

THE SUMMONER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	—Spell Slots per Spell Level—								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Veil-Avatar	2	2	2	—	—	—	—	—	—	—	—
2nd	+2	Veil-Mantles	2	4	3	—	—	—	—	—	—	—	—
3rd	+2	Summoner Subclass	2	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	7	4	3	—	—	—	—	—	—	—
5th	+3	Avatar Mastery	3	9	4	3	2	—	—	—	—	—	—
6th	+3	Subclass Feature	3	10	4	3	3	—	—	—	—	—	—
7th	+3	Enduring Tether	3	11	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	12	4	3	3	2	—	—	—	—	—
9th	+4	—	3	14	4	3	3	3	1	—	—	—	—
10th	+4	Subclass Feature	4	15	4	3	3	3	2	—	—	—	—
11th	+4	Mantle Aura	4	16	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	16	4	3	3	3	2	1	—	—	—
13th	+5	—	4	17	4	3	3	3	2	1	1	—	—
14th	+5	Subclass Feature	4	17	4	3	3	3	2	1	1	—	—
15th	+5	Soul-Link	4	18	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	18	4	3	3	3	2	1	1	1	—
17th	+6	—	4	19	4	3	3	3	2	1	1	1	1
18th	+6	Apex Mantle	4	20	4	3	3	3	3	1	1	1	1
19th	+6	Epic Boon	4	21	4	3	3	3	3	2	1	1	1
20th	+6	Avatar Ascension	4	22	4	3	3	3	3	2	2	1	1

SUMMONER

A summoner does not plead and does not pray. They draw lines and set terms.

Where others chase power in tomes, bloodlines, or benedictions, a summoner reads the Veil, the thin places between life and death, dream and waking, here and elsewhere, and writes rules upon it. A good circle, a true name, a silence kept at the right hour: these are the tools of their craft. The Veil answers not to devotion but to discernment, and so summoners lean on Wisdom, the sense to know which door should open and what must never cross

A Summoner is born when their Veil-Avatar first manifests. This avatar is an extension of self, a personal bridge to the Veil and a portable Threshold the Summoner carries. Through it, a Summoner extends sight and voice, casts at a distance, and bids harm fall on the avatar instead of them. Spells and summons flow through the Veil-Avatar, which anchors their workings wherever the fight or the journey leads.

CORE TRAITS

Primary Ability: Wisdom

Hit Points:

Hit Die: d8 per Summoner level

HP at 1st Level: 8 + your Constitution modifier

HP at Higher Levels: 1d8 (or 5) + your Constitution modifier per Summoner level after 1st

Saving Throw Proficiencies: Wisdom, Constitution

Skill Proficiencies: Choose two: Arcana, Insight, Medicine, Nature, Perception, Religion, Survival

Weapon Proficiencies: Simple weapons

Starting Equipment: Choose A or B: (A)

Sickle; Light Crossbow and 20 bolts;

Threshold Trinket (spellcasting and

summon focus); Traveler's Clothes;

Explorer's Pack; and 5 gp; or (B) 60 gp

Class Features

As a Summoner, you gain the following class features when you reach the specified Summoner levels. These features are listed in the Summoner Features table.

Level 1: Spellcasting

You learned to cast spells through your connection with the magical veil that separates the different planes, channeling powerful magic through your Veil-Avatar.

Cantrips. You know two cantrips of your choice from the Summoner spell list.

Whenever you gain a Summoner level, you can replace one of your cantrips with another cantrip of your choice from the Summoner spell list.

When you reach Summoner levels 4 and 10, you learn another cantrip of your choice from the Summoner spell list, as shown in the Cantrips column of the Summoner Features table.

Spell Slots. The Summoner Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Summoner spell list.

The number of spells on your list increases as you gain Summoner levels, as shown in the Prepared Spells column of the Summoner Features table. Whenever that number increases, choose additional spells from the Summoner spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots.

If another Summoner feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Summoner spells for you.

Changing Your Prepared Spells. Whenever you gain a Summoner level, you can replace one spell on your list with another Summoner spell for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Summoner spells.

Spellcasting Focus. You can use your Veil-Avatar as a Spellcasting Focus for your Summoner spells. Alternatively, you can use an Arcane Focus if your Veil-Avatar is dismissed or killed.

