence of primals to fight for them. Combined with their powerful and varied spells, summoners wield an unparalleled arsenal with which to conquer the battlefield.

ESSENCE OF EIKONS

Building on the arcanima training of arcanists, summoners wield an entirely unique set of weapons. Their iconic egis are powerful elemental constructs built in the likeness of primals, while demi summons are vastly more powerful constructs that conjure the full might of terrible primals.

By partaking of the essence of a fallen primal, a summoner becomes able to draw on a fascimile of that power, crafting an aetheric entity with an inherent will to



THE SUMMONER

Level	Proficiency Bonus	Summons		Cantrips Known	Spells Known	— Spell Slots Per Spell Level —								
		Known	Features			1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	2	Spellcasting, Summoning	2	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Summoner Arcanum	2	3	3	—	—	—	—	—	—	—	—
3rd	+2	2	—	2	4	4	2	—	—	—	—	—	—	—
4th	+2	2	Ability Score Improvement	3	5	4	3	—	—	—	—	—	—	—
5th	+3	3	—	3	6	4	3	2	—	—	—	—	—	—
6th	+3	3	Summoner Arcanum Feature	3	7	4	3	3	—	—	—	—	—	—
7th	+3	3	—	3	8	4	3	3	1	—	—	—	—	—
8th	+3	3	Ability Score Improvement	3	9	4	3	3	2	—	—	—	—	—
9th	+4	3	—	3	10	4	3	2	3	1	—	—	—	—
10th	+4	4	Demi Summon, Summoner Arcanum Feature	4	11	4	3	2	3	2	—	—	—	—
11th	+4	4	—	4	12	4	3	3	3	2	1	—	—	—
12th	+4	4	Ability Score Improvement	4	12	4	3	3	2	2	1	—	—	—
13th	+5	4	—	4	13	4	3	3	2	2	1	1	—	—
14th	+5	4	Summoner Arcanum Feature	4	13	4	3	3	2	2	1	1	—	—
15th	+5	5	—	4	14	4	3	3	3	2	1	1	1	—
16th	+5	5	Ability Score Improvement	4	14	4	3	3	3	2	1	1	1	—
17th	+6	5	—	4	15	4	3	3	3	2	1	1	1	1
18th	+6	5	Rekindle	4	15	4	3	3	3	3	1	1	1	1
19th	+6	5	Ability Score Improvement	4	15	4	3	3	3	3	1	1	1	1
20th	+6	5	Arcane Legion	4	15	4	3	3	3	3	2	1	1	1

serve their summoner masters. No two egis created are the same. Even egis created by two different summoners, created in the likeness of the same primal, are not the same. The egis a summoner conjures are a combination of the savage essence of a primal, the summoner's own knowledge of arcanima, and the summoner's own memory and imagination. The essence of the primal is used as a template to create the egi, as original creations are unstable and difficult to form. Importantly, egis are created to be weaker than the summoner, preventing cases where a summoner could be tempered and enslaved by their own creation.

Demi summons, while similar to egis in many ways, are uniquely powerful. To conjure forth a demi, a summoner must needs meditate on the idea of the primal they wish to summon, a technique referred to by ancient allagans as trance. By entering a trance, a summoner links with the lingering energy of supremely powerful primals - such as the mighty Bahamut - and with enough training, they can call forth an empowered summon that takes the form of the primal in question.

ANCIENT ALLAGAN MAGES

The art of summoning is one of the oldest in the known world, dating back to the time of the ancient Allagan Empire. At the time, the Empire was beset by primal-summoning enemies the world over. To combat this, they chose to fight fire with fire, training elite mages to wield the power of summoning for the empire. These first summoners were revered as heroes across the empire, and proved to be valuable assets in curbing the primal threat.

However, some summoners started to wield their power for their own selfish gain, no longer interested in furthering the goals of the empire. In response, the empire began to slander their summoners. Rumors of summoners being tempered by their own creations spread like wildfire. In the end, summoners across the empire were hunted down and exterminated. Few ancient summoners survived, with the current summoners only able to learn the art through the soul stones created for the original Allagan summoners.

CREATING A SUMMONER

When creating your summoner character, you should first think about the origin of your abilities. While most summoners begin their journey as arcanists, learning the basics of arcanima from the famous guild of Limsa Lominsa, perhaps you studied elsewhere? Maybe you found a lost summoner soul stone and learned directly from that? Maybe a member of your family tutored you?

Next, think about what you aim to use your abilities for. Do you want to be a hero? Do you want to be the villain, exploiting your power for your own gain? As a summoner you wield a tremendous ancient power. How do you intend to use it?

QUICK BUILD

You can make a summoner quickly by following these suggestions. First make Intelligence your highest ability score, followed by Constitution. Next, take the sage background. Next, choose the cantrips *thunderclap*, and *prestidigitation*. Finally, for your summons, choose Ifrit Egi and Titan Egi.

MULTICLASSING AND THE SUMMONER

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose sage as one of your classes.

Ability Score Minimum: As a multiclass character, you must have at least an Intelligence score of 13 to take a level in this class, or to take a level in another class if you are already a summoner.

Proficiencies Gained: If summoner isn't your initial class, you gain no proficiencies when you take your first level as a summoner.

Spell Slots: Add your level in the summoner class to the appropriate levels from other classes to determine your available spell slots.

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: None

Weapons: Daggers, slings, light crossbows, whips

Tools: None

Saving Throws: Intelligence, Wisdom

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

EQUIPMENT

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

- (a) a whip or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A summoner's grimoire

SPELLCASTING

Drawing on elemental powers and magical fundamentals, you can cast a variety of spells to suit your needs.

CANTRIPS

At 1st level, you know 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 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 long rest.

For example, if you know the 1st-level spell *ruin* and have a 1st-level and a 2nd-level spell slot available, you

can cast *ruin* 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. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd 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 your magic comes from study and practice. 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 have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus or summoner's grimoire as a spellcasting focus for your summoner spells.

SUMMONING

Also at 1st level, you are able to conjure forth archanima constructs known as egi to aid you in combat.

SUMMONER'S GRIMOIRE

At 1st level, you have a summoner's grimoire containing the summoning rites for 2 egis of your choice, chosen from the list at the end of the class description. You learn more summoning rites as you gain levels in this class, as shown in the Summons Known column of the Summoner table. Whenever you gain a level in this class, you can replace one summoning rite you know with a different one.

If your grimoire is lost or destroyed, you can perform a 1-hour ritual to forge a replacement.

SUMMON EGI

As an action, you can conjure forth one of the egis you know the summoning rite for from your summoner's grimoire. Your egi appears in an unoccupied space of your choice that you can see within 30 feet of you, and

immediately uses the Enkindle feature listed in its statblock.

Your egi is friendly to you and your companions and obeys your commands. Its statistics are determined by your choice of egi, and uses your proficiency bonus (PB) in several places.

In combat, your egi shares your initiative count, but it takes its turn immediately after yours. 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 take an action or bonus action on your turn to command it to take another action.

In combat, your egi shares your initiative count, but it takes its turn immediately after yours. You can use either your action or your bonus action to command the egi to take an action, but not both. That action can be one in its stat block or some other action. If you issue no commands, the egi takes the Dodge action.

