

Conjurer

Not all scholars peer inward to discern the deepest secrets of magic. Some look outward, connecting with extraplanar creatures and bartering for secrets, power, and favor.

The conjurer is an archetype of the scholar class.

Planar Spells: A conjurer adds all summon nature's ally spells to her spell list (using her scholar level as the geomancer level).

Conjurer's Focus (Sp): A conjurer can spend 1 point from her arcane reservoir to cast *summon monster I*. She can cast this spell as a standard action and the summoned creatures remain for 1 minute per level (instead of 1 round per level). At 4th level and every 2 levels thereafter, the power of this ability increases by one spell level, allowing her to summon more powerful creatures (to a maximum of *summon monster IX* at 18th level), at the cost of an additional point from her arcane spell reserve per spell level. A conjurer cannot have more than one summon monster spell active in this way at one time. If this ability is used again, any existing summon monster immediately ends.

This ability replaces the scholar exploit gained at 2nd level.

Mighty Conjuring: At 4th level, a conjurer receives Augment Summoning as a bonus feat, and is considered to have Spell Focus (summoning) for the purposes of prerequisites for feats that have Augment Summoning as a prerequisite (such as Evolved Summoned Monster). At 8th level, she gains Superior Summoning as a bonus feat. If the conjurer already has these feats, she may take another Non-Combat Feat for which she meets the prerequisites for.

This ability replaces the scholar exploit gained at 4th level.

Planar Contact (Sp): At 7th level, a conjurer can cast *augury* once per day.

This ability replaces the scholar exploit gained at 8th level.

Perfect Summoner (Su): At 20th level, a conjurer can use her conjurer's focus without spending points from her arcane reservoir, and the creatures summoned last until dismissed.

This ability replaces magical supremacy.