

Summoner Spell Descriptions

0-LEVEL SUMMONER SPELLS

Dancing Lights

Light/Cantrip

Level: Astrologian/Blue Mage/Illusionist/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: Up to four lights, all within a 10-ft.-radius area

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one *dancing lights* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Daze

Enfeebling/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature of 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Dazed Condition: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

Detect Magic

Cantrip/Enhancing

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

| Spell or Object | Aura Power | | | |
|---------------------------------|--------------|----------|-----------|---------------------|
| | Faint | Moderate | Strong | Overwhelming |
| Functioning spell (spell level) | 3rd or lower | 4th-6th | 7th-9th | 10th+ (deity-level) |
| Magic item (caster level) | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

| Original Strength | Duration of Lingering Aura |
|-------------------|----------------------------|
| Faint | 1d6 rounds |
| Moderate | 1d6 minutes |
| Strong | 1d6x10 minutes |
| Overwhelming | 1d6 days |

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Drench

Summoning/Elemental (Water)/Cantrip

Level: Geomancer/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object of size Large or smaller

Duration: 1 round

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

A sudden downpour soaks the target creature or object, inflicting the Drench status effect. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

Elemental Orb

Elemental (Any)/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of chosen element type

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Pick an element type: earth, fire, ice, lighting, water, or wind. You fire a small orb of that chosen type at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of the chosen elemental damage.

Guidance

Enhancing/Cantrip

Level: Astrologian/Blue Mage/Geomancer/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Ignite

Elemental (Fire)/Cantrip

Level: Black Mage/Blue Mage/Geomancer/Red Mage/Summoner 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Fine object

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use *ignite* in any sort of weather and it takes much less time to actually ignite an object.

Mending

Healing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Message

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Read Magic

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical

inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

Resistance

Enhancing/Cantrip

Level: Astrologian/Blue Mage/Geomancer/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Summon Minor Food and Water

Summoning

Level: Summoner 0

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain 1 person for 1 minute.

Duration: 1 minute; see text

Saving Throw: None

Spell Resistance: No

The food that this spell summons is simple fare of your choice—highly nourishing, if rather bland. Food so summoned decays and becomes inedible after 1 minute, although it can be kept fresh for another minute by casting a purify food and drink spell on it. The water summoned by this spell is just like clean rain water, and it doesn't go bad as the food does.

Torchlight

Light/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

1ST-LEVEL SUMMONER SPELLS

Aerospark

Summoning/Elemental (Lightning)

Level: Summoner 1

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray (2)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call forth Ixion, a mechanical unicorn which uses its horn to fire a blast of lightning at two different enemy targets. You must make a ranged touch attack to hit for each ray, and if the ray hits, it deals 1d6 points of lightning damage + 1 point per caster level.

Chocobo Kick

Summoning/Non-elemental

Level: Summoner 1

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You call forth Chocobo, a large yellow bird-like creature who appears and kicks an enemy in the chest. The target takes 1d4 points of non-elemental damage + caster's Charisma modifier and must make a Fortitude save or fall prone.

Energy Beam

Summoning/Non-elemental

Level: Summoner 1

Casting Time: 1 full-round action

Range: 30 ft.

Area: 30-ft.-line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call forth Valefor, a winged feathery aeon who fires a beam of energy at your enemies. Enemies within the area of effect take 1d4 points of non-elemental damage per level (maximum 5d4), a Reflex save for half damage.

Expeditious Construction

Elemental (Earth)/Summoning

Level: Geomancer/Summoner 1

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A low wall 10 feet long per 3 levels (minimum 10 feet) (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a low wall or other simple structure of packed earth or loose stone measuring 3 feet thick, 3 feet tall, and 10 feet long per 3 caster levels you possess (minimum 10 feet). Each square of the structure can appear only in unoccupied spaces atop earthen or stone surfaces able to support it. The wall grants cover as per a low wall and can be climbed with a successful DC 5 Climb check. Large and larger creatures don't need to attempt a Climb check to climb over it.

At your discretion, you can make the structure half as long but thicker by forming it into a berm consisting of a steep slope on each side. Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter a square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must attempt a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters attempt a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by 2.

Goblin Punch

Summoning/Elemental (Wind)

Level: Summoner 1

Casting Time: 1 full-round action

Range: 15 ft.

Cone: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call forth Goblin, a small ugly creature with fangs and big ears who launches a blast of wind at your enemies. Creatures in the cone take 1d4 points of wind damage per level (maximum 5d4).

Moogles Charm

Summoning/Healing

Level: Summoner 1

Casting Time: 1 full-round action

Range: 15 ft.

Area: Allies within a 15-ft.-radius centered on you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Mogri, an immortal moogles king who bestows healing upon your allies. Allies within the area of effect heal for 1d4 points of damage per level (maximum 5d4).

Oil

Enfeebling/Summoning

Level: Summoner 1

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object, one creature, or 10-ft. square

Duration: 1 min./level (D)

Saving Throw: See text

Spell Resistance: No

An oil spell covers a solid surface with a layer of slippery oil. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of oil at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create an oily coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the oily item. A creature wearing oily armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

The spell can also be used to create an oily coating on a creature as well. A creature covered in oil gains Fire Vulnerability 5, with a Reflex save to negate. A creature covered in oil gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Photosynthesis

Summoning/Enhancing/Healing

Level: Summoner 1

Casting Time: 1 full-round action

Range: 15 ft.

Area: Allies within a 15-ft.-radius centered on you

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Mandragora, a small plant-like humanoid that bestows Fast Healing 1 upon your allies.

Sonic Dive

Summoning/Enhancing

Level: Summoner 1

Casting Time: 1 full-round action

Range: 15 ft.

Area: Allies within a 15-ft.-radius centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Quetzalli, a massive bird creature who imbues the essence of a dragoon upon your allies. Allies within the area of effect deal an extra 1d6 points of damage when charging.

Summon Ammunition

Summoning

Level: Summoner 1

Casting Time: 1 full-round action

Target: One container touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken, but not special materials, alchemical attributes, or nonmagical treatments on the ammunition) at the start of each round this spell replaces any ammunition taken from the container the round before.

Summon Equipment I

Summoning

Level: Summoner 1

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One magical +1 suit of armor, shield, or weapon

Duration: 1 hour (D)

Saving Throw: None

Spell Resistance: No

This spell summons a magical +1 suit of armor, shield, or weapon. The summoned item lasts for an hour. The item disappears and the spell ends if the item is farther than 100 feet from the summoner.

Summon Mage's Robes

Enhancing/Summoning

Level: Summoner 1

Casting Time: 1 full-round action

Range: Personal

Target: You

Duration: 1 hour/level (D)

A set of robes wraps around the caster, providing a +4 armor bonus to AC, with an additional +1 bonus for every four caster levels after 1st. Unlike mundane armor, these robes entails no armor check penalty, arcane spell failure chance, or speed reduction. Since these robes is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Summon Minor Monster

Summoning

Level: Summoner 1

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1d3 summoned creatures

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions as summon monster I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with summon monster I, you may apply one alignment-appropriate template to these animals.