Your summoned egi manifests for 1 hour, until it is reduced to 0 hit points, until you are incapacitated, or until you die. You can only have one summon manifested at once. If you attempt to manifest a second summon, your existing summon instantly dissipates.

You can summon each of your known egis once, and regain the ability to do so after finishing a short or long rest.

GEMSHINE

When you summon an egi, its elemental magicks imprint upon you knowledge of simple spells. Each egi you summon grants you knowledge of a certain cantrip, specified in the egi's statblock, for as long as it is summoned.

SUMMONER ARCANUM

At 2nd level, you join a summoner arcanum, an ancient and mysterious order that fosters the art of summoning. Choose from the Dreadwyrm, Colossus, Firebird or Heavens arcanum, each of which is presented at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th and 14th level. Each of the arcana dedicate themselves to one of a number of great and terrible primals, seeking in earnest to uncover the secrets behind demi summons.

ARCANUM SPELLS

Each arcanum has a list of spells – its arcanum spells – that you gain at the summoner levels noted in the arcanum description. These spells count as summoner spells for you, but they don't count against the number of summoner spells you know.

DEMI SUMMON

When you reach 10th level, you are capable of bringing forth an extremely powerful creature called a demi summon. You know the summoning rite for one such demi summon, determined by your arcanum.

Demi summons follow the same rules for summoning and controlling as a regular egi summon, with the

following changes:

- Your demi summon manifests for 1 minute, rather than 1 hour.
- You regain the ability to summon your demi summon after finishing a long rest, rather than a short or long rest.
- You enter a special trance, gaining a unique effect specified in the demi's statblock, for as long as it is summoned.

REKINDLE

Starting at 18th level, you can empower your summons to unleash their most powerful attacks more frequently. When you command your summon, you can command it to take an action to use its Enkindle feature, instead of a normal action. When you do so, you can't Rekindle that summon again until you finish a short or long rest.

ARCANE LEGION

At 20th level, you have perfect mastery over summoning and controlling your creations. You can have two summons manifested at once. If you attempt to manifest a third summon, choose one of your existing summons to dissipate. If a feature would affect your summon, then it affects both summons.

If you use your action to issue a command, you can command both summons with the same action. If you use your bonus action to issue a command, you can command only one of the summons.



SUMMONER ARCANUM

A summoner's arcanum reflects the nature of research they undertake, and the elder primal they have dedicated themselves to understanding. In their studies, they unlock ways of imbuing themselves with the power of these primals, and eventually, the ability to summon a fascimile of their power. The first arcanum was born in an attempt to summon egis of the dreadwyrm, Bahamut, and the practice has evolved from their studies.

DREADWYRM ARCANUM

Summoners of the Dreadwyrm Arcanum seek to call upon the destructive power of the elder primal Bahamut. The oldest and most fearsome of the arcana, summoners that follow this path uncover potent offensive magicks, and eventually the ability to summon a fascimile of Bahamut's power for themselves.

DREADWYRM ARCANUM SPELLS

Summoner Level	Spell
2nd	<i>Chromatic Orb, Ruin*</i>
3rd	<i>Dragon's Breath, Scorching Ray</i>
5th	<i>Ashardalon's Stride, Fireball</i>
7th	<i>Elemental Bane, Wall of Fire</i>
9th	<i>Destructive Wave, Immolation</i>

DESTRUCTIVE WRATH

Starting at 2nd level, you are able to call upon Bahamut's power when you and your summon attack. When you deal damage to a creature using a spell, or your summon deals damage to a creature, you can cause destructive energy to erupt from the creature. The creature takes extra damage equal to $1d8 + \text{half your summoner level}$. If this damage would reduce the creature to 0 hit points, the energy erupts again. One creature of your choice within 30 feet takes half as much damage, which could cause the energy to erupt again if it reduces the creature to 0 hit points.

You can use this feature a number of times equal to your Intelligence modifier, and regain all expended uses after finishing a long rest.

DESTRUCTIVE CONDUIT

Starting at 6th level, you learn to use your summons as an extension of your own spellcasting abilities. When you cast a spell with a range other than self that deals damage, the spell can originate from either you or your summon. Moreover, when your summon would be affected by a spell you cast, it automatically succeeds on its saving throws against the spell, and it takes no damage if it would normally take half damage on a successful save.

SUMMON BAHAMUT

At 10th level, you become able to summon a modicum of Bahamut's power in the form of a demi summon. You learn the summoning rite to summon Demi Bahamut, which doesn't count against the number of summons you

know. See this creature's game statistics in the Demi Bahamut stat block.

DREADWYRM'S FAVOUR

When you reach 14th level, Bahamut's destructive magic flows through you. When you roll damage for a summoner spell, or damage dealt by your summon, you can roll the damage dice twice, and use either total.

DEMI BAHAMUT

Medium elemental, unaligned

Armor Class 15 + PB (natural armour)

Hit Points 7 + seven times your summoner level

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	12 (+1)	12 (+1)	14 (+2)

Damage Immunities fire

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While Demi Bahamut is summoned, you know the *firebolt* cantrip.

Dreadwyrm Trance. While Demi Bahamut is summoned, you have a +1 bonus to the damage of your spells.

Enkindle: Akh Morn. When summoned, Demi Bahamut unleashes a hail of fiery blasts. Choose a number of creatures up to your Proficiency Bonus within 120 feet of Demi Bahamut. The creatures must make a Dexterity saving throw against your spell save DC, taking $2d10 + \text{PB}$ fire damage on a failed save, or half as much on a successful one.

ACTIONS

Multiattack. Demi Bahamut makes two Wyrmwave attacks.

Wyrmwave. Ranged Weapon Attack: +2 plus PB to hit, range 90 ft., one target you can see. Hit $2d6 + 2 + \text{PB}$ fire damage

Astral Flare. Demi Bahamut blasts a creature you can see within 90 feet with a gale of draconic energy. The target and each creature within 10 feet of it must make a Dexterity saving throw against your spell save DC, taking $1d10 + 3 + \text{PB}$ fire damage on a failed save, or half as much on a successful one.

COLOSSUS ARCANUM

The Colossus Arcanum draw power from the immense primal known as Alexander. Originally summoned by goblins of the Illuminati, Alexander was a great and terrible creature with dominion over time. By meditating on and embracing the essence of this elder primal, summoners of this arcana learn to control the battlefield and their opponents by using time itself as a weapon.

COLOSSUS ARCANUM SPELLS

Summoner Level	Spell
2nd	<i>Gift of Alacrity, Silvery Barbs</i>
3rd	<i>Blur, Wristpocket</i>
5th	<i>Haste, Slow</i>
7th	<i>Arcane Eye, Freedom of Movement</i>
9th	<i>Hold Monster, Temporal Shunt</i>

RECLAIM SPELL

At 3rd level, your control over time allows you to more efficiently use your resources. After you cast a spell of 1st level or higher, you can use your reaction to undo the spell. Any damage or effect caused by the spell is undone, and you regain the expended spell slot.

You can use this feature a number of times equal to your Intelligence modifier, and regain all expended uses after finishing a long rest.

COMMUNE WITH SELF

At 6th level, you are capable of warping time to your own benefit. You can spend 10 minutes meditating to peer through time and converse with either your past or future self, gaining one of the following effects based on your choice.

