Marcus Blackburn

Player: Chris (Toffer) K
Summoner 2
CN, Medium, Human, Humanoid
Ancestry: Human (Versatile Human)
Background: Eidolon Contact
Alignment: Chaotic Neutral
Deity: **Gorum**
Speed: 25 ft.
Languages: Abyssal, Common, Draconic, Jotun

Hit Points	Focus Points	Hero Points
34	1	3
		1

Str	Dex	Con	Int	Wis	Cha	
+0	+1	+3	+1	+0	+4	10 Str 12 Dex 16 Con 12 Int 10 Wis 18 Cha

PERCEPTION $+4_T$ = +4 Base +0 Wis +0 Misc

FORTITUDE $+9_E$ = +6 Base +3 Con +0 Misc

REFLEX $+5_T$ = +4 Base +1 Dex +0 Misc

WILL $+6_E$ = +6 Base +0 Wis +0 Misc

AC 15_T = +14 Base +1 Dex +0 Misc

Explorer's clothing (Trained)

AC: +0, Max Dex: +5, Armor Check: –, Speed: –

Traits: comfort

Unarmored defense (Trained)

AC: +0, Max Dex: –, Armor Check: –, Speed: –

Activated Abilities & Adjustments

Component Substitution

Crossbow (Trained)

Ranged (120 ft.) **: +5/+0/-5** (1d8 P, Crit ×2)

Reload: 1

Dagger (Trained)

Melee**: +5/+1/-3** (1d4 P, Crit ×2)
Ranged (10 ft.) **: +5/+1/-3** (1d4 P, Crit ×2)

Traits: versatile S, thrown 10 ft., agile, finesse

Special Abilities

Act Together
   Either you or eidolon take an act using the number as spent on Act Together, the other takes a single act.

Manifest Eidolon
   Manifest your eidolon in an adjacent square.

Share Senses
   Perceive what your eidolon perceives, or your eidolon perceives what you perceive.

Treat Wounds (2d8, DC 15)
   Use Medicine to restore HP to adjacent living creature based on check result.

Feats

Adapted Cantrip [Ancestry Feats Selection]
   Replace one known cantrip with one from a different tradition.

Skills

	$+1_U$	**Acrobatics** Dex
	$+5_T$	**Arcana** Int
	$+4_T$	**Athletics** Str
	$+1_U$	**Crafting** Int
	$+8_T$	**Deception** Cha
	$+5_T$	**Demon Lore** Int
	$+8_T$	**Diplomacy** Cha
	$+8_T$	**Intimidation** Cha
	$+4_T$	**Medicine** Wis
	$+0_U$	**Nature** Wis
	$+1_U$	**Occultism** Int
	$+4_U$	**Performance** Cha
	$+4_T$	**Religion** Wis
	$+1_U$	**Society** Int
	$+1_U$	**Stealth** Dex
	$+0_U$	**Survival** Wis
	$+1_U$	**Thievery** Dex

Feats

Magical Understudy [Class Feats Selection]
   Your eidolon gains the Cast a Spell activity and learns two cantrips of its tradition as innate spells.

Energy Heart [Evolution Feat]
   One of eidolon's unarmed attacks deals energy damage.

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks

Armor Proficiencies

Trained: Unarmored Defense

Feats

Intimidating Glare [General Feats Selection]
  You can use Demoralize with no penalty when a creature doesn't understand your language.

Battle Medicine [Skill Feats Selection]
  Treat Wounds, DC 15: heal 2d8 HP. The target is then immune to your Battle Medicine for 1 day.

Dubious Knowledge
  When failing to Recall Knowledge, learn one bit of true and one bit of erroneous knowledge.

Spells

Summoner spells known (DC 18, attack +8)
1st (2/day)—*command*, *heal*, *summon lesser servitor*^{SoM}
Cantrip (at will)—*detect magic*, *forbidding ward*, *gouging claw*^{SoM}, *shield*, *stabilize*

Focus Spells

Boost Eidolon (1st)
Evolution Surge (1st)

Tracked Resources

Bolts	96
Dagger	☐
Healing potion, minor (1d8)	☐
Torch	☐☐☐☐☐

Gear (Encum: 5 bulk, Over: 10 bulk)