Level 1: Veil-Avatar

You manifest an Avatar of the Veil, an extension of your connection to the veil that separates the planes of existence. The avatar is a small creature and you choose its appearance.

Avatar Stats. AC 10 + your Wisdom modifier; HP 5 + five times your Summoner level; Speed 30 ft., fly 30 ft (hover). The avatar uses your ability scores and your saving throw proficiencies. It can't make attacks.

Link & Senses. You are telepathically linked to the avatar. While it is within 60 feet, you can see and hear through it (no action).

Channel Spells. While the avatar is within 60 feet, you can cast Summoner spells and cantrips through it, choosing the avatar's space for range and origin. When you do, you ignore material components, and conditions that would normally prevent you from casting don't hinder you. (You still use the spell's casting time and spell slot. You can't cast this way while unconscious or dead.)

Intercede (Reaction). When a creature targets you with an attack and the avatar is within 10 feet of you, the avatar can use its reaction to become the target of that attack instead.

Number of Uses: You can manifest your Veil-Avatar a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest. Manifesting requires an action. Only one Veil-Avatar can exist at a time.

Dismiss/Recall . As a bonus action, you can dismiss the avatar or recall it to an unoccupied space within 10 feet of you. If it is reduced to 0 hit points, it vanishes.

Familiar Verse . You always have the Find Familiar spell prepared and when you cast the spell through your Veil-Avatar, it only takes an Action instead of its normal casting time.

Level 2: Veil-Mantles

Your Veil-Avatar wears a shifting mantle of the Veil, and that mantle settles upon you and your summons within 30 feet of your avatar.

Mantle Toggle. As a bonus action, while your Veil Avatar is within 30 feet of you, you set or change its mantle. Only one mantle can be active at a time. The mantle ends if your avatar is dismissed, incapacitated or reduced to 0 HP. When you manifest your Veil-Avatar, you can set a mantle without using an action.

Ward Mantle (Defense). You and your summons within 30 feet of your Avatar gain a +2 bonus to AC.

Pursuit Mantle (Mobility). You and your summons within 30 feet of your Avatar gain +10 movement speed.

Brand Mantle (Power). Once per turn, when you or your summons within 30 feet of your avatar deal damage, you can add your proficiency bonus to one damage roll.

Level 3: Summoner Subclass

You gain a Summoner subclass of your choice . A subclass is a specialization that grants you features at certain Summoner levels. For the rest of your career, you gain each of your subclass's features that are of your Summoner level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Summoner levels 8, 12, and 16.

Level 5: Avatar Mastery

Your connection with the your Veil-Avatar deepens, providing you with the following features:

Veil Step: As a bonus action, you teleport to an unoccupied space within 5 feet of your Veil-Avatar , and your avatar teleports to the space you just left. You and the avatar must be within 60 feet of each other and on the same plane. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Focused Ward : While you are concentrating on a Summoner summoning spell (a spell that conjures or calls creatures/eidolons or creates a persistent summoned entity), you have advantage on Constitution saving throws you make to maintain concentration on that spell.



Level 7: Enduring Tether

When your Veil-Avatar would be reduced to 0 hit points, it drops to 1 hit point instead and becomes incorporeal until the start of your next turn. While incorporeal, it can't Intercede or physically interact with creatures or objects, but it can still relay your spells (including casting through it). You can use this feature once per long rest.

Level 11: Mantle Aura

Your Veil-Mantles now also affect allies and its range is increased to 40 feet. The aura ends if the Veil-Avatar is incapacitated, moves more than 60 feet from you, or you become unconscious. The aura still functions while the avatar is incorporeal (from Enduring Tether) as long as other conditions are met.

Level 15: Soul-Link

Your life thread knits to your avatar, sharing the Veil's burden between you. Whenever you or your Veil-Avatar would take damage, you can choose to split it evenly between you and the Avatar. After the damage is rolled, divide it into two portions: the original target takes the higher half (round up) and the other takes the lower half (round down). Each creature then applies its own resistances, vulnerabilities, temporary hit points, and effects that reduce or increase damage to its portion.

Simultaneous Damage. If both you and your Avatar would take damage from the same instance (such as a single fireball that affects you both), this feature has no effect.

Level 18: Apex Mantle

While your Veil Mantle is active, its benefits are doubled for you and for creatures affected by your Mantle Aura. All other rules for Veil Mantles, Enduring Tether, and Mantle Aura still apply.