Past Self. You borrow power from your past self. The next time you cast a spell that requires an attack roll or saving throw within the next 8 hours, you have advantage on the attack roll, or one creature affected by the spell has disadvantage on the saving throw. Your past self can also remind you of any information you might have forgotten, such as the name of a creature, or the password to a secret door.

Future Self. You learn of danger in the near future. For the next 8 hours, you can't be surprised and have advantage on the next initiative roll you make. You also learn a small piece of information about an event within the next 8 hours, such as the weather or phase of the moon. Your future self can't tell you anything that would drastically affect the future.

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

SUMMON ALEXANDER

At 10th level, you become able to summon a modicum of Alexander's power in the form of a demi summon. You learn the summoning rite to summon Demi Alexander, which doesn't count against the number of summons you know. See this creature's game statistics in the Demi Alexander stat block.

CHRONOFOIL

At 14th level, your magic and mastery over time is such that you can draw upon Alexander's full power for a brief moment. When you summon Demi Alexander, you can choose to also expend a spell slot of 6th level or higher. When you do so, you warp time around you, allowing you to immediately take an extra turn.

DEMI ALEXANDER

Large elemental, unaligned

Armor Class 16 + PB (natural armour)

Hit Points 8 + eight times your summoner level

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	16 (+2)	13 (+1)	12 (+1)

Damage Resistances bludgeoning, piercing and slashing

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While Demi Alexander is summoned, you know the *sacred flame* cantrip.

Colossus Trance. While Demi Alexander is summoned, you have a +1 bonus to AC.

Enkindle: Mega Holy. When summoned, Demi Alexander explodes with holy light. Creatures within 30 feet of Demi Alexander must make a Constitution saving throw, taking 2d10 + PB radiant damage on a failed save, or half as much on a successful one. If a creature fails the saving throw by 5 or more, then it takes an additional 2d10 radiant damage.

ACTIONS

Divine Spear. Demi Alexander blasts out light in a 15-foot cone. Creatures caught in the area must make a Dexterity saving throw, taking 2d6 + 2 + PB radiant damage on failed save, or half as much on a successful one.

REACTIONS

Temporal Manipulation. When a creature Demi Alexander can see makes an attack roll or saving throw, it can use its reaction to warp time around it. The creature has either advantage or disadvantage on the roll (your choice).

FIREBIRD ARCANUM

Phoenix, the legendary firebird, is a symbol of rebirth and life. Myriad rumors swirl of this creature's appearance following the Battle of Carteneau - rumors which fueled the fires of the firebird arcanum. Some summoners sought out phoenix, and suffered but a glimpse of the primal's presence and powerful aether, but it was more than enough to serve as the foundation for an arcanum dedicated to what the firebird represented - an order of summoners that use their powers to heal their allies and incinerate their foes.

FIREBIRD ARCANUM SPELLS

Summoner Level	Spell
2nd	Burning Hands, Cure Wounds
3rd	Flaming Sphere, Lesser Restoration
5th	Fireball, Revivify
7th	Death Ward, Fire Shield
9th	Greater Restoration, Reincarnate

FLAMES OF REBIRTH

At 2nd level, the soothing fires of Phoenix broil within you. When you, one of your summons, or another creature you can see within 60 feet of you is reduced to 0 hit points, you can use your reaction to send flames to aid the creature. Instead of being knocked unconscious, the target creature regains hit points equal to $1d8 + \text{your Intelligence modifier}$, and each creature of your choice within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes fire damage equal to the number of hit points restored, or half as much on a successful save.

You can use this feature a number of times equal to your Intelligence modifier, and regain all expended uses after finishing a long rest.

SOOTHING FLAMES

At 7th level, you have such control over fire that you can use it to cauterize and heal your allies. When you deal fire damage in an area with a Summoner spell of 1st level or higher, you can choose any number of creatures within that area to be healed instead. The creatures don't need to make a saving throw, and regain hit points equal to half the damage rolled for the spell.

SUMMON PHOENIX

At 10th level, you become able to summon a modicum of Phoenix's power in the form of a demi summon. You learn the summoning rite to summon Demi Phoenix, which doesn't count against the number of summons you know. See this creature's game statistics in the Demi Phoenix stat block.

AURA OF REBIRTH

At 14th level, your Demi Phoenix blesses you with greater power. While Demi Phoenix is summoned, friendly creatures that start their turn within 30 feet of you or one of your summons regain $1d4$ hit points.

DEMI PHOENIX

Medium elemental, unaligned

Armor Class 14 + PB (natural armour)

Hit Points 6 + 6 times your summoner level

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	12 (+1)	16 (+3)	14 (+2)

Damage Immunities fire

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While Demi Phoenix is summoned, you know the *control flames* cantrip.

Firebird Trance. While Demi Phoenix is summoned, you regain 1 hit point at the start of each of your turns.

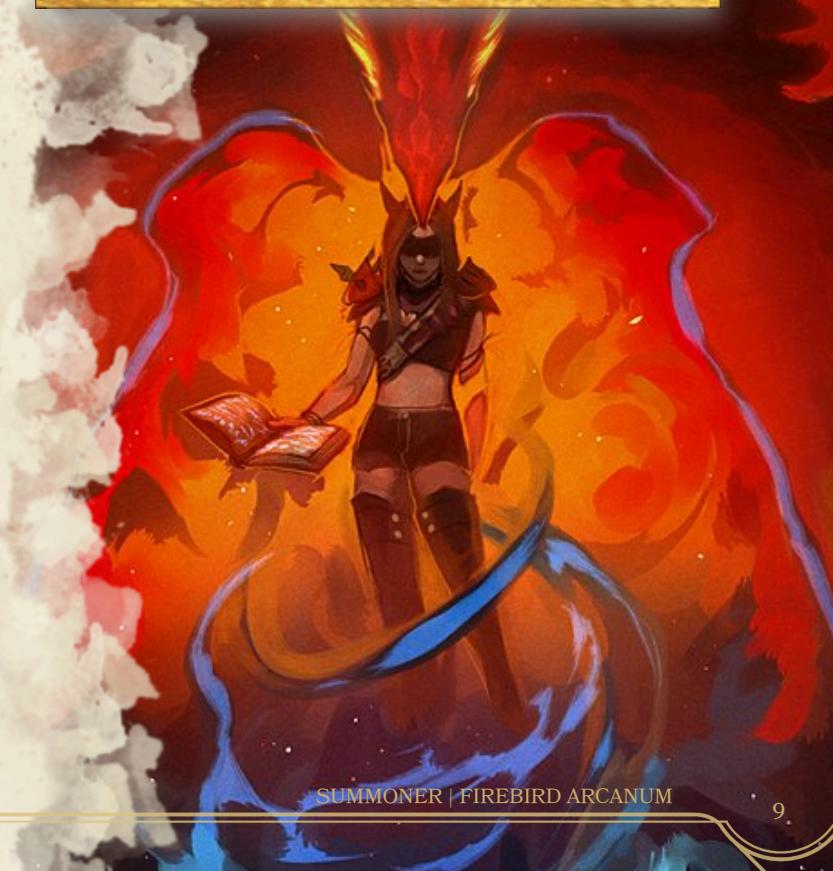
Enkindle: Everlasting Flight. When summoned, creatures of your choice within 30 feet of the Demi Phoenix regain $1d10 + \text{PB}$ hit points.