Total Bulk Carried: 3.48, Unencumbered

Backpack *<Holds: 74 @ 1.2 blk>*	L
Bedroll *<In: Backpack>*	L
Bolts x96	0.96
Chalk x10 *<In: Backpack>*	-
Crossbow	1
Dagger	L
Everburning torch *<In: Backpack>*	L
Everburning torch *<In: Backpack>*	L
Explorer's clothing	L
Flint and steel *<In: Backpack>*	-
Healer's tools	1
Healing potion, minor (1d8)	L
Money *<In: Backpack>*	-
Rations (1 week) x2 *<In: Backpack>*	0.2
Rope (foot) x50 *<In: Backpack>*	L
Sack	0.02
Soap *<In: Backpack>*	-
Torch x5 *<In: Backpack>*	0.5
Wand of heal	L
Waterskin *<In: Backpack>*	L

Experience & Wealth

Career Experience Points: **1,919** (919/1,000 to 3rd)
Current Cash: **29 gp, 34 sp, 5 cp**

Companions

Hashut Eidolon
Male demon eidolon (tempter demon)
CN, Medium, Demon, Eidolon, Fiend
Perception +4; darkvision
Languages Abyssal, Common, Draconic, Jotun
Skills Arcana +4, Athletics +5, Deception +7, Diplomacy +7, Intimidation +7, Medicine +4, Religion +4
Str 12 (+1), **Dex** 18 (+4), **Con** 12 (+1), **Int** 10 (+0), **Wis** 10 (+0), **Cha** 16 (+3)

AC 19; **Fort** +7; **Ref** +8; **Will** +6
HP 34; **Resistances** fire 1

Speed 25 feet
Melee [1] chop +8 (deadly d8, finesse), **Damage** 1d6+1 B +1 Evil
Melee [1] horns +8 (agile, finesse), **Damage** 1d6+1 F +1 Evil
Divine Eidolon Spells DC 18; **Cantrips (1st)** *guidance*, *shield*

Personal Details

Gender: Male

Battle Medicine   (Feat, Skill Feats Selection)

Traits: General, Healing, Manipulate, Skill
[1 action]

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Dubious Knowledge   (Background Selection, Feat)

Traits: General, Skill

You're a treasure trove of information, but not all of it comes from reputable sources. When you fail (but don't critically fail) a Recall Knowledge check using any skill, you learn a bit of true knowledge and a bit of erroneous knowledge, but you don't have any way to differentiate which is which.

Intimidating Glare   (Feat, General Feats Selection)

Traits: General, Skill

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Act Together   (Class, Summoner)

Traits: Summoner, Tandem
[1 action], [2 actions], [3 actions]

You and your eidolon act as one. Either you or your eidolon takes an action or activity using the same number of actions as Act Together, and the other takes a single action.

For example, if you spent 2 actions to Act Together, you could cast *burning hands* (2 actions) and your eidolon could Strike (1 action), or your eidolon could use its Breath Weapon (2 actions) and you could Stride (1 action).

This lets you each use separate exploration activities like Avoid Notice as you travel (*Core Rulebook* 496).

Appears In: Secrets of Magic

Manifest Eidolon   (Class, Summoner)

Traits: Concentrate, Conjuration, Divine, Manipulate, Summoner, Teleportation
[3 actions]

Your eidolon appears in an open space adjacent to you, and can then take a single action. If your eidolon was already manifested, you unmanifest it instead.

The conduit that allows your eidolon to manifest is also a tether between you. Your eidolon must remain within 100 feet of you at all times and can't willingly go beyond that limit. If forced beyond this distance, or if you are reduced to 0 Hit Points, your eidolon's physical form dissolves: your eidolon unmanifests, and you need to use Manifest Eidolon to manifest it again.

Appears In: Secrets of Magic

Share Senses   (Class, Summoner)

Traits: Concentrate, Divination, Divine, Scrying, Summoner
[1 action]

You project your senses into your eidolon, allowing you to perceive through it. When you do, you lose all sensory information from your own body, but can sense through your eidolon's body for up to 1 minute. You can Dismiss this effect.

Appears In: Secrets of Magic

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.
Success The target regains 2d8 Hit Points, and its wounded condition is removed.
Critical Failure The target takes 1d8 damage.

Weapons

Bolts
Shorter than traditional arrows but similar in construction, bolts are the ammunition used by crossbows.

Dagger
This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.

Weapon Traits

Agile
The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Finesse
You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal
Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Weapon Traits

Thrown 10 ft.

You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Gear

Everburning torch

Traits: Evocation, Light, Magical

An *everburning torch* is one of the most common applications of permanent magic. This torch sheds light constantly, requiring no oxygen and generating no heat. The flame can be covered or hidden, but can't be smothered or quenched.

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Healing potion, minor (1d8)

Traits: Consumable, Healing, Magical, Necromancy, Positive, Potion
[1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Minor
The potion restores 1d8 Hit Points.