Summon Monster I

Summoning

Level: Dark Knight/Summoner 1
Casting Time: 1 full-round action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons an extra-planar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table: Summon Monster. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. Visit this website to see what creature you can summon: <http://www.d20pfsrd.com/magic/all-spells/s/summon-monster>

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table: Summon Monster marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Unseen Servant

Summoning
Level: Summoner 1
Casting Time: 1 full-round action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One invisible, mindless, shapeless servant
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

2ND-LEVEL SUMMONER SPELLS

Anti-Summoning Shield

Enfeebling/Summoning

Level: Summoner 2

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 50-ft.-radius

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Within the area of effect, this spell impedes the use of spells of the summoning school and other effects that summon creatures. Any such spells, spell-like abilities, or similar summoning effects used within the area have a percent chance of failure equals $5\% \times$ your caster level, to a maximum 75% chance of failure. If the summoning effect already has a percent chance of failure (as is often the case with the summon spell-like ability of outsiders), these percentages stack. This spell does not affect summoners attempting to summon their avatars, but it does affect summoners (as well as yourself) casting other summoning spells.

Aquatic Cavalry

Summoning

Level: Summoner 2

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Effects: 1 hippocampus plus 1 hippocampus/3 caster levels

Duration: 1 hour/level (D)

Saving Throw: None; **Spell Resistance:** No

You summon a school of hippocampi (one plus one per 3 caster levels, to a maximum of six at 15th level) to serve as combat-trained mounts. the hippocampi avoid combat if possible but defend themselves if attacked. If any hippocampus attacks, the remaining duration of the spell changes from 1 hour per level to 1 round per level (so if a full 4 hours remained, the hippocampi last for only 4 more rounds).

Chocobo Stomp

Summoning/Non-elemental

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Area: 15-ft.-radius

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth the Fat Chocobo, an enormous chocobo of immense proportions that falls upon your enemies. Enemies within the area of effect take 1d6 points of non-elemental damage per level (maximum 5d6) and fall prone unless they make a successful Reflex save for half damage and prevents falling prone.

Cleansing

Summoning/Healing

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature/level, within 30 ft. of each other

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Crusader, a holy descendent of Alexander who cures allies of Disease and Poison status effects. You must make a caster level check (1d20 + caster level) against the DC of the Disease or Poison status effect affecting the target. Success means that the status effects are cured.

Deathblow

Summoning/Non-elemental

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You call forth Choco/Mog, a unique duo of a moogle riding a chocobo that charges a single enemy. The target takes 5d4 points of non-elemental damage and must make a Fortitude save or be stunned for 1 round.

Fog Cloud

Summoning

Level: Summoner 2

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog spreads in 20-ft. radius

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

Gird Ally

Enhancing/Summoning

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One summoned creature you control/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You summon a magical field around summoned creatures you control that deflects attacks made against them. The targets gain a deflection bonus to their AC equal to 1 + 1 for every 6 caster levels you possess (maximum +4 deflection bonus at 18th level). A summoner can target his avatar with this spell.

Instant Weapon

Summoning

Level: Summoner 2

Casting Time: 1 full-round action

Range: 0 ft.

Effect: Melee weapon of opaque force

Duration: 1 minute/level

You summon a melee weapon sized appropriately for you from opaque force. You are considered proficient with this weapon, which acts in all ways as a masterwork weapon typical of its type. The instant weapon has hardness 20 and the same number of hit points as a typical weapon of its type. As a non-elemental effect, it can strike and damage incorporeal creatures. If the instant weapon leaves your hand at any time, the spell ends at the beginning of your next turn.

Lunatic Voice

Summoning/Enfeebling

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You call forth Siren, a beautiful woman, carrying a harp who plays a soft tune that causes a single enemy to become silent. The target of this spell receives the Silence status effect. The victim is unable to cast spells until cured. Casters with the Silent Spell feat can bypass this status effect if used with spells.

Magic Shield

Summoning/Enhancing

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth the Zona Seeker, an advanced esper that bestows magical protection upon you and your allies. The subjects of this spell within 30 feet of each other are protected by a shield that helps protect against magical attacks. The targets gain a +2 morale bonus to Saving Throws versus spells for the duration of the spell.

Summon Avatar

Summoning

Level: Summoner 2

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One avatar

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You open a rift between dimensions that summons your avatar.

Treat this as if you had summoned your avatar normally, except that it only remains with you for the duration of this spell. While summoned in this way, your avatar can be sent back to its home plane by dispel.

If you cast this spell while your avatar is already on your plane, this spell has no effect. This spell allows you to summon your avatar even if it has been returned to its home plane due to damage.

Summon Chocobo

Summoning

Level: Summoner 2

Casting Time: 1 full-round action

Range: 0 ft.

Effect: One chocobo

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You summon a Yellow Chocobo. It can be ridden only by you or by the one person for whom you specifically created the mount. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The chocobo has AC 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the chocobo disappears. A chocobo has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level.

These chocobos gain certain powers and change colors according to caster level. A chocobo's abilities include those of chocobos of lower caster levels.

8th Level: The chocobo's color changes to green and can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The The chocobo's color changes to blue and can use water walk at will (as the spell, no action required to activate this ability).

12th Level: The The chocobo's color changes to black and can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The The chocobo's color changes to gold and can fly at its speed with a bonus on Fly skill checks equal to your caster level.

Summon Monster II

Summoning

Level: Dark Knight/Summoner 2

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Pit

Summoning

Level: Summoner 2

Casting Time: 1 full-round action
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels
Duration: 1 round + 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

You summon a 10-foot-by-10-foot extra-dimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must summon the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can summon the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to jump to safety in the nearest open space. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal. The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

Summon Swarm

Summoning
Level: Summoner 2
Casting Time: 1 full-round action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One swarm of bats, rats, or spiders
Duration: Concentration + 2 rounds
Saving Throw: None
Spell Resistance: No

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Terra Homing

Summoning/Light
Level: Summoner 2
Casting Time: 1 full-round action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous; 1 round/level (D)
Saving Throw: Fortitude partial
Spell Resistance: Yes

You call forth Madeen, the guardian of the espers who directs a blast of holy energy at your enemy. You must make a ranged touch attack to hit, and if the ray hits, it deals 5d4 points of holy damage and inflicts the Dazzled status effect unless the creature makes a Fortitude save.

Thousand Needles

Summoning/Non-elemental

Level: Summoner 2

Casting Time: 1 full-round action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call forth Cactuar, a desert dwelling cactus-like creature that sprays sharp needles in a 15-ft.-cone, dealing 1d4 points of non-elemental damage per level (maximum of 10d4).