ACTIONS

Multiattack. Demi Phoenix makes two Scarlet Flame attacks.

Scarlet Flame. Ranged Weapon Attack: +3 plus PB to hit, range 90 ft., one target you can see. Hit $2d6 + 3 + \text{PB}$ fire damage

Revelation. Demi Phoenix releases a soothing waft of flame. A creature you can see within 60 feet of the Demi Phoenix regains $1d6 + \text{PB}$ hit points.



HEAVENS ARCANUM

In ancient times, King Thordan served as a beacon to his people. Desperate to destroy the dravanian hordes, Archbishop Thordan VII succeed in fusing his own form with the soul of the ancient king, giving rise to the primal King Thordan. Though the primal was slain, its aether remained, dormant within the halls of the Aetherochemical Research Facility, where it would be chanced upon by curious summoners. By drawing on that power, these chivalrous lot built anew the Heavens Arcanum.

HEAVENS ARCANUM SPELLS

Summoner Level	Spell
2nd	<i>Divine Favor, Mage Armour</i>
3rd	<i>Branding Smite, Enhance Ability</i>
5th	<i>Blinding Smite, Elemental Weapon</i>
7th	<i>Staggering Smite, Stoneskin</i>
9th	<i>Banishing Smite, Holy Weapon</i>

TRAINING IN WAR

When you choose this arcana at 2nd level, you gain proficiency with light armour and simple weapons.

KING'S BLADE

Starting at 3rd level, your attunement to the power of King Thordan manifests as a divine, ethereal weapon that heeds your beck and call. You can use a bonus action to manifest a king's blade in your empty hand. It counts as a simple melee weapon with which you are proficient. It deals 1d8 radiant damage on a hit, and you can use your Intelligence modifier for the attack and damage rolls.

Your king's blade disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

When you take an action to summon an egi, you can make one melee attack using your king's blade as part of the same action.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can command your summon to make one weapon attack in place of one of your attacks.

SUMMON KING THORDAN

At 10th level, you become able to summon a modicum of King Thordan's power in the form of a demi summon. You learn the summoning rite to summon Demi Thordan, which doesn't count against the number of summons you know. See this creature's game statistics in the Demi Thordan stat block.

CONJURED BLESSINGS

By 14th level, the blessings of King Thordan teach you how to fight in close quarters with your summons more efficiently. While within 5 feet of one of your summons,

your melee attacks using your king's blade deal an additional 1d8 radiant damage.

DEMI THORDAN

Medium elemental, unaligned

Armor Class 16 + PB (natural armour)

Hit Points 8 + 8 times your summoner level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	12 (+1)	14 (+2)	12 (+1)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While Demi Thordan is summoned, you know the sword burst cantrip.

Heavens Trance. While Demi Thordan is summoned, you have a +1 bonus to the attack and damage rolls of your melee attacks.

Enkindle: Sanctity of the Ward. When summoned, Demi Thordan conjures ethereal shadows of the Knights Twelve to attack your foes. Make a melee spell attack against a number of creatures up to your Proficiency Bonus within 60 feet of Demi Thordan. If the attack hits, the creature takes $2d12 + 2 + PB$ radiant damage.

ACTIONS

Multiattack. Demi Thordan makes two Ascalon attacks.

Ascalon. *Melee Weapon Attack:* +3 plus PB to hit, reach 5 ft., one target you can see. *Hit* 2d8 + 3 + PB slashing damage

Broad Swing. Demi Thordan swings its blade in a 15-foot cone. Creatures caught in the cone must make a Dexterity saving throw. On a failed save, a creature takes $2d6 + PB$ slashing damage and is pushed back up to 15 feet. On a successful save, a creature takes half as much damage and suffers no other effect.



MOOGLE ARCANUM

Whether atop the highest peaks of Dravania, or hidden amongst the deepest brambles of the Twelveswood, the Moogles of Eorzea hold no tale closer to their hearts than that of Good King Moggle Mog XII. The fabled protector of Moogle-kind was foolishly summoned by the Mooglesguard of the Twelveswood in the form of a Primal, and though the eikon was struck down, some of the more auspicious practitioners of summoning had sought it out, hoping to meditate on its vanishing aether. And they were successful. In doing so, they attuned themselves to the wild and chaotic ways of Moogle magic. Soon, they founded the Moogle Arcanum to share their wild and chaotic knowledge.

MOOGLE ARCANUM SPELLS

Summoner Level	Spell
2nd	<i>Chaos Bolt, Goodberry</i>
3rd	<i>Enhance Ability, Misty Step</i>
5th	<i>Life Transference, Nondetection</i>
7th	<i>Greater Invisibility, Polymorph</i>
9th	<i>Circle of Power, Far Step</i>

KUPO SUMMONING

At 3rd level, your attunement to the unpredictable magicks of the moogles causes chaos to surge when you summon your egis. When you summon an egi, roll on the Moogle Magic table to determine the magical effect produced.

KUPO VANISH

Starting at 7th level, you learn to vanish at a moments notice like the Moogles you draw from. When an attack misses you, or you succeed on a saving throw, you can use your reaction to disappear, becoming invisible until the end of your next turn, or until you attack, cast a spell or summon an egi. Once you use this reaction, you can't do so again until you finish a short or long rest.

SUMMON GOOD KING MOGGLE MOG XII

At 10th level, you become able to summon a modicum of Good King Moggle Mog XII's power in the form of a demi summon. You learn the summoning rite to summon Demi Moggle Mog, which doesn't count against the number of summons you know. See this creature's game statistics in the Demi Moggle Mog stat block on the next page.

CONTROLLED MAGIC

At 14th level, whenever you roll on the Moogle Magic table, you can roll the die twice and choose which of the two effects to unleash. If you roll the same number on both dice, you can ignore the number and choose any effect on the table.

MOOGLE MAGIC

d8 Effect

- 1 Raging flames engulf you and your summon. For 1 minute, you and your summon have resistance to fire and cold damage, and any creature that ends its turn within 5 feet of you or your summon takes damage equal to your Intelligence modifier.
- 2 Sludge and slime erupts from you and your summon. Creatures within 5 feet of you or your summon must make a Constitution saving throw. On a failed save, a creature takes 1d6 plus your Intelligence modifier acid damage, and its speed is reduced to 0 until the start of your next turn. On a successful save, a creature takes half as much damage, and its speed is only reduced by 15 feet.
- 3 A surge of water bursts from you and your summon. Creatures within 15 feet of you or your summon must make a Strength saving throw. On a failed save, a creature is pushed up to 15 feet away and is knocked prone. On a successful save, a creature is only pushed 5 feet and is not knocked prone. For 1 minute, you can repeat this effect on each of your turns as a bonus action.
- 4 The earth trembles and encases you and your summon. You both gain 1d6 plus your Intelligence modifier temporary hit points. While you have these temporary hit points, you have a +1 bonus to AC. For 1 minute, you can repeat this effect on each of your turns as a bonus action.
- 5 A bolt of lightning surges between yourself and your summon. Creatures in a line between yourself and your summon must make a Constitution saving throw, taking 1d6 plus your Intelligence modifier lightning damage on a failed save, or half as much on a successful one. For 1 minute, you can repeat this effect on each of your turns as a bonus action.
- 6 Toxic spores erupt from you and your summon. Creatures within 10 feet of you or your summon becomes Poisoned and must make a Constitution saving throw. On a failed save, the Poison lasts for 1 minute, and the creature takes 1d6 plus your Intelligence modifier poison damage. On a successful save, the creature takes half as much damage, and the poison only lasts until the start of your next turn.
- 7 A persistent ringing of chimes and bells emanates from you and your summon in a 15 foot radius for 1 minute. Friendly creatures (including yourself) within the radius can add a d6 to any saving throw or ability check you make.
- 8 Space and time warps around you and your summon. You both magically teleport, swapping places with each other. For 1 minute, you can repeat this effect on each of your turns as a bonus action.