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Wand of heal

Traits: Healing, Magical, Necromancy, Positive, Wand

This baton is about a foot long and contains a single spell. The appearance typically relates to the spell within.

Activate (Cast a Spell);   **Frequency** once per day, plus overcharge;
You Cast the Spell at the indicated level.

Boost Eidolon	Cantrip 1

Cantrip 1
Action [1]
Uncommon, Cantrip, Evocation, Summoner
Traditions divine
Cast [1 action] verbal
Range 100 ft.
Targets your eidolon
Duration 1 round

In-Play Information

Cast [1 action] verbal
Range 100 ft.
Targets your eidolon
Duration 1 round

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
You focus deeply on the link between you and your eidolon and boost the power of your eidolon's attacks. Your eidolon gains a +2 status bonus to damage rolls with its unarmed attacks. If your eidolon's Strikes deal more than one weapon damage die, the status bonus increases to 2 per weapon damage die, to a maximum of +8 with four weapon damage dice.

Appears in Secrets of Magic

Evolution Surge	Focus 1

Focus 1
Action [2]
Uncommon, Morph, Summoner, Transmutation
Traditions divine
Cast [2 actions] somatic, verbal
Range 100 ft.
Targets your eidolon
Duration 1 minute

In-Play Information

Cast [2 actions] somatic, verbal
Range 100 ft.
Targets your eidolon
Duration 1 minute

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
You flood your eidolon with power, creating a temporary evolution in your eidolon's capabilities. Choose one of the following effects:
• Your eidolon gains low-light vision and darkvision.
• Your eidolon gains scent as an imprecise sense up to 30 feet.
• Your eidolon can breathe underwater and gains a swim Speed equal to its land Speed or 30 feet, whichever is less. Alternatively, if your eidolon is normally aquatic, it can breathe air and gains a land Speed equal to its swim Speed or 30 feet, whichever is less. Either way, it gains the amphibious trait.
• Your eidolon gains a +20-foot status bonus to its Speed.

Heightened (3rd) Add the following options to the list of effects you can choose:
• Your eidolon becomes Large, instead of its previous size. This increases your eidolon's reach to 10 feet but doesn't change any other statistics for your eidolon. Because of the special link you share, you can ride your eidolon without getting in each other's way. If another creature tries to ride your eidolon, both you and the riding creature each regain only 2 actions at the start of your turns each round, as normal.
• Your eidolon gains a climb Speed equal to its land Speed.
Heightened (5th) Add the options from the 3rd-level version and the following options to the list of effects you can choose:
• Your eidolon becomes Huge, instead of its previous size. This has the same effects as the 3rd-level option to become Large, except your eidolon's reach increases to 15 feet.
• Your eidolon gains a fly Speed equal to its Speed.

Appears in Secrets of Magic

Detect Magic   Cantrip 1

Cantrip 1
Action [2]
Cantrip, Detection, Divination, Divine
Traditions divine
Cast [2 actions] somatic, verbal
Area 30-foot emanation

In-Play Information

Cast [2 actions] somatic, verbal
Area 30-foot emanation

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

Heightened (3rd) You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.
Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

Forbidding Ward   Cantrip 1

Cantrip 1
Action [2]
Abjuration, Cantrip, Divine
Traditions divine
Cast [2 actions] somatic, verbal
Range 30 ft.
Targets 1 ally and 1 enemy
Duration sustained up to 1 minute

In-Play Information

Cast [2 actions] somatic, verbal
Range 30 ft.
Targets 1 ally and 1 enemy
Duration sustained up to 1 minute

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

Heightened (6th) The status bonus increases to +2.

Gouging Claw   Cantrip 1

Cantrip 1
Action [2]
Attack, Cantrip, Divine, Morph, Transmutation
Traditions divine
Cast [2 actions] somatic, verbal
Range touch
Targets 1 creature

In-Play Information

Cast [2 actions] somatic, verbal
Range touch
Targets 1 creature
Melee Strikes +8 / +3 / -2
Melee Damage 1d6+4 P
Melee Crit Damage ×2 +1d4 pers bleed

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)

Melee Attack
•**Proficiency Bonus** (+4): Character Level (+2), Trained (+2)
•**Ability Bonus** (4): Charisma 18 (+4)

Melee Damage
•**Untyped Bonuses and Penalties** (+4): Key Ability Score (+4)
You temporarily morph your limb into a clawed appendage. Make a melee spell attack roll against your target's AC. If you hit, you deal your choice of slashing or piercing damage equal to 1d6 plus your spellcasting ability modifier. On a critical success, you deal double damage plus 1d4 persistent bleed damage.

