



Pathfinder kingmaker summon monster good

Work when others can do it for you - Summoning Summoning doesn't get much love from D&D in a guide to monsters - not even Summoner class magic, their Eidolon has almost always dedicated a friend to them and is actually hindering their ability to summon monsters. But it can be a very rewarding style of play, especially with proper preparation. Why others can do it for you - a guide to Summoning Why become a Monster Summoner? EsneklikExpendabilitySpeedBina your Monster Summoner Dirty Tricks:SorcerersWizardSW ve ArchetypesOraclesDruidsAlchemist (Preservationist)WarpriestInquisitor (Canavar Taktikçi)Varyant Multiclassing - ClericVariant Multiclassing - SummonerPrestige Sinif Elçisi - Dövmeli Mystic3.5E Prestij SiniflarMalconvoker:ThaumaturgistDüzenli MulticlassingFeatsCore FeatsGeneral FeatsAlignment FeatsGuardian SpiritsCleric Summoning FeatsDruid Summoning FeatsWizard veya Büyücü Summoning FeatsTrap FeatsFamiliarsTraitsItems2Spell Tetik ÖğelerMetamagic RodsDeğiştirme staying AliveSShadow SpellsSummoning TacticsExpendabilityFlexibilityMonsters Summon Minor MonsterSummon Monster 1Summon Monster 1Summon Monster 2Summon Monster 3Summon Monster 5Summon Monster 5Summon Monster 7Summon Monster 7Summon Monster 7Summon Nature's Ally Summon Nature's Ally 1Summon Nature's Ally 1Summon Nature's Ally 1Summon Monster 7Summon Monster 7Summon Nature's Ally 1Summon Nature's Ally 1Summon Nature's Ally 1Summon Monster 7Summon Nature's Ally 1Summon Nature's 7Summon Nature's Ally 9 (Güncelleme Mart 2019 - yeni yorumlara kapalı)Neden bir Canavar Summoner? The obvious answer to wanting to summon monsters is that it's cool. You can ask the creatures to do your cleaning (beware - the last time I called a cube of gelatin to clean my tower, it ate carpets and chairs, as well as kiri), and as for homework, what can't I ask? But to be serious, Summon Monster X (or Summon Nature's Ally X) is a huge spell for a variety of reasons: FlexibilityExpendabilitySpeedStat AgnostismFlexibility Because Summon Monster has almost another spell more flexibility per level with half a dozen different options. Meet flyers you can't reach, call the eagles. Protect /meet good things, smite them. This is perfect for known limited spells, such as wizards. Prepare Summon Monster and you know you've never prepared the wrong spell. Expendability The monsters that are being sned will be destroyed in a few rounds. So you can take crazy risks with them without worrying too much. And whenever the enemy attacks a summoned monster. That's why the kids effectively attack in vat. Even Summoner's Eidolon isn't that expendable. Pay attention only to domain attacks. SpeedMonster calling is fast. Or rather, it's tearing the action economy apart. If you spend your turn summoning a monster and monster, you do something where you trade productive action. The beast casts a second spell, after round, this spell is effectively accelerated. And if you call more than one monster and they all cast spells, at least it won't match the spells. To show, Summon Monster 5 can call a Bralani Azata, and one of his abilities is caster level 6 to be able to cast lightning bolt twice. I want a level 9 caster level 6 to be able to cast lightning ratio as equivalent to a second level spell. A terrible turn and only one reason Summon Monster is often thought to be weak. Now let's go crazier. Bralani beat Azata in the seventh century. The superior Subpoena has feat and is a bit unlucky to end up with four Bralanis. Every Bralani throws a lightning bolt right away. We're down to 24d6 or a Meteor swarm almost raw damage. And they do it again on the next turn. Evoker meanwhile turns green with envy, after do more than 150 damages in a large area, Bralani Azata turns all face and heals people. With its metamagicked lightning it is only reinforced to match lightning (+2) Maximized (+3) a level 11 spell shot that you need something like lightning (8 with Arcane Contrast feat). And that's something you can only do as a throwing spell - the only success it gets applies to all your calls. Stat AgnosticismSummoning is a very low-impact activity. Outside of feats (unfortunately very greedy, especially at low levels) a lot of characters can slap this expertise. Not only SAD, but practically NAD; A caller whose statistics are bare minimum for breakdown that can be a party member who can still contribute his own magic and 8-10 everything. So not only do you still have the flexibility to play a strong character with the game that rolls a bad CharGen ability or buys restrictive points, but you can branch out into other specialties to make yourself more versatile - or even just get role-playing hooks that would not normally be possible. Did you want you Herald Caller to buck the usual trend of DEX 12/INT 7 caster clergy? By putting 14 in WIS and pumping OUT DEX and INT, use your features to neutralize Device, Stealth, and Trapfinding, then you can play your clergyman as a trap master while being effective in battle. Versatility This type of Battle or Bad Touch or Blaster would even be impossible thanks to their own demands with Archer clergy what are the drawers of calling? It's very powerful to call. Encounter-destructive strong. Especially if you're a primary speller, like callers. But not everything is good. Summon Management We're not just talking about the problem of subpoenas getting in the way of other party members, but that's something that often does. One of the biggest drawbacks of calling is that if there are too many subpoenas on the board, it clogs the flow of the game. There is an obvious example of 8 lantern archons having to declare actions, say, a more insidious example of 8 lantern archons having to declare actions. point counters to track. Even if metamagic reducers or leaving Admix'd Fireball with Envy Variant Channeling + Confusion + Charming Smile are not as objectively powerful as leaving, people will still tick off if there is poor call management. Here are some tips to keep other players and DM happy: Let other players control your calls. If there's anything you can do to keep other players from getting bored, or worse, jealousy. When you call 4 small earth elementals and trivialize a match, less Raistlin Mary Sue McCutsuptinyanimals will show and feel more like a team effort. But it not only participates from your other party members, but also reduces the number of things you need to watch. One of the writers no longer rings his own calls unless they do something really complicated. Yes, that would take a little more effort for you. We recommend that you have directory cards or outputs of your calls and export them to your friends. Try to summon more than four creatures at the same time if you are playing with a group of hardcore optimizers who do not care a little (well, very) about the inconvenience of the game for raw power or unless you are on a TPK line. In fact, the fight to call only two top-level subpoenas will make it much smoother than 5-7 to go almost more to the top-level subpoena. If you have more than one subpoena, try to move them on the same turn and do the same time. And we mean them all. Do you have three celestial eagles trying to chop up a giant? Roll 9 d20s AND dice all 9 damage at the same time. If they are color-coded for each eagle, it can be better. Yes, it may be a pain, but it is your job as a useless player with tokens from 2 to 6 (or more) to do things that are more suitable for other players at the table. Also, needless to say: you don't have monster statistics on hand, and even common calculations are already made (templates, increased invocation, Evolved Summon monster, etc.) there are scumbags who don't deserve to play such a versatile role. CR-GapCR-Gap is the biggest drawback of focusing on calling. The monsters you have summoned will get behind the associated goodies such as CR and HD and special abilities, and the gap will only get bigger as you win to call more monster spells. By the time you get to the SM6 you'll really start to notice cr-gap, even bruiser monsters have a 50-60% chance of hitting their primary attacks against level-only opposition. What's worse is how guickly the subpoends become obsolei sediable if you throw them out of the nests of magic. A Recommendation or Phantasmal Killer can still be useful at level 12. This level is very dicier to call Monster IV or even V. CR-Gap is manageable. First, cr random type is assigned how hard it is for DNS to defeat a monster, how hard it is to kick against other monsters in a monster based on the butt. A shadow demon is not hard to get super-computers but its CR is a terror against the most monsters. Finally, AC does not rise as fast as attack bonuses cr 12+. Nevertheless, the gap closes dabblers for high enough magic and foresads people to specialize in summoning or sticking repressed creatures for CR, such as Tyrannosaurus. You also need to seriously consider a way to buff creatures without losing too much action. Get used to encircleing bonuses and attacking from higher ground, and if you have a familiar place, you should consider putting them on buff duty, even if it means umding wands of rush and animal development wands. Unusual Environments It is a very ambiguous substance that can be called into an environment where creatures cannot support them. A shark or whale can last a significant period of time on land, but many DMs do not allow to call them out of the water. What about other environments? Can you call a flyer to an area with strong winds? If our party is fighting on rooftops, I'm not allowed to summon a big Earth Elemental? If you're on the Elemental? or Acid Fog? What about highly unusual environments such as psionic battlefields or dream landscapes? This is the biggest way to unexpectedly screw your schtick using a DM's zero rule. There is a nice long discussion with DM about what this means and you get to know yourself with the second-tier subpoent that you may be able to get around this item.\* Spelling Effects really has a lot of spelling effects that can ruin the subpoena like Banishment and Plane Shift. However, this is often less disturbing than you might think; A Charm Monster targeting your T-Rex The monster that's not aimed at your party fighter or yourself. And if you're calling more than one creature, it's a race your opposition will lose. Still, the caller bone has game effects if you're not careful. Domain: It's a creature's most common response to action racing. Thanks to cr-gap, the subpoena records guite low, especially if it will and saves reflexes. Illusions and spells can really ruin your day, and there's not much you can do about it. If your call is targeted by a Bulk Suggestion or Confusion, keep in mind that your calls are rejectable! If you are a Summoner or Ocultist or a class with a subpoena limit, do not be afraid to call a new series of creatures to get you into the current jam. Anti-Magic Fields: The good news is this is rare. Most spelling casters are very reluctant to use this spell and there are not many creatures that can naturally use this effect. The bad news is, this could be all screws. There are no reatures from a lot of ordinary intermittent attacks like Azata and plink away. Conservation / Magic Circle Magic: Your presence as a caller of this spell will be disastrous. There's nothing like calling a pack of celestial lions, but then it's not like they can't get close to the target because they're met with the Magic Circle Against the Good. A particularly problematic spell is the Social Protection spell line, since they ward a good number of creatures and can be instantly adjusted against the choice of creatures. To overcome these spells, do not be afraid to get to know yourself in various options and call a TN monster. The versatile Summon Monster, discussed below, is also a great way to get around this restriction with animal subpoenas. Dispel Magic: Regular dispel magic magic is not a super big deal, because it can only target one creature at a time. However, it has the ability to be a very common spell for strangers, so I didn't get cocky. Greater Dispel Magic is much more problematic than it can erase all your subpoenas, in addition to the battlefield control effects you may have. The standard trick to eliminate an area (a higher CL than more important ones is a long-lasting but insignificant buff casting) is very difficult to implement due to the low CL of monster capabilities and subpoena short time called. Be sure to grab caster level increases at every opportunity, but most of the time you just need to grin and put up with it. Contacting Summons, you may need some subtlety with the subpoena. For example: Don't step on those glowing mes over there. Or: do not disturb with small frying, go dogpile the bandit leader. Unfortunately, a large part of the call They have difficulty understanding common languages, and some of these creatures never understand a language. This is a bigger problem than the lower level. At a higher level, not only do monsters that understand common languages appear more often, but there are several ways you can deal with this problem before you get to this point. Choose the Herald Caller clergy archetype and say one day. Keep the animal controls. This is less ideal because DC is devilly hard to push an animal (25-32, depending on the target and other modifiers!) and takes a full round action regardless. Slap a basic template on the monster with the versatile Summon Monster and cast Elemental Speech. If you have a familiar acquaintance and call the animal the right kind (i.e. a cat is the familiar lions and leopards director) you can convey your order to subpoen through the acquaintance. Train Linguistics for the languages you will use. For example, small world is a very strong choice for Elementals levels and if necessary you can grab Terran. Talk to Animals magic. If there is a way to spam this spell, a lot of these jams can get you. Unfortunately, it is not comprehensive; Does nothing to help communicate with magical animals. Voice of Monsters feature. Unlike Speak with Animals, it also works with Aberrations and Magical Beasts. Feat is a strict statement cast or use speak with animals, which lets you do so when the feat is used only 1/day. Alternatively, Beast Pelt will permanently fix this problem, but this is a bit expensive for a function. If you really have money to burn, Commander Conjurer's Gloves will take care of all your problems. Of course, you're kind of beyond the mute subpoena when you can afford the painless 30k GP price tag. Intra-Party Jealousy, which is something callers should think about at the level of the metagame. A subpoena can do a lot of damage. The amount of damage that's tearing the soul apart. 4 Celestial Dire Tigers, easily reachable level 13, easily bowl out 300 damages in one round. This is not a big deal at low and very high levels (CR-Gap really starts to block its effectiveness) but levels around 7-15 are very likely a cast of your magic completely all but dpr-character for an entire fight can be the most optimized class. Party members get easy with megadamage, if they don't have some other useful comeback tactics, such as this cool or their intermittent DPR or control spell. Even save it for when it's a TPK and try not to squeeze people by repeatedly calling out the same monsters. Pathfinder 3.5E has changed from stupid pet cheating in D&D to a viable and even dominant tactic, and we don't want to remind people of CoDzilla. Bonus feat is a boon for such a feat-hungry chassis. And since callers are usually stat-agnostic, a deal with only one +2 is not bad. Acadamae Graduate wizards can really appreciate the heart ability of those who receive a low level, with what ability to ignore the source of fatigue or fatigue once a day. Summoner or Cleric class People can likewise really enjoy the Fey Magic feature, for their abilities such as skill class skills, asked no guestions. Yes, you want to use Magic Device or Diplomacy a lot on perception or speed search. Wayfarer is also very useful for people who want to be budded as many languages to communicate with subpoenas as much as possible. Elves - Elves with overwhelming Magic feature can be snoring Spell Focus as a bonus feat, immediately giving parity with Human summoners, Pathfinder Community Games. Classes Save for summoner wizards in many classes seem to make them well calling, and archetypes have added some entries to the list to surprise. Summoners make the perfect Monster Summoners, which is also unsurprisingly Summoners make the perfect Monster Summoners mak unless they get their Eidolon underfoot. For these two reasons: Summoners get another class in the game (3 + Cha Modifier subpoenaed at the highest level subp these two reasons Summoner is almost certainly the best Monster Summoner in the game even if it's just to do this trick once per match. Speed is life, and they're just the fastest. Their subpoena also lasts a minute/level, low level is not quite a use-and-throw and can make a couple of high level fights. Even the so-called Unchained Summoner has the Summoning piece intact. The Master Summoner expert class can summon top-level monsters for two laps instead of one, taking advantage of only its stamina about five fights each day. Related to this, on average nine allied people can complain in a possible fight. This archetype is also prohibited from PFS, so people expect to use it against you if you are getting salty on your structure. Summoner Dirty Tricks: Double Summoner Dirty Tricks: you're going to take your monsters to the 1st World No. This significantly reduces your endurance. Low-Level Spells: Summoner spells from spell lists. If you're not using Metamagic Rods Summon Monster 7, summoner spell list only 5.