DEMI MOGGLE MOG

Medium elemental, unaligned

Armor Class 15 + PB (natural armour)

Hit Points 7 + 7 times your summoner level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	12 (+1)	16 (+3)	14 (+2)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While Demi Moggle Mog is summoned, you know the *druidcraft* cantrip.

Kupo Trance. While Demi Moggle Mog is summoned, you have a +1 bonus to your Spell Save DC.

Enkindle: Royal Decree. When summoned, Demi Moggle Mog issues a royal decree, summoning one of the following facsimile's of the Mooglesguard at random. Roll a d8 to determine the effect this has.

1. **Pom Cure.** A mirage of Furryfoot Kupli Kipp is conjured. Choose a number of creatures up to your PB. The chosen creatures regain 1d6 + PB hit points.
2. **Pom Flare.** A mirage of Pukla Puki the Pomburner is conjured, and begins charging a great and terrible ball of flame. At the end of your turn, the flare explodes. Roll a number of d8s equal to your PB, and add the results together. Creatures within 60 feet of you must make a Dexterity saving throw, taking damage equal to the total rolled on a failed save, or half as much on a successful one.

3. **Pom Stab.** A mirage of Pukna Pako the Tailturner is conjured, and darts across the battlefield. Make a melee spell attack against a number of creatures of your choice up to your PB. These attacks score a critical hit on a roll of 19 or 20 on the d20. On a hit, a target takes 2d4 + PB piercing damage.

4. **Pom Song.** A mirage of Puksi Piko the Shaggysong is conjured in an unoccupied space you can see within 60 feet. For 1 minute, the mirage sings an empowering tune. Creatures of your choice within 30 feet of the mirage that can hear it can add your PB to their damage rolls.

5. **Pom Overpower.** A mirage of Ruffletuft Kupta Kapa is conjured, creating a shockwave of force in a 30-foot cone in front of Demi Moggle Mog. Creatures in the cone must make a Constitution saving throw. Roll a number of d6s equal to your PB, and add the results together. On a failed save, a creature takes damage equal to the total rolled, and is knocked prone. On a successful save, a creature takes half as much damage, but is still knocked prone.

6. **Pom Wall.** A mirage of Whiskerwall Kupdi Koop is conjured, defending you and Demi Moggle Mog. Until the start of your next turn, both you and Demi Moggle Mog have resistance to bludgeoning, piercing and slashing damage.

7. **Pom Shot.** A mirage of Woolywart Kupqu Kogi is conjured, unleashing a barrage of arrows on a creature of your choice within 60 feet of Demi Moggle Mog. Make a number of ranged spell attacks against the creature up to your PB. Each attack deals 1d4 + PB piercing damage on a hit.

8. **Royer Decree.** Roll twice again, skipping duplicates

ACTIONS

Multiattack. Demi Moggle Mog makes two 1000 Kuponze Swing attacks.

1000 Kuponze Swing. *Melee Weapon Attack:* +3 plus PB to hit, reach 10 ft., one target you can see. *Hit:* 2d8 + 3 + PB bludgeoning damage

Mog Creation. Demi Moggle Mog unleashes a beam of energy in a line 60 feet long and 5 feet wide. Creatures in the line must make a Dexterity saving throw, taking 2d6 + PB radiant damage on a failed save, or half as much on a successful one.

EGIS

Strange magical beings wrought from the essence of slain primals, egis are the natural advancement in the art of arcanima. Far more powerful than your standard carbuncle or scholar's fairy, egis are fully bound to their summoner masters, lending their power so they might strike with a force greater than the sum of its parts.

IFRIT EGI

This egi, drawn from the essence of the Lord of the Inferno, Ifrit, wields deadly fire magic and powerful melee attacks.

IFRIT EGI

Small elemental, unaligned

Armor Class 12 + PB (natural armour)

Hit Points 5 + five times your summoner level

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	13 (+1)	10 (+0)	12 (+1)

Damage Immunities fire

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *produce flame* cantrip.

Enkindle: Crimson Cyclone. When summoned, Ifrit Egi moves up to its speed and unleashes a gale of flame in a 15-foot cone. Creatures in the cone must make a Dexterity saving throw against your spell save DC. Roll a number of d8s equal to your PB, and add the numbers together. On a failed save, a creature takes fire damage equal to the total, or half as much on a successful save.

ACTIONS

Burning Strike *Melee Weapon Attack:* +2 plus PB to hit, reach 5ft., one target you can see. *Hit* 1d8 + 2 + PB fire damage

Inferno. Ifrit Egi unleashes baleful flame in a 10-foot radius around either itself or you. Each creature caught in the area must make a Dexterity saving throw against your spell save DC, taking 1d6 + PB fire damage on a failed save, or half as much on a successful one.

TITAN EGI

This egi, drawn from the essence of the Lord of Crags, Ifrit, protects itself and crushes enemies using earth magic.

TITAN EGI

Small elemental, unaligned

Armor Class 13 + PB (natural armour)

Hit Points 6 + six times your summoner level

Speed 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	11 (+0)	12 (+1)	13 (+1)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *magic stone* cantrip.

Enkindle: Mountain Buster. When summoned, Titan Egi conjures the land itself to crush your foes. Choose a number of creatures up to your PB within 60 feet of Titan Egi. The chosen creatures must make a Constitution saving throw against your spell save DC. On a failed save, the creature takes 1d8 + PB bludgeoning damage and its speed is reduced by 10 feet until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no other effect.

ACTIONS

Rock Buster. *Melee Weapon Attack:* +2 plus PB to hit, reach 5ft., one target you can see. *Hit* 1d8 + 2 + PB bludgeoning damage

Earthen Armour. Titan Egi draws upon earth magic to erect a powerful barrier around either itself or you. The target creature gains temporary hit points equal to 1d10 + 2 + PB for 1 minute.

GARUDA EGI

Wielding wind magic and bitter ranged attacks, this egi is drawn from the essence of Garuda, the Lady of the Vortex

GARUDA EGI

Small elemental, unaligned

Armor Class 11 + PB (natural armour)
Hit Points 4 + four times your summoner level
Speed 35 ft., fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	13 (+1)

Condition Immunities charmed, frightened, grappled, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages you speak
Challenge —
Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *gust* cantrip.