Web

Enfeebling/Summoning

Level: Summoner 2

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Effect: Webs in a 20-ft.-radius spread

Duration: 10 min./level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

Web summons a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a *permanency* spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

3RD-LEVEL SUMMONER SPELLS

Asura's Boon

Summoning/Healing/Enhancing

Level: Summoner 3

Casting Time: 1 full-round action
Range: Close (25 ft. + 5ft./2 levels)
Targets: One creature/2 levels (maximum of 5)
Duration: Instantaneous; see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You call forth Asura, the six-armed Queen of the Avatars with three faces - anger, benevolence, and joy. Roll a d6. 1-2, the Queen shows an angry face and casts *Protect II* spell on each creature. 3-4, the Queen shows a pleased face and casts *Raise* spell on each creature. 5-6, the Queen shows a happy face and casts *Cure II* spell on each creature. Asura uses your casting modifier and spell level for any of the spells.

Brotherly Love

Summoning/Elemental (Earth)
Level: Summoner 3
Casting Time: 1 full-round action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous; 1 round/level
Saving Throw: Reflex half; see text
Spell Resistance: Yes

You call forth the Brothers, a pair of minotaurs, one smaller than the other who duo to throw a boulder at your enemies. Enemies within the area of effect take 1d6 points of earth damage per caster level (maximum 10d6) and are inflicted with the Weighted status effect, a successful Reflex save for half damage and negates the status effect.

Constrict

Summoning/Enfeebling
Level: Summoner 3
Casting Time: 1 full-round action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You call forth the Remora, a group of piranha-like fishes that attaches themselves to a single enemy, slowing them down. The target of this spell receives the Slow status effect. The victim suffers a -1 penalty on Attack rolls, -1 penalty on Reflex saves, moves at half movement, and can only take 1 standard action a round.

Counter Rockets

Summoning/Enhancing
Level: Summoner 3
Casting Time: 1 full-round action
Range: Close (25 ft. + 5ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You call forth Cerberus, a monstrous three-headed dog bestows Haste status upon an ally. The target of this spell receives the Haste status effect. The subject receives a +1 bonus to Attack rolls, +1 bonus to Reflex saves, +30 foot movement, and an extra attack if the subject uses a full-attack option.

Fey Light

Summoning/Healing

Level: Summoner 3

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: All allies within a 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Faerie, a tiny feather-winged creature who releases feathers onto the battlefield, healing allies. A soft white glow envelopes the area, all allies within a 30-ft.-radius burst for 1d6 points of damage per caster level (maximum 10d6).

Insect Scouts

Summoning

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One insect scout + one additional insect scout/4 levels

Duration: 1d6 hours, plus 1 hour/level; see text

Saving Throw: None

Spell Resistance: No

This spell summons one or more vermin to investigate a single location or building you can see. Your scouts must spend 1d6 hours investigating the target location, but need no oversight. When done, they return unerringly to you with their findings, traveling up to 1 mile per caster level you have to rejoin their master. Each insect's size is Fine. Each insect has 1 hit point, AC 20 (+2 Dexterity, +8 size), a movement speed of 5 feet, a climb speed of 5 feet, and a fly speed of 20 feet (perfect maneuverability). The insects use your saving throw bonuses, have a total Perception skill bonus equal to 5 + 1/2 your caster level, and can't attack. Because of their incredibly small size and magical nature, they can attempt Stealth checks to avoid being noticed even if they lack a source of cover or concealment, and they have a total Stealth skill bonus equal to 18 + 1/2 your caster level.

Each scout that returns passes along memories of specific structural flaws, defenses, and alarms, granting you the ability to reroll one failed skill check per scout, as long as the skill check involves that specific location's layout, such as a Stealth check to sneak in, a Disable Device check to silence an alarm, or a Perception check to notice a trap. If even one scout returns, you also gain a rough understanding of the building's layout (at least, any portions your scouts could access). All insight (and the associated rerolls) fades 1 hour per caster level you have after the scouts return. Your insects remember nothing about creatures, and so provide no information about guardians or any conversations they may overhear.

Life Guard

Summoning/Healing/Enhancing

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/2 levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Kirin, the powerful unicorn king who blesses you and your allies in a soft green glow that pulses, providing them with healing over time. The targets receive Fast Healing 2 (heals 2 hit points a round).

Mad Monkeys

Summoning

Level: Druid/Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Swarm of monkeys

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You summon a swarm of screeching, mischievous monkeys. The swarm understands and obeys your commands and has the statistics of a monkey swarm. Creatures failing a saving throw against the mad monkeys' distraction attack are deafened for 1 minute as well as nauseated. The monkeys attempt one disarm or steal combat maneuver each turn as a free action against any creature that begins its turn in the swarm, using your caster level plus your Charisma modifier for its CMB. Recovering an item from the monkeys requires a successful disarm or steal attempt against that CMB +10. An object stolen by the monkeys takes swarm damage each round the swarm is in possession of the object.

Minor Summoning

Summoning

Level: Summoner 3

Casting Time: 1 full-round action

Range: 0 ft.

Effect: Unattended, non-magical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You summon a non-magical, unattended object of nonliving vegetable matter. The volume of the item summoned cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

Secret Coffers

Summoning

Level: Summoner 3

Target: One small chest or coffer and up to 1 cu. ft. of goods

This spell functions like *secret chest*, except the coffer is only 1 foot square and can contain only 1 cubic foot of goods, and the container can remain safely hidden on the Ethereal Plane for only 14 days before it risks becoming lost. The spell automatically fails if a living creature enters the coffer. The coffer used as a focus for secret coffer must cost at least 500 gil, and its replica costs 5 gil.

Self-Destruct

Summoning/Elemental (Fire)

Level: Summoner 3

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 15-ft.-radius burst

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Bomb, a living floating ball of fire who appears in the midst of your enemies and explodes. Enemies in the area of effect take 1d6 points of fire damage per level (maximum 10d6) and inflicts the Burning status effect, a successful Reflex save for half damage and negates the status effect.

Summon Carriage

Summoning

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One quasi-real carriage, horses, and driver

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You summon a fine wooden carriage with whatever cosmetic embellishments you desire. It is well constructed, although not exceptionally ostentatious. The carriage can carry up to six Medium or Small passengers. When conjured, the carriage comes with a team of two quasi-real light horses, which are already harnessed to the carriage. At your command, an invisible coachman can assume the role of driver and direct the carriage, although it can't perform any complex or dangerous driving, and fails any checks made to drive the carriage in such conditions. At the end of the spell's duration, the carriage, horses, and coachman disappear into nothingness, depositing everything on or in it on the ground in its space.

Summon Chocobo, Communal

Summoning

Level: Summoner 3

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to six chocobos

This spell functions like *summon chocobo*, except you can summon up to six chocobos, and you divide the duration in 1-hour intervals among the chocobos summoned.

Summon Driver

Summoning

Level: Summoner 3

Casting Time: 1 full-round action

Range: 10 ft.

Effect: One quasi-real, humanlike creature

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You summon a Small or Medium, quasi-real, humanlike creature (the exact physical features can be customized as you wish). This summon can drive any vehicle you command it to. This creature does not fight, and while animals that power a muscle-propelled vehicle driven by the creature do respond to its commands, animals otherwise shun the creature and refuse to attack it.