Ward (Defense) Apex Ward. The AC bonus becomes +4 (instead of +2).

Pursuit (Mobility) Apex Pursuit. The speed bonus becomes +20 feet (instead of +10 feet).

Brand (Power) Apex Brand. Once per turn, when you or a creature affected by your Mantle Aura deals damage with an attack or a spell, that creature can add twice your proficiency bonus (2 × PB) to one damage roll of that effect.

Level 19: Epic Boon

You gain an Epic Boon feat or another feat of your choice for which you qualify.

Level 20: Avatar Ascension

Ascend (Bonus Action; 1/long rest; 1 minute). Your Veil Avatar ascends for 1 minute, gaining temporary hit points equal to twice your Summoner level. The effect ends early if the avatar is dismissed or reduced to 0 hit points.

Delegated Concentration. While ascended, when you cast a Summoner spell that requires concentration, you can choose for the Veil Avatar to concentrate on that spell instead of you. The avatar can concentrate on one such spell at a time. You can simultaneously concentrate on a different spell. The avatar makes any Constitution saving throws to maintain concentration; apply your ability scores and saving throw proficiencies as normal for the Veil Avatar. If the avatar moves more than 60 feet from you, its concentration ends.

Summoner Spell List:

Cantrips:

- Guidance
- Mage Hand
- Minor Illusion
- Prestidigitation
- Toll the Dead
- Chill Touch
- Spare the Dying
- Blade Ward
- True Strike
- Produce Flame
- Create Bonfire

1st-Level

- Find Familiar
- Alarm
- Detect Magic
- Identify
- Protection from Evil and Good
- Sanctuary
- Faerie Fire
- Fog Cloud
- Longstrider
- Feather Fall
- Cure Wounds
- Ice Knife
- Jump
- Shield
- Unseen Servant
- Tenser's Floating Disk

2nd-Level

- Aid
- Air Bubble
- Blur
- Cloud of Daggers
- Dust Devil
- Enlarge/Reduce
- Flame Blade
- Flaming Sphere
- Gentle Repose
- Invisibility
- Misty Step
- Mirror Image
- See Invisibility
- Silence
- Summon Beast
- Web

3rd-Level

- Blink
- Call Lightning
- Create Food and Water
- Dispel Magic
- Leomund's Tiny Hut
- Life Transference
- Sleet Storm
- Summon Fey
- Summon Shadowspawn
- Summon Undead

4th-Level

- Banishment
- Conjure Minor Elementals
- Dimension Door
- Leomund's Secret Chest
- Locate Creature
- Summon Aberration
- Summon Elemental
- Summon Greater Demon

5th-Level

- Conjure Elemental
- Contact Other Plane
- Far Step
- Planar Binding
- Scrying
- Summon Celestial
- Summon Dragon
- Teleportation Circle

6th-Level

- Arcane Gate
- Conjure Fey
- Globe of Invulnerability
- Heroes' Feast
- Magic Jar
- Planar Ally
- Summon Fiend
- Tasha's Bubbling Cauldron

7th-Level

- Conjure Celestial
- Etherealness
- Forcecage
- Plane Shift
- Teleport

8th-Level

- Antimagic Field
- Maze
- Demiplane
- Feeblemind
- Incendiary Cloud

9th-Level

- Astral Projection
- Foresight
- Gate
- Wish



Summoner Subclasses

A Summoner subclass is a specialization that grants you features at certain Summoner levels, as specified in the subclass. Summoners attune to specific veils associated with each plane of existence, they call this attunement "Callings". This section presents the Calling of the Grave, the Calling of the Void and the Calling of the Divine subclasses.

Calling of the Grave

You tend graveside thresholds and bind mourning spirits.
Veil Avatar Appearance. Your Veil-Avatar manifests in a thanatic guise, pale shroud, bone bands, grave sigils, or a lantern soul. This is purely cosmetic and does not change its statistics or rules.
Summoned Visages. Creatures you conjure with your Summoner spells take on an undead aesthetic appropriate to their forms (for example, summon beast might appear as a skeletal hound or a mummified hawk). These are visual changes only; the creature's type, features, and rules remain those of the spell.

Level 3: Calling of the Grave Spells

The spells in the Calling of the Grave Spells table are always prepared for you and don't count against the number of Summoner spells you know.