Enkindle: Slipstream. When summoned, Garuda Egi conjures vortex of air in a 15-foot radius around a point you can see within 60 feet of the egi. Creatures in the area of the vortex when it appears must make a Constitution saving throw. Roll a number of d6s equal to your PB, and add them together. On a failed save, a creature takes thunder damage equal to the total, or half as much on a successful save.

Additionally, creatures that start their turn in the area of the vortex take thunder damage equal to your PB.

ACTIONS

Wind Blade. *Ranged Weapon Attack:* +2 plus PB to hit, range 60 ft., one target you can see. *Hit* 1d6 + 2 + PB slashing damage

Aerial Step. Garuda Egi draws upon wind magic, increasing the speed of either itself or you until the end of your next turn.

LEVIATHAN EGI

This egi is crafted from the essence of Leviathan, Lord of the Whorl. It wields potent water magic to assail foes from afar.

LEVIATHAN EGI

Small elemental, unaligned

Armor Class 12 + PB (natural armour)
Hit Points 4 + four times your summoner level
Speed 25 ft., swim 40 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	13 (+1)

Condition Immunities charmed, frightened, grappled, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages you speak
Challenge —
Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *shape* water cantrip.

Enkindle: Temporary Current. When summoned, Leviathan Egi unleashes a pulse of water in a 30-foot long, 5-foot wide line. A creature caught in the line is pushed back 15 feet and must make a Dexterity saving throw against your spell save DC. Roll a number of d6s equal to your PB, and add them together. On a failed save, a creature takes cold damage equal to the total, or half as much on a successful save.

ACTIONS

Water Shot. *Ranged Weapon Attack:* +2 plus PB to hit, ranged 30 ft., one target you can see. *Hit* 1d6 + 2 + PB cold damage

Storm Surge. Leviathan Egi surges water magic outwards from either itself or it you. Creatures within 5 feet of the chosen creature are pushed back up to 15 feet.

RAMUH EGI

Forged of primordial lightning magicks, the Ramuh Egi draws strength from the primal Ramuh, the Lord of Levin.

RAMUH EGI

Small elemental, unaligned

Armor Class 11 + PB (natural armour)
Hit Points 4 + four times your summoner level
Speed 25 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	13 (+1)

Damage Immunities lightning, thunder
Condition Immunities charmed, frightened, grappled, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages you speak
Challenge —
Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *lightning lure* cantrip.

Enkindle: Chaotic Strike. When summoned, Ramuh Egi targets a number of creatures up to your PB that it can see, and drops a wicked thunderbolt on them. The chosen creatures must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes $1d8 + \text{PB}$ lightning damage and becomes frightened of the Egi until the end of your next turn. On a successful save, a creature takes half as much damage and suffers no other effect.

ACTIONS

Thunderbolt. *Ranged Weapon Attack:* +2 plus PB to hit, ranged 60 ft., one target you can see. *Hit* $1d6 + 2 + \text{PB}$ lightning damage

Judgement Bolt. Ramuh Egi drops a bolt of thunder at a point it can see within 60 feet. Creatures in a 30-foot radius around the chosen point must make a Constitution saving throw against your spell save DC, taking $1d6 + \text{PB}$ lightning damage on a failed save, or half as much on a successful one. A creature that is frightened of the Ramuh Egi has disadvantage on the saving throw.

SHIVA EGI

The Shiva Egi draws from the essece of Shiva, the Lady of Frost, and is capable of conjuring different weapons of pure aether to attack at any range.

SHIVA EGI

Small elemental, unaligned

Armor Class 12 + PB (natural armour)
Hit Points 5 + five times your summoner level
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Damage Immunities cold
Condition Immunities charmed, frightened, grappled, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages you speak
Challenge —
Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *ray of frost* cantrip.

Enkindle: Diamond Dust. When summoned, Shiva Egi targets a number of creatures up to your PB within 30 feet of the egi and attempts to encase them in ice. The creatures must make a Constitution saving throw against your spell save DC, becoming restrained on a failed save. While restrained this way, the first time the creature takes damage, it takes an additional $1d6$ cold damage, and is no longer restrained.

ACTIONS

Blade of Frost. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target you can see. *Hit* $1d8 + 2 + \text{PB}$ cold damage

Bow of Frost. *Ranged Weapon Attack:* +1 plus PB to hit, range 30/60 ft., one target you can see. *Hit* $1d6 + 2 + \text{PB}$ cold damage

Dreams of Ice. Shiva Egi channels the power of ice magic into either itself or you. The next time the target creature deals damage, it deals an additional $1d6$ cold damage.

ODIN EGI

A rare egi forged from the essence of Odin, the Dark Divinity. Wielding a powerful blade, this egi is a deadly fighter in close quarters, and easily capable of finishing off weakened enemies.

ODIN EGI

Small elemental, unaligned

Armor Class 13 + PB (natural armour)

Hit Points 5 + five times your summoner level

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *true strike* cantrip.

Enkindle: Shin Zantetsukan. When summoned, Odin Egi targets a creature of your choice within 5 feet of Odin Egi. If the creature has hit points fewer than five times your proficiency bonus, it dies. Otherwise, the creature takes $1d12 + 2 + \text{PB}$ slashing damage.

ACTIONS

Zantetsukan. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target you can see. *Hit* $1d8 + 2 + \text{PB}$ slashing damage

Gungnir. Odin Egi targets a creature it can see within 5 feet. The creature must succeed on a Wisdom saving throw against your spell save DC. On a failed save, the creature becomes bound to the egi, and is unable to move away from it for 1 minute. Additionally, Odin Egi has advantage on the next weapon attack it makes against the bound creature.

ENKIDU EGI

When Gilgamesh's anguish did call forth a primal in the likeness of his once-delicious companion, only a choice few were witness to it. Regardless, even a mote of the primal's lingering energy was enough to fashion this crude and bizarre egi.

ENKIDU EGI

Small elemental, unaligned

Armor Class 11 + PB (natural armour)

Hit Points 4 + four times your summoner level

Speed 35 ft., fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *thunderclap* cantrip.

Enkindle: Web. When summoned, Enkidu Egi targets targets a number of creatures up to your PB within 30 feet of it, and tries to trap them with a blast of silk. The targets must make a Dexterity saving throw. On a failed save, the creature becomes caught in the web, and its speed becomes 0 until the start of your next turn.

ACTIONS

Missile. *Ranged Weapon Attack:* +2 plus PB to hit, range 30/60 ft., one target you can see. *Hit* $1d6 + 2 + \text{PB}$ thunder damage

Eerie Soundwave. Enkidu Egi targets a creature of your choice within 60 feet of itself with a wave of disorienting sound. The target must make a Constitution saving throw against your spell save DC. On a failed save, any beneficial effect, magical or otherwise, ends on the target. This could include something like a barbarian's rage, or a spell like *mage armour*.

RAVANA EGI

Ravana, Lord of the Hive, Wrath of the Colony, is the primal of the Gnath. Fourfold master of the blade, Ravana is feared and revered conqueror and warlord, one who revels in battle with any opponent. The egi crafted from his essence is no exception, and almost seems to express joy at being summoned.

RAVANA EGI

Small elemental, unaligned

Armor Class 12 + PB (natural armour)

Hit Points 5 + five times your summoner level

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	10 (+1)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *sword burst* cantrip.