The rider has an AC of 20 (+1 size, +4 natural armor, +5 Dex) if it is a Small creature or an AC of 19 (+4 natural armor, +5 Dexterity) if it is a Medium creature. It has 7 hit points + 1 hit point per caster level. If it loses all its hit points, the driver disappears. A driver has a land speed of 30 feet, and makes all driver skill checks (no matter what skills are needed to drive the vehicle) as your caster level + your Charisma modifier.

Summon Equipment II

Summoning

Level: Summoner 3

Effect: One magical +2 suit of armor, shield, or weapon

This spell functions like *summon equipment I*, but instead summons a magical +2 suit of armor, shield, or weapon. The summoner may exchange an enhancement bonus for a special ability equivalent to the bonus, but item must have at least a +1 enhancement bonus.

Summon Food and Water

Summoning

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humanoids or one horse/level for 24 hours

Duration: 24 hours; see text

Saving Throw: None

Spell Resistance: No

The food that this spell summons is simple fare of your choice—highly nourishing, if rather bland. Food so summoned decays and becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and drink spell on it. The water summoned by this spell is just like clean rain water, and it doesn't go bad as the food does.

Summon Ghost Wolf

Summoning

Level: Summoner 3

Casting Time: 1 full-round action

Range: 0 ft.

Target: One quasi-real wolflike creature

Duration: 1 hour/level (D) or 1 round/level; see text

Saving Throw: None (see description)

Spell Resistance: No

This spell summons a Large, quasi-real, wolflike creature made of roiling black smoke. It functions as *summon chocobo*, except as noted above. In addition, the creature radiates an aura of fear. Any creature with fewer than 6 Hit Dice within 30 feet (except the ghost wolf's rider) must make a Will save or become shaken for 1d4 rounds (this is a mind-affecting fear effect). A creature that makes its Will save is unaffected by the steed's fear aura for 24 hours.

The ghost wolf may also be used in combat. Once per round, the rider may direct the ghost wolf to attack in battle as a free action (bite +10, 1d8+6 points of damage); unlike an animal mount, this does not require a Ride check or any training. Once the ghost wolf attacks, it lasts for only 1 round per level thereafter.

Summon Materia I

Summoning

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One common level 1 materia

Duration: 1 hour (D)

Saving Throw: None

Spell Resistance: No

This spell summons a common level 1 materia of any type. The summoned materia lasts for an hour and does not gain MXP. The materia disappears and the spell ends if the materia is farther than 100 feet from the summoner.

Summon Monster III

Summoning

Level: Dark Knight/Summoner 3

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Spiked Pit

Summoning

Level: Summoner 3

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels

Duration: 1 round + 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell functions as *summon pit*, except that the pit is lined with wickedly sharp spikes along its bottom and walls and has a maximum depth of 50 feet. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20.

Swarm of Fangs

Summoning

Level: Summoner 3

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One swarm of animate teeth

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You summon a swarm consisting of thousands of animate, flying teeth in a 10-foot-by-10-foot cube. These fangs attack all creatures within the swarm's area. You can summon the swarm so that it shares an area with other creatures, and you can move the swarm up to 40 feet each round as a move action. If you choose not to move the swarm, it automatically moves up to 40 feet to envelop the nearest creature (including you) if it has not already done so. Creatures caught inside the swarm's area of effect take 2d6 points of damage. The fangs deal damage to all creatures sharing their area when they first appear, and at the end of their movement each round.

4TH-LEVEL SUMMONER SPELLS

Breach Blast

Summoning/Elemental (Water)

Level: Summoner 4

Casting Time: 1 full-round action

Range: 60 ft.

Area: 60-ft.-line

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Bismarck, the whale-like creature from the watery depths who blasts a line of water at your enemies. Enemies in the area of effect take 1d6 points of water damage per level (maximum 10d6) and inflicts the Drenched status effect, a successful Reflex save for half damage and negates the status effect.

Climactic Fear

Summoning/Enfeebling/Dark

Level: Summoner 4

Casting Time: 1 full-round action

Range: 15 ft.

Area: Cone-shaped burst

Duration: 1 round/level or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

You call forth Cyclops, a one-eyed, horned, purple giant who causes fear in your enemies. An invisible cone of terror causes each living enemy in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked enemy begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Diamond Dust

Summoning/Elemental (Ice)

Level: Summoner 4

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Shiva, the empress of ice, wreathed in frost. Shiva conjures a blizzard of freezing ice on your enemies, dealing 1d6 points of ice damage per caster level (maximum 10d6) and inflicts the Frozen status effect, a successful Reflex save for half damage and negates the status effect.

Insect Plague

Summoning

Level: Summoner 4

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Effect: One swarm of wasps per three levels, each of which must be adjacent to at least one other swarm

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Judgment Bolt

Summoning/Elemental (Lightning)/Enfeebling

Level: Summoner 4

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: See text

Spell Resistance: Yes

You call forth Ramuh, an ancient, ageless mage bearing the dazzling power of lightning upon your enemies. Creatures within the area of effect take 1d6 points of lightning damage per level (maximum 10d6), a Reflex save for half damage. Those who fail the Reflex save must make a Fortitude save or be inflicted with Silence status for 1 round per level.

Major Summoning

Summoning

Level: Summoner 4

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Duration: See text

This spell functions like *minor summoning*, except that you can also summon an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

| Hardness and Rarity Examples | Duration |
|------------------------------|------------------|
| Vegetable matter | 2 hours/level |
| Stone, crystal, base metals | 1 hour/level |
| Precious metals | 20 minutes/level |
| Gems | 10 minutes/level |

| | |
|---|---------------|
| Rare metal* | 1 round/level |
| * Includes adamantite, alchemical silver, and mithral. You can't use <i>major summoning</i> to summon a cold iron item. | |

Petrifying Beak

Summoning/Enfeebling

Level: Summoner 4

Casting Time: 1 full-round action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call forth Cockatrice, a bird-like creature able to turn an enemy into stone with its beak. The target must make a Fortitude save or be inflicted with the Petrify status effect. This is permanent until cured.

Summon Cottage

Summoning

Level: Summoner 4

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-square structure

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon a sturdy cottage made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The cottage must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise – it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being secured with a lock and the latter by an iron grate at the top and a narrow flue. The cottage contains crude furnishings – eight bunks, a trestle table, eight stools, and a writing desk.

Summon Deadfall

Summoning

Level: Summoner 4

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: See text

Effect: One spiked, falling block

Duration: Instantaneous

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

You summon a large metal cube covered in sharp spikes. If you summon the block so that it appears in midair, it immediately plummets downward onto all creatures below it. When you cast this spell, you select the size of the square area you wish it to affect. If you choose to summon a deadfall over a single 5-foot square, the block deals 1d6 points of bludgeoning damage per caster level (maximum 15d6) to each creature in the area. A deadfall over a 10-foot square deals 1d6 points of bludgeoning damage per 2 caster levels (maximum 7d6), a deadfall over a 15-foot square deals 1d6 points of bludgeoning damage per 3 caster levels (maximum 5d6), and so on, to a maximum size of a 25-foot square. Only creatures that are on the outer edge of the area affected by a summon deadfall spell can attempt Reflex saves to avoid the effect; creatures whose space does not touch the edge of the deadfall do not receive a save.

