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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 SummonerClassesSummonersSummoner Dirty Tricks:SorcerersWizardsWizardSWizard Spesiyaliteleri ve arketiplerArcanists (non-Occultist)Arcanists (Okültist)Din Adamı Domains ve ArchetypesOraclesDruidsAlchemist (Preservationist)WarpriestInquisitor (Canavar Taktiği)Varyant Multiclassing - ClericVariant Multiclassing - SummonerPrestige Class - BalancePrestige Sınıf Elçisi - Dövmeli Mystic3.5E Prestij SınıflarMalconvoker:ThaumaturgistDüzenli MulticlassingFeatsCore FeatsGeneral FeatsAlignment FeatsGuardian SpiritsCleric Summoning FeatsDruid Summoning FeatsWizard veya Büyücü Summoning FeatsTrap FeatsFamiliarsTraitsItems2Spell Tetik ÖğelerMetamagic RodsDeğiştirme staying AliveSShadow SpellsSummoning TacticsExpendabilityFlexibilityMonsters Summon Summon Minor MonsterSummon Monster 1Summon Monster 1Summon Monster 2Summon Monster 4Summon Monster 5Summon Monster 6Summon Monster 7Summon Monster 7Summon Monster 8Summon Monster 9Summon Nature's AllySummon Nature's Ally 1Summon Nature's Ally 3Summon Nature's Ally 4Summon Nature's Ally 5Summon Nature's Ally 6Summon Nature's Ally 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 should call Succubi. 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, or for spontaneous wheels only for unstable 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 for 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 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) Repeated (+3) a level 11 spell slot 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 your 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 Trapping, 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 calculating 8 savers or doing things like 8 separate hit point counters to track. Even if metamagic reducers or leaving dazing 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 thing. Again, unless cool with the party, they have the same number of attempts to move. Allow space, roll all the dice at 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 quickly the subpoenas 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. For two, cr 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. Dire Tiger has 8 CR but 14 HD and can reliably shoot creatures with 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 encircling 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 Fire Plane, can you summon a creature without fire resistance? What about a creature that is fire resistant but not enough to prevent scratch damage? How about an area choked with the Wall of Fire 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 this means and you get to know yourself with the second-tier subpoena 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 quite 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 really easy calling counters; The best thing you can do is summon giants or creatures 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 rnes over there. Or: do not disturb with small frying, go doggie 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 also ways to communicate with monsters with or without language. 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 devilily 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 subpoena 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 or heresies. Fortunately, the vast majority of sapient subpoenas that are not at low levels are 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 magic a lot (falcon/Wandering/Snowball/etc. Aspect though quite damn boss) but to get two skills as skill class skills, asked no questions. 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 buided 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, which is also unsurprisingly Summoners make the perfect Monster Summoners - you can actually say that the point of making the best Monster Summoners in the game is empty 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 than anyone gets a higher level subpoena. Callers call monsters standard actions, meaning monsters behave as you do the spell. It's almost the equivalent of speeding it up. For 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 this speed advantage more and 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 Summons: Summoner if it uses its Summon Monster SLA when it is already active, the subpoena set is dismissed. But as an SLA, Summon Monster is just standard action. So if you're going to take your monsters to the 1st World No. This significantly reduces your endurance. Low-Level Spells: Summoner summon spells are lower than usual, which lets them use cheaper Metamagic Rods when removing 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 like 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 tricky 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, 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 summon monster IV 10 level cabler because it is already V-scale so it is now capable of casting to summon 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: Evangelist. This prestige class, Mick, do you accept? It ends 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.sorcercers, which turns out to be the second problem with the bus-as-summoner 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 can throw out their top two levels of a Wizard spell. It's a good way to be a wizard, but 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 every time he summons Monster IX for some very bad work. This, combined with the Superior Summoner skill that allows you 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 a Robu. If you have the Wild-blooded Bedrock lineage, your call also yourself d/Admantine equal to half your class level. Wizards'at 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 cleric/priest is the quality of magic. This means that you will always be better off as a cleric/priest when you restrict yourself to spells on the list of clergy. Of course we're talking Wizards here; Academe Graduate feat provides standard action subpoena - and fatigue can be addressed. Magicians, or rather Academe Graduate magicians, summoners and Occultist 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 high-level 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: Conjurition. 