Enkindle: Stance Change. When summoned, Ravana Egi assumes one of three stances: dragonfly, scorpion or beetle. Each stance gives Ravana Egi a different effect:

- **Dragonfly Stance:** Ravana Egi's speed is increased by 30 feet.
- **Scorpion Stance:** Ravana Egi's weapon attacks deal an additional 1d8 damage.
- **Beetle Stance:** Ravana Egi's AC increases by 2.

ACTIONS

Blinding Blade. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target you can see. *Hit* 1d8 + 2 + PB slashing damage

Prelude to Slaughter. Ravana Egi unleashes sweeping attacks imbued with energy in an area. The area and effect of this ability changes based on Ravana Egi's current stance. A creature caught in the area must make a Dexterity saving throw. On a failed save, it takes 1d6 + 2 + PB slashing damage and is subject to the effect determined by Ravana Egi's stance. On a successful save, a creature takes half as much damage and suffers no other effect.

- **Dragonfly Stance:** The area is a 15-foot cube originating from Ravana Egi. On a failed save, creatures are knocked prone.
- **Scorpion Stance:** The area is a 15-foot long, 5-feet wide line originating from Ravana Egi. On a failed save, creatures are frightened of Ravana Egi until the start of your next turn.
- **Beetle Stance:** The area is a 15-foot radius centered on Ravana Egi. On a failed save, creatures have disadvantage on weapon attacks against you until the start of your next turn.

BISMARCK EGI

Bismarck, Lord of the Mists, is a primal worshipped by the Vanu Vanu. Taking an appearance similar to an enormous winged whale, Bismarck is said to swim through gravefully the air as if it were the sea. An egi crafted from his likeness possesses little of Bismarck's grace, but enough of its power of weather to be a powerful ally.

BISMARCK EGI

Small elemental, unaligned

Armor Class 12 + PB (natural armour)

Hit Points 5 + five times your summoner level

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Damage Resistances lightning, thunder

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *shocking grasp* cantrip.

Enkindle: Control Weather. When summoned, Bismarck Egi takes control of the weather immediately around it. Bismarck Egi emanates a 5-foot radius area of harsh weather. When you summon Bismarck Egi, you choose which weather effect the egi creates.

- **Wind.** Creatures in the area are buffeted by harsh winds, making the area difficult terrain for all creatures other than you.
- **Water.** Torrential rain pours in the area, making the area lightly obscured.
- **Thunder.** A storm brews in the area, causing each creature that starts its turn in the area - other than you - to take lightning damage equal to your PB.

ACTIONS

Brine. *Ranged Weapon Attack:* +2 plus PB to hit, ranged 60 ft., one target you can see. *Hit* 1d6 + 2 + PB cold damage, or 1d8 + PB cold damage if the target has less than half its maximum hit points.

Dead Wind. Bismarck Egi looses a gale of wind that sucks in foes. Creatures of your choice within 30 feet of Bismarck Egi must make a Strength saving throw against your Spell Save DC. On a failed save, the creatures are pulled up to 15 feet towards Bismarck Egi.

SEPHIROT EGI

Sephirot, the Fiend, is an ancient primal. Once imprisoned by Allag so it could not be summoned again, this hulking monstrosity was worshiped by a race of tree-like folk from Meracydia. The egi crafted in his likeness brings all of its ferocity to bear.

SEPHIROT EGI

Small elemental, unaligned

Armor Class 13 + PB (natural armour)

Hit Points 6 + six times your summoner level

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the resistance cantrip.

Enkindle: Fiendish Rage. When summoned, Sephirot Egi leaps up to 30 feet onto a creature you can see. Sephirot Egi jumps to a space within 5 feet of the creature. The target must succeed on a Dexterity saving throw against your Spell Save DC or be knocked prone. Sephirot Egi can repeat this effect whenever it or you reduces a creature to 0 hit points.

ACTIONS

Earth Shaker. Melee Weapon Attack: +2 plus PB to hit, reach 5 ft., one target you can see. *Hit* 1d8 + 2 + PB bludgeoning damage, or 1d12 + 2 + PB bludgeoning damage if the target is prone.

Life Force. Sephirot Egi creates two surges of primal energy. Each surge is a 10-foot radius centered on two points you can see within 60 feet of Sephirot Egi. The areas cannot overlap with each other. Creatures in one of the areas must succeed on a Strength saving throw or be knocked prone. Creatures in the other area must succeed on a Wisdom saving throw, or take 1d8 + PB force damage. You decide which area creates each effect.

SOPHIA EGI

An ancient deity of enlightenment, Sophia the Goddess was once worshipped by a diverse culture in Meracydia. When the Allagan Empire invaded, these peoples came together to summon a primal in her likeness. Likewise, modern summoners have devised rites to summon egis based on the primal.

SOPHIA EGI

Small elemental, unaligned

Armor Class 11 + PB (natural armour)

Hit Points 4 + four times your summoner level

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	14 (+2)	15 (+2)	13 (+1)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the message cantrip.

Enkindle: Scales of Revelation. When summoned, Sophia Egi weighs the souls of those around it. Creatures within 30 feet of Sophia Egi must make a Wisdom Saving Throw against your spell save DC. Roll a number of d6s equal to your PB, and add them together. On a failed save, a creature takes damage equal to the total, and is pushed up to 30 feet in a direction of your choice. On a successful save, it takes half as much damage, and suffers no other effect.

ACTIONS

Quasar. Ranged Weapon Attack: +2 plus PB to hit, range 30/60 ft., one target you can see. *Hit* 1d6 + 2 + PB radiant damage

Equilibrium. Sophia Egi conjures meteors that rain down on 2 creatures of your choice within 60 feet of Sophia Egi. The creatures must make a Dexterity saving throw, taking 1d6 + PB radiant damage on a failed save, or half as much on a successful one. A creature that takes damage from this is also moved up to 15 feet in a direction of your choice.

ZURVAN EGI

Zurvan, the Demon, was called forth by a Meracydian race of centaurs in ancient times to defend them from the Allagan empire. Said to stand above all other gods, it was Zurvan's duty to punish wicked divinities. The egi forged from his lingering aether seems to retain some semblance of a will to enact similar punishment against its summoner's foes.

ZURVAN EGI

Small elemental, unaligned

Armor Class 12 + PB (natural armour)

Hit Points 5 + five times your summoner level

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+0)	11 (+0)	14 (+2)	10 (+0)

Damage Resistances cold, fire

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *green flame blade* cantrip.

Enkindle: Infallible Judgement. When summoned, Zurvan Egi judges a creature you can see within 120 feet of it. The creature must make a Constitution saving throw. On a failed save, the creature is restrained, as creeping ice binds it in place. It must then make a Dexterity saving throw. Roll a number of d8s equal to your PB, and add them together. On a failed save, the creature takes fire damage equal to the total, or half as much on a successful one.

ACTIONS

Flaming Halberd *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target you can see. *Hit* 1d8 + 2 + PB fire damage, and the target must make a Constitution saving throw against your Spell Save DC, taking 1d8 fire damage on failed save, or half as much on a successful one.

Biting Halberd. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target you can see. *Hit* 1d8 + 2 + PB cold damage, and the target must make a Constitution saving throw against your Spell Save DC. On a failed save, its speed is reduced by 15 feet until the start of your next turn, or only 5 feet on a successful save.