Any Evoker is enough to turn green with envy. (This is the only important nerf that has unchained Summoner if you're not getting your own Eidolon underfoot). To clear up the doubt, Jason Bulmahn has ruled that Augment Summoners applies to the Summon Monster Class Feature - because it does not have SLA functions in every way. such as reduced casting time and slots (so no metamagic SLAs work on them) related magic. Magic-Like Ability Metamagic: This trick is dirty enough to warn you in advance that if you do, you should expect a request from the DM. Do this only if you are playing in a high optimization game. But basically, nothing stop you from grabbing Metamagic feats for Summon Monster SLA except caster level. The limiting factor on cheese is the level of caster: so be sure to grab effects like Orange Prism Ioun Stones, Mage's Tattoo feat, UMD + Prayer Bead Karma, so-on. There has to be something to give you additional levels of caster, or it's important to pay attention if the feat doesn't work. Since your call monster SLA automatically scales with the level, you will never call a sample casting monster IV as a magic-like ability. This is supposed to be really stressful, or someone can end up with a worthless feat. Even then we give gm license to play, regardless of dispell or other hijinx so that the use of feat gives you a bonus that kills your edg. Prestige class; Mick, do you accept? is under the heading. But it's not the designers who are wrong. Gain all the capabilities of the base class as a second level PRC feature. Plus a list of new one. For the price of a single success. For a guide on oats, see walter's guide.sorcerers, which turns out to be the second problem with the bus-as-summoner. It seems like a great option for the wizard, making them really flexible. But one of the two floors is a whole level of subpoenas behind the Wizard and summoner do not subpoena standard action. There are also many uses of Summon Monster as a Master Summoner is better where Summoner focuses. On the other hand, making it known as the first spell subpoena and training out when you can take some variety is a good default option. Note that an Abyssal Bloodline Wizard at Level 15 gets an extra demon or evil creature (most of the standard monsters) to summon an extra monster when you call more than one person, is extra powerful, and arcane heritage's 11th-century power if you have the Wild-blooded Bedrock lineage, your call also receives dr/Adamantine equal to half your class level. WizardsIt is a trap at first glance ... While there are wizards, wizards have ways to open a trap option into something that dominates. The wizard's greatest advantage over the clergyman is the quality of magic. This means that you will always be better off as a clergyman when you restrict yourself to spells on the list of clergy. Of course we're talking Wizards here; Academae Graduate feat provides standard action subpoena - and fatigue can be addressed. Magicians, or rather Academae Graduate magicians, summoners and Ocultist Arcanists have two important advantages: the ability to use the extraordinarily wonderful Master's Staff and Rod Dev Summoning standard action subpoena ever. The effectiveness of these options is undeniable; They themselves make a highlevel choice for those who call wizards, only Master Summoners are able to beat them in reliable speed. Finally, the Pathfinder Society makes people trade Scribe Scroll feat for Spell Focus: Conjuration. Check with your DM to see if non-PFS games also allow you to use this option. Wizard Specials and archetypes Consider going to Sin Magic Expert who is going to a hard magician caller (Evocation is quite droppable and still has one of the mind control schools). Don't forget that per SSS Sin Magic Experts you still get your own basic enigmatic school abilities, even if they don't specialize. Sin Magic Experts PFS can be played, but first you need to complete a specific adventure path. Easily one of the most difficult APs ever released (with infamous APs like Red El Doom and even the Tomb of Fear there), to be very warned with TPKs Probability. And because you can't apply it to the winning character, either run it as dm or put another character first up to level 7-8. Another option for those who want to use the Conjuration Wizard in PFS is Thassilon Boon's Student, Session 26, from the Chronicle page. The Runelord of laziness is the end of a long story about Krune's study of sacred and personal effects, Pathfinder sages have deciphered many of thassilonian magic secrets and how xin's magic twisted to prevent sinful excesses. As pathfinder society builds a new character for Organized Play, Pathfinder Campaign Setting: Inner Sea Magic can take advantage of thassilonian magic rules on page 17. As with other rules other than the basic assumption, you must provide a legal copy of the book to use this option. Using this option, you can become a Thassilonian Wizard using conjuration expert wizard receives two additional spell level in that casting. These bonus magic nests should be used to prepare the same spell from the wizard's specialty school, allowing the wizard to do this spell twice (since he prepared the spell twice). The sorcerer cannot use these nests to prepare two different spells, even if they are from the school where he is an expert. So basically nets +2 spells per spell level, but the big drawback is the loss of Evocation Magic (including cantrip Light!) and Illusion magic. I mean, they're not even on your magic list. But believe me, you don't have to deal with Evocation with that expertise. Even if you don't get Item Arcane Bond, you can have a regular expert wizard work with the structure. In fact, the task of enabling the UMD/magic item will put them if a familiar ITEM arcane bond will be more useful at later levels. Some school talents are guite stylish and you don't have to endure the pain of having a completely banned school. As far as schools forbid you to go: Abjuration: The weakest school in the game. Most of the good spells at school (Magic Circle, Energy/Evil, Dispel Magic, Dimensional Anchor) have exceptions such as Social Protection - however, Mind Blank- the clergy can already cast. If you're not the only one in the party who has access to these spells, you're free to ban this school. Conjuration: Conjuration does not prohibit. What are you, crazy? Even if you weren't a wizard, you wouldn't have banned this school did better than Pathfinder with your 'win the fight before you even started' school, D20 boosters and really good spread Ability. Even if his school for regular magicians (since most of the spell is usually already casting deductions) but if you don't have another magician at the party you don't want to ban although you don't want to ban it although you don't have one. Fortunately, SMS Does Not Allow Prophecy. Enchantment is full of power but lacks a little with versatility. And the usefulness of the school is the 14th game of the game. If you're starting at a higher level. you can probably get it with banning this school. Illusion: Real vision and accurate vision are not super common even at high levels, but enough to ruin your day. Again, if you are starting at a higher level you can probably get it already with this school ban. If you're starting at a low level, think long about banning this school; To be honest, the color spray and silent image SM1 and SM2 will win more team encounters. This school also contains extremely strong Simulacrum. Evocation: This 3.5E was used as the weakest school, but Pathfinder made it much more useful. Still, sometimes a situation effect is thrown away, and the only spell you'll really miss as a caller is the emergency - usually mostly just flat damage effects with an outage spell already casting. Necromancy: These game effects are the school's grab-bag. You can safely ban it without damaging your core competence, but specializing in necromancy gives you versatility. If your DM is going to let you go, having an immortal herd to go with your call is the most patronizing farce ever. Conversion: There is a shit filler in the conversion. This is the biggest school, and about 2-thirds of spells you don't care about, especially since you're a caller with short-term calls. But there's too much jewelry to ban this school. One last thing: If you are an elf, a half elf, or a person or a semi-orc with a feat of racial heritage, you may be interested in the spellbinder wizard archetype is to use Spell Bond to replace the specialization spells you have prepared with something else. Lose over Arcane Bond (although people with Racial Heritage feat and semi-elves can use their bonus Skill Focus feat to get Eldritch Heritage: Arcane Bloodline) but allows you to prepare your magic in the high-end Summon Monster while another schools, is such an excellent school for regular specialists- this is probably not going to interest you. But if you are a Spellbinder who chooses sin Magic Specialist abjuration, Enchantment, or Necromancy it still hurts less than banned school choice while allowing summon to prepare fascinates in your specialist (as another school requires a ban - that is, illusion) is worth taking if you are not going and you really want Improved Acquaintance without spending a bonus feat. Unfortunately, the archetype comes with a construction symposi justifice that imposes familiar tattles and DM on a code-of-behavior. But if you don't mind, hey, free feat. DM doesn't care about having the ability to get the Holy Subpoena unless it prevents you from picking Academae Graduate. But if that applies to you (and you can't get into another game) then this archetype last resort works as a last resort. Sacred Summoning to improve the list. For more information, see the post in Balanced Summoning... This can also be very helpful with communication with the monsters called (see truespeech ability)Spell Sage is normally nothing - why increase a 1-3/day +4 CL and give up the uncanny bond for school expertise for the ability to cast very slow clergy/druid/minstrens magic not a war option? You really need those magic nests! However, Spell Sage is also (technically) one of the few ways for a magician who doesn't want a very class/variant multiclass with a clergyman to be able to cast self-curing spells. With Believer's Boon feat for animal or plant domain, you can access the whole list that this is one of the only ways to cast sna spells as a standard action, as opposed to druids. If sacrificing the uncanny bond is a bit much for you, there's still the Spirit Whisperer archetype. If you choose the spirit of nature, you can spontaneously cast summon Nature's Ally spells, no additional achievements or expansion options are required. Familiar Master, or rather the Summoned Shell option of this archetype, is not worth it until higher levels thanks to the cost of bonus achievements unless you have a very difficult time communicating with your subpoenas or do something unpleasant, such as having very accurate die homunculus with useful battle feats using Summoned Shell. Regardless, a feat payment requires upfront and is not shelled out of Summoned Shell up to level 10, it is already an option only for high-end games. If you want to endure the loss of feat, Called Shell has a really strong use: transferring buffs from your familiar ad call to monsterA. Some examples: Emergency + Another spell. If you're really into cheese, pair it with Paragon Surge (thank God for this substance of share magic, eh?) and quicken spell-like ability to be budged. Or just make your kind into cheese, Power Attack or Multiattack. Form Dragon + A High-STR monster To you, Mr. T-Rex). Permanency + Greater Magic Fang. Or get the druid to throw it away at the beginning of the day. Communal Stoneskin. Or defending the bone if you're a cheap skater. Sculpture for 8 hardness. Evolved Summoned Monster. Amplify Stench is Terrible Extremities for a cut-rate version. It's like Hezrou has more reason to be AN OP. And there are always simple, long-lasting enthusiasts. Mage Armor, Evil against Magic Circle, False Life, Heroism and Greater Scale Spikes. Arcanists (non-Occultist)Arcanists are hybrid Wizard-Wizards. The default Arcanist wizards manage to combine all the reasons why good summoners of wizards. So, a Blood Arcanist can be a little better than the most magicians, especially dm Acadamae Graduate said it allows you to use School Understanding to sned Look down there. Brown-Fur Transmuters, however, have a saving grace: the ability to cast personal range touch magic on other goals. It's still not good enough to compensate for the huge advantages that ocultist Arcanists get (and their archetypes are mutually mutually mutually incupating) but if you're looking to replicate the rather powerful trick of polymorphing a creature with great statistics but few or terrible natural attacks into a buzzsaw monstrosity, Brown-Fur Transmuters are 4-6 levels ahead of the competition. Arcanists (Ocultist)Ocultist Arcanists summoner get an equal subpoena, but uses limited - it costs 1+ level/2 reserve points to use, and only has 3+ levels/2 reserve points. On the other hand it is a top layer spell, effectively giving quickened summon the majority of benefits, and allowing you to drop spelling slots between fights to do so again. Arcanist wizard benefits with Normal Summon feats and gets more raw power from the wizard on single levels while they have the ability to swap spells with a round news for un-prepared magic. If you want to be both a wizard, Arcanist is probably the way. Unfortunately, Arcanists coped at a fairly rough nerf limited times when they can charge their enigmatic pool in a day by using CHA - much harder to recycle low-level magic slots for summon Monster and block them using dirty trickery unless they regularly make an encounter work day. If your DM allows you to use the book unerrata'd, you are gold. If not, nothing but use arcane reservoir for subpoenas, if you don't mind, you'll be facing some rough choices. Cha 14 and 10th level five and level four slots are left untouched, enough for three SMV castings. School Understanding is a world-class abuse (hint: Prediction or Void grab schools) but unfortunately You won't let yourself have Acadamae Graduate -- you're an expert, but you're not a level one wizard. DM can still allow it, however, so check with them! Bloodline Development: Arcane, along with familiar abuse, one of the few ways for a character is to have an Item Arcane Bond and acquaintance at the same time. These levels will provide the full stack if you feel the urge for a multiclass wizard (perhaps for the Abyssal lineage?) for some reason. Potent Magic should be one of your first heroics of your choice. +2 caster level and casting spell DCs for just one point? Oh my god. Spell Tinkerer exploits a remarkable arcanist on his own benefits, but making subpoenas that would normally last 10 minutes on 8 levels (assuming some features or Potent Magic) already makes it much easier to enter the fight with the final much easier subpoena for 15 minutes. And speed is everything to a caller. ClericsClerics is good at calling the foundation as a magician - this means that there is a better option for them than for a Wizard, and they can also use Holy Summoner speed. But they don't have the advantage the Summoners have, and they make better Necromancers. The Priest is highly recommended if you want to play a caster that calls instead of a caller. Cleric Domains and ArchetypesThe Herald Caller archetype was literally made as a clergy caller and gives goodies a good grab bag, including spontaneous monsters and calling Augment and Superior subpoena feats for free. Unfortunately there is a list of archetype callable monsters that are limited to three disadvantages; Your subpoenas need to share at least some of their harmony with their god (Summon Good/Neutral/Evil get monster feats - but this is just a partial solution). Keep in mind that Sacred Summons works best for 'extreme' alignments, and this archetype works best for neutral alignments. Neutral Good, Neutral and especially Neutral Evil characters work best with this archetype. The Herald Caller takes a domain instead of just two and takes medium armor and shieldkaybeder (then just take a Mithral Buckler and ignore the second part). Increase Call and Superior Invocation, 4 and 8. This is not a complete loss, but you need to retrain or go without the process of feats waste. If you're planning this, it's not a bad deal. Just get another feat you'll still need (many don't already summon Augment as a prereg) and once you get free Augment 4 hit and get on the way. In summary, the Herald Caller with the Holy Subpoena is very effective summoner time well but much tighter than normal is more focused. It probably means more preparatory work instead of less; Looking down on the monster effect of your choice. It's a nother option for clergy callers. Unlike the Herald Caller, this does not directly increase your calls. It is still a crazy powerful archetype, as it lets you mix and match domains from your God (and if you have some interruption, mix and match spells in your domain slots) and spontaneously cast any known clergy magic without consuming a nest. This game-changing strong is coming and going. If you really, really choose a big alternative to the separatist archetype should be a certain domain. The separatist's only real drawback is that if you couldn't combine it with another rit's limited to one end of the alignment spectrum. Try to find an evil god that gives you a good god that gives you the domain of Society or Salvation or the Dark Tapestry. Finally, there's the evangelist archetype. Being able to evoke courage/greatness and eventually use them as movement and quick actions is incredibly useful to close the CR gap. There is also the Exalted Prestige Class as an upgrade to the basic clergy. This is an acceptable option, but the biggest weakness is that it requires two successes to preemed, and summoner is already feat-starving. Also, the call-up will be one level behind and Exalted is really good on their benefits, which doesn't give callers anything to help until the PrC. DomainsSome effect is late, great for some clergy callers. Some of them are so big, why choose a Preacher over the Herald Caller? While this guide only goes through special interest domains for a caller, don't be shy about selecting only one or none of these domains! No one is going to blame you for taking the powerful-in-own-right Charm or Flotsam domains. Community: Is there feats of teamwork? Like, Enhanced Feint Partner? Then there's Teamwork feats thanks to the subpoena domain spell. Furthermore, subpoenas with much better ones in the Union gradually replace the bonuses that throw sub-standard savings. It is likely that the party has the best Will throw savings and there is something like going 'lol no' to another deadly Mass Suggestion or Confusion. Good (Redemption): if for some reason you are able to take this effect while having to call out evil monsters (i.e. you're a bad Separatist cleric of a neutral god with Evil Monster Summon; rp justify this one!), which Smite Good is much more usable. Salvation: Besides the usual benefit of pulling your team's ass out of the fire when everyone rolls badly against a Horror spell, it temporarily only suppresses the grappling state of your allies A lot of calls. Do you get it? Luck (Fate): A call is a great talent but there is a kind of naff DC for it? Give them another chance. Glory (Heroism): Swift-action heroism to all my allies within 10 