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 call (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 Conjurition Wizard in PFS is Thassalon Student, Session 26, from the Chronicle page. The Runeclod of laziness is the end of a long story about Krune. Boon reads: Thanks to Krune's study of sacred and personal effects, Pathfinder sages have deciphered many of thassalonian magic secrets and how xin's magic twisted to prevent sinful excesses. As pathfinder society builds a new chapter for Organized Play, Pathfinder Campaign Setting: Inner Sea Magic can take advantage of thassalonian magic rules on page 17. With as 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 Thassalonian Wizard using conjuration expertise in PFS. A Thassalonian expert wizard receives two additional spell slots at each 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 nest+2 spells per spell level, but the big drawback is the loss of Evocation Magic (including catnip 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 quite 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 Blanks - 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. Conjurition: Conjurition does not prohibit. What are you, crazy? Even if you weren't a wizard, you wouldn't have banned this school. And his school skills are great. Calling an extra lap or two helps at a really low level. Prophecy: 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 skills are super bonuses, even if he's wasting magic nests. This is quite a droppable 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 drops: 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 by 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 low level, think long and long about banning this school. To be honest, the color spray feat, mage's SM2 will be more potent than the most potent enchantments. Two school also count extremely strong enchantments. Eldritch Blast. This 3.5E was used as the weakest school, but actually made it much more useful. Still, sometimes a small school is more useful. Only one of my friends has a caller is a caller is the best. Mostly just a few of the spells. These are mostly the grubby-grab bag. Without that, the specialization is less versatile. If you're going to go, let your ally know you're going to go with your ally. The most patronizing farce ever. Conversion: There is a shift filter 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're a cleric, a half elf, or a person or a semi-orc with a field of racial heritage, you may be interested in the spellbinding wizard archetype. The real purpose of this archetype is to use Spell Bond to replace the specialization spells you have prepared with something else. Look 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 school is capable. Conjurition, especially its lower 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 summoner to prepare fascinations in your specialty slots. Pact Wizard Sin Magic 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 symposium justification that imposes familiar tatters 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 Academe 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 Summons has a trick that you can largely shoot with Balanced 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 troopspecifically)Spell Save 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 eldritch/minstrel magic not a war option? You really need those magic nests! However, Spell Save is also (technically) one of the few ways for a magician who doesn't want a very classy/variant multiclass with a cleric/priest to be able to cast self-curing spells. With Believer's Boon feat for animal or plant domain, you can get Spontaneous Nature's Ally. With Academe Graduate, you can access the whole list that this is one of the only ways to cast sna shells 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 fat 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 monster.A. 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 budgeted. Or just make your kind into cheese. Power Attack or Multiattack-Form Dragon + 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.Commonal Stoneskin. Or defending the bone if you're a cheap skater. Sculpture for 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 enchantments. Rage Armor, Evil against Magic Circle, False Life, Heroism and Greater Scale Spikes.Arcanist (non-Occultist)Arcanists are hybrid Wizard-Wizards. The default Arcanist wizards manage to combine all the reasons why good summoners do not make good summoners of wizards. So, a Blood Arcanist can be a little better than the most magicians, especially dm Academe 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 goodie on other goals. It's still not good enough to compensate for the huge advantages that occultist Arcanists get (and their archetypes are mutually mutually mutually incanting) 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 (Occultist)Occultist Arcanists summoner get an equal subpoena, but uses limited - it costs 1+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 fees 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 and 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 BMOV castings. School Understanding is a world-class abuse (hint: Prediction or Void grab schools) but unfortunately You won't let yourself have Academe Graduate - you're an expert, but you're not a level one wizard. DM can set still allow it, however, so check with them! Bloodline Development: Arcane, along with familiar abuse, one of the few ways for a character 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. Cleric/Clerics 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 Summons to summon several monsters at 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 caller that calls instead of a caller. Cleric Domains and ArchetypesThe Herald Caller archetype was literally made as a cleric caller and gives goodies a good grab bag, including spontaneous monsters and calling Augment and Superior subpoenaeas for free. Unfortunately there is a list of archetype callable monsters that are limited to three disadvantages; Your subpoenaeas 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 shieldknap(bden 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 refrain 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 prereq) 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 Bag options depend on how much as expanded list. It's another option for clerical 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 cleric magic without consuming a nest. This game-changing strength 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 cleric archetype, you'd miss out on good stuff. So, he said, it's the only way for specific domains, whether it'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