Calling of the Grave Spells

Summoner Level	Spells
3rd	<i>False Life, Inflict Wounds, Ray of Enfeeblement</i>
5th	<i>Fear, Speak With Dead</i>
7th	<i>Blight, Death Ward</i>
9th	<i>Contagion, Raise Dead</i>

Level 3: Summon Wraith Shroud

You bind a mournful wraith to guard flesh and fray courage when it departs .

As a bonus action, choose a host within 30 feet: you, one of your summons (including your Veil Avatar or a creature you summoned), or a willing ally. A spectral wraith clings to the host for 1 minute or until its temporary hit points are depleted (see below). You can have only one Wraith Shroud active at a time. You can use this feature twice per short rest .

Wraith Ward (Temporary Hit Points). The host gains temporary hit points equal to 1d10 + your Summoner level (temporary hit points don't stack; a new Shroud replaces the old total if higher).

Necrotic Channeling . While the Shroud is active, the affected creature can change the damage type of their attacks and spells to necrotic .

Dread Burst (End Effect) . When the Shroud ends , either because its temporary hit points reach 0 or the 1 minute expires , the wraith unleashes a chilling scream. Each creature of your choice within 15 feet of the host must make a Wisdom saving throw against your Summoner spell save DC. On a failed save, a creature is frightened until the end of your next turn. On a successful save, the creature is immune to your Wraith Shroud's Dread Burst for 24 hours.



Level 6: Graveyard's Domain

Your avatar drags the hush of graves behind it, unbinding necrosis and fraying resolve.

As a bonus action, you evoke a sepulchral field centered on your Veil-Avatar. The field is a 15 foot radius area that moves with your Veil-Avatar and lasts 1 minute. It ends early if your avatar is dismissed, reduced to 0 hit points, moves more than 60 feet from you, or you become unconscious. You can use this feature once per long rest.

Necrotic Unbound. Hostile creatures in the field can't benefit from resistance to necrotic damage against damage you deal with your Summoner spells and class features. (This includes the necrotic damage dealt by the host of your Wraith Shroud)

Dread Sunk. Hostile creatures in the field have disadvantage on Wisdom saving throws against your Summoner spells and class features (including your Wraith Shroud's Dread Burst).

Level 10: Grave's Deepening

Twin Shrouds. When you use Wraith Shroud, you can apply it to two different hosts at once. Doing so expends a use for each host (2 uses). Shrouds end independently.

Dread Burst (Damage). When a Wraith Shroud ends, each creature of your choice within 15 feet of its host that fails the Wisdom saving throw also takes necrotic damage equal to a number of d6s equal to your Wisdom modifier (minimum 1d6). A creature that succeeds on the save is not frightened and takes no damage, and remains immune to your Wraith Shroud's Dread Burst for 24 hours.

Graveyard's Domain (Expansion) . The radius of your Graveyard's Domain field increases to 30 feet.

Level 14: Gate of Restless Flame

You raise a death gate that exhales hateful skulls of ash and fire.

Summon the Gate (Action) . You conjure a spectral gate in an unoccupied space you can see within 30 feet. The gate is a 10 foot by 5 foot planar object with AC 17 and 40 hit points. It is immune to poison and psychic damage. The gate lasts for 1 minute or until reduced to 0 hit points. You can summon this gate once per long rest.

Flameskull Eruption. When the gate appears, and at the start of each of your turns while it persists, if there isn't already a Flameskull conjured by this feature on the battlefield, a Flameskull (use the Monster Manual 2025 stat block) emerges in an unoccupied space within 5 feet of the gate. It rolls its own initiative and is friendly to you and your allies, attacking your enemies. The Flameskull vanishes when the gate ends or when it is reduced to 0 hit points.

One at a Time. You can have only one Flameskull from this feature at a time. If you already have one when your turn starts, the gate does not create another.



Calling of the Void

Those who heed the Calling of the Void touch the edge of understanding, and lose something vital in the process. Their minds become bridges to the Far Realm, where thought has mass and nightmares have shape. These summoners weave impossible geometries, shaping their eidolons and creations into reflections of that vast, alien madness. To gaze through their eyes is to glimpse infinity staring back.