SUSANO EGI

One of myriad kami, the Lord of the Revel arose from the desperate pleas of the Kojin, and the three sacred treasures they believe house his spirit. Susano's image was used to craft this egi, which shares in his love of battle.

SUSANO EGI

Small elemental, unaligned

Armor Class 13 + PB (natural armour)

Hit Points 6 + six times your summoner level

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+0)	10 (+0)	11 (+0)	14 (+2)

Damage Resistances lightning

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the *booming blade* cantrip.

Enkindle: Yata No Kagami. When summoned, Susano Egi brandishes its blade and targets a creature you can see within 60 feet of the egi. The creature must make a Strength saving throw against your spell save DC. Roll a number of d8s equal to your PB, and add them together. On a failed save, the creature takes slashing damage equal to the total, and is pushed back 30 feet. On a successful save, the creature takes half as much damage, and is only pushed 15 feet.

ACTIONS

Assail. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target you can see. *Hit* 1d8 + 2 + PB slashing damage

Brightstorm. Susano Egi targets a creature that took damage from its Enkindle: Yata No Kagami feature within the last minute. The target, and each creature within 10 feet of it, must make a Dexterity saving throw, taking 1d10 + PB lightning damage on a failed save, or half as much on a successful one.

LAKSHMI EGI

Sri Lakshmi, the Lady of Bliss, is the patron deity of the Ananta. Legends tell of her beauty, completely without equal in all the lands. To look upon her divine countenance is to be enthralled in an instant. With a fragment of the slain Lakshmi's aether, this egi was forged. Not nearly as beautiful, but still with a supernatural allure that can control the hearts of the living.

LAKSHMI EGI

Small elemental, unaligned

Armor Class 11 + PB (natural armour)

Hit Points 4 + four times your summoner level

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge —

Proficiency Bonus equals your bonus

Gemshine. While this creature is summoned, you know the vicious mockery cantrip.

Enkindle: Alluring Embrace. When summoned, Lakshmi Egi releases a wave of energy to capture the hearts of your foes. Creatures within 30 feet of Lakshmi Egi when it appears succeed on a Wisdom saving throw against your Spell Save DC, or be charmed by Lakshmi Egi until the start of your next turn.

ACTIONS

Hand of Grace. Ranged Weapon Attack: +2 plus PB to hit, range 30/60 ft., one target you can see. Hit 1d6 + 2 + PB psychic damage

Divine Doubt. Lakshmi Egi creates doubt in the mind of a creature you can see within 30 feet of Lakshmi Egi. The creature must succeed on a Charisma saving throw, or be forced to use its reaction to make a weapon attack against a creature of your choice within its reach. If the creature is charmed by Lakshmi Egi, it has disadvantage on the saving throw

SUMMONER SPELL LIST

CANTRIPS (0 LEVEL)

Control Flames	<i>Ruin*</i>
Fire Bolt	Shield
Frostbite	Sleep
Gust	Tasha's Hideous Laughter
Light	Thunderwave
Lightning Lure	Unseen Servant
Mage Hand	
Message	
Minor Illusion	
Mold Earth	
Prestidigitation	
Shape Water	
Thunderclap	

1ST LEVEL

Absorb Elements
Alarm
Burning Hands
Catapult
Charm Person
Chromatic Orb
Command
Comprehend Languages
Detect Magic
Diguese Self
Earth Tremor
Feather Fall
Fog Cloud
Frost Fingers
Gift of Alacrity
Identify
Illusory Script
Jump
Longstrider
Mage Armor
Magic Missile

2ND LEVEL

Aganazzar's Scorching Ray
Air Bubble
Arcane Lock
Blur
Borrowed Knowledge
Calm Emotions
Cloud of Daggers
Darkvision
Detect Thoughts
Dragon's Breath
Earthbind
Enlarge/Reduce
Enthrall
Find Traps
Gust of Wind
Heat Metal
Immovable Object
Invisibility
Kinetic Jaunt
Knock
Levitate
Locate Object
Magic Mouth
Maximilian's Earthen Grasp
Misty Step
Nystul's Magic Aura
Phantasmal Force
Scorching Ray
See Invisibility
Shatter

3RD LEVEL

Silence
Skywrite
Suggestion
Ashardalon's Stride
Catnap
Counterspell
Dispel Magic
Elemental Weapon
Erupting Earth
Fireball
Fly
Glyph of Warding
Magic Circle
Major Image
Nondetection
Protection from Energy
Sending
Slow

Tri Disaster

Tongues
Wind Wall

4TH LEVEL

Arcane Eye
Charm Monster
Control Water
Fire Shield
Greater Invisibility
Ice Storm
Phantasmal Killer
Polymorph
Stoneskin
Wall of Fire

5TH LEVEL

Cloudkill

Cone of Cold

Control Winds
Far Step
Legend Lore
Passwall
Planar Binding
Teleportation Circle
Skill Empowerment
Wall of Stone

6TH LEVEL

Arcane Gate
Blade Barrier
Find the Path
Fizban's Platinum Shield
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Wall of Ice

7TH LEVEL

Dream of the Blue Veil
Etherealness
Forcecage
Magnificent Mansion
Plane Shift
Teleport

8TH LEVEL

Antimagic Field
Sunburst
Telepathy

9TH LEVEL

Blade of Disaster
Gate
Meteor Swarm

NEW SPELLS

Some spells presented in the Summoner spell list have been created specifically for this class. As such, they are not intended to appear on any other spell list. The spells are presented in alphabetical order.

RUIN

1st-level evocation

Casting Time: 1 action

Range: Self (120 feet)

Components: V, S

Duration: 1 minute

You channel raw destructive energy into a devastating attack. Make a ranged spell attack against a creature you can see within 120 feet. On a hit, the target takes 2d10 force damage. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

TRI DISASTER

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a cluster of three pearls)

Duration: Instantaneous

You conjure forth a devastating conflux of elemental energies. The area of the conflux consists of three 15-foot spheres, which you can arrange as you wish. Each sphere must be arranged within 30 feet from one another. A creature in the area of one or more of the spheres must make a Dexterity saving throw, taking 5d6 damage on a failed save, and half as much on a successful one. Each of the spheres deals your choice of either fire, cold or lightning damage, and each one must deal a different damage type. If a creature is in the area of more than one of the spheres, you choose which sphere's damage type affects the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

THE SUMMONER

CHANGELOG

V2 - 11/11/2023

- **New:** Heavens Arcanum
- **Adjusted:** Egis and Demis have had AC, HP and damage adjusted across the board; all AC now scales with PB; weapon attack damage factors in ability scores.
- **Adjusted:** All Egi and Demi Enkindles now scale with proficiency bonus (with the exception of Ravana and Bismarck).
- **Adjusted:** *Spare the dying, cure wounds, healing word and revivify* have been removed from the summoner spell list.
- **Reworked:** Changed from a prepared caster to a spells known caster.
- **Adjusted:** Number of cantrips reduced by 1 at all levels.
- **Adjusted:** Added some text to tri-disaster to clarify a situation where a creature is in multiple of the spheres.

V1 - 25/04/2022

- First draft of the class. 2 custom spells, 15 egis, and three subclasses: Dreadwyrm, Colossus and Firebird arcanaums.