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 where a mouse would be out of place -- in the market, in the tavern, in the forest, in the dragon sanctuary, in the enemy's swamp camp, etc. Rhamporhynchus: 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 Wyssp, 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 summonner:Figment Give familiar familiar mutale evolution points to use. The ambassador throws you will save money 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. TraitsGene Caller is a lifesaver at low levels, allowing the subpoena to last more than a couple of rounds - a potential game changer. Diabolical 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 stylish but a bit limited. Its value goes its way with the Versatile Summon Monster: the Chthonic.Voice of Monsters feature allows you to place more detailed orders for animals but INT >2 deviations and magical animals. Very useful at low levels. Outsider Ties allows you to choose an alien subseconci and always call them through calling monster X (less/large) planeic allied, planeic binding, etc. they earn the level of spells of temp hitpoints. Items2Spell Triggers Elements Haste Knight's Calling - Tons of opportunity attacks if you set up correctly. Litany of Righteousness - Metamagic RodsQuicken bars allow you to use subpoenas as quick actions and therefore summons 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 thrived pearls. Power 3 level 6 pearl costs you 118k GP. 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 are no longer, unfortunately, stacked. Rod Giant Summoning (a semi-metamagic rod) applies to the Giant Simple Template for all creatures 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 dodging 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 CM), 2 paws +10 (1d6+8)62 hp; bite +12 2d6+12 (keep at +24 CM), 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 yesterday. Unfortunately, this path barbarian does not exist. SadnessA 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 temple 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), (Kytton), (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 calls screwed by evil damage and the ability to make a quick escape is vital. Full round calls 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. SummonsDings Summons A rule is not great compared to single target enthusiasts just calling more things - but flexibility is the summoner's 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 hotspot took 20 points to damage a sky eagle dire tiger. Or just hotspot 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-like abilities. Use the magic list to get around restrictions - or cast this spell as an off-action. You can quickly get one you really want with Sacred Summons or Summon Evil Monster for a 'fake' monster 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 hotspot 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 mounts. 2 to maintain the level 5 magic nest. Cheesy use: SM2+ 1d3 or 1d4+1 monsters. Use this spell to hotspot 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 Mound casting and hotspot a 'real' monster so you can get a high-end subpoena that lasts several hours master's mutation gives you the option to grab and restrict all 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 Ankylasaurus 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 tactical 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 Conjuration. Crossover is beyond this guide, but this guide should be useful for 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 ability with subpoena and acquaintances pre-cast 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 aene 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. The strongest game effect (albeit there) but not because the shadow is a nightmare to decide 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 a random summoner is not sure to control chaos. However, it is also a usable option that you want to avoid an anti-the-spirit net so the least controversial use of a ritual 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 spell 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 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 is at the cost of losing the greatest advantage. The biggest problem with using 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 7, SM6) and Shadows (level 9, SM8). Even if you don't mind being behind a level of magic or its naturally reduced effectiveness, you often need to go without it. Call Tactics Call tactics are based on three basic principles. ExpensabilityPositioningExpensabilityThy 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). FlexibilityThe 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 (they can take this case they want to attack their reflex defense) or small and sly (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 can attack the shooter. Also calling an auroch end to the wing of the enemy is not only funny, 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 change 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 SummonUnliq's guides I'm not particularly rated 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 specialties to show 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 (more rarely) the Stable Template or Entropic Template - the most important part of Smite: 1/day, the 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 subside. As a rule of thumb, the most appropriate number of increased calls is >3+1 to drop: if it falls on two levels you can get a wall of meat but if the enemy is a single target 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 d20psrd to all monsters. Their statistics for monsters with Augment Summoning are often incorrect; They take into account the rule that almost no creature has only one natural attack, it is always done using the 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 non-kernel invocation (normally with source)Strikethrough has this feat listed which shows a third-party monster (usually broken) Monsters that require to call a feat or item (e.g. Summon Good Monster required)Summon Minor MonsterSummon Minor Monster is broken as written; expressions allow you to call any small animal. Summon Nature's Ally has an equivalent version called 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 Nausea, then Musk ability with sicken for 1d4 minutes per use, musk 2/day 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 Slip +2, 1d3) - not bad dpr for if DM water does not allow you to call a Hagfish. Keep in mind that this 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 question 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 Mound 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) his 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 Eals of the attacks said a kobold needed a triple attack as it was a difficult time with something bigger. But to hit +3 three 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 two would be a solid subpoena. Of course flying dolphins can be available in the best level 1 call if you have the versatile Summon Monster: Curiously, while Summon Nature's Ally 1 is among the options, there is no one for SM1. These subpoena ideas, 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. DMISprite (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 to make summons a standard action. Vultures (Summon Evil Monster required) again choose a second odds for the Eagles but Summon Evil Monster 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 elements +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 push people into access - or Small Air Elemental 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: The Giant Spider has a +5 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 - but keep in mind that there is a disagreement about whether to use the basis or size of the 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 element. Little Lightning Elemental - It flies and gets a bonus to hit against people carrying metal. Also disarm as an excellent charging trip or one-shot tactic (against people carrying 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 threat. But earth elementals water is bad pain and 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 earthquake. 