Your Veil-Avatar and all creatures you summon take on an aberrant, Far Realm appearance, twisting shapes, glimmering membranes, and unearthly patterns that defy natural geometry. These changes are cosmetic and do not affect their statistics.

Level 3: Noetic Link

While your Veil-Avatar is within 60 feet of you, you can communicate telepathically with any number of creatures you can see within 30 feet of the avatar. A creature must understand a language to comprehend you; willing creatures can reply to you telepathically while in range.

Level 3: Summon Void Eye

As a bonus action, you conjure a hovering Void Eye in an unoccupied space you can see within 20 feet. The eye appears 10 feet above the ground and lasts 1 minute. Only one Void Eye can exist at a time.

Number of Uses: You can use this feature twice per long rest.

Eye Stats. The eye is a magical object with AC 15, hit points equal to five times your Summoner level, immunity to poison and psychic damage, and immunity to being prone. When it makes a saving throw, it uses your saving throw proficiencies. The eye can't move except when you use a bonus action to move it up to 20 feet (it remains 10 feet high). The eye has 120 feet of darkvision and can see through magical darkness.

Compulsory Draw . When the eye is created, and at the start of each of your turns, choose one creature the eye can see within 60 feet of it. The target must succeed on an Intelligence saving throw against your Summoner spell save DC or immediately use its reaction, if available, to move up to its speed toward the eye by the safest route. This is willing movement and can provoke opportunity attacks. Whether or not it moves, the target's speed is 0 on its next turn. On a success, the target is unaffected and is immune to this Compulsory Draw until the start of your next turn.

Implode. As a bonus action, you can cause the eye to implode, ending it. Each creature of your choice within 10 feet of the eye must make an Intelligence saving throw against your Summoner spell save DC. On a failed save, a creature takes 3d6 psychic damage; on a success, it takes no damage.

Level 3: Calling of the Void Spells

The spells in the Calling of the Grave Spells table are always prepared for you and don't count against the number of Summoner spells you know

Calling of the Void Spells

Summoner Level	Spells
3rd	<i>Arms of Hadar, Mind Spike</i>
5th	<i>Suggestion, Hunger of Hadar</i>
7th	<i>Raulothim's Psychic Lance</i>
9th	<i>Telekinesis</i>



Level 6: Aberrant Summons

You tap the Far Realm's seam to mold lesser horrors.

You learn the Summon Aberration spell. It is always prepared and doesn't count against the number of Summoner spells you know. When you cast Summon Aberration, you can do so using a 3rd-level spell slot (instead of its normal 4th-level slot requirement).

Level 6: Noetic Exchange

Your mind can reconfigure your spell power into aberrant manifestations.

During a short rest, you can expend one 3rd-level spell slot to regain 1 use of Void Eye. You can use this feature only once per long rest.

Level 10: Hypnotic Core

Your Void Eye is empowered and manifests a self-preserving awareness that bends the will of those who strike it.

Empowerment. The Void Eye can now target up to 2 creatures with its Compulsory Draw ability.

Reactive Charm. When a creature hits your Void Eye with an attack, the Eye can use its reaction to force the attacker to make a Wisdom saving throw against your Summoner spell save DC. On a failed save, the creature is Charmed by the Void Eye until the end of its next turn. While Charmed in this way, the creature regards the Eye with reverent fascination and cannot willingly target it with attacks or harmful effects.

Level 14: Summon Black Hole

You collapse your Veil-Avatar into a ravenous singularity that gnaws at space and mind.

As an action, your Veil-Avatar becomes a Black Hole for 1 minute. While this form persists, your Veil-Avatar's speed is 5 feet. The effect ends early if your Veil-Avatar is dismissed or reduced to 0 hit points. You can use this feature once per long rest.

Gravitic Pull. A hostile creature that starts its turn within 60 feet of the Black Hole must make a Strength saving throw against your Summoner spell save DC. On a failed save, the creature is pulled 10 feet straight toward the Black Hole and falls prone. On a success, the creature is unaffected for that turn.

Singularity Threshold. If a Medium creature ends its turn within 5 feet of the Black Hole, it is banished to the Far Realm as if by the banishment spell (no concentration required). When a creature is banished this way, the Black Hole ends. While banished, the creature takes 4d8 psychic damage at the start of each of its turns and it must make a Charisma saving throw against your spell save DC, on a success it returns to the nearest unoccupied space to where it vanished.