In order to deal damage, the summoned deadfall must start at least 10 feet above the tallest creature in the area to be affected. A summoned deadfall is as tall as it is wide, and the spell fails if you attempt to summon a deadfall in an area already occupied by a creature or object (including the ceiling). Regardless, a deadfall summoned by this spell disappears as soon as it deals damage or strikes the ground.

Summon Monster IV

Summoning

Level: Dark Knight/Summoner 4

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Stampede

Summoning

Level: Summoner 4/Druid 6

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Effect: 20-ft.-radius herd of animals

Duration: 1 round/level

Saving Throw: Reflex halves (see text)

Spell Resistance: No

You summon a herd of aurochs or similar herd animal that immediately stampedes in the direction you indicate. The herd takes up a 20-foot-radius space and moves at a rate of 120 feet per round in a straight line. Any creatures caught in the herd's path take 4d6+9 points of damage that round as they are trampled beneath dozens of animals' hooves. A successful Reflex save halves this damage.

If the stampede's path would put it in an obviously dangerous area (such as over a cliff or through a fire) or force it to move through a solid barrier, the herd stops at the obstacle and moves in a new randomly determined direction until it reaches another obstacle or the spell's duration ends.

Tornado Zone

Summoning/Elemental (Wind)

Level: Summoner 4

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40-ft. high)

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Pandemona, a wind-based guardian force who conjures a tornado in the middle of your enemies. Enemies within the area of effect take 1d6 points of wind damage per caster level (maximum 10d6) and are inflicted with the Squall status effect, a Reflex save for half damage and negates the status effect.

Wyrmfire

Summoning/Elemental (Fire)/Enfeebling

Level: Summoner 4

Casting Time: 1 full-round action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Salamander, a fire-breathing lizard with an appetite for destruction that breathes fire upon your enemies within a 30-ft.-cone. Creatures within the area of effect take 1d6 points of fire damage per level (maximum 10d6) and are inflicted with the Burning status effect, a Reflex save for half damage and negates the status effect.

5TH-LEVEL SUMMONER SPELLS

Alluring Embrace

Summoning/Healing

Level: Summoner 5

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Lakshmi, a beautiful goddess floating on a bed of blankets who sends a bolt of light that streaks towards the area targeted and bursts, filling the area with a soft, warm white light, healing allies for 1d6 points of damage per caster level (maximum 15d6).

Bad Breath

Summoning/Enfeebling

Level: Summoner 5

Casting Time: 1 full-round action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level (each)

Saving Throw: See below

Spell Resistance: Yes

You call forth Malboro, a grotesque, strange, plant-life beast with countless tentacles and gaping maws who breathes out a foul breath upon your enemies. All creatures caught within the cone are affected by the following status effects: Berserk (Will save), Blind (Fortitude save), Confuse (Will save), Silence (Fortitude save), Poison (Fortitude save), Slow (Fortitude save).

Creeping Doom

Summoning

Level: Summoner 5

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)/100 ft.; see text

Effect: Four swarms of insects

Duration: 1 round/level

Saving Throw: Fortitude partial, see text

Spell Resistance: No

This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms with the following adjustments. The swarms have 60 hit points each and deal 4d6 points of damage with their swarm attack. The save to resist their poison and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once.

You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any target within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but can be commanded again if you move within 100 feet).

Gaia's Wrath

Summoning/Elemental (Earth)

Level: Summoner 5

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius spread

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Titan, a great giant who rends the very earth asunder. Titan conjures an earthquake to rumble underneath your enemies within the area of effect, dealing 1d6 points of earth damage per caster level (maximum 15d6) and inflicts the Weighted status effect, a successful Reflex save for half damage and negates the status effect.

Hellfire

Summoning/Elemental (Fire)/Enfeebling

Level: Summoner 5

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous; 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Ifrit, a powerful djinn with control over scorching flames hot enough to turn the whole world to ashes. Ifrit rains down fire upon your enemies. Creatures within the area of effect take 1d6 points of fire damage per level (maximum 15d6) and are inflicted with the Burning status effect, a Reflex save for half damage and negates the status effect.

Radiant Breath

Summoning/Light/Enfeebling

Level: Summoner 5

Casting Time: 1 full-round action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth the Mist Dragon, a legendary dragon that breathes a blast of light upon your enemies within a 30-ft.-cone. Creatures within the area of effect take 1d6 points of holy damage per level (maximum 10d6) and are inflicted with the Dazzled status effect for 1 round per level, a Reflex save for half damage and negates the status effect.

Release The Hounds

Summoning

Level: Druid/Summoner 5

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Pack of canines

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a pack of canines that respond to the spellcaster's commands and act in perfect unison, causing them to function like a swarm. The pack uses the statistics for a winter wolf, except it loses its breath weapon, the cold subtype, and its cold special attack and gains the swarm subtype, a swarm attack that deals 3d6 points of damage, and the distraction special attack (DC 17). Whenever the pack damages an opponent with its swarm attack, it can immediately attempt a trip combat maneuver check against that creature with its trip special attack. The pack does not gain any damage reduction or immunity to damage and can be attacked by effects that target a specific number of creatures, though such attacks deal 1/4 the normal amount of damage (25%) and effects that don't deal hit point damage are only 25% likely to work.

Secret Chest

Summoning

Level: Summoner 5

Casting Time: 1 full-round action

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: 60 days or until discharged

Saving Throw: None

Spell Resistance: No

You hide a chest on the Ethereal Plane for as long as 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gil. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail) so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gil.) The chests are non-magical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Summon Black Pudding

Summoning

Level: Summoner 5

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 level)

Effect: One summoned black pudding

Duration: 1 round/level (D)

Saving Throw: None; **Spell Resistance:** No

You summon a black pudding that immediately attacks creatures near it. You have no control over the creature, and it may attack you if there are no more obvious opponents. The black pudding is treated as a summoned creature and has the extraplanar subtype. The black pudding's split ability works normally, but all puddings derived from the summoned one disappear when the spell ends.

Summon Demiplane, Lesser

Summoning

Level: Summoner 5

Casting Time: 1 full-round action

Effect: Extradimensional demiplane, up to three 10-ft. cubes/level (S)

Duration: 1 day/level

You summon a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell. When you cast the spell, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The "walls" and "ceiling" of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane's environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane's light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane's light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on. For example, you could use move earth to create a hill or wall of stone to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside

the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as plane shift. You are considered “very familiar” with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you cast this spell on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled.

If you are within the demiplane, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate demiplanes under your control. You may reconnect these stranded sections by casting the spell again to create a linked area between the two.