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, blindness 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 Elemental, but it's better. Psionic Elementals, Negative Energy Elementals, Positive Energy Elementals. It's not as stupid as Gravity Elementals. But if the frog comes from God, it should probably be banned. And Quasi-elementals are not real elementals anyway. Hell Hound - Thieves fall the math allowed by the AP Council and who thought a CR3 monster summon Monster 2 with a breathing gun and 4 hit dice should be allowed by Monster 2. And I didn't normally see that Grig was on the Summon Monster 4 list - Fiddling Grid 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 shackles allowed by AP. Reefclaw floats, has a free grab and does not stop until dead (-Con hit points). It's perfect and really annoying meat in the water. Celestial Elf - 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 Monster makes +5/2d6+4, +0/1d6+1d3+2, +0/1d6+1d3+2, all three attacks hit 26 if average damage to Small World Elementals'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 saving or sleeping sting it does not hit horribly well - but 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). DR/2cold iron and Die Hard together with 16 ac means it makes for surprisingly good thief. 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. /Summoning) cast shrink item (third-level spell) dr/2cold iron and quite good scouts (Stealth 20 without personal invisibility) Brownie (Summon Neutral Monster required) - 2nd 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 roundsPugwamp! Gremlin (Summon Evil Monster or First Worlder Summoner) to attract someone who knew from the gates of abyss - level 2 monster 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. Vexigrit Gremlin (First Summon Monster) - You don't often need to trash magic metal things that aren't in a hurry. But when you do, vexigrits carries magic in every 14 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 erastil's cry to use the option of calling alternatives, Dire Boars disdains even Aurochs outclass. Packing one-tailed 52 hit points with DR 5aligned, almost unfair. Looks like hippies make the best calls. 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 elemental 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 blindness to find invisible enemies so you can glitterdust them. There is also an argument that it is a hiding 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 sinking clouds or multiple sinking clouds mean that people will eventually fail to record. Summon Evil Monster works. Lantern Archon - useful against low-willed creatures or DR otherwise can break IR despite damaging only 1d6 intermittent touch attacks from a Lantern Archon. There's also DR10/Evil for fear. Besides, the Help in Will spell almost does this pocket-fear. And they're flying. (But then that's why you make Air Elementals - you don't get Air Elementals True Speech) Dire Bat (Summon Evil Monster required). Radar - if you have magic to spend on it (but Bestiary 5 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 grapple - a leopard Cheetah - can attack like a ballistic missile capable of surging at least 500R down the Leopard (page 1000ff) bling and tripping enemies they also would wrest out of range. Wolverine Multiattack + Augment Summoning + Rage + Smite wolverine 3 +8 attacks, 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) - awarded a +6 bonus for an indeterminate 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 magic damage, just don't really use Evolved Summoned Monster to give you two claw attacks and you are really outsourced by Leopard. Unlike many alternative calling options, Erastil is a fairly easy and thematic good for punning. 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. Silvanhese 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. Refuse 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. Noso! Psychomp - either Summon requires Neutral Monster or Ring Psychomp 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 Kytton (Kytton Summoning or Summon Evil Monster requires a Ring). I've got it. 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 Fifth 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 (Summon Evil Monster required) 5HD makes this selective Evil Monster SUMmonerNuglub Gremlin (First Worlder Summoner Only) emergency combat choice - heat meat, shocking grip, snare. If you want to prepare snares, you can summon Mephits here to the monsters that benefit more Vexigrits 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 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 provern. 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 leave. Like bison - it is upgraded Aurochs. Probably the most useful monster is to call 6 - SM 5 also has 3 chances 1 not triggering the stampede. And call 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 ignore. 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 on a grab, but he's a good assassin who can keep the victim quiet and in place. Glibbering Moulder - 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 Gurs; Those with 8 damage are quite 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 SMIII 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. Mucilage ScrapingOoze Mephit (or Water Mephit): Acid Arrow (d4 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 with a 6d4 acid arrow, while possibly d4+2 is more than dretches dropping the dc13-smelling 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 can scrap and you can remove any understandr from the water when calling 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 fairly 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 Summonner. 