meters? Where do I sign? Void (Dark Tapestry): It's the right kids, slap the advanced template on monsters good and hard. Unfortunately, the Dark Tapestry tends to be the domain of the cosmic gods of fear, so it probably would take a breaker to keep it down. Tell DM a story about you being a lovecraftian astrologer. If you're using Variant Channeling Variant Channeling, vou want to get better. Variant channeling options for damage are also useful, but are outside the scope of this guide. The biggest reason you want to focus on the healing ones is that it's very difficult for Herald Callers to exclude your calls (not to mention other CDs!) from the impact of damage without more magic items or feat investments. It's easier to get better; You just have to stay in the back line. The Herald Caller allows you to exclude your calls from the impact of damage, so it's an option. If you can shell out money for this (10k GP) a Malleable Symbol deals with targeting issues. Cities - Give your allies a channel bonus to attack the rolls while encircleing and ac when they are birded. Jealousy - If you channel a loss varient you want, it's. If he lands, he'll be forthing targets to do a steal check. Not only do they lose their turn but they also draw AoOs.Justice / Law - legal creatures get a channel bonus that throws perception, sense of drive, attack roll and savings. Ruler -Creatures Diplomacy controls and charm or language-dependent abilities earn a channel bonus u in DC. Your Succubi will love you for it. Self-Perfection - Creatures can ignore a temporary condition pathfinr. But who can say no to a round of paralysis, sassing or stun ignoring? Power - Channel bonus to STR attacks, maneuver controls, STR skills and power controls, STR skills and power controls. Read the creature entries carefully as you use Weapon Finesse for a lot of monsters melee attacks. Calling for Extended Priests For the most part, these creatures are not very good. They come online given the same level or later by creatures other heroics or even given by the native Summon Monster magic. However, there are some monsters, if so, if your campaign isn't in the center at a certain level, don't worry about which god to choose when designing your clergyman. SM2Asmodeus - Hell Hound: Normally on the SM4 list. SM2 makes it 'inadequate' to 'situationally strong' Cayden Cailean - - Cayhound: At first glance, it looks a bit like a downward Hyena. They have more power (but a higher mode) but they are slow and have 1 less AC. But! They have Acrobatics at a good modifier (+14 jump). So in tight spaces, to jump enemy lines or just to get by people in a way that sometimes doesn't have flyers. This actually happens more often than you might think, given how cramped combat can be in Pathfinder AAs. Erastil - Celestial Elk: Celestial Elk has another big option if attack roll is not a problem. There are worse attack rolls than small earth elements, but they have three attacks. Increased Summon + Versatile Summon + Versat likely to crash. Irori - Shikigami Kami: 22hp, Quick Healing 2, DR5/ Cold Iron and Sculpture Magic. More durable than most summon monster 4, never mind the SM3. Zon-Kuthon - Augur (kyton):D R uses 5/good or silver and Regen 2 and Inflict Light Wounds three. Tiny is not such a problem when you can call them where you need them. they will suffer AoOs entering an enemy area and remember that one area is too weak to control SM3SM4Abadar - Stable Griffon: Another excellent air monster, Hippogriff to be a tight upgrade and almost as strong as the land-bound muscle Lion. This comes with jumping! (You may want to change the template) Pharasma - Catrina: Psychopomps Swiss-army knife. Calm Emotions aura quickly separates fights, Dominate Person acts like a slow-acting (but action-negative) save-or-die, and even has unlimited Major Image (L3, DC20(!)). Jaw-dropping durable, very, with a DR 5/adamantine, SR 16, and 63 HP. Even the SM6 would be a top choice, having the SM4 is just unfair. Norgorber - Celestial/ Fiendish Giant Black Widow Spider: Effect affecting mind immunity, you can ruin a magician's day for Tremorsense, Fort DC 21 Poison d3 CON. The template gives some badly needed durability. Strangely, it's better than spider caller's success. SM5Cayden Cailean - Rust Monster. Yes, indeed. In Pathfinder, the reflex for participating objects is not as powerful as it is in many D&D matches thanks to 15 saves. On the other hand, Rust Monsters will eat with metal barriers and fortifications (even treating those with magic adamantine) lickety divided. Losing objects doesn't really suck, but then again the Pathfinder Association is not a direct reward for already magic equipment. SM7Irori - Zuishin: No one will die tonight when this monster is summoned. As a quick act, you can inocsite an arrow of fire by consuming one of its abilities such as its magic: breath of life (3 times a day!), treat light wounds, heal, neutralize poison, lift the curse, or remove the disease. can shoot up to 4 votes in one round it also adds the 'sacred' weapon feature with each arrow. If you can increase their rather mediocre attack roll, they can roll on ranged enemies that are not and go home at any undead as well. OraclesOracles have the same relationship with clerics that make wizards - but their summoned animals (often Dire Tigers) have nothing to kick their calling ability up a notch outside the Nature domain by giving them a little bit of extra magical protection. Druids get Summon Nature's Ally X. That means you have a lot of good beatsticks, but you only need one. What is lacking these monsters that benefit like almost all strangers - I can therefore recommend Pathfinder Nature's Ally X Summon, although much more fey D&D 3.5 version has things like Unicorns on the level 4 list. Finally, the Druid is missing celestial and fiendish templates for their 'natural' monsters, which significantly reduces damage per attack. Animal totems provide a standard action to invok the animal's own species; He's the most versatile Lion, but he's still not big. If you absolute. You'll lose increased Summoning bonuses (Harrowed Summoning remains a mediocre success rather than a completely useless success), but you can add templates at no extra cost. Thanks to Fiery Template 2d6 bonus it advanceds to trade 1-3 damages for a natural attack, although there is still the problem of Summon Nature's Ally missing versatility, and actually damages the template outpace template of smite damage + Augment Summoning bonuses. Saurian Druids Although you don't mind mostly accessing beatsticks, By far Druid Summoners by Saurian Druid druid is the best option. Not only do you get the standard action subpoena, but to summon dinosaurs and reptiles and being itself gives you access to great options in each level starting at level 5. Match a spell level early, along with their ability to summon monsters (if you slap the young template on them), and they will never hurt for options in past level 5. Young Ankylosaurs 7. 1d3+1 Young Fire Drakes (with Natural Attunement suitable ring) level 9? As long as you only think of beatsticks, you've easily closed the gap in raw, unadddisting invocation damage compared to Summon Monster users. You're still behind in versatility. Alchemist (Preservationist) A Conservationist has the same core problem as Druid using Summon Nature's Ally instead of Summon Monster for their calling spell of six level casters and Protectionists - fortunately for them this Can be corrected through The Plane Protectionist feat. Let them be their own. the spell is a little late; Call Level 2 I, Summon I at Level 5(!), call IV at level 8, 10. This, it seems, is far from ideal. But the Conservationist infusion throws summon magic by imbibing - that is. as a standard action. CombineIng Standard Action with the ability to summon monsters (rather than Allies of Nature) means that conservationist is undoubtedly no Summoner, but once during World No. 5. Warpriest The Warpriest is another surprise entry. Using Alignment blessings for War Companion, you can get creatures aligned (fortunately not subject to Holy Subpoena limitations!) to help them starting at battle priest level 10. Unfortunately, there are several drawbacks. The biggest is that unless you use it to summon your call. Level 12 features Summon Monster V and 20th-century monsters. And the downside of a close third place can only be to summon a monster with this spell. No superior subpoenas, antics. Then why bother with Warpriest? Because they have an extraordinarily wonderful Quicken Blessing feat. So at level 12, they can drop 2 Dire Lions or Shadow Demons on the field at the cost of 3 blessings. This goes a long way towards letting them play with the big boys; They are still good as real callers nowhere but good enough that you can make a war priest grab summon feats (Augment Summoned Monster) without feeling too bad. Think of the character as a melee DPRer who can call the character instead of a caller. Inquisitor (Monster) Tactician) This current guide is the third and final surprise entry. And unlike the War Priest and the Protectionist Alchemist, this is a real agreement to call an archetype. Every day you get the key feature of the summoner class in terms of usage, duration, upgrade schedule and above all casting time. And the only thing you trade for it is your judgment, your ability to distinguish lies, and your true predator. The real money giver of this calling structure is Summon Tactics. Simple but brutally powerful: all your calls are 5. Ising all your subpoenas, say, Enhanced Feint Partner or Broken Wing Gambit will turn fair battles into an embarrassing hit for your enemies. The biggest drawback of going A tactician is a list of magic. Unlike Summoner, the Inquisition's magic list is still not weighted to the idea that they will be the primary caste. And nine. There is no real way to layer additional pain if your call is not working, but if you don't mind then you have a delicious and surprisingly effective calling option. Variant Multiclassing - ClericPicking Variant Comes with a nice selection of goodies for multiclassing clergy, but real draw aura - which allows you to take the Holy Summons feat. The feats waste issue still remains and you lose the ability to cast spells labeled misalignment [Alignment]. This option is probably the best choice for an Abyssal-Bloodline wizard or a Kan Arcanist. Unfortunately, it will really be cramped on feats. A person will have to wait until level 5 to receive the Superior Call, while a non-human will have to wait until the 9th Century. To do this building work you must either go as a cross-blooded wizard who is Spell Focus as one of the feats of the lineage and begins again as you swap focus on magic retrospectively in level 7: Conjuration / Increased Summoning / Superior Summon Evil Monster / Sacred Summons / Evolved or Versatile Summon monster 1 and 5. But you're going to be a terrible caller. The variant multiple classiation with a clergyman has another reversal: it allows you to get Ally of Spontaneous Nature. Unfortunately, all abyssal wizards have the same baggage in regard to feats as it does. Your structure will almost certainly be a person with the option of changing PFS Spell Focus which takes Acadamae Graduate, Spell Focus: Conjuration and Augment Summoning level 1, Superior Summoning Multiclassing - SummonerThis has fewer class options and one character add-on. Variant Multiclassing is an option offered by Pathfinder Unchained that somehow gives you your achievements at levels 3, 7, 11, 15 and 19 and provides successes that simulate class characteristics. Summoner option, like a lot of caster options, is weak when you first get it but significantly powerful over time. First, bad: Your SLA is on two levels behind Summoning the selves is also summoner and just one lap last per level. Moreover, a largely weakened eidolon that has only half of the expected points of evolution is eidolon in hand. You will never call this eidolon to war, you will be a shield ally, and you will make 1 point of evolution completely worthless. To make matters worse, the casting time is 1 lap, although it is an SLA! Finally, you just get one use per day of the ability to call. And all this has cost you a lot of success. This really hurts and almost takes the option into consideration. But! It's not that bad. First of all the level get 2 more uses in 11 days. Secondly, there's an otherwise useless Extra Subpoena feat. If your DM allows it, I'm going to go to the 11th U.S. Finally, the level difference at a very, very high level (level 19) ceases to matter at all. Yet the disadvantages are quite simple. Who can use this option? There's no one but a Herald Caller with a Holy Subpoena. Despite all the drawbacks, Variant Multiclassing goes along with this archetype, such as peanut butter and jelly. Sacred Summons/Summon Evil Monster deals with the disadvantage of casting when casting and the Herald Caller gets a lot of calling bonus feats to go with it. While maintaining most of your resilience, you get the ability to spam your highest (or rather near the highest level) subpoenas as spam. In fact, because a Herald Caller spontaneously casts Summon Monster, they don't have to prepare spells at all and there may be untold daily versatility for a caller. This option isn't really for everyone. Clergy will be built, even the Herald Caller will be structures that do not want to give up these exploits. But if you know what you're getting into, it's highly usable. Prestige Class - BalanceThis Ambassador is easier to enter than this tattooed Mystic. Feat (Augment Summoning) is one you already have and want to know spellcraft/information (Airplanes) skills anyway. The biggest (and only) sticking point is that you have to be neutral to get this PrC. Unfortunately for you, Summon Neutral Monster is usually not an option due to the PrC requirement that alignment feats should be god neutral - LN/NG/NE/CN monsters are not an option because of the PrC requirement that they should be god neutral. But if you can tolerate it, you can see that in the 2nd year of The Plane parity, you will not be 1000 years old. This is a boon for SNA, but it's still perfect for SM users, provided it's the Versatile Summon Monster. Convert something like an alignment template, say, Fiery and then slap he's applying a template. You're right, I want a lion that has done at least 1d4+2d6+12 damage in all five attacks against a legal/chaotic devil. Or, hell, naturally neutral monsters get to participate in smite action already (such as elemental). Prestige Class - Tattooed MysticThis PrC is not all this difficult to enter: you need to be able to cast second-level magic, two skills, one (Spellcraft) was already going level, and you need to get feat of mediocre Mage's Tattoo. At least much better tattoo is a prerequisite for Attunement feat. Unfortunately, primary-caster PRCs need to get to one of the right Pathfinder philosophy without rarely compromising caster levels. If you definitely need to play a primary caster to call as a standard action when you do not have one of the primary cheats, this prc is the absolute last resort. It's much easier to tone if the game ends before level 11, because you'll give up a caster level instead of two and still be able to call and add to Monster 5 as standard action. If you can stand it, prc offers some weregild. It is the first Pouncing Summons talent; You can throw SM3 and SNA3 as a standard action (as long as subpoenas start next to you) and increase the maximum level by two each time you receive the discovery. Also win familiar if you don't have one, Inscribe Magic Tattoo, the ability to scribble tattoos in half a time, and skill craft your caster-level tattoos and change your spelling instead of the default. Is it still worth it? Usually not, but you certainly have a option if you are dying to play a Witch or Shaman summoner that can call the whole list as a standard action for role or curly cheese reasons.3.5E Prestige Classes despite claims of backward compatibility with the 3.5E D&D Pathfinder used to get a foot in the door in 2009-2011. modern Pathfinder has amnesia towards its predecessor ruleset. They are not allowed to use 3.5E D&D material. Not that it was a big deal, because calling it was more of a joke at the time, but there were a few naps. Nevertheless, a staggering number of home games allow 3.5E material, so for the sake of integrity we will talk about a couple of prestige classes here. Malconvoker: This PrC is back at 3.5E D&D salad used as the gold standard for Summon Monster characters during the day and for good reason. It's not as close as it is anywhere (mostly because the most serious callers have Summon Monster as a domestic class SLA rather than a spell) but it's still worth talking about. The bad thing is that you immediately rob you on a caster level. Major ouch. It'll be better from there. But first: Get a Deceptive Subpoena and Unlimited Conjuration, you don't care You're not a clergyman. In fact, it's kind of a kick in the pants because this casting [Evil] spell proclaims the stupid folklore houserule that it's bad in another (a [Evil] spell, natch the Magic Circle cast against good needed to tie an Angel). But if you're a clergyman, it's a big job. Deceptive Subpoena may be good, but it's also extremely risky. If you get the jackpot (hp especially this 2xHD bonus) but the bluff control is not steely, the subpoena will return to you. And a lot of demons have huge Sense Motivated bonuses! Use it very carefully. Adding a Plane Link to your list is like taking leadership as a bonus achievement. When it works, it's a game-changing effect that can get rid of a ton of tying. DMs, on the other hand, tend to look for gaps in magic (or just make up some off-screen dramas you don't know about -- the angel you're looking for would hand out drugs to orphans who died of the BTW epidemic, and now the celestial lords are angry and seeking revenge!) to ripp you off. Like deceptive Summons, it's great when it works, but it's disastrous when it doesn't. Fiendish Legion is the money shot of this prestige class. Call an additional evil creature when you call one or more evil creatures. Note: There was no Superior Invocation when this PrC was published. And now you get to replicate Abyssal Wizard's best trick but better. Other levels: meh. They're helping to look for more than just calling. Deceitful Bargain is a pretty big bonus for controlling an opposing ability (-5 for your opponent's roll) but the warning about DM still applies using the screw. It's always nice to increase the HD limit, which allows you to look for things like Balors. And Safe Calling allows you to look for things like Balors. point you still have to point your Bluff skill at your fruit to succeed automatically. The bottom line? This PrC is still useful, but nowhere is 3.5E D&amp:D badly close to what is needed as in the old days. A loss of caster level really, really hurts. Pathfinder (better lists, better spells, etc.) get expansion options that will probably end up stronger than a Malconvoker calling much more monsters. Yes, it's really great to be microphone drop strong with 3 succubi at level - I AM NOT IMPRESSED.' Really, prc is a more important milestone in Pathfinder than calling stronger than at 3.5E D&D will increase your strength. Thaumaturgist You do not give up a caster level. Hooray. But a plane ally walks by, and a lot of talent revolves around him. ... That's why the bow. It can be suitable for almost only clergy and shamans. Magic Sage magicians may deserve