Summon Equipment III

Summoning

Level: Summoner 5

Effect: One magical +3 suit of armor, shield, or weapon

This spell functions like *summon equipment I*, but instead summons a magical +3 suit of armor, shield, or weapon. The summoner may exchange an enhancement bonus for a special ability equivalent to the bonus, but item must have at least a +1 enhancement bonus.

Summon Hungry Pit

Summoning

Level: Summoner 5

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels

Duration: 1 round + 1 round/level

Saving Throw: Reflex negates; Reflex half; see text

Spell Resistance: No

This spell functions as *summon pit*, except that the pit has the ability to squeeze and crush any creature trapped within it and has a maximum depth of 100 feet. Creatures who fall into the hole take falling damage as normal. In addition, anyone within the pit, not just those on the bottom, takes 4d6 points of bludgeoning damage each round as the pit contracts and then returns to its normal size (a successful Reflex save halves this damage). The ever-shifting walls of the pit are quite difficult to scale and have a Climb DC of 35.

Summon Monster V

Summoning

Level: Summoner 5

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Tidal Wave

Summoning/Elemental (Water)

Level: Summoner 5

Casting Time: 1 full-round action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Leviathan, a massive sea serpent that effortlessly controls water and rules all who dwell in the oceans. Leviathan sends a large wave of water in a 30-ft.-cone dealing 1d6 points of water damage per caster level (maximum 15d6) to every enemy within the area and are inflicted with the Drenched status effect, a Reflex save for half damage and negates the status effect.

Unicorn Horn

Summoning/Healing

Level: Summoner 5

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth a majestic Unicorn, who cures status ailments affecting your allies. This spell functions similar to *Esuna*, except it cures all status effects up to 4th level or lower on all allies within the area of effect, and requiring a caster level check for each status effect.

6TH-LEVEL SUMMONER SPELLS

Angel Feathers

Summoning/Healing

Level: Summoner 6

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius centered on you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Seraph, an angelic being who causes feathers to float down upon your dead allies within the area of effect, beckoning them to come back to life. The dead allies are brought back to life at 1 hit point. All dead allies must be dead no longer than 1 round per level to be raised.

Dark Messenger

Summoning/Enfeebling/Dark

Level: Summoner 6

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call forth Diablos, a devil-like aeon who causes your enemies to lose half their health. Enemies in the area of effect must make a Fortitude save or lose half of their current hit point total.

Demon Eye

Summoning/Enfeebling

Level: Summoner 6

Casting Time: 1 full-round action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call forth Catoblepas, a large pig-like creature whose gaze turns enemies to stone. Enemies within the area of effect must make a Fortitude save or be inflicted with the Petrify status effect. This is permanent until cured.

Earthen Wall

Summoning/Enhancing/Elemental (Earth)

Level: Summoner 6

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Golem, a large elemental-like creature made out of stone who bestows *Stoneskin* and *Protect III* to allies within the area of effect.

Ghostly Veil

Summoning/Enhancing

Level: Summoner 6

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius centered on you

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Phantom, a floating ghost-like creature that bestows the effects of the *Vanish* spell on all allies within the area of effect.

Oil, Greater

Summoning

Level: Summoner 6

Range: Medium (100 ft. + 10 ft./level)

Target: One object or creature/2 levels or 1 10-ft. square/2 levels; see text

This spell functions like oil, except as noted here. When you use this spell to cover a solid surface with slippery oil, the 10-foot squares must form a continuous area, each part of which must be within the spell's range. When you use this spell to create an oily coating on items, no two of the targeted items can be more than 30 feet apart. You cannot target both items and surfaces with a single casting of this spell. When you use this spell to create an oily coating on creatures, no two creatures can be more than 30 feet apart and they gain Fire Vulnerability 10.

Ruby Reflect

Summoning/Enhancing

Level: Summoner 6

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Carbuncle, an aeon with a crimson jewel shining from its forehead who enchants allies with Reflect status. Allies within the area of effect are enchanted with a magical shield that deflects the next spell targeted them back at its caster, and is then discharged.

Summon Feast

Summoning/Enhancing

Level: Summoner 6

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/level

Duration: 1 hour plus 12 hours; see text

Saving Throw: None

Spell Resistance: No

You summon forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of *esuna*, and gains 1d8 temporary hit points + 1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Summon Laborers

Summoning

Level: Summoner 6

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned petitioner/caster level

Duration: 8 hours (D)

Saving Throw: None

Spell Resistance: No

This spell summons one humanoid petitioner per caster level. These petitioners hail from one plane of your choice and perform tasks at your direction. The petitioners cannot fight or travel to dangerous lands, but do assist your downtime activities within a settlement, increasing the effect of Influence or Labor you spend by 50%, to a maximum of 1 additional point of Influence or Labor for every 2 caster levels you possess. This stacks with any increase to the effect of Influence or Labor that you receive from your followers within the settlement where the downtime activity takes place (if any). Summon laborers is a spell of the same alignment type as the plane from which the summoned petitioners hail (chaotic and evil for the Abyss, lawful and good for Heaven, and so on). Effects that increase the number of creatures summoned by a spell (such as Superior Summoning) do not affect summon laborers.

Summon Materia II

Summoning

Level: Summoner 6

Effect: One common or uncommon level 2 materia

This spell functions like *summon material I*, but instead summons a common or uncommon level 2 materia of any type.

Summon Monster VI

Summoning

Level: Summoner 6

This spell functions like *summon monster I*, except that you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Whispering Wind

Summoning/Non-elemental/Healing

Level: Summoner 6

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature; see text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

You call forth Sylph, a beautiful creature with gossamer wings who drains an enemy of health and bestows it upon your allies. The target takes 1d6 points of non-elemental damage per level (maximum 10d6), a successful Fortitude save for half damage. Damage dealt is then bestowed upon your allies within a 30-ft.-radius, distributed evenly.

7TH-LEVEL SUMMONER SPELLS

Abyssal Maw

Summoning/Elemental (Earth)/Enfeebling

Level: Summoner 7

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous; permanent; see text

Saving Throw: Fortitude half and negates; see text

Spell Resistance: Yes

You call forth Jormungand, a large serpent creature who causes the ground to explode and petrifies enemies. Enemies within the area of effect takes 1d6 points of earth damage per caster level (maximum 10d6) and are inflicted with Petrify status unless they make a successful Fortitude save for half damage and negates the status effect.

Cat Rain

Summoning/Enfeebling

Level: Summoner 7

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You call forth Cait Sith, an anthropomorphic black cat who causes confusion to rain upon your enemies. Enemies within the area of effect must make a Will save or become inflicted with the Confused status effect.

Howling Moon

Summoning/Enhancing

Level: Summoner 7

Casting Time: 1 full-round action

Range: 30 ft.

Area: Allies within a 30-ft.-radius burst centered on you

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call forth Fenrir, a giant black wolf with a mane and a long thick tail who howls, granting you and allies evasion. Allies within the area of effect are granted evasion. Those who have evasion already are instead granted improved evasion.