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 attackers 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 Forc 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 Evocation 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 Psychomp (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. Theletoes Aeon (Aeon Summon ring required). CR 71 A fast healing tank by the standards of this level - >dc90hp 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 lit. Summon Neutral Monster makes this Summon 6 - I think Summon 5.The advanced class guide will put the creature on the SM6 list after 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 Summonner required). It's poison to grow - usually nothing useful against monsters against DCS - but for damage to Forc DC 21 D3 can you 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 Psychomp 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 Summonner 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 dc9 de cure light. It's a useful defense call. Summon Monster 5Demons and Devils - FTW magic. And Ankylasaurus is an extraordinary beast. ET: Ankylasaurus - not only here to reach 95 HP and 15, this tail (+16 to hit) is a DC25 (I) round daze as well as 3d6 +25 damage smiting inflicts. And there is DR5/Evil from the Sky template. Evolved Summoned Monster with an Ankylasaurus 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 Great 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 can 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 Water Elemental threat, or turn people off from 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 Car 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. Ceustodaemon, 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 quite effective. Probably choose Summon Evil Monster muscle and dr10/cold iron or make it quite meaty good. Wooly Rhino - how funny is a lot of aurochs, this is an expert (DC 25) tramps with a strong fee for letDire Lion regardless: This is a pretty good cat. Jump, Thrk, you know the drill. +5 normal lion starts hitting on and getting DR. Elemental (Large) - Elementals all beatsticks and gain at this level 2 attacks and DR 5/- See the small list of basics for details. Nastier a lot of naster 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 contenders as meat despite just too many ankylasaurus rocks. Feats, Water, Mud and Ice elementals are all useful with great Cleave tactic - but what stands out comfortably is this levelVulpinal Agathion (Summon Good Monster for Muscle noding Earth Elemental, Extended Summon Monster, or Ring Agathion Summoning) is also allowed by Jade Regent, vulpinal 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. C18 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 quickly 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 illusion (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 Psychomp (Summon Neutral Monster, or Summon monster IV if you have Psychomp 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 necessities. Very nice. Ogre Spider (Spider Summonner required) - a waste of space other than building these networks compared to Ankylasaurus. 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 war subpoena. 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, antimagicd, spell-resisting and even not provoking attacks of opportunity. D Pixie (First Worlder Summonner Only) - This is not a

(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 (worship pharasma or ring 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 quite 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 Tyrannosaurs with a bite/claw/claw attack routine in 4d6 +44/3d6+31/3d6+31/3d6+31.Bebilith - 174 hit points, 22 AC and three +21 attacks are ok to fight about 50 damages (or 3x +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 Good Monster or Ring Angel 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 hordebusting. Treant (Summon Good Monster) If you go into the woods today ... Treants basically has number two. The 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 crippling. 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 can also be out of the fight for a while, the only question is whether DC 24 saves Ref and Fort will be enough. Know your enemy! Bogeymen (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 weapon. 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). Nygoth Qlippoth (Qlippoth Call Ring) – acid fog 1/day. Elemental Yoru elementals 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 not bad. Nymph (First Worlдер Summoner Only) - With Fairy blinding Beauty, 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, and they are not much better than the last level of Greater 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 Summon Monster required or Ring Agathion 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 Summoning 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 quick 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 (2x+28 2d6+14/15-20.1x+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 upice 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 Bralani 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 and Feeblemind At Will and a stunner unholy nimbus. Trumpet Archon - Flying 14 level clerics with 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 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. Akhena 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 Slepimir 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 Ring) - 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 and rotting fortitude DC28 d6 Con damage) and 3 paws +25 (d8+13 plus d6 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 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 available for intermittent attacks! And he's not very good at his job. Even with Point Blank Shot and Increased 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 (Requires Natural Attunement Ring - 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 if they are reasonably strong in melee. Their sports and puffball 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 summoning bonuses even out summon monster users who damage this level. Call nature's Ally 5Ankylosaurus - Yes, this obvious 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 Summon Monster 5. The fireball breather doesn't just have 5d6 compared to Bralani Azata's 6d6 lightning ball, but it's more likely to hit targets. Unlike 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 Manticores- 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 Summonings gives you two attacks at 1d8+15. He's also very good at melee. Summon Nature's Ally 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 quick act, you can incosite 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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