it if your DM decides to count their ability to scald clergy magic. So hey: Spirit goes straight up to The Plane Ally for a reason for magicians who want summon nature's ally casting Whisperer. As spell sage instead... Personally, I wasn't too big into this spell. While these planar binding plagues are many dodges of 'DM expect off-screen revenge plot against you', it also eats into money like squirrels starving into the nest into a stash of peanuts. Cost reduction really helps, but it's not enough to be anything more than I really want to use at the end of a long campaign. You also get 2 Increased Summons at this PrC level. Considering that level 7 must be to enter the minimum, this is darkly funny. Yes, let's go eight times as a caller without the success that brings out most of the better calling achievements. Then again, it is a free feat if DM allows you to retrain retrospectively Increased Summoning (No Pathfinder Society). Then again and again, I don't care about herald callers (archetype en spring possibility for this PrC). Even though conditional Conjuration is nuts. Technically, you can't use Summon Monster casting Contingency and it might even be, the level limit and/or caster level section will make a controversial point. This feature is the only way for anyone but master-abusers' staff to guickly defeat Master Summoners. The planey Cohort can be great and it can suck. If the DM ECL limit (Pathfinder is something that does not exist, it must be said) keeps you, then since the ecl is superseative, it is actually the terrible kind. If they don't hire you, then you can have a Movanic Deva Angel follow you right away. Yes. Bottom Line: If your DM allows you to get this PRC, you qualify for it, and let me guess that the campaign will take that long, then this is a nice addition to your calling arsenal -- especially if your DM allows you to re-train old achievements, if the Planey Cohort has a liberal interpretation, and you use Contingent Conjuration to ignore those guilt pains. But it's surprisingly hard to qualify. Only the clergy have a very easy time to follow him. Fortunately, the Herald Caller stops giving out goodies (level 8) immediately after the level you can qualify for this PrC (level 7). Regular MulticlassingThis guide usually takes the view that 'friends don't let their full caster friends multiclass'. It really, really hurts to delay monster summon improvements on every level. So, if you're planning on going to mystic Theurge for just one or two levels but still want to call it a primary tactic, there are a couple of options, he said. Priest - It's Holy Summoning, some effect and other goodies give you the ability to aura for a couple. Gives. The crusader archetype also gives out a bonus feat. Finally, you can get Ally feat of Spontaneous Nature if you are dying for a way to use Summon Nature's Ally magic as a character who certainly does not get the same level of additional demonical subpoena feature that gets the wizard along with a level. Ocultist Arcanists to get a level of their Summon Monster SLA upgrades program, wizard in good condition 1/ Ocustist Arcanists X pure Wizards. Wizard can make better callers - you get the ability to get Acadamae Graduate. Witches, Summoners, and other enigmatic preparation spellcasters that you get released in the future can now rejoice. Keep in mind that taking the wizard level is the only way to qualify for this feat: Variant Multiclassing, School heroism and even School Understanding exploits actually do not make a specialist magician. If your DM will allow you to use pathfinder society variant rules. vou can also change it in the original version of Scribe Scroll for Spell Focus. Feats These feats are both in the sense that Core should be every Summoner (they are good) and books that are particularly focused rather than core books. The situation is so bad that my Summoner, which only allows PHB and APG, the Pathfinder Society allows people to trade their Scribe Scroll feats for Spell Focus; Towards Magic Perfection, Conjuration, rk takes it (with the 5th level Summon Monster VII) into the 15th century. To get a difficult and terrible talent - but the campaign looks like it will end level 14. General Feats This feats are useful for any monster caller, although they are not in the core books. The first two are great and worth achieving as soon as possible - that is, straight after augment Summoning. Superior Summoning (Ultimate Magic) - summon multiple monsters, an extra one. The power of summoning monsters can be great with a 50% increase to 1 maximum lower. If some DMs home rule a '1' 1d3 roll for a lower-level list, remember that this will not be suitable for feat and you will only get a monster (Advanced Class Guide). Instant adaptation is a distinctive one for monster summoners - and this kicks up to the next level. A free bite is the perfect fight for monsters default, or Sticky for grappler1 or 1d4 +1 options.s - but at the right time Swim, Pull, Push, Resist, even Skilled is incredible. And you can stock up on multiples of this success for more flexibility or combat power. Keep in mind that the subpoena by RAW does not have limbs as an evolution and is therefore not suitable for claws (although you can get extra attacks on a bite or tentacles) Extended Summon Monster (Monster Summoner's Handbook) is a feat to get late if ever. Until the SM5 creatures become available, you're perfectly safe by skiping that fe achievement -- especially you have summon Good/Neutral/Evil Monster because most of the passable monsters that this success provides are on these lists, but from level 6 onwards there are pretty good calls. Versatile Summon Monster (Monster Summoner's Handbook) - At first glance the Sky (and Fiendish) template does more damage and has better DR. But the key to an extraordinary caller is knowing how versatility can be taken advantage of; All enemies are bad (or good - especially for Evil summoners) and bring options to match this feat. This success can also be enhanced (abuse) with the use of Wysp Enhanced Acquaintances. Yes, fire my army's very attack and damage sky lions would like to give the +2 template. Weather Template - Fly at basic land (or swimming) speed, what more do you want? More damage? You'll understand that. Aguatic Template - The most aguatic monsters are big - but this is a beautiful niche template. Cthonic Template - Burrow is a particularly low-level fun niche ability (although you can normally call Elementals). Even more fun attack with Deep Guardian feature and give AC a +1 bonus. Dark Template - Hiding is usually not useful HD5+ monsters - if you want to hordebreak (or just face neutral enemies) it is much better to Smiting. Goblin Fire Drum goes quite nicely with this template, although a fun enough Fire Wysp probably won't be able to play drums. Primordial Template - damage buff and magic are both weak. It's not worth it. Tattoo Attunement (Monster Summoner's Handbook, a prerequisite feat cost) - lets you store one of the subpoenas for a few hours and reveal it as a standard action. It's not too hot for Summoners, but summons pre-buff, play being a Summoner, and even use a Ring of Sustenability to keep a spell from one day to the next. Also Conditional Action goes guite nicely with magic. The two feats are a bit steep, however, mage tattoo/craft magical tattoo some better featsAlignment FeatsThere has three feats affecting a certain alignment Summoners - Purity, Balance and EvilSummon Good Monster. Or I'm probably just Angel Summoner. When to an extra 20 or so HP Nice using subpoenas to protect the party and absorb the attacks of the bad guys. But it's a list of angels you can call perfect. This works with really good Sacred Summons, pushing good summoner in front of a bad one. Summon Neutral Nonster - Balance Champions is this feat Summon Good Monster Neutral Version. It gives +2 Will instead of Hard Death, and the smites from The Counter Template affect anyone aligned in one of the corners. A useful support to expand your options - but not as good as Summon Good Monster. Summon evil Monster - summons-as-standard-actions, another way to get access to one of summoners holy grails - but you don't get the return move to reveal them. Which is frustrating - and what a quick call mostly means strangers, a few beatsticks. You probably need to combine it with Sacred Summons (for speed) and Evolved Summoned Monster (for additional attacks). Guardian Spirits These can get a complete guide to complex and potentially themselves. Summon Guardian Spirits These can get a complete guide to complex and potentially themselves. Acquaintance to your Summon Monster III list – it's on the same level as the summon spell you use for it, and can't be called back for 24 hours if it's off-site. You can also use all the tricks and cheese in a Summoned Monster. So with Augment Summoning wizard, 2 wing attacks evolved summoned monster, this ritual has been detected for Summon Monster 6, and you can leave a Mephit of Giant Summoning (another beautiful typical structure to summon the wizard), when using Smite threat, 1d6 +7 (str) + 4d4 (electric) + 13 (smite threat), a bunch of other magic-like abilities, and the last 1 min level. There is a lot of cheese potential with this feat, but get ready to spend several hours mixed on talent permutation - and to do so is outside the scope of this guide. One last thing: Summon Guardian Spirit and catch one or two other monsters of the same level -- something you wouldn't normally do just by delaying upgrades because you can only call a Guardian Spirit, ever. Also, all subpoenas will take 1 minute/level boot, allowing non-Ocultists/Summoners to replicate one of the best cheats. However, this intentionally requires manipulating upgrade rituals so that you can only do so before the plane. Priest Summoning FeatsSacred Summons allows clergy to summon monsters that match their type of alignment as a standard action - incredibly usefulbeacon, which hopes for an extra return to monster actionBeacon - OK, so it's a real subpoena not a mass buff. This is a great audience enthusiast and mass enthusiasts already work really well with the subpoena. You may also want to get the fast channel or protected living ring to trigger more buffs Nature's Ally - Hey, look, spontaneous summon natural ally magic cast! Rarely useful for clergy (Sacred Summons doesn't work with SNA), but potentially strong for Acadamae Graduate magicians with Cleric-style Variant multiclassing (see above). Druid Summoning Feats/Versatile Summon Nature's Ally is probably more flexible than the Versatile Summon Monster Feat - at the expense of Augment Summoning Bonuses (so you're still behind a druidic monster summoner that doesn't but the gap is so closed). Wizard or Wizard Summoning Feats/Cademae Graduate effective wizards issue one to three quick subpoenas per day at lower levels, and the disadvantage is less of a problem at later levels. Note that although Paizo's 3.5E days were printed before the official release of pathfinder core rules, this feat is legal to use pathfinder society. When you will want to get a Cord of a Crack Pale Green Prism Ioun Stone to deal with stubborn stability or wayfinder plus effects, or the tireless Wayfinder to reduce them. Flexible Illusions - for these smart magicians who use Shadow Conjuration just to be fake callers (now that's flexibility). Flexible Illusions DM.Racial Summoning FeatsThe half orc's Ferocious Summons with caster-level increases, which gives Summoned Monsters Ferocity (the equivalent of Die Hard feat) unfortunately has two prerequisites, which means you can't get it until its use becomes marginal. It would be very, very good if you could take low levels - but two prerequisites mean that FeatsThe Drow's Spider-Summoner really need to know the web rules - there are useful benefits when you want to catch someone alive. The only time spiders should be on the outline subpoena is for summon monster 1 purposes, but they are 4. Interesting flavor and benefit, but this is great overall (and of course for building a power of course you want to summon the first. Trap FeatsSome is to call feats but it is not only very good. Moonlight Summons and Starlight Summon Nature's Ally (which compares to the evil Summon net is making your subpoenas worse. Proxy Summoning is very marginal and there are so many feats that are now good for subpoenaing for a waste (you can always use an extra Evolve Summoned Monster). If you can continue your subpoenas for a long time (i.e. Ocultist Arcanist with Magic Tinkerer, a Magician Extend Spell with a Stick + Summon Guardian Spirit + Balanced Summoning), this feat will be significantly less bad. But it's still not very good. (Proxy Summoning is actually feats 'Brown Fur Transmuter' - as it doesn't already have a 1dk/time subpoena - giving any potential The 'Share Spells' feature is to cast polymorph spells on them and turn them into doomsday saws. - Kung Fury press for stupidity as you make laser Raptors. Share Burning Gaze + Extended Summon Monster: Raptor selection)Scouting Summons needs a DM with a liberal interpretation of Magic Jar to be useful. Although a brand new worm develops a conviction, it has some potential. Harrowed Summoning (both have Development Bonuses) - but the called spellcasters help gives them almost 1/3 chance. It's much more useful with the Versatile Natural Ally, but it's still quite a gamble. Balanced Summoning (Wizards only) gives versatility just a touch and D3 protects against just 1 monster summons; 2-4 never less than two). There may be useful bumper and rough combinations here but it's so niche it's barely worth it. Probably the best use is a work involving the most Pathfinder Association fights in the cramped four; It may not be possible to call 3 terrible bats in the same four, but you can call 1 evil scary bat and 2 lantern archons. Much better with Summon Guardian Spirit; see the section above for more information. Probably worth it if DM rules are rolling on a '1' 1d3 invocation roll Superior Summoning. Balanced Summoning is another really good, if dark use is available: otherwise you can use it with Holy Summons to summon a much more diverse array of creatures. For example, with this feat you can throw out a magician, Sacred Summons, and a Hell Hound and two Sky Lions as a standard action of legal and evil aura. Given, this still works as a reasonable backup option if acadamae Graduate is more usually bad but you can't get this special feat. Finally, there is a small cheese cycle with Balanced Summoning. For more information, see this section. In fact, it is not a bad idea to combine this success with this success, so you can get three good monsters with two good monsters and a subpoena instead of a potentially mediocre monster. Acquaintances Big question: acquaintances are better at lower levels when you can better use the advantage of action. However, the utility gap is not large in either case. And catching them both is rarely a bad idea if you can. Item Bonds: At low levels, 1 extra spell per day is a great helper, especially the type DM to run 3 or more encounters between rest periods. If you are calling with real magic nests, you will pass them like candy. At higher levels, it is a great helper to cast a spell without preparing it. Spellcasters have a lot of situational magic that you don't want to prepare or put Khalil. But a well-timed Exile or Water Breath will make you beautiful on the ball. And pfs is a premium that is good for saving money. Keep in mind that strict RAW makes it possible to take advantage of a specific element link, so that many of the classes will not be able to take advantage of the link, due to references in the name of spelling books or enigmatic spelling slots. With several levels of early import, you can use feat to create an ambiguous element without spending the feat slot on it. The benefit of a caller to take the Master's ace: Article 8 is noticeably more difficult to obtain enigmatic bonds than familiar enigmatic bonds. Acquaintances: They provide an action advantage of action. At a high level, it is a great helper to have an acquaintance with access to haste and invisibility wands. At low levels, when your budget limits you to four tanglefoot bags for a 12-battle mission, it's not so much. And there, as always, borderline uses cheesy. Stick a Big Hat in disguise over your friend and give the bow and arrows a cute little set. If you're worried about killing your acquaintances, remember the R2D2 rule: DM, and so on, enemies don't usually target your acquaintances unless they're actively involved in battle and/or alone in a dangerous situation. If you're just using it for an extra set of eyes or passive bonuses, you probably don't have to worry about it. Once you start giving wands or caltrops bags, however, you should follow this closely Acquaintances are an extra set of skill controls. You can always use an extra lookout or historian at the party. On top of that, Acquaintances, I know all the skills jou want help with knowledge: Arcana) unless you plug in another bonus. Acquaintances can give some pretty damn good bonuses. The +4 initiative is one that gets everyone's blood boiling, but it doesn't feel limited. Imagine in a familiar way a Raven who could do Information Gathering checks all over the city or make an extra crack at diplomacy controls. Improved Familiar is a bit of a shot in the dark. While some of the Improved Acquaintances are excellent additions to the arsenal, such as Homonculus and Silvanshee Agathion and Imp, many of them have flat downgrades thanks to the loss of familiar special ability. Using Magic Device is often the most important reason why people choose Enhanced Familiar - although, as any caller with haste or Alter Summon Monster will tell you, it's a pretty big reason. Good acquaintances to choose from are Familiars: Bat: Blindsense is very useful, especially at low levels. Just gives you a fighting chance against (Deeper) Darkness but hide and out invisible enemies It's pretty good for you. Beautiful. Because the bat can fly, you can ensure that it safely sweeps the area. There is also a very large perception control. Monkey: Monkeys have hands. Some DMs can snide and ask them exactly how familiar it is using these scrolls and wands you have given them. Goat/Pig: Don't provoke Opportunity Attacks to be small, offer goats and pigs touch magic. Hare/Composagnus/Greensting Scorpio: Choose these acquaintances for a +4 bonus for most human startups. Greensting Scorpion is probably the best of the package, with a large hidden modifier and emissary familiar archetype with some serious effects affecting the mind for cheese immunity. Ioun Wyrd: Blind image of Ioun Wyrds up to 30 feet. It's not blindness, it's blind vision. They're also structures, so they're packed with a cocktail of vaccines -- making it pretty safe to take them to places where AoEs are thrown away. In addition to allowing ambassador cheese. Share loun is also a really nice feature. Not only do ioun stones make marginal sundered/grabbing safer, but both you and the familiar