Mind Blast

Summoning/Non-elemental/Enfeebling

Level: Summoner 7

Casting Time: 1 full-round action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous; 1 round/level

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

You call forth Mindflayer, a squid-faced creature who sends a blast of mind energy towards your enemies. Enemies within the area of effect take 1d6 points of non-elemental damage (maximum 10d6) and are inflicted with Disabled and Sap status effects unless they make a successful Fortitude save for half damage and negates the status effects.

Rampart

Summoning

Level: Summoner 7

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft.-high earthen wall, in a line up to 10 ft. long/2 levels, or a circle with radius of up to 3 ft. + 1 ft./level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You summon a massive rampart of hard-packed earth and stone 5 feet thick. The rampart cannot be summoned so that it occupies the same space as another creature or object. Each 5-foot-wide section of the rampart has hardness 0 and 180 hit points. A section of the rampart whose hit points drop to 0 is breached. If a creature tries to break through the rampart with a single attack, the DC for the Strength check is 60. A creature can climb over the rampart with a DC 20 Climb check.

Runaway Train

Summoning/Enfeebling

Level: Summoner 7

Casting Time: 1 full-round action

Range: 120 ft.

Targets: 120-ft. line

Duration: 1 round/level (each)

Saving Throw: Fortitude negates (each)

Spell Resistance: Yes

You call forth Doomtrain, a hellish sentient train that runs over any creatures in a 120-ft.-line. Creatures within the area of effect are inflicted with Zombie, Blind, Poison, Silence, Slow, Berserk, and Confuse status for 1 round per level, Fortitude save for each status effect to negate.

Summon Demiplane

Summoning

Level: Summoner 7

Casting Time: 1 full-round action

Effect: Extradimensional demiplane, up to 10 10-ft. cubes/level (S)

Duration: 1 day/level or instantaneous (see text)

This spell functions as *summon lesser demiplane*, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you summoned with *summon lesser demiplane* (you do not need to summon an entirely new plane using this spell), in which case it has a duration of 1 day/level.

Alternatively, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.

- **Alignment:** Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits). You cannot give your demiplane an alignment trait for an alignment you do not have.
- **Bountiful:** Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists without requiring watering, gardening, pollination, and so on, and dead organic material decays and

returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.

- **Elemental:** Your plane gains the earth-, fire-, ice-, lightning-, water-, or wind- elemental dominant trait.
- **Gravity:** By default a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. By selecting this feature, the plane's gravity is heavy, light, none, objectively directional, or subjectively directional.
- **Seasonal:** The demiplane has a seasonal cycle and a light cycle, usually similar to those of a land on the Material Plane, but customizable as you see fit (for example, your demiplane could always be winter, day and night could alternate every 4 hours, and so on).
- **Shape:** By default, the demiplane has a fixed shape and borders. By selecting this feature, you may make your plane self-contained so it loops upon itself when a creature reaches one edge (see Shape and Size). You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.
- **Structure:** Your demiplane has a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what spells you need for every hill, hole, wall, floor, and corner).

Summon Equipment IV

Summoning

Level: Summoner 7

Effect: One magical +4 suit of armor, shield, or weapon

This spell functions like *summon equipment I*, but instead summons a magical +4 suit of armor, shield, or weapon. The summoner may exchange an enhancement bonus for a special ability equivalent to the bonus, but item must have at least a +1 enhancement bonus.

Summon Mansion

Summoning

Level: Summoner 7

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Extra-dimensional mansion, up to three 10-ft. cubes/level (S)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon an extra-dimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. The entrance to the extradimensional space created by this spell does not move with any moving vehicle/airship.

Summon Monster VII

Summoning

Level: Summoner 7

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Thunder Storm

Summoning/Elemental (Lightning)

Level: Summoner 7

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Quetzalcoatl, a winged lightning-based guardian force that conjures a lightning barrage upon your enemies. Enemies within the area of effect take 1d8 points of lightning damage per level (maximum 15d8) and are inflicted with the Static status effect and must make a successful Reflex save for half damage and negates the status effect.

8TH-LEVEL SUMMONER SPELLS

Black Cauldron

Summoning/Enfeebling

Level: Summoner 8

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous; 1 round/level (each)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

You call forth Hades, a demonic aeon from the lower planes who pours a foul black liquid upon your enemies. Enemies within the area of effect take 1d6 points of shadow damage per level (maximum 10d6) and are inflicted with Poison, Confusion, Sleep, Silence, Mini, Frog, Slow, and Paralysis status for 1 round per level, Fortitude save for each status effect to negate.

Chef's Knife

Summoning/Dark

Level: Summoner 8

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You call forth Tonberry, a short green creature that carries a lantern and a deadly knife that stabs a single enemy. The target must make a Fortitude save or fall to 0 hit points. If the save is successful, the target suffers 5d6 points of shadow elemental damage.

Descending Darkness

Summoning/Dark

Level: Summoner 8

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Target: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call forth Lich, a vile undead mage who causes a burst of darkness amongst your enemies. Enemies within the area of effect take shadow damage equal to half of their maximum hit points, a successful Fortitude to negate.

Flames of Rebirth

Summoning/Healing

Level: Summoner 8

Casting Time: 1 full-round action

Range: 30 ft.

Area: All allies within a 30-ft. burst centered on you

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You call forth the Phoenix, an eternal undying bird of flames who causes a column of bright light falls upon the dead allies within the area of effect, beckoning them to come back to life. The dead allies are brought back to life at 1/4th of their maximum hit points.

Rain of Arrows

Summoning

Level: Summoner 8

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Effect: 15-ft.-radius cloud of arrows

Duration: Instantaneous

Saving Throw: Reflex halves

Spell Resistance: No

You point your finger and summon a cloud of magical arrows that rain down on any creatures and objects in the indicated area. You must have line of sight to the intended area. The arrows deal 1d6 points of piercing damage per caster level (maximum 20d6) to each creature and object in a 15-foot radius centered on the targeted square or intersection.

Summon Monster VIII

Summoning

Level: Summoner 8

This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Tetra-Disaster

Summoning/Elemental (Lightning/Ice/Fire)

Level: Summoner 8

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Kujata, a terrifying bull-like beast who fires a blast of lightning, ice, and fire from its large horns. Enemies in the area of effect take 1d8 points of damage per level (maximum 15d8). A third of it is lightning, ice, and fire damage. Those that fail the saving throw must make a Fortitude save or be inflicted with Burning, Frozen, and Static status effects for 1 round per level.

True Summoning

Summoning

Level: Summoner 8

Casting Time: 1 full-round action

Range: 0 ft.

Effect: Unattended, nonmagical object, up to 1 cu. ft/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You summon a completely real, nonmagical, unattended object of any sort of matter. The volume of the item summoned cannot exceed 1 cubic foot per caster level. Complex items require successful Craft checks. Objects summoned can be used as material components.

Cost: You must expend material components worth five times the item's normal gil piece value.