If a creature of Large size or larger ends its turn within 5 feet of the Black Hole, it takes 4d8 force damage, and the Black Hole ends.



Calling of the Divine

Summoners who heed the Calling of the Divine channel the boundless radiance of the higher planes through mortal form. Their avatars gleam with sacred light, their summons blaze with purpose, and their very presence turns darkness to ash. Yet such brilliance is a burden, each act of healing and mercy risks unraveling the mortal shell that contains their celestial spark

Level 3: Consecrated Steed

You call a sanctified mount to bear you into battle.

As a bonus action, You summon a Large celestial mount in an unoccupied space within 10 feet, which lasts for 1 minute. It is friendly to you and your allies and acts on your initiative, obeying your commands (no action required). You can dismiss it as a bonus action. You can have only one Consecrated Steed at a time. You can summon this Steed twice per long rest.

Steed Stats. AC 15; HP = 5 × your Summoner level; Speed 40 ft. The steed uses your ability modifiers for ability checks and saving throws and has your saving throw proficiencies. The mount emits Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. It can serve as a controlled mount (PHB rules). If reduced to 0 hit points, it vanishes.

Radiant Surge (Mounted). Once per turn, while you are mounted on the steed and you restore hit points with a spell, each hostile creature within 10 feet of the healed creature must make a Constitution saving throw against your Summoner spell save DC. On a failed save, the creature is blinded until the end of your next turn; if it is a Fiend or Undead, it also takes 2d6 radiant damage. On a success, the creature is unaffected.

Level 3: Calling of the Divine Spells

The spells in the Calling of the Divine Spells table are always prepared for you and don't count against the number of Summoner spells you know.

Calling of the Divine Spells

Class Level	Spells
3 rd	<i>Bless, Healing Word</i>
5 th	<i>Mass Healing Word, Spirit Guardians</i>
7 th	<i>Guardian of Faith, Revivify</i>
9 th	<i>Mass Cure Wounds, Greater Restoration</i>

Level 6: Blessing Mantle

Your Veil-Mantles are perfected by celestial grace. You gain the following additional mantle option for your Veil-Avatar.

Blessing Mantle (Aura, 1 minute). As a bonus action, you shroud your Veil-Avatar in sanctified radiance for 1 minute. While this mantle is active, your summons (including your Veil-Avatar) and up to a number of allies of your choice equal to your proficiency bonus within 30 feet of your Veil-Avatar gain the Bless effect (+1d4 to attack rolls and saving throws). Affected creatures lose the benefit while outside the aura and regain it when they re-enter.

You can use the Blessing Mantle only once per short rest. Activating a mantle ends any other mantle currently active on your Veil-Avatar . A creature can't benefit from both Blessing Mantle and the bless spell at the same time (it chooses which effect to apply).



Level 10: Judgment

Your Blessing Mantle erupts with sanctified wrath when invoked.

When you activate Blessing Mantle, each hostile creature within the mantle's aura must make a Constitution saving throw against your Summoner spell save DC, taking 3d6 radiant damage on a failed save, or half as much on a success. A creature can be damaged by this effect only once per activation.

Level 10: Consecrated Wings

Your Consecrated Steed manifests celestial pinions. While the steed is summoned, it gains a flying speed equal to its walking speed.

Level 14: Gate of Dawning Light

You tear open a heavenly portal that floods the field with sanctified radiance.

Summon the Gate. As an action, you conjure a radiant portal 30 feet above you that lasts 1 minute. It hovers over you and moves with you. The portal is a magical object (not a creature) with AC 15, 40 hit points, immunity to psychic, poison, and radiant damage, resistance to bludgeoning, piercing, and slashing damage. The portal sheds bright light in a 60-foot radius and dim light for 60 feet beyond (as the daylight spell; the light counts as sunlight). The effect ends early if the portal is reduced to 0 hit points or you dismiss it (no action). You can summon this gate once per long rest.

Divine Light. Allies and your active summons that start their turn in the portal's bright light regain hit points equal to your proficiency bonus (a creature at 0 hit points doesn't benefit).

Focused Sun. As an action on subsequent turns, you focus the beam on one hostile creature in the bright light. The target must make a Constitution saving throw against your Summoner spell save DC, taking 3d10 radiant damage on a failed save, or half as much on a success.