jackpot get. Unfortunately, you can't actually see it with its native senses that can manipulate matter and read a particularly big problem. Rat: Not only do they rarely give squishy magicians a bonus to save, but they make big 'hide in plain view' scouts. If you use a hawk or a monkey for reconnaissance and they get caught, people will get suspicious. But given pathfinder's default campaign setting implies that people are still doing their job in room containers, there are few places, in the dragon sanctuary, in the enemy's swamp camp, etc. Rhamphorhynchus: Yes, they just get a +2 bonus for the venture. But their perception and/or hidden bonuses are much higher than the +4 attempt bonus acquaintances, they fly, and have the smell. You can even use sudden swoop to offer touch magic safely. If you know a Jack of All Trades, Master of Most, it's a. Improved Familiars: Wysps - Wysps' Resonance capability ensures that creatures that fit the basic sub-type provide a +2 competency bonus to attack and damage rolls. There's the versatile Summon Monster. You do the math. Help Another bonus is very bossy. If you're choosing a Fire Wysp, make sure nothing you want to touch burns. Faerie Dragon - They cast spells as a 3 level wizard. I don't care about magic outside of very low levels, but I don't care about the ability to use wands with the least fuss. You can also feed spelling Knowledge. Ceru Pages - free partying and even rerolls that some monsters can target almost anyone. DC is decent enough to force negative rerolls, be 10 + 1 /2 character level + CHA mode vs Will. Reroll caster level can affect controls, but you can't have everything, yes, to be close to an automatic choice? Imp - Augury, Beast Shape, DC 15 Recommendation, 1/wk Commune, will have the ability to go invisible, and there are also archetypes if you choose access to the entire list of animals to replace with a consular telepathy and Beast Shape.Familiars. As usual, this may take a whole guide by itself, but selectively to sum up for summonerer: Figment Give familiar one a familiar one and gives you an extra crack at limited use of a domain capability. An Acadamae Graduate wizard will love a familiar one that uses the Restoration domain. The sages have many information bonuses and there is intelligence to use them. TraitsGenie Caller is a lifesaver at low levels, allowing the subpoena to last more than a couple of rounds - a potential game changer. Diabolocal Dabbler adds a small but appreciated amount of endurance (+1 hp per HD) to any evil animal you call. Unfortunately, evil animals tend to be weak ... Celp is a dwarf user (i.e. clergyman or monster tactician inquisition) who will probably find the Deep Guardian feature allows you to place more detailed orders for animals but INT 1-2 deviations and magical animals. Very useful at low levels. Outsider Ties allows you to choose an alien subseconsci and always call them through calling monster X, (less/large) planeic alied, planeic binding, etc. they earn the level of spells of temp hitpoints. Items2Spell Trigger Elements Haste Knight's Calling - Tons of opportunity attacks if you set up correctly. Litany of Righteousness - Metamagic RodsQuicken bars allows you to move back to casting. They are extremely expensive, however, and you probably won't be able to get the level proper subpoena with sticks unless you craft them yourself. Echo Bars are much, very power or cheaper than similar threaded pearls. Power 3 level 5. Much more convenient than 75k GP costs you a resounding stick 54k. Rime Spell's slightly liberal (but not tortured) interpretation of cold damage (as usual, Versatile Summon Monster helps a ton) provides subpoenas for roaming a hit creatures. Rods of Maximise and Empower help you summon multiple monsters. Maxim and Empower help you summon multiple monsters. Maxim and Empower help you summon multiple monsters. summoned by a conjuration spell and is priced as a +1 increase. This Summoner's (or similar Summon Monster capabilities) SLA unfortunately does not work. Change The small medium-sized monster is as good as it is (it's like dodting in an Augmented Subpoena) but going from Medium to Big or Big to Big is a 'big' deal. Like X-Box Huge. Like the Atari 5200 Huge. For example, a Foo Lion expense:52 hp; bite +10 1d8+8 (grab at +16 CmB), 2 paws +12 1d8+12. So assuming all the attacks hit, 16 more damages. If you take your monster spells out of the magic nest, you want this stick like you did vesterday. Unfortunately, this bar pathfinder association does not exist. Sadness A Suzerain Scepter sleeps a blanket bonus to hit - and Summons starts the problem with level 12 or so, so this helps a lot. Master Staff (Necromancy) contains an auto-for any character with almost vampiric Touch access. This magical element does bad things with Empower, Quicken and Familiar Spell, and is the main reason to ask for a caller metamagic (unless it's just going to the kernel and Spell Perfection). Summon Slave Crystals are mostly trap options (hint: Emergency Force Sphere) and enough melee fighters to make the advantage reduction of action worth it if there is no way to control your body. Golden Eagle Apolets are extremely cheap at 3000 GP, giving u a +2 competency bonus in addition to wearing diplomacy and a reflexive sanctity and protect 1/day. Even if you could wear it on yourself, it would be much better if the caller would give it to his acquaintances and present them as 'bless' at your call. Subpoenaing a Goblin Fire Drum fire with fire attacks like Drake is a great way to squeeze out a little more damage. Or just slap the Fiery template with the Versatile Summon Monster and say one day. Goblin Fire Drum is also quite useful with monsters capable of being normally lifeless 'burnt' like fire elements, as Pyrotechnics. Books can use to trigger Extended Summoning - single use and 1 round/level spell is not helped by calling much Summoning Affinity (Archon), (Aeon), (Ayton), (Angel) (much more to add) - better creatures. More creatures with spells are better. Select your alignments...... It is one of the few ways to chat with sensitive reptiles and magical monster creatures that do not have a Snake Group. This 9,000 GP is a bit expensive for this purpose but this can be one of the few ways around if the DM is really tight on the limitations of subpoena ordering communication. If you are ever thinking about calling creatures but are not able to do so as a standard action (i.e. a sorcerer, a clergyman trying to go beyond Holy Summons, etc.) you definitely need two magic items: Fast Runner Shirt and Quick Reaction Sandals. Full round callers are also screwed as limited to just one movement action on the surprise tour. Fortunately, both items are very inexpensive. Gates makes a robe very expensive, but a perfect capstone element casts a spell of calling three times a day to act as a so-called-Maximising Spell of what his ability is. For the SM1-6, the maxim is not as good as a real Metamagic Rod, but a huge price saving for the SM7-9' s. Empower/ Master's Staff + Empower Spell works extremely well with a real Metamagic Rod; Cast up to 8 creatures on battle with a single cast. SpellsAgain is tearing down spells for what they've done. SummonsDing Summons A rule is not great compared to single target enthusiasts just calling more things - but flexibility is the summoner lifeblood and there are a couple of spells to do it. When you start getting higher-level magic slots, sometimes you can use the SM6 plus 3. Alter Summoned Monster may look beautiful, but it's actually a surprisingly versatile spell. If there's a spell in your arsenal where you want to take the Quicken Spell and its metamagic downloaders, that's what it is. yes, more than a rush, you can put it in a wand and give it to the bandits or the familiar one. Heck, there are plenty of reasons why you might want this particular spell familiar to a wand. RAW allows you to leap between Summon Nature's Ally and summon monster list without knowing both spells. Every now and then, on the SNA list you will actually be a superior monster against competitive or SM options, like Stone Giant for SNA6 for intermittent damage. A great Will-based SoD's for monsters summoned by the enemy; Only hotswap took 20 points to damage a sky eagle dire tiger. Or just hotswap for a lousy subpoena right at the hit points. Replace a monster suffering from various conditions, such as paralysis, with a monster that is immune to the situation in question. Use to transform a monster's ability to use magic list to get around restrictions - or cast this spell as an off-action, you can quickly get one you really want with Sacred Summon Evil Monster for a 'fake' monster's swap. It's great with Summon Evil Monster because the traded creature can take full action later. Use to get more action. As soon as a particular call receives an action, then hotswap is ready for a use of this spell to go out. Summon non-combat auxiliary monsters and trade them all before the deadline for war monsters. 2 to maintain the level 5 magic nest. Cheesy use: SM2+ 1d3 or 1d4+1 monsters. Use this spell to hotswap a more high-end monster, that is, use SM2 to summon 1d3 +1 dogs and cast these spells twice to trade them for small earth elementals. Finally, super cheesy, use 'you munchkin in hell by no means: with an Upgraded Mount casting and hotswap a 'real' monster so you can get a high-end subpoenas to natural attacks. If used in the right type of creature (for example, Evolved Summoned Monster and T-Rex), this can downright double the damage to your call. His high level unfortunately makes a final game spell. That goes pretty well: Animal Shapes. At high levels you can open a number of animals with great statistics of this spell but only one good attack (such as the tyrannosaurus in question) into a monster with a bunch of natural attacks and a greater stat increase. It's a great end-of-game spell. Alive Remains unsymlike. Each caller must use invisibility; Summon Monster is not an attack, so it won't break it. Let monsters fight while remaining invisible (and Summoner's SLA doesn't have verbal or somatic components) Emergency Force Sphere is a lifesaver - set your calls and store them in the sphere to wait for the challenge (although you can't summon more monsters than bubbles)Other Spells Are a huge grow (and Summoners can access at level 4). With a great attack like Ankylosaurus with its DC25 Stun. Elemental Speech (along with Versatile Summon Monster), Summons is a cheap way to get around especially good all 'how do you call more complex orders?' problems can hold tight DMs. In some ways it's better than Diller, because it lets you communicate with creatures int 1 and 2, which are almost all \*templated monsters. If the clergyman has a core domain, Imbue With Spell Ability + Familiar/Animal Companion is a candidate for prime minister for the opening. Speaking of Languages, there's this magic, and if you don't have a lot of rank in Linguistics, your caller will need it. This is not perfect (communication is not twofold, and sapient creatures that still do not speak), but cheap and long-lasting. Communal Air Walk is one of the first ways to get mass flight. Even if summons can fly thanks to Versatile Summon Monster or Evolved Summoned Monster, your party (remember them?) will probably be able to take advantage of the rest of the mid-levels. Leave the microphone that begins to taunt them about how Litany Accuracy accesses monster tactician inquisitors (and Samsaran clergy) full wheels magic. Shadow Conjuration (and upgrades) is one of the few more flexible spells than summon Monster (covering the argument). But Summon Monster is the most flexible Shadow Conjurers. Create Pit (and upgrades) because of the casters most casters' casters because summoned monsters are more effective than lovers of opportunity attacks. Dazzling Blade - Action Economy? What action economics (immediate action buff)spellcasting contract or Imbue spell allows action to break the economy. This deserves its own guide. Death Knell problem 'disappears when called creatures reach 0 hp' summon good monster and ferocious summons round this one - although in the old case it was an Evil spell. Then again, if blood anne or pallid crystal (only 2700 and 3300 gp) has a Sacrificial Dagger, you can get around this even if it is well aligned. Shadow MagicGolge magic is really powerful; conjuration and evocation spell casting as a standard action and without consuming components. So the benefit for the caller character is obvious. However, L is problematic as the primary option for reasons. Many paintings have completely broken the shadow magic. Let's even find out what happens when you have something that's 120% real in Pathfinder. Even if people agree on what happened, nothing is as sad as people who take 60% of the damage from a sky lion. Ironically, using shadow magic nuclei to summon is probably its least effective use. From an optimization point of view, the only reason you want to use shadow magic to replicate Summon Monster on Planar Binding was not sure to control charisma. However, it is also a usable option that you want to avoid an on-the-spot nerf so the least controversial use from a rule and game balance perspective. The decrease in the effectiveness of shadow magic causes more pain than other magic effects. When manipulating DC with effects such as Flexible Illusions, do not get around reduced HP. Shadowcaster archetype summon by RAW does not increase durability. It's the 4th. Shadows and Greater Shadow Conjuration fortunately make it much more convenient, but I still believe the subpoena is on a level behind. Solid Shadows and Shadow Master make unconditional spells more real, but the second option only comes online at level 20 and the old option requires two feats and a +1 level spelling setting, or allows you to create a bar that needs to be guessed from the current price guidelines for DM. There's a little bit of a debate about what exactly you can call it. Can a well-aligned clergyman use the Shadow? SM3 to summon evil animals? Can a wizard use the creatures to remove them from the Priestly options list? etc. You can always fail conservatively, but the shadow magic to replicate magic summoning is that there are too many level gaps. There are Shadow Conjuration (level 4, SM3), Greater Shadow Conjuration (level 4, SM3), G based on three basic principles. ExpendabilityPositioningExpendabilityThy these called monsters I mentioned earlier can be spent, and there's no reason to mention them again. If you throw a called monster in the middle of a group of enemies and they take a spin to turn and sting it, you use all their movements effectively. You may have surprised them, and the beast must do something on the summoned return. Most of the time it's a bargain. (Yes, I recommend calling monsters in the enemy blocks). Flexibility The big advantage of Summon Monster is to be able to choose the right tool for business. Summon Monster is not just a spell, it's usually a half-dozen picks. Get to know your enemies and predict your goals. They are big and meaty (in this case they want to attack their reflex defense) or small and sny (their fortitude attack) - they have plenty to do both and even have some monsters to attack will. Know your enemy. And your favorite monsters are either printed or have index cards. That'll give everyone a lot of time. PositioningSummon Monster X range is close (25 ft. + 5 ft./2 levels). This means that it is possible to drop a very attacking monster right on top of the enemy like an eagle. Or on the other side of a shield wall, so the enemy like an eagle. but also extremely effective. (It's like calling someone with lightning bolts over a wing, or a Stun attack in the middle of a Vrock or two enemies and just out of range of fighters). Look at the angles or close the door. And remember that you want to charge the only attackers and attackers - -2AC is not important to you anyway. Position your monsters as clumsily as possible for the other side. Unlike monsters - the key to being a good caller is to choose the right tool for work that may not be the best tool in the abstract - so the best approach is to list the tools. I, however, collect two monsters in each level - one as a flesh and muscle. Meat Big, it is difficult to kill monsters - you need to put it somewhere and try to get past the enemy. Muscle, on the other hand, only causes as much damage as possible. And remember that for both, in a few lower-level creatures, there is more meat and more muscle than those called at the first level. Also Summon Good Monster feat muscle and benefit monsters even adds a lot of meat, especially at low levels. Air and Water monsters have specially at low levels. Air and Water monsters that wouldn't otherwise call - but the trade to know to fill niche is part of a caller's stock of selves (although it's for water outside the dolphin, in an all in game you're usually better evolved summoned monster or versatile summon monster with an ordinary monster calling and you have to swim). Almost all ordinary monsters win either the Celestial Template or Fiendish Template or Kine called monster can declare a trembling enemy against its own smite target and takes all attacks against them to add equal damage to their hitting dice. With a monster like Dire Tiger (call monster 6), this is a potential 70 dice on five attacks and 14 hits for extra damage. Remember that unlike a Paladin smite damage resistance does not overcome - and the celesty creatures do not have a good subsite. As a rule of thumb, the most appropriate number of increased calls is d3+1 to drop; If it falls on two levels you usually hit the problem. But even if you only get two subpoenas, you're about to take a break. I've also chosen to connect d20pfsrd to all monsters. Their statistics for monsters with Augment Summoning are often incorrect; They take into account the rule that almost no creature's full basic attack bonus and adds 1-1/2 times the creature's Power bonus on the damage roll. This means that their Augment Summoning statistics often do little damage to 1 point. Also in the lists below, I assume that by default people only use the kernel subpoena. Italics shows a third-party monster (usually broken) Monsters that require to call a feat or item (e.g. Summon Good Monster required))Summon Minor Monster is broken as written; expressions allow you to call any small animal. Summon Minor Ally, which is a direct fall due to the alignment template. Stick to the list of examples and good - but this is not guidance rules and some of the following are sick, ~70% Sicken for 1d4 rounds, or ~40% for 1d4 rounds with Augment Summoning. Skunk. Hagfish, which is 17 HP, is large DPR with +4 attack for d3 +1 damage, and aquatic (AP 56). A bit of ridiculous amounts of meat and subpoenas don't drown until they end up on land. It's completely broken. For owl /Hawk air dpr (2 paws at +5, d4-2). Summon Monster 1 is stronger than the winner - Eagle. Armadillo, with 21 possible AC, including protective ball and total defense. With no crime, however, smart enemies will simply ignore them. Interestingly, moving rules with a Square prevent medium or small creatures from moving with a Tiny creature square, so these little guys can stop a charge or something the poison creatures: Blue Ringed Octopus, Platypus (clearly created by a hole wizard), Compsognathus (Dinosaur), Viper and Poison Frog can stop a charge. Poison DC Con-based, so Augment increases it. Rarely useful, however, there are normally very few hit points as things are weak enough to be harmed by poison. Bat and Platypus to find invisible creatures, in the air and underwater (dire Bat swim, let's see the Druid!). In other words, these invisible creatures are one of the cheapest ways to detect underwater Rabbits (it can move 250 ft/round with its 50ft speed of movement and Run feat)Hedgehog (Tail Slap +2, 1d3) - not bad dpr for if DM water does not allow you to call a Hagfish. Keep in mind that Tiny Aquatic Animals are usually quite powerful