Ultimate End

Summoning/Non-elemental

Level: Summoner 8

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You call forth the Knights of the Round, a legendary set of thirteen knights who attacks your enemy. Each knight has a separate attack that deals damage which ignores damage reduction and elemental resistance (see below). They use the summoner's level as their base attack bonus and uses the summoner's Charisma modifier for attack and damage rolls.

- The first knight attacks with a knight sword (1d10).

- The second knight attacks with a lance (1d8).
- The third knight wields a fire rod and deals 1d6 fire damage.
- The fourth knight attacks with a heavy mace (1d8).
- The fifth knight attacks with a longsword (1d8).
- The sixth knight attacks with a warhammer (1d8).
- The seventh knight wields an ice rod and deals 1d6 ice damage.
- The eighth knight attacks with a trident (1d8).
- The ninth knight wields an earth staff and deals 1d8 earth damage.
- The tenth knight attacks with a halberd (1d10).
- The eleventh knight attacks with a battleaxe (1d8).
- The twelfth knight attacks with a shortsword (1d6).
- The thirteenth knight attacks with a greatsword (2d6).

9TH-LEVEL SUMMONER SPELLS

Eternal Breath

Summoning/Non-elemental

Level: Summoner 9

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 60-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call forth Eden, a large space-faring creature that orbital bombards a targeted area in a large explosion of raw magical energy dealing 1d12 points of non-elemental damage per caster level (maximum 20d12) to every enemy within the area.

Holy Judgment

Summoning/Light

Level: Summoner 9

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous/2d4 rounds

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

You call forth Alexander, an ancient weapon imbued with sacred power to decimate your enemies with holy destruction. Creatures within the area of effect take 1d8 points of holy damage per level and are inflicted with the Doom status for 2d4 rounds. A successful Fortitude save halves the damage and negates the status effect.

Instant Death

Summoning/Dark

Level: Summoner 9

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You call forth Odin, a legendary knight who rides his beloved horse Sleipnir to deliver a crushing blow to your enemy. The target must make a Fortitude save or dies. If the save is successful, the target suffers 5d6 points of shadow elemental damage.

Megaflare

Summoning/Elemental (Fire)

Level: Summoner 9

Casting Time: 1 full-round action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You call forth Bahamut, the Dragon King who breathes a cone of flames upon your enemies. Enemies in the area of effect take 1d8 points of fire damage per level and inflicts the Burning status effect, ignoring all elemental resistances, a successful Reflex save for half damage and negates the status effect.

Summon Demiplane, Greater

Summoning

Level: Summoner 9

Casting Time: 1 full-round action

Effect: Extradimensional demiplane, up to 20 10-ft. cubes/level (S)

Duration: 1 day/level or instantaneous (see text)

This spell functions as *summon demiplane*, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you summoned with *lesser summon demiplane* or *summon demiplane* (you do not need to summon an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add to your demiplane (or remove from it) one of the following features (or any of the features described in create demiplane) with each casting of the spell, in which case it has an instantaneous duration.

- **Energy:** Your plane gains the (minor) negative- or positive- dominant energy trait. A plane cannot have both the negative-dominant and positive-dominant energy traits.
- **Magic:** Your plane gains the dead magic, enhanced magic, impeded magic, or wild magic planar trait. If you selected dead magic, you are trapped within your plane unless it has a permanent planar portal (such as the portal feature, below). If you selected enhanced or impeded magic, choose one type of magic to be enhanced or impeded, such as “effects with the fire descriptor or that manipulate fire”. A plane cannot be enhanced and impeded for the same kinds of spells.
- **Morphic:** You may use *move earth* at will in your demiplane at one-tenth of the spell’s normal casting time, and can reshape normal plants in the same manner (such as by twisting trees into a fence or humanlike shapes). You are even able to affect rock formations with this ability, though the casting time for this is only half normal.
- **Portal:** Your demiplane gains a permanent gate to one location on another plane, which can only be used for planar travel. This location must be very familiar to you. This gate is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).

- **Time:** By default, time passes at the normal rate in your demiplane. By selecting this feature, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time).

Summon Equipment V

Summoning

Level: Summoner 9

Effect: One magical +5 suit of armor, shield, or weapon

This spell functions like *summon equipment I*, but instead summons a magical +5 suit of armor, shield, or weapon. The summoner may exchange an enhancement bonus for a special ability equivalent to the bonus, but item must have at least a +1 enhancement bonus.

Summon Materia III

Summoning

Level: Summoner 9

Effect: One common, uncommon, or rare level 3 materia

This spell functions like *summon material I*, but instead summons a common, uncommon, or rare level 3 materia of any type.

Summon Monster IX

Summoning

Level: Summoner 9

This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Resplendent Mansion

Summoning

Level: Summoner 9

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Effect: Opulent mansion, up to 300 feet on a side and one story tall/4 levels

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a towering mansion. While casting the spell, you hold an image of the mansion and its desired appearance in your mind. The mansion can contain as many or as few rooms as you desire, and is decorated to match your image. You can imagine a purpose for each room of the mansion, and the proper accouterments appear within. Any furniture or other mundane fixtures function normally for anyone inside the mansion, but cease to exist if taken beyond its walls. No fixture created with this spell can create magical effects, but magical devices brought into the mansion function normally. A resplendent mansion contains the same types of foodstuffs and servants as a *summon mansion* spell.

Each of the mansion's exterior doorways and windows are protected by *alarm* spells. You choose whether each alarm is audible or mental as you cast the spell, and each alarm has a different sound (for an audible alarm) or sensation (for a mental one), allowing you to instantly determine which portal has been used.

The mansion must be created on a plot of land free of other structures. It adapts to the natural terrain, adopting all structural requirements for being built on, for example, a mountainside. The mansion adjusts around small features such as ponds or spires of rock, but can't be created on water or other nonsolid surfaces. If created on snow, sand dunes, or other soft surfaces with a solid surface underneath, the foundation reaches the solid ground. If created on a solid but unstable surface, such as a swamp or an area plagued by tremors, there's a 10% chance each day that the mansion begins to sink or collapse.

The mansion doesn't harm creatures within the area when it appears, and can't be created among a crowd or in a densely populated area. Any creature inadvertently caught inside the mansion when the spell is cast ends up unharmed inside the complete mansion.

Swords of Chance

Summoning/Non-elemental or Light

Level: Summoner 9

Casting Time: 1 full-round action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You call forth Gilgamesh, a traveling sword collector who brandishes one of his four swords upon your enemies. Roll a 1d4, on a 1, Gilgamesh draws out Excalipoor and deals 1 damage to all enemies within the area of effect. On a 2, Gilgamesh draws out Excalibur and deals 1d6 points of holy damage per level, a Reflex save for half damage. On a 3, Gilgamesh draws out Masamune and deals 1d8 points of non-elemental per level, a Reflex save for half damage. On a 4, Gilgamesh draws out Zantetsuken and instantly kills all enemies, a Fortitude save to negate.