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## Pathfinder druid summoning feats

A druid

Your summoned creatures are more powerful and robust. Prerequisite: Spell Focus (conjuration). Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it. Section 15: Copyright Notice Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The summoner invokes images of strange or occasionally grotesque creatures appearing from nothingness to answer the call of their master. While this is the path of most summoners, some walk a different path, one that focuses on the natural world and the creatures that live within it. These beast summoners call forth creatures that resemble animals of the natural world—bears, wolves, eagles, lions—but gain evolutions like other eidolons. They also possess a weaker bond with their eidolon than other summons, and in turn gain abilities that allow them to traverse the wilds of the world without being hampered. As they increase in power, beast summoners gain greater control over their bestial eidolon, allowing them to separate it into two or more smaller and less powerful versions of his eidolon. Although most summoners view them as aberrations of their art, the beast summoner basks in the energies that flow from the natural world around him. (Original Concept by Elghinn Lightbringer) Primary Class: Summoner. Secondary Class: Druid. Alignment: Any neutral. Hit Dice: d8. Bonus Skills and Ranks: The beast summoner may select three druid skills to add to his class skills in addition to the normal summoner class skills. The pack master gains a number of ranks at each level equal to 2 + Int modifier. Weapon and Armor Proficiency: The beast summoner is proficient with all simple weapons, and with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below). The beast summoner is also proficient with light armor, but is prohibited from wearing metal armor; thus, they may wear only padded or leather armor. The beast summoner is not proficient with shields. Spellcasting: A beast summoner casts arcane spells which are drawn from the summoner spell list, but removes all spells with the word “monster” or “person” in its name from that list, including all summon monster spells. The beast summoner adds the following druid spells at the indicated spell levels to his list: 0th level—create water; 1st level—call animal, calm animals, charm animals, detect animals or plants, entangle, goodberry, hide from animals, magic fang, speak with animals, summon minor ally, summon nature’s ally I; 2nd level—animal aspect, animal messenger, animal trance, delay poison, hold animal, reduce animal, summon monster II, wood shape; 3rd level—animal aspect (greater), anthropomorphic animal, diminish plants, dominate animal, neutralize poison, plant growth, speak with plants, summon monster IV; 4th level—antiplant shell, atavism, command plants, giant vermin, repel vermin, summon nature’s ally V; 5th level—animal growth, awaken, insect plague, summon nature’s ally VII, tree stride, wall of thorn; 6th level—eagle aerie, liveoak, repel wood, summon monster VIII, transport via plants. The beast summoner otherwise learns and casts spells as a summoner of the same level. The beast summoner chooses one animal companion from those listed in the druid’s animal companion description and uses his animal companion’s starting statistics (size, speed, AC, attacks, etc.) as the bestial eidolon’s base form (instead of one of the eidolon’s normal base forms). The bestial eidolon always appears and functions as an animal of its kind. The beast summoner then uses Table: Eidolon Base Statistics to determine its additional base statistics (Hit Dice, BAB, saves, skills, feats, etc.) at 1st level, and any further adjustments for level advancement. The bestial eidolon is considered both an animal and outsider for the purpose of what spells affect it. Regardless of the animal’s starting statistics, a bestial eidolon always has good Fort and Reflex saves, poor Will saves, an Intelligence score of 7, and never exceeds a maximum of 3 natural attacks. In addition, a bestial eidolon permanently loses one evolution point from its total, and therefore begins with only 2 evolution points at 1st level, and increases to a maximum of 25 at 20th level. A beast summoner keeps his bestial eidolon’s form as true to its animal counterparts. The bestial eidolon is restricted from selecting any evolution that alters its physical appearance or mode of movement in any way. Thus, a bestial eidolon with a lion as its starting animal could not select the flight or gills evolutions. Furthermore, the bestial eidolon