compared to other small animals. and controversially they do not apply to them after long periods until the call spell period ends Due to drowning it can only work well outside the water (GM may guestion whether there is an environment that can support them). Summon Monster 1At is only 1-2 laps, it's monsters to use and throw - and although in most cases Mount is just a better spell than Summon Monster 1 (1hr/level and at Summon Monster 2 shows) Summoners still use Summon Monster 1 of course. For others, this is usually very weak and very short-term - and the poison is not to use much of the enemy that will not be alive anyway. Remember that early editions are Equestrian Dog (the only attack with sightseeing and 17hp) this has been errata'd for good reason. ET: Pony - this can be terrible attacks but you are going to get at least a few attacks to get over the enemy at 17hp and if it hits at all (horse -1) hits surprisingly hard. Any creature summoned with Summon Good Monster will qualify as meat - the pony can go at least as far as hit points in the mid-20s but Summon Evil Monster performs a standard action if eagle will be at least 18. Muscle: Eagle - triple attack with fly - really benefits Each of the attacks and d4+3 damage (including Smite Evil) is bad at this level. Weather: Eagle - this is muscle selection and flies. What more do you want? Water: Dolphin. If that thing wasn't limited to water, level 1 call if you have the versatile Summon Monster: Curiously, while Summon Nature's Ally I is among the options, there is no one for SM1. These subpoenas, and especially flyers like eagles, are not actually intermittent attacks. Bloody Skeletons Two attacks and quick healing get the Carrion Crown is an optional beast - but keep coming back until sacred. Depending on how the DM interprets the rules and how many plans are waiting to bite you, this can be a powerful monster or a very bad idea. DM!Sprite (Summon Neutral Monster required) DC11 color spray, constant good detection and bad detection know. The DC10 Daze At Will is almost certainly more useful than the 1hp guns can make. Spider, Giant Crab (Spider Summoner required) - 2 hit dice means it increases better than 15hp and an AC Pony and an acceptable bite attack. Stingrays (Summon Evil Monster required) are almost as good as Dolphins in the water - water is recommended if you use Summon Evil Monster required) are almost as tandard action. Vultures (Summon Evil Monster required) are almost as tandard action. makes them a standard actionBadger (Extended Summon Monster): Slightly second odds against eagles, being landed and doing a point less damage with each attack without blood rage. However, the smell and 50% more hp (11 vs 7), they have made them situationally better. Especially if it triggers blood rage. Summon Monster 2Meat: Lemure - DR/5 Good or Silver is the hardest - but eagles hit harder (Summon Evil Monster calls it a standard action). Like in Level 1, they can also take the enemy opportunity attack (to hit +4, 1d4+2 damage) and walk on them. If you don't want a demon or want to harm the enemy, the Little Mud Elemental can't be ignored because the DC14 attacks +7 to hit it with trap effect. Muscle: Small Earth Elemental attacking people attacking +8 places to hit hard hit increased and power 1d6 +11 damage (and you can take advantage of charging) - this Monster 4 Summon will be as useful as right. The eagle pack is also a pretty good choice, as long as the enemy is not serious AC. Weather: I want a herd of eagles, assuming soft targets for damage. For armored targets, Little Lightning Elemental is very accurate and can pull slowly access (depending on how you manage the effectiveness of the hurricane). Water: Pure water at this level is more than one dolphin if you don't have real use for hurricanes - the Little Ice Elemental can come out of the water if targets break up or run out. Intermittent touch web attack that is roamed if it strikes -2, -4 dex (i.e. AC) and half motion (i.e. no 5ft steps), which means great support for challenging melee threats. Elemental (small) - Elementals are all beatsticks with some secondary use. Often land for beatsticks, air for scouting, and hybrids to make the lives of monsters miserable. Small Earth Elemental - Burrow and Tremorsense. Aka Hide-and-Seek. At +8, you can hit people on the ground with a Power Attack, and at 1d6+11 you can get damaged in a power attack. Ouch.Small Air Elemental - Fly 100ft/round, hidden +11. Useful for scouts and a DC14 hurricane for what you can get. Little Fire Elemental - No, combustion isn't strong enough or fast enough. No other usesmall Water Elemental - for water (dolphins are better) or just for fire reproa>. An underwater hurricane is subject to the argument that there is an air elemental - It flies and gets a bonus to hit against people carrying metal. Also metal)Little Magma Elemental - Which turns a square into molten magma for a few laps - is nice to hold the line. They're nests, but they're on the edge again. Unless the magma goes to one of the others. Small Mud Elemental - Attack outside a DC14 entrap rider in a second ratio earth elemental on land (entrap is undoubtedly very good). In water, a water element is faster and receives a threst. But earth elementals water is bad on land. Little Ice Elemental - Like mud elementals they are amphibious (as well as excellent on snow) - but better underwater on land. He also tries his Stagger while he is tearing down the trap - but Stagger does not threaten helpless, and does not tremble or earthwalk. SmallEr Elemental (Bestiary 5) can fly and use telekinetic throw +5(d8+2) which will also damage the discarded object or creature and has empty shot at the point (+1 degree of attack and damage time 30 meters or closer). There are also telekinetic invisibility, blindsense and darkvision (both 60 meters) and Intelligence score of 4, so you can direct and speak all the basic languages :)Small Gravity Elemental - blame Frog God Games for this cheese. If your DM allows you to Reverse Gravity with the second-level magic of a third-party publisher, DM dm deserves what it gets. Little Cold Iron Elemental - Super Genius Games are not as bad as Frog God Games Made of cold iron, there are tremors and hollows. It's like Earth Elementals, Negative Energy El elementals are not real elementals anyway. Hell Hound - Thieves fail the math allowed by the AP Council and who thought a CR3 monster 2. And I didn't normally see that Grig was on the Summon Monster 4 list - Fiddling Grig Jade Regent is allowed by AP or Summon Good Monster and you don't want to fight a perfect stalling monster time. Pyrotechnics and Entangle.Reefclaw - only in the water, skull and oes not stop until dead (-Con hit points). It's perfect and really annoying meat in the water. Celestial Elk - Rivers Run Red AP 32 Allowed for Erastil Worship. There are worse attack rolls than small earth elements, but they have three attacks. Increased Summon + Versatile Summon + Versatile Summon Monster makes +5/2d6+4,+0/1d6+1d3+2, all three attacks hit 26 if average damage to Small World Elemental's +7/1d6+11 for an average of 14. However, Earth Elemental is much more likely to crash. Pseudodragon (Summon Good Monster required). Blindsense, Telepathy, Stealth +19, flight. Although it is a really useful auxiliary monster. Faun (Summon Good Monster required). DC can cast spells with 16 saves. Especially a use of Sleep (first-level magic) and Hideous Laughter (second-level magic). Dr2/cold iron and Die Hard together with 16 ac means it makes for surprisingly good meat. The Celestial Wolf (Summon Good Monster) can take a lot of damage and trip before going down. Applicable (do not use the non-celes sky version - Hyena is definitely better). Atomie (Summon Neutral Monster required). Invisibility and 1d6 Sneak Attack. Also DC 15, or 1/day (i.e. 1/Summoning) cast shrink item (third-level spell) dr2/cold iron and quite good scouts (Stealth 20 without personal invisibility) Brownie (Summon Neutral Monster required) - 1hd makes them not useful combat and can reduce the person who is not great in magic. Damned / Larvae / Haunted Petitioner (Summon Evil Monster required) - more mechanical problems worth it. Great RP potential away from several roundsPugwampi Gremlin (Summon Evil Monster or First Worlder Summoner) to attract someone who knew from the gates of abyss - level 2 monsterer containing level 2 Shatter magic. It also includes an Aura of Unluck that debuffs everyone close by - useful for sucking the archer even though it's heavy cover. Vexigit Gremlin (First Summoner Only) - You don't often need to trash magic metal things that aren't in a hurry. But when you do, vexigits carries magic in every L4 rusting grip. Snares.Summon Monster 3This is more useful for setting up the level where monsters really start taking on their powers - and Lantern is worth a call to fly Archon's ability and ignore DR. ET: Aurochs - Makes for bigger more meat and brings attack with a DC19 tramp for crowd control. At higher levels, Aurochs will be bad at a stampede (which requires 3) - and funny. Of course, the Versatile Summon Monster has extra damage to all targets instead of a smite for crowd control. However, if the DM AP 32 allows erasthyl clergy to use the option of calling alternatives, Dire Boars disdains even Aurochs outclass. Packing one-tailed 52 hit points with DR 5/aligned, almost unfair. Looks like hippies make the best callers. Muscle: Leopard - Claw/Pounce/Rake to hit +7 for five attacks, d3 (bite d6) +8 damage the first of the big cats that can smiting per attack. As long as you don't need aligned attacks, more than one small earth element is probably more effective at damage, even if the wheels hate to be handled. Weather: Dire Bat is the best melee pilot - and it's really useful for blindsense to find invisible enemies so you can glitterdust them. There is also an argument that it is a riding animal. Intermittent: Lantern Archon is unbearably 2 x 1d6 ranged touch attacks, flies and very durable. 4 are good wearing a shocking much higher level pocket down called with the SM4. They also come with a smorgasbord of goodies. Dretch - Stinky Cloud. It is Dretch, (DC13) but still not difficult to resist a very useful spell. And overlapping stinking clouds or multiple stinking clouds mean that people will eventually fail to record. Summon Evil Monster works. Lantern Archon - useful against low-willed creatures or DR otherwise cannot break all DR ignored despite damaging only 1d6 intermittent touch attacks from a Lantern Archon. There's also DR10/Evil for meat. Besides, the Help in Will spell almost does this pocket healer. And they're flying. (But then that's why you make Air Elementals - but you don't get Air Elementals True Speech) Dire Bat (Summon Evil Monster runs) - Radar - if you have magic to spend on it (but Bestiary 5 B SmallEr Elemental is capable of the same radar and is one level lower). It's also a flying horse-riding animal. Constrictor (snake) - although it really is something like a grappler - a leopard Cheetah - can often be called a ballistic missile capable of charging at least 500ft down the Leopard (perhaps 1000ft) biting and tripling enemies they also thought were out of range. Wolverine 3 +8 attacks, d4 or d6 +9 doing damage and smiting. The problem is that if the enemy does not attack it (triggering anger) it is definitely worse than the leopard, and so there is no provocation, it means that in addition to dropping two attacks, you get damaged. In theory, it's better than practice. Azata Lyrakien (Summon requires Good Monster) - Need a +16 bonus for an indetermine knowledge skill in your hurry? With Combo This creature Evolved Summoned Monster: Skilled.Dire Boar (AP 32 - Rivers Run Red, option for Erastil followers) allows you to summon this monster at this level of DM, count your fertility. Comfortable winner of the meat award even on Foo Dog and Auroch with large hp stack and DR. At the same time there is no really good damage, just don't really use Evolved Summoned Monster to give you two claw attacks and you are really outclassed by Leopard. Unlike many alternative calling options, Erastil is a fairly easy and thematic god for pruning. Foo Dog (requires Summon Good Monster or Extended Summon Monster). DR 5/Bludgeoning. Hardness can be 8. Die hard, they're both protected from evil. Meat (or rather stone) if you have the necessary invocation feats is the comfortable winner of the award's - although a lot of aurochs are funny and have a charm in their own right. Silvanshee Agathion either requires Summon Good Monster or Ring Agathion Summoning, or AP50 (Night of Frozen Shadows / Jade Regent) is an optional monster. Unfortunately this will require an expensive material component you cannot use for commune, but between a 90' fly speed, the ability to understand (and talk) any language or animal, a gas form is a +19 hidden, and +10 perception, a useful little useful monster. Referee Inevitable (Summon Requires Neutral Monster or Ring Inevitable Summoning). The only thing you can do usefully is release a 3d6 10' radius electrical burst and then be called. But if used in its nest at a higher level, it could be a pile of nastily. Nosoi Psychopomp - either Summon requires Neutral Monster or Ring Psychopomp Summoning or AP 44 (Night of the Beast / Carrion Crown) is an optional subpoena. It lets you talk 6 Questions (i.e. CL12) Dead (but with 10 minutes of casting time) and can fend off spirits. Useful for a random utility spell. Voidworm Protean (requires Summon Neutral Monster or Protean Summoning Ring). Even if this is good as something other than meat I really recommend not to use it because it is both a protean and shape changer and they take time and focus to use it. Paracletus Aeon (Summon Requires a Ring of Neutral Monster or Aeon Summoning). DC13 also has 3/day Calm Emotions and :) Some buffing auras for the whole party lasting 10 minutes - expanding our spelling list. Otherwise it's pretty average. Augur Kyton (Kyton Summoning or Summon Evil Monster requires a Ring). I've got this. Unfortunately, none of them are useful. Cassissian (Angel Summon requires a Ring) - not to use much in battle. Do you want to either help or spell The Light of Day L2? Because he can do both. Harbinger Archon (Archon Summoning) requires a ring) - uses a lot of use in battle but 3/day both Cure Light Wounds and Protection from Evil (CL 6). Useful as a utility. Keep in mind that the Commune received extensive material components, so slahuman from Carrion Crown may not even be used as natural wererat Rogue 2. There is a nice list of skills - why not one of these second-tier bandits. Hybrid-shaped ac 19 and DR10/silver as well as secretly have an attack - if you don't qualify for Foo Dog, this is pretty good meat. She also inflicts Lycanthropy and Filth Fever with her bite. Probably best for the evil PCs.Cacodaemon (Summon Evil Monster or Extended Summoned Monster required or Ring Deamon Summoning) - invisibility, excellent flight, Stealth +14, Perception +7, Info (Airplanes) +18. Telepath, Common speaks (damn could be recently deceased innocents..) Div, Doru (Summon Evil Monster required or Ring Div Calling) Will Be Invisibility, Minor Image 3/day, Recommendation 1/day, Perfect Flight, DR10, Perception +7, Stealth +17. It's nothing in common, but it's a telepath. Cythnigot (which requires Qlippoth Summoning Ring) can be used creatively (in favorable conditions) to make large pools of creative cave-ins, avalanches or mud (before SMIV Mephits) softening can be soil and stone casting. It is also possible to cast warp Wood (to start the cave-in deal with a leaking ship, wooden doors and doors, warp columns in tunnels). In the end, there is fixed law and magical perception. Howler (SummonerNuglub Gremlin (First Worlder Summoner Only) emergency combat choice - heat metal, shocking grip, snare. If you want to prepare snares, you can summon Mephits here to the monsters that benefit more Vexigits. Summon Monster 4The. Where these templates begin to get good by bringing DR5/EvilMeat: Hound Archon - if the enemy is evil it is constantly Magic Circle against Evil. If not DR10/Evil's. If you're lucky, they're both valid. Remember, for the Dire Wolf form, you can also use Beast Shape for +4 Str and a sightseeing attack and AC 21 at the expense of a slam. Muscle: Lion - Grab, Jump, Th proverm. And there is a Sky Lion DR5/Evil to more points - making it quite durable. Weather: Pteranodon - This thing is much worse than it looks. There are ten feet to reach (always useful for opportunity attacks) - but the best thing about it is that everything is the way of these main attack stacks; increased and Smiting Evil only to hit +8, but 2d6+12 all the damage. Water: Don't... Just don't do it. Sharks are evil, and ice and water (and mud leaves - but take a nerf in the water) elemental, and all d4+1 to deal with small elementals. The best candidate is Ice cleave. Like bison - it is upgraded Aurochs. Probably the most useful monster 5 monsters are usually awesome. At this level there are also DR5/EvilBrown Bear - not only big and hard but grab, making this much more difficult to janore. Tiger - Tiger AP53 is marked as an alternative subpoena (Tide of Honor/Jade Regent) and has 6d8 hit points, meaning its Celestial template gives dr 5/Evil, There are also Pounce and Rake - if DM tiger provides this level of standout monster. Choker - Carrion Crown is allowed by AP. It's no use in war, but he's a good assassin who can keep the victim quiet and in place. Gibbering Mouther - Fire allowed by AP Heritage. It's an interesting clamp that mixes the landscape. Cerberi - Permission by the Council of Thieves AP. Better hound archon and muscle than Tiger if you fight real neutral creatures. Also bite victim Teleport is not possible and can smell (and trace) even undead and incorporeal. Mephits - whether all Mephits are a weak breathing weapon and either two second-tier spells or a second- and third-level spell in CL6 - are often useful for the benefit. There are also 15ft cone Breath Guns; Those with d8 damage are guite useless, but about half of them do only d4 damage. but sicken for 3 laps (2 point debuff). The important ones (i.e. third-level magic) are below: Dust Mephit - Turbidity and Wind Wall, nauseating breath. Earth Mephit - Softening Earth and Stone. It may sound useful and no one will have learned or prepared (if you have Qlippoth Summoning Ring, you can get the same spell as SMII Cythnigot). Fire Mephit - Heat Metal metal armor (negates will record) up to 3 rounds of fire damage for creatures. Ice Mephit - Chill Metal, 3 magic missiles. Sickening breath. Muzzle ScrapingOoze Mephit (or Water Mephit)- Acid Arrow (6d4 intermittent touch, no savings or SR), Stinking Cloud, and oozing has nauseating breath. Battle option - but you still want to use a war creature instead of a mephit. However, d3+1 Mephits dc15 drops a stinking cloud. Either way, it stinks. Salt Mephite - Glitterdust, nauseating breath and dehydration at a radius of 20 meters = 2d8 damage (DC 14 half). Lightning Mephit - once again we managed to blow the power levels of Frog God Games. Lightning mephit 6d6 lightning d3+1 or d4+2. Elemental (medium) - Elementals are all beatsticks - but medium elementals will struggle to make Summon Monster 3 list Highlights. If there is no strange use for them (their abilities are similar to small elementals), this should probably be best avoided. Hitting +3 and twice HP is definitely not makeup to be able to call them d4+2 (even d4+1). Pixie (Summon Good Monster required) - a Permanent Illusion (despite just sound and vision) can be cast. Permanent Illusion spells a level 6, a fairy calling level 4. There are also special arrows (Charm (L4), sleep, Change memory (L6) - DC15), permanent invisibility and DR 10/Cold Iron. Foo Lion (Summon Good Monster required). Unfortunately, poor lion. Claw, graft, jump, made of stone, reach 10ft (for opportunity attacks). Magmin (Summon Neutral Monster required). This is more battlefield control than a monster; He emits heat and light the weapons that attack him. But it's not worth it. Satyr (Summon Neutral Monster required) get a level of this for some reason before a First Worlder Summoner. DC17 Recommendation (third level spelling), DC18 Fear (fourth level spell) and pipes are a Mass Recommendation. It's a very useful monster. Giant Skunk (Extended Summon Monster): They are pretty good attackes in the melee, what DR has, +5 smite damage, and three natural attacks. But the real reason to call them out is for their 2/day Fort DC 17 nauseating 1d6 rounds + 1d6 minutes of attack intervals for sicken. Or to disrupt NPMs out of the war. Shae (Summon Neutral Monster required) Will Lesser Shadow Evocations at first and second level wizard/wizard for evocations. The darkness you believe in is always fun - and Shae can keep firing evocations until everyone is bored (although there is savings to deny). Here a lot of DM illusions depend on how the rules are. Vidus Psychopomp (Summon Neutral Monster required) - this is a creepy monster, but in practical terms the most useful thing about it can be Mind Fog, which then creates when killed. Theletos Aeon (Aeon Summon ring required). Cr 7! A fast healing tank by the standards of this level >90hp Augment Summoning, with Fast Healing 5, and every d4 bullet has crowd control ... There's also a nice list of spells like Dispel Magic (CL9) 3/day, Charm Monster and Lesser Geas (both 4 levels - pity about DCs) 1/day and most importantly curse 3/day lift. Summon Neutral Monster makes this Summon 6 - I think Summon 5. The advanced class guide will put the creature on the SM6 list over the ring about the latest errata. It is still not a bad creature to call, but the OMFG factor loses a lot, Giant Black Widow Spider (Spider Summoner required). It's poison to grow - usually nothing useful against monsters against DCS - but for damage to Fort DC 21 d3 Con vou can really ruin a magician's day. Effects and tremors affecting mind immunity such as but this niche is useful. +8 is fighting against something bigger to hit. Kelpie (Summon Evil Monster) edge case but dc17 charm save or drowned is probably worth considering Aghash (Div Call Ring requires) some good SLA and Water: also will bestow the curse (DC16 will save, but runs deadly) spectral hand; you can also choose some debuff with fortitude (DC16) target and cursed gaze. Catrina (requires Psychopomp Summoning Ring) 3/day Major image (dc20 will be); Lure creatures to kiss her (dc17 will be) and kiss death (fortitude DC17; round after 3 laps or damage 5d6 per death). Unicorn (First Worlder Summoner Only) - Magic Circle makes this a good subpoena against Evil like Hound Archon. But beyond that there are two uses cure poison, cure middle wounds and cl9 de cure light. It's a useful defense call. Summon Monster 5Demons and Devils - FTW magic. And Ankylosaurus is an extraordinary beast. ET: Ankylosaurus - not only here to reach 95 HP and 15, this tail (+16 to hit) is a DC25 (!) round daze as well as 3d6 +25 damage smiting inflicts. And there is DR5/Evil from the Sky template. Evolved Summoned Monster with an Ankylosaurus is just a straight bad, with two nosed or claw attacks related to an additional 2d8 +15. For bad callers, Babau stands out with three attacks with DR 10/Cold Iron or Good and Sneak Attack. Muscle: Big World Elemental - their heroism includes the Greater Bull Rush so that enemies provoke attacks on opportunities in a rush of bulls. They are an SPK (increased) +18 - +23 times when bull rushing is one of the places. Or you car shoot people with just two slam attacks - attacking +14 for each (again people on the ground) with power 2d6+13 damage. And DR5/-Air: Bralani Azata is the perfect flying monster - but an air superiority monster can fly (and lightning) instead. For air superiority, great air elementals inflict a lot of DC20 reflexes and drag the attacker enemies to the best single target of the desired or multiple Pteranodons. Water: To deal with hay, you can scythe through the enemy of the Great Ice Elemental fortitude. Grapplers like giant Moray Eel orca get very close to the water while simple and very very effective (and Summon Evil Monster summoner is a choice) is particularly effective against enemies. I don't have the right answer. Range: If you need mass range damage and need it now, Bralani Azata has your back. However, if you are targeting only one enemy in range, you are expecting a long battle or just wanting something that can resist the enemy for a while The Great Carer Elemental is a better choice. If you want intermittent control with a side row of intermittent damage and The option of getting into a melee, Ceustodemon, might be even better than these two. Bralani Azata - Two 6d6 lightning strikes, treatment will be severe wounds and wind wall. He can call multiple powder mephits if you want to keep your at least four level three spell points - but wind walls are fast. Evocation is usually poor - but look up for how these things work at level 7. Summon Good MonsterBabau (Summon Evil Monster selection) will be made difficult by a lot of magic distribute. And look at the invisibility. Keep dispelling until successful - Sneak Attack (2d6) and +14 is also a utility monster although 3 attacks are guite effective. Probably choose Summon Evil Monster muscle and dr10/cold iron or make it guite meaty good. Wooly Rhino - how funny is a lot of aurochs, this is an expert (DC 25) tramps with a strong fee for leftDire Lion regardless: This is a pretty good cat. Jump, Thrk, you know the drill. +5 normal lion starts hitting on and getting DR. Elementals all beatsticks and DR 5/-. See the small list of basics for details. Nastier a lot of nastier at this level as mud can make the enemy helpless on a turn with two attacks, if you are using hard possible reading then the weather elemental hurricane is finally useful against medium creatures with strict interpretation, and Elementals are all useful with great Cleave taking - but what stands out comfortably is this level/ulpinal Agathion (Summon Good Monster for Muscle nodding Earth Elemental, Extended Summon Monster, or Ring Agathion is a benefit instead of fighting the monster with Detect Evil, Major Image, Remove Disease, Calm Emotions, Charm Monster, Dispel Evil, 3\*3d8 Holy Smite and Flame Arrow. And 3d6 Lay On Hands uses 6. It's just what you do to break an angry crowd. There are also +21 to all information. Often this is useful but in rare cases it really is. Ceustodaemon (Extended Summon Monster or Ring Daemon Summoning) - bad colleague for Bralani Azata. Cl8 has magic that benefits a lot, such as immunity comes with a cocktail (death effects and large ones affecting the mind). Invisibility (see L2). Dispel Magic (L3). Fly (L3). Hold Monster (L5) and Slow (L3). The big thing is the 6d6 damage 1d4/round breathing gun. If you're lucky, you can really rack up the damage. Unfortunately, Bralani Azata's 2/day lightning bolt is not as guaranteed ... But on the other hand, Ceustodaemons still has Hold Monster, Slow and Fly. Probably Bralani Azatas if you're making a better choice 1 Instead of wanting to call in and create a lot of damage as guickly as possible, there is a rolling conflict fight. Incubus (Extended Summon Monster) - This Suggestion (L3) is a Summon Monster V option that at-will cast. He don't have to do anything else. Djinni (Summon Good Monster). Called by a level 5 spell, it can be cast: Gaseous Form (L3), Major Creation (with L5 bonus), Wind Walk (L6 - three targets) and Permanent image (L5). A very useful auxiliary monster fighting in battle as big as it should be. Unicorn (Summon Good Monster) - which was a bit levelled - but Cure uses three of the Middle Wounds, Cure Light Wounds, and Cure Poison (L4) is still able to give some nice healing to an arcanist. Catrina Psychopomp (Summon Neutral Monster, or Summon monster IV if you have Psychopomp Summoning Ring) - this is a chilling effect. It's taking too long for Speak With Dead to act for someone other than summoner. Major Image is beautiful, like Calm Emotions, and DC17 has three round assassination effects. Very nice. Ogre Spider (Spider Summoner required) - a waste of space other than building these networks compared to Ankylosaurus. Shadow Mastiff - allowed by Carrion Crown or Summon Evil Monster. Mastiff bay 300 'does everyone in' DC 16 or panic will make a save and escape for 1d4 rounds. It's a complete hordebreaker, although you and your allies watch for blowback as they also escape. Cloaker - allowed by AP41. Automatically anyone within 60 meters with the extraordinary ability of his Moan (who can hear and be affected by the mind) can be debuffed - which cannot be dispelled, antimagiced, spell-resisting and even not provoking attacks of opportunity :D Pixie (First Worlder Summoner Only) - This is not a war subpoena. Pixie L6 has a Permanent Image of magic. Also Charm Monster (L4) and Replace Memory (L6). Summon Good Monster summoners are useful even at this level even though they are on a level before. Satyr (First Worlder Summoner Only) - Suggestion and Fear effects if you like them. Summon Neutral caller bought it earlier. Monster 6 Summon's summon where you start getting a real spellcaster as a monster called here. Unfortunately all the wrong spells are known bards. But it still works. Also, Summon Monster 6 Where Extended Summon Monster begins to be significantly more useful. ET: Triceratops'. What more do you want? Celestial or evil pattern? Almost 150 hit points? Big - so take a lot of rooms? And a beautiful trampoline attack does 1d8+28 damage (including Smite) make it the primary target to pull out a lot of large or smaller creatures? However, Dire Tiger is often better. If there is room for it (and unfortunately, it usually doesn't) it can also be spring for a Big Turtle. The first gigantic animal and child you can summon brings pain. Not only are they a gigantic wall of meat and field control, but they also do a ton of damage. Want smite-power attack-trampoline for 2d8+45 damage? You certainly would! Muscle: Dire Tiger Aton, Nyr, Grab, Hit all attacks (all +20) and damage the average roll 77 if you succeed once you grab. And without this smite evil +14 damage each of these attacks. Weather: Plenty can fly on this list - but almost all the benefits are wheels. Big Elementals may be entitled, but just get +3 large ones and the same DR probably go for multiple large elementals - or multiple Bralani Azatas will never go wrong against something without electric immunity. Water: Giant Octopus. It's just unpleasant; The point about the giant Octopus is that it takes a bite and 8 tentacles each gets the first free grab and then gets the grab if you roll a free narrow damaged by smiting +12. That's a ridiculous scale. This is probably Summon Evil Monster summoner's meat and choice muscle as they can move on land. Intermittent: This time you're spoilt for options. If for some reason you can get your hands on a Casserole (remember that Mothmen Groetus is probably the best god for pathfinder association blaster clergy) and talk sweet-to-sweet DM explaining how delayed Blast Fireballs fixes the fate of throwing out, they completely blow up all other intermittent options. Call the Good Monster Callers can take the Wood Giant. Obviously it's hard to work with given the mediocre attack rolls, but you can do a ton of intermittent damage if you can manage to increase it. Suzerain Scepter, as always, is highly recommended. If you don't get both, the Shadow Devils are a good replacement. If you are looking for one more cerebral (at the cost of doing raw damage) Erinyes has your back. Great Aether Elementals is still a good choice, but their damage begins to stall out at this point. Finally, there's Vanth Psychopomp. Slightly weaker than other options, but Searing Light remains relevant for much longer, even against non-immortals. Invisible Pervert - always invisible. And... er ... That's all there is to it. Lilend Azata - 7 level bard's with a poor spell selection. Where to open here if you want a level 7 bard without optimism - can be guite useful in the right conditions (buffing and healing party or talking to animals and plants). Shadow Demon - Shadow Conjuration 3/day, Shadow Evocation 3/day, Telekinesis At Will. Shadow Conjuration level 5. A Bad Monster selection. If your DM allows the Shadow Devil to deliberately fail against the shadow conjuration of his own savings, there is also abuse that can be used with Shadow Conjuration. SMVII and up and up, you can summon multiple Shadow Demons. then you can change themselves from the top-level list at the expense of a single turn. None of his own movements and no nests of magic. Succubus or that some callers call the d4+2 just because they can? Probably Charm Monster (L4), Dominate Person (L5), Cha 27 (very high DCs). Bluff +27, + alter self + perception thoughts for the combination of rapid infiltration/language guery usage. Choose a Summon Evil Monster, Erinves - some Water and SLAs; constant true seeing SL6, darkvision and see in the dark; (SL4, DC 19; bad AOE damage and potentially nauseating); wandering (Water; DC 20); also dc 19 and small image DC17 horror. Because Small Image AND True Seeing can be hard to hit almost like Ether Elementals if you're feeling creative. Casserole (Shattered Star AP). Technically only CR6 is a useful monster through and through this. Its Agent Of Fate ability (any spell in L5 or below to guide fate in the right direction) ignored: Mind Fog (L5), False Vision (L5), Shadow Walk 3/day (L6), Phantasmal Killer 3/day (L4) Nightmare 3/day (L5) – but casting takes 10 minutes, memory 3/day (L6) change. And, of course, as a subpoena, Mothman's Mind Fog does terrible things to the economics of action. Chaos Beast (Shattered Star AP) Hits someone if very, very unpleasant - their paws cause bodily instability. Friends don't do that to each other, but hitting harder is more effective. Vanth Psychopomp (AP44 or Ring of Psychopomp Summoning) – DR 10/adamantine; sense of spirit; DC 17 bestowed); find creatures; burning light. Animate Dream (Extended Summon Monster) - Although there is no damage reduction, it is still ridiculously durable; 12 hits to die and boot incorporeal! He also hits pretty hard and accurately with his 6d8 incorporeal touch -- he's trying to move a little rush. The real money of this call, however, loves his magic: Deep Slumber (L3, DC 18), Horror, Confusion, AND Phantasmal Killer (all three L4, DC 19) speed calling? Yet another 'not too BAD for DNS, nightmares for other monsters' monsters' monsters fight. Naunet Protean (Extended Summoning Ring) - stymied by damage reduction? Magic, Chaotic, Silver, Cold Iron or Adamantine Damage reduction have the choice to overcome with good hard hitting monster. Also tentacles (2 attacks +13) Why Confusion (will DC 21) for 1 lap (and stacks) - can be useful for controlling non-chaotic enemy crowds. Tylosaurus is also an option for the Jade Regent Adventure Trail, but this version does not come with an alignment template. Kirin (Summon The Good Beast). Level 6 is a sorcerer. His only third-tier spell has Bralani Azata, which takes a lower level as it is a 6d6 lightning. On the other hand there are both Break Enchantment (L5, CL9) and Lesser Restoration (L2) and Cure Light Soas works 8. Oh, and it also has Major Creation (L5). Usually summon monster v list is not better to find, but you need break Enchantment when you need it! There is no significant intermittent damage to the Wooden Giant (Summon Good Monster) where you can get all three attacks for the terrain. 6d6+21 damage is equivalent to 12d6 and you can do it in each round. Point Blank Shot and Beacon of Hope attack routine can make your routine much more reasonable +12/+12/+7. Chaos Beast (Summon Neutral Monster) - Corporeal Instability is a messy way to kill people. But if you want them dead, Dire Tiger is much more useful. Theletos Aeon (Summon Neutral Monster) - Corporeal Instability is a messy way to kill people. But if you want them dead, Dire Tiger is much more useful. control is always useful. Pity the DNS. Then again, since the two DC 19s are capable of using charisma damage attacks (and if they hit, their savings drop the bonus) if you can kill, say, badly high HP low CHA creatures save guite handily. 3/day Magic dispel and Remove Curse are useful to know about. Legion Archon (Summon Good Monster or Ring Archon Summoning required). This is not a bad Archon with DR10/bad, but good as a beatstick but no Dire Tigers, however, you can fit a few in a tight space. And they're flying. Perfect for narrow corridors. His spells are mostly smug, I'm afraid. But it's one of the few monsters that can penetrate multiple types of damage reduction. Lamia (Cyphermage Prestige Class) - there is a beautiful full attack involving drainage of wisdom, and several low DC Illusion and Enchantment spellAdhukait Asura (Asura Calling Ring) - Spike growth (SL3) for battle control in open areas with vegetation. Hydrodaemon