is restricted from choosing the Basic Magic, Channel Resistance, Head, Incorporeal Form, Lifesense, Limbs, Major Magic, Minor Magic, Shadow Form, Ultimate Magic, and Undead Appearance evolutions. This ability otherwise functions and replaces the summoner’s eidolon. Nature Sense (Ex): At 1st level, a beast summoner gains the druid’s nature sense ability. This ability replaces life link. Summon Nature’s Ally I (Sp): Starting at 1st level, a beast summoner can cast summon nature’s ally I as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of summon natures ally IX at 17th level). At 19th level, this ability can be used as gate or summon nature’s ally IX, but can only gate in creatures similar to those summoned by his summon nature’s ally IX spells. This ability otherwise functions as and replaces summon monsters I. Woodland Stride (Ex): At 2nd level, the beast summoner gains the druid’s wild empathy ability. This ability replaces bonded senses. Trackless Step (Ex): At 4th level, the beast summoner gains the druid’s trackless step ability. This ability replaces shield ally. Second Form: At 6th level, a beast summoner selects one additional animal from those listed in the druid’s animal companion list. When a beast summoner calls forth his bestial eidolon, he can choose to summon it using the animal base form chosen at 1st level as its base form, or the new animal base form chosen at 6th level. Once the choice is made, it cannot be changed for 24 hours or until the next time the beast summoner rests to regain his spells, whichever comes first. The first time this second animal form is summoned, the beast summoner calculates its statistics as a bestial eidolon for his level and assigns evolution points to the new form as normal. Once its evolutions have been chosen, they remain fixed until the beast summoner gains a new level, just like his initial animal form. This ability replaces maker’s call.Wild Shape (Su): At 8th level, a beast summoner gains the druid’s wild shape ability once per day, and an additional time per day at 10th, 14th, 18th, and 20th level. He can turn himself into any Medium creature with the animal or magical beast types and otherwise functions as beast shape I. At 10th level, a beast summoner can use wild shape to change into a Large or Tiny animal or magical beast, which now functions as beast shape II. At 18th level, a beast summoner can use wild shape to change into a Huge or Diminutive animal or magical beast, which now functions as beast shape III. This ability replaces transposition, aspect, and twin eidolon.Third Form: At 12th level, a beast summoner selects one additional animal from those listed in the druid’s animal companion list as his third bestial eidolon base form. This ability replaces greater shield ally.Fourth Form: At 18th level, a beast summoner selects one additional animal from those listed in the druid’s animal companion list as his fourth bestial eidolon base form. This ability replaces greater aspect. Table: Beast Summoner Class Base Fort Ref Will Spells per Day Level Attack Bonus Save Save Save Special 1st 2nd 3rd 4th 5th 6th 1st +0 +2 +0 +2 Bestial eidolon, cantrips, life link, orisons, summon nature’s ally I 1 — — — — 2nd +1 +3 +0 +3 Woodland stride 2 — — — — 3rd +2 +3 +1 +3 Summon nature’s ally II 3 — — — — 4th +3 +4 +1 +4 Trackless step 3 1 — — — 5th +3 +4 +1 +4 Summon nature’s ally III 4 2 — — — 6th +4 +5 +2 +5 Second form 4 3 — — — 7th +5 +5 +2 +5 Summon nature’s ally IV 4 3 1 — — — 8th +6/+1 +6 +2 +6 Wild shape 1/day 4 4 2 — — — 9th +6/+1 +6 +3 +6 Summon nature’s ally V 5 4 3 — — — 10th +7/+2 +7 +3 +7 Wild shape 2/day (Large, Small) 5 4 3 1 — — 11th +8/+3 +7 +3 +7 Summon nature’s ally VI 5 4 4 2 — — 12th +9/+4 +8 +4 +8 Third form 5 5 4 3 — — 13th +9/+4 +8 +4 +8 Summon nature’s ally VII 5 5 4 3 1 — 14th +10/+5 +9 +4 +9 Wild shape 3/day 5 5 4 4 2 — 15th +11/+6/+1 +9 +5 +9 Summon nature’s ally VIII 5 5 5 4 3 — 16th +12/+7/+2 +10 +5 +10 Life bond 5 5 5 4 3 1 17th +12/+7/+2 +10 +5 +10 Forth form, summon nature’s ally IX 5 5 5 4 4 2 18th +13/+8/+3 +11 +6 +11 Wild shape 4/day (huge) 5 5 5 5 4 3 19th +14/+9/+4 +11 +6 +11 Gate 5 5 5 5 4 20th +15/+10/+5 +12 +6 +12 Wild shape 5/day 5 5 5 5 5 5 Table: Beast Summoner Spells Known Class Spells Known Level 0 1st 2nd 3rd 4th 5th 6th 1st 3 1 2nd 4 2 3rd 5 3 4th 5 3 1 5th 5 3 2 6th 5 3 3 7th 5 4 3 1 8th 5 4 3 2 9th 5 4 3 3 10th 5 4 4 3 1 11th 5 5 4 3 2 12th 5 5 4 3 3 13th 5 5 4 4 3 1 14th 5 5 5 4 3 2 15th 5 5 5 4 3 3 16th 5 5 5 4 4 3 1 17th 5 5 5 5 4 3 2 18th 5 5 5 5 4 3 3 19th 5 5 5 5 4 4 3 20th 5 5 5 5 5 4

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