(Ring of Daemon Summoning) - Check the water to control enemy ships or flooding. Shoggti Qlippoth (Qlippoth Summoning Ring) - the creature first summoned by law protection (too late); Braincloud damages wisdom and only needs a successful touch attack. Efreeti (Summon Evil Monster required). Fortunately Wish is not an inexpensive way to get this wish so there are expensive material components. But you get Permanent Image (level 6), three walls of fire (level 4 or 5) and Pirotechnical Will. A utility Summon Monster) - It has Haste and Judge Person (L4, DC 18) 3/day, at-will Telekinesis (L9, DC 19). If this is not juicy enough, it also gives a -6 penalty against the effects of Kalavakus if an enemy staggers an enemy or fails to save the ability of a quick action 'slave spirit'. It's a win-win! Vanth Psychopomp summoning)- they have 3 CL 10 Burning Lights. If you are not facing undead (but let's face it; undead is a very common mid-level enemy) they are kind of pale in against other options ... Searing Light, on the other hand, doesn't have a save shot, so they can stay in effect until the end of the game unless their enemies have magic resistance. Level 7 magic slots blast CR15 enemies with 20d8/40d6 damage for reliable 3 rounds? That's deep pain! Elemental (Large) - Elementals all beatsticks and gain at this level 2 attacks and DR 5/-. See the small list of basics for details. This means, of course, that they are slightly better than large elementals - a few more hit points and about +3 hit and hurt. Magma and Mud elementals are not worth it, despite joining the Greater Bull Rush club. But... Huge Air Elemental - This is the level at which Air Elementals begins to be extremely good. They have a tailed DC23 Reflex Save to put people in hurricanes. And because they are so large, they can absorb more than one large creature. The hurricane is not only a very good crowd control, but also a larger mobile barrier/visual display. Summon Monster 7It's a little disappointing after the high casting of the last of this level; you're probably better off with d3 monsters from the previous list. ET: Brachiosaurus is a giant tramps (DC 34) with large cleave and Greater Overrun (CmB 32). A lot of hurtful. (Probably needs errata - things like the stand where you have Improved Overrun instead of this Improved Bull Rush feat) Muscle: Multiple Dire Tigers are still the most effective choice - or have Roc - grab and fly off (and let's probably go) is a simple approach. But when a gigantic creature catches him. And Roc both fly and flyby attack and dr10/evil and don't hurt guite a lot. Also a Summon Good Monster option. I just told him Roc's muscular. A strong flyer, use it. The large air elemental related to hay is normally +6 if it is over a large one. Water: Greater Water Elementals is a big step on the big ones - for hay removal or moving people. Along with his Death Roll and Swallow All Smite for single goals, Dire Crocodile can do a lot of damage. For special attacks by Dire Crocodile, check the Crocodile entrance. Intermittent: Unfortunately, at this level Aether Elementals, even large variants, begin to fall permanently behind. If you look at it, the ranged offensive rolls are still pretty good. it records well but with bad DNS - like a lot of strangers. But since they get an attack/round equivalent to just 10d6 damage, Shedu and Jyoti are better options for intermittent damage, especially AoE intermittent damage. Bone Devil - there is a Dimensional Anchor if no one remembered to prepare one. The Vrock-A DC 23 30ft radius stunner is really quite nice. But then I'm just wondering about a shot off the best using Telekinesis for a second shot. It's either that or you can do a Vrock dance somewhere expensive. No, he won't be able to complete the dance against competent opposition. But that's the point. It's a bag the enemy has to take down. An Evil summoner can bomb them the best vrock of Tyrannosaurus - a rival for meat. It's so big and cumbersome. And Dire Tiger is hurting more. But it's like a bite, and there's some really bad reviews. A tyrannosaurus is the lead candidate for Evolved Summoned Monster. this feat is especially more than one copy - something like leaving 3 Tyrannosaurus with a bite/claw/claw attack routine in 4d6 +44/3d6+31/3d6+3 +21 attacks are ok to fight about 50 damages (or 3× +16 power attacks and 80 damage-related combat). After the best successful hit there are special effects: disassemble armor (if it hits with both paws) or 5 consecutive rounds of constitutional damage (after biting). You can also throw the really powerful web to click (escape between successful touch dc25 and +11 attack). His strike counts askaotic and magical, and against demons is also cold iron and good. Angel, Movanic Deva (Summon). Our summoner has eventually become Angel Summoner - with two low-level spells, 21 with an angel with a list of resistance laundry including an SR and 24 an AC. I don't know if you can actually use your anti-magic field. In addition to their resistance, Movanic Deva can lift the curse (or other ailments) until it finally succeeds), and healing carries a significant amount of water. You can also (will) distinguish lies and cast sacred smite to attack the space of evil aliens. Unfortunately Holy Aura has an expensive component. Warning: D20PFSRD is mistakenly linked to Angel, Monadic Deva - significantly more powerful and summon monster 8 option. Shield Archon (Summon Good Monster or Ring of Archon Summoning) - With AC 29, the SR21 deserves its own meat award. Oh, and Disrupting Weapons to carry out melee attacks against Undead Save or Die. And other shield casting and HP can become batteries. Shedu (Summon Good Monster) - A layoff spell, a 12d6 Flame Strike, AC24, SR20 and some hordebreaking. Treant (Summon Good Monster) - A layoff spell, a 12d6 Flame Strike, AC24, SR20 and some hordebreaking. first is that they are vulnerable to slaughter. More than evil, that is, the enemy may be unprepared, different from your normal celestial work. The second is to bring interlopers underfoot (although they cannot revive trees, although monsters are called). Dragon, Young Bronze (Summon Good Monster) It's a dragon, and it's quite a respectable one. Push Breath is always useful, like half a dozen attacks. But mostly a Dragon! Young Bronze Dragons have a bit of mediocre attack roll and average damage roll, but you get a ton of them. If you can increase that somehow, for example, they'll completely tear their enemies apart with a giant summoning stick. Jyoti (Summon Neutral Monster) - a 11d6 60'cone can be used to breathe fire 1/round. But more importantly, they are 1/day Breath of Life, which means they resurrect someone who died in the previous round (and were not too battered). Mostly a Summoner trick; 1 full round is too slow to call them - but a Summoner can be with their Summon Monster SLA. Sacristan Kyton (Ring Kyton Summoning or Summon Evil Monster required) This is a scary beatstick with crowd control effect causing a bad madness. It's really worrying against DPs - often not so much against monsters who kill instead of opening crazy - although the 25' radius dc18 Deeper Darkness + Confusion can be crippled. Giant Tarantula (Spider Summoner required) It is obviously terrible crime and has no networks. A savior feature of his nausea touch attack and reaction after being shot by an unattainable weapon. As nausea touch attack and reaction after being shot by an unattainable weapon. As nausea touch attack and reaction after being shot by an unattainable weapon. enemy! Bogeyman (Summon Evil Monster required) 3/day both hold Person DC20 and Quickened Phantasmal Killer (DC21) It can save or cast a lot of losers. And fear aura and 6d6 sneaky attack claws also help no one. This is a call to eliminate everyone with low will saves. DR15/ Cold Iron and make a horror aura semi-good meat selection. Nucklavee (Summon Evil Monster required) - every 1d4 rounds and DR10/Cold Iron once badly breathed 10d6 30'cone. It can upset the garbage. Lökodaemon (Extended Summon Monster required) - Two effects that really bring pain. The first is to cause 1/day of damage in CL 10. The other is an Infectious disease that hits an enemy every time they hit an enemy with an arrow... And DC is based on the constitution! It's unfair to get the unworthy 50' aura's take on this penalty -- 2 shots on DC 25 that makes this powerful lot of hurtful. Ghawwas Div (Div Calling Ring) - really good in battle and can be very useful in water: control will be water, boiling water. And if you want to save the victim from the fire execution (extinguish). Nyogoth Qlippoth (Qlippoth Call Ring) - acid fog 1/day. Elemental s are now DR 10/-. See a small list of elements for details about other effects, but semi-ordinary creatures already have all of DR10/Good or Evil. Urgathoa girl (aka Daughter of the Dead) - it actually causes Bubonic Plague and who wants a level 6 evil Cleric with a constant Disrespect not to heal? If so, this offers the Option of Carrion Crown. Technically, it's a nice way to open a fight with a bang. Unfortunately his best magic is Summon Nature's Ally IV (which you can't use) - and to blow up things he has in Call Lightning - or anyone who doesn't just get blind can reveal his Stunning Gaze. It's a good alternative to Vrock to call in a control bomb. Summon Monster 8, there are only three options. And seven. Probably better to stick with the flood of places with Summon Monster 6 - or Vrock-bombing (three attempts to stun everyone at 30ft for the turn can be quite effective on average). Here both meat and muscle elder Elementals. I also honestly don't see any casting here where summon Monster 6. Gorgon beats - Kingmaker provides a DC21 (if 23 increased) vs Fortitude Save-or-be-petrified 60-foot cone offering a squishy monster. I'm sure there's an army around here. Leonal Agathion (Extended Summoning) - good beatsticks are often pouncers, as leonal is (summons don't need to call them directly into melee until). A CL14 sacred word is useful for weeding out straw, and never miss 10d6 fireballs - and what a healing spell. Nevertheless, despite the DR10 bad and silver, the main advantage over multiple Movanic Devas is 3\* Wall Power/day. When combined with some of the other cheats, we do 60d6 Fire Damage (although dc15 means everyone will get half) in each round during the period ... Evokers are eating your heart. Angel. Monadic Deva (Summon Good Monster or Angel summoing ring) Call the angel armies! There's a good reason this thing is CR12. Angel immunity and SR23. Heal (L6). Holy Aura (L8). Holy Word (L7, DC21, pity about level 10), spells like Hold Monster (L5) and a powerful beatstick. Dragon, Young Gold (Summon Good Monster) Slightly more powerful dragon, especially under augment Summoning. And he's a dragon. Imentesh Protean (Summon Neutral Monster) 1/day Polymorph Any Object! Also when a DC22 Warpwave is called (which can be used as a guick action), Break Enchantment and some other goodies. A Dire Tiger (what's not?) so loses in battle to keep out of the fight - and that way you don't get protean rules underfoot. Baregara (Summon Evil Monster) - a really bad grappler (+23 hit, grab the free +29 with sfx to keep the victim there). That makes it useful. Kolyarut Inevitable (Extended Summon Monster or Ring Inevitably Summoning) - Aside from being a surprising straight-up slugfest decent, there are also three shots of the quickened Suggestion. Dc's on 16, but you can still nail it in three uses. But there will be enervation casting! Aghasura (Ring Nod) - if the enemy is not immune to poison, he has a great chance to kill them all. 3 attacks (2×+28 2d6+14/15-20.1×+21 2d6+8+grab) all poison (d4 constitutional damage, fortitude DC23, 1/round for 6 rounds, 2 consecutive saves with 1 5ft access!) And you can also cast 50 meters (dc21 negates) attraction creatures towards cloudkill (d4 constitution damage/round, fortitude DC19 half) and towards it. Maledaemon (Ring Daemon Summoning) - some useful magic against plants. Chernobue (Qlippoth invocation Ring) - constantly enigmatic vision, hammer of chaos (will DC18) and 3/day confusion (dc18 will). Otherwise it's not that good. I complained about Summon Monster 9 Level 7 and 8 monsters. But level 9s are all good. All the heavens can fly, but only hamatula can swim. Astral Deva - Holy Aura to begin. Then Blade Barrier and Heal. And it is also a beatstick, which is a series of methods of dealing with evil creatures, and an almost complete spectrum of treatment. Ghaele Azata - Always Holy Aura, then 13. Plus Prismatic Spray and Chain Lightning to increase crime. And it's not that bad. Glabrezu - Reverse Gravity Horse Will. Fun! (Also Power Word Stun). And he hits pretty hard. Summon Evil Monster is accelerating this uplce Devil - Will Ice Storm and Cone Cold (13d6) at. And the Ice Wall is to keep people in the area. Nevertheless, if you wanted to damage evocation, calling the average of Four-and-One Brelani Azatas, who wants to strike 6d6 lightning for the first two turns for all 27d6, Summon Monster 7 was better. Summon Evil Monster is accelerating this upNalfeshnee - Greater Dispel Magic Circle against Evil. I was more impressed with Azata. Young Celestial Storm Giant - Serpent's Skull. Not a bad beatstick, but also Control Weather and Chain Lightning. Summon Good Monster, of course all angels win hard feat die. It doesn't really matter so far. Leonal Agathion (Summon Good Monster, of course all angels win hard feat die. It doesn't really matter so far. Leonal Agathion (Summon Good Monster required) - good beatsticks are often pouncers, as leonal is (summons don't need to call them directly into melee until). A CL14 sacred word is useful for weeding out straw, and never miss 10d6 fireballs - and what a healing spell. Nevertheless, despite the DR10 bad and silver, the main advantage over multiple Movanic Devas is 3\* Wall Power/day. Akhana Neutral Monster or Ring Aeon Summoning required) can't be cast thanks to the rules for Summon Monster so you get expensive material components in all good spells. Like Raise Dead.Morrigna Psychopomp (Summon Neutral Monster required). Level 12 is like the Lover of inquisition. At least he had a sense of accepting the magic of Magic Immunity. Valkyrie (Summon Neutral Monster required) - Heal, Breath of Life, Geas, surprisingly little combat damage - I think their CR includes being able to summon them, of course, a Slepinir who cannot be a call monster. Strangely, you're calling them to stop the warriors from taking their souls. Interlocutor Kyton (Ring of Kyton Summoning required) -Breath of Life is the main reason to call this. Ankou (Summon Evil Monster required) 1/day Circle of Death and 1/Day Prism spray. Dimensional Anchors and WillDerghodaemon at Fatigue Ray (Summon Evil Monster required) free 30' radius DC20 Feeblemind and a little bit of fighting potential. Marut Inevitable Summoning - muscle with two + 29 [increased] damage slams: 2d6 +14 plus 3d6 electric or sonic plus blindness or deafness (fortitude DC28 negates), reached 10 meters and power attack :) It is also meatshield with 246 hp, 30 AC, 10 regeneration (chaotic), 1 DR/chaotic. Earthquakes (8th level clergy magic), at will greater pel spells (CL16 - Better than Nalfeshnee) and some other spells (chain lightning 1/day, force wall 1/day) can be cast. Imentesh Protean (Ring of Protean Summoning) - some utility SLAs: eliminating the law (to get rid of any magic cast by the evil creature), the polymorph of any object (sorcerer level 8 magic). Morrigna Psychopomp (Psychopomp Summoning) - some utility SLAs: eliminating the law (to get rid of any magic cast by the evil creature), the polymorph of any object (sorcerer level 8 magic). OK-ish battle stats, but some investigation benefits SLA's: confession, blood biography. Augnagar Qlippoth (Qlippoth Summoning Ring) - Marut better muscle with 1 bite +25 (2d6+13 plus d8 bleeding) [increased], it can fly and reach 15 meters, 227 HP DR 10/lawful and has some immunity :). You can also use his Scary View mixed for d3 bullets and damage Charisma 2 points (there will be dc21 denying charisma 2 points (there will be dc21 denying charisma damage). There are also fatigue SLA waves (level 7 magic) domain casting and blind vision (30 meters), darkvision (60 meters), smell and real vision. Summon Nature's AllyNote show many creatures and elementals on the Summon Monster list - especially Elementals. See summon monster lists for Elementals. Summon Nature's Ally 1Mite - the first subpoena, they can get 1d3+2 damage at +3. 1d3+1 is not a bad use of plinking away with damage to the distress of these creatures second-level spelling slot. Gourd Leshy)- These little twerps actually make a good amount of intermittent damage to slap them in the Fiery Template. The DC 12 reflex is just sauce that circulates over their intermittent attacks. Unfortunately, this will probably be useful if 2,800 GP will not be able to afford the public levels. Pay attention to how DM rules are on Verdant Burst for called monsters. In both good and bad terms, you can get more than you expected. Summon Nature's Ally 2Fungus Leshy (Requires Natural Attunement Ring - Leshy)- Aside from doing the same amount of intermittent damage as Gourd Leshys, they can find a way to increase their three attacks can cause a staggering amount of trouble for enemy archers and spellcasters. Nature's Ally 3Celestial Dire Boar- If you're using AP32 road antics, you can add it to your list. In addition to being one of the few ways to summon celescies on Summon Nature's Ally list, you can also add the fiery template. Consider calling 1d3+1 Celestial Fiery Dire Boars, each of which can cause 4d6+14 smiting damage. Shikigami (Natural Attunement Requires) Ring - Kami)- 22hp, Quick Healing 2, DR5/Cold Iron, and Sculpture Magic. Although very difficult, even fiery template and metal improvised weapons can be some problem by keeping the attention of monsters - fortunately shikigami doesn't sink the already suspicious attack roll any further, cha. Since Summon Nature's Ally uses 4Griffon -Fiery Griffons crimed Augment Summoning with celestial pteranodons completely outclass and this had a pretty good weather monster. Satyr - as good as it is on summon monster list. Probably even better, because his crime can be slapped on the templates without reducing it. (Remember it doesn't come with pipes) Tiger - You get a flat tiger, asked no questions. Summon Monster users get a lion with an alignment template without resorting to 'only' suspicious AP-paths, someone can actually out augment summon monster option is weaker. However, usually the chain-stunner already uses these creatures, so losing the +10 smiting damage bonus does not hurt their effectiveness too much. Cyclops - it would be a mediocre beatstick for this level if not for Flash of Insight. You can use this ability to guarantee a critical hit with an x3 weapon. You can make your first full attack with Invocation and Power Attack for the Moon (tip: use Flash of Insight for the second attack if they don't have a really high AC) 12d6+64 damage points. Ettin - Note: Monster block does not contain extra free attacks that it will take to fight with two weapons. Flame Drake (Ring of Drake Natural Attunement - Drake required) - Even Flame Drake is a pretty good beast compared to Bralani Azata, there is also quite no good damage to the melee. The ability to perform a transaction action as a quick action gives the so-called jump. While girallion-Dire lions are a little damaged by pouncing, these things have an amazing 10-metre reach. Nasty Manticore- Amazing, its intermittent damage completely outclasses Azata's ... Assuming the entire tail hits the spike. With Fiery Template, you can do 12d6 +20 damage with one tail if four pointed terrains. It starts strong grows rapidly weak since the +8 attack bonus actually clumsies hitting something. Ani dex. Kodama (Requires Natural Attunement Ring - Kami) - These abilities are some plant-related spells and manners, what doesn't even help Augment Summoning since its grab-bag immunity and DR. The real money of this monster, however, is his astonishing gaze. As long as you pay attention to your range and your allies, this can give a group of monsters a really bad time. Summon Nature's Ally 6Stone Giant - destroys a lot of intermittent damage with its rock throwing. Augment Summon Nature's Ally 6Stone Giant - destroys a lot of intermittent damage with its rock throwing. 7Fire Giant - with three attacks per force attack with round and two-handed weapons, they have a good chance to make a large amount of melee damage per round and hit with all the attacks. Zuishin (Natural Attunement Requires Ring - Kami) - No one dies tonight when this monster is called. As a guick act, you can inocsite an arrow of fire by consuming one of its abilities such as its magic: breath of life (3 times a day!), treat light wounds, heal, neutralize poison, lift the curse, or remove the disease. It also fires up to 4 arrows round one and also adds the 'sacred' weapon feature with each arrow. If you can increase their rather mediocre attack roll, they can roll on ranged enemies that are not and go home at any undead as well. Summon Nature's Ally 9Toshigami (Requires Natural Attunement Ring - Kami) - Holy shit, see this attack routine! Very badly about quite pitied damage, but each hit powers a DC27 since 'save or lose physical or mental statistics' is quite feasible. It also makes very strong meat with relatively high AC, hit points and DR. If that's not enough, it also takes some killer magic, too: time stop, DC 24 fingers of death, and True Seeing, See.

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