Heightened (+1) The damage increases by 1d6 and the persistent bleed damage on a critical increases by 1d4.

Appears in Secrets of Magic

Shield — Cantrip 1

Cantrip 1
Action [1]
Abjuration, Cantrip, Divine, Force
Traditions divine
Cast [1 action] verbal
Duration until the start of your next turn

In-Play Information

Cast [1 action] verbal
Duration until the start of your next turn

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.
Heightened (5th) The shield has Hardness 15.
Heightened (7th) The shield has Hardness 20.
Heightened (9th) The shield has Hardness 25.

Shield Actions
The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

Shield Block [reaction]
Trigger While you have your shield raised, you take damage from a physical attack.
You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Stabilize — Cantrip 1

Cantrip 1
Action [2]
Cantrip, Divine, Healing, Necromancy, Positive
Traditions divine
Cast [2 actions] somatic, verbal
Range 30 ft.
Targets 1 dying creature

In-Play Information

Cast [2 actions] somatic, verbal
Range 30 ft.
Targets 1 dying creature

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
Positive energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

Command — Spell 1

Spell 1
Action [2]
Auditory, Divine, Enchantment, Linguistic, Mental
Traditions divine
Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 creature
Duration until the end of the target's next turn
Defense Will

In-Play Information

Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 creature
Duration until the end of the target's next turn
Defense DC 18 Will

Success The creature is unaffected.
Failure For the flrst action on its next turn, the creature must use a single action to do as you command.
Critical Failure The target must use all its actions on its next turn to obey your command.

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

Heightened (5th) You can target up to 10 creatures.
Success The creature is unaffected.
Failure For the flrst action on its next turn, the creature must use a single action to do as you command.
Critical Failure The target must use all its actions on its next turn to obey your command.

Heal	Spell 1

Heal's listed healing/damage is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller.

Spell 1
Action [1] or [2] or [3]
Divine, Healing, Necromancy, Positive
Traditions divine
Cast [1 action] to [3 actions]
Range var
Targets 1 willing living creature or 1 undead creature

In-Play Information

Cast [1 action] to [3 actions]
Range var
Targets 1 willing living creature or 1 undead creature
Healing 1d8+8

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] **(somatic)** The spell has a range of touch.

[2 actions] **(verbal, somatic)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

[3 actions] **(material, somatic, verbal)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

Summon Lesser Servitor   Spell 1

Spell 1
Action [3]
Conjuration, Divine
Traditions divine
Cast [3 actions] somatic, verbal
Range 30 ft.
Duration sustained up to 1 minute

In-Play Information

Cast [3 actions] somatic, verbal
Range 30 ft.
Duration sustained up to 1 minute

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+4): Charisma 18 (+4)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
While deities jealously guard their most powerful servants from the summoning spells of those who aren't steeped in the faith, this spell allows you to conjure an inhabitant of the Outer Sphere with or without the deity's permission. You summon a celestial, monitor, or fiend whose level is –1 to fight on your behalf. Alternatively, you can choose a magical animal from the Outer Sphere as your lesser servitor. This animal is your choice of an eagle, guard dog, or raven (*Bestiary 2* 221). It gains the alignment matching your deity (or you, if you don't have a deity) and has the following trait depending on the alignment it gained: celestial for lawful, monitor for neutral, or fiend for evil.

You can't summon a creature if it is opposed to your deity's alignment on either axis (or opposed to your alignment if you don't follow a deity). For example, if you deity is lawful good, you can't summon a chaotic or evil creature. The GM might determine that deities restrict specific types of creatures even if their alignments aren't diametrically opposed. For example, Pharasma would restrict the summoning of sahkils.

Heightening the spell increases the maximum level of creature you can summon and might add additional animal servitors, which otherwise work like the eagle, guard dog, and raven.

Heightened (2nd) Level 1.
Heightened (3rd) Level 2. You can summon a black bear (*Bestiary 2* 36), giant bat, or leopard.
Heightened (4th) Level 3. You can summon a great white shark or tiger.

Modification for Pathfinder Society Play: The *summon lesser servitor* spell cannot be used to summon imps.

Appears in Secrets of Magic

Nothing to print!

[None Specified] - Marcus Blackburn

Date (game world): Gozran 1, 4712; **Date (real world)**: 09/30/2023, 9:15 pm **XP Reward**: 610 XP; **Net Cash**: 62 sp, 53 cp

[None Specified] - Marcus Blackburn

Date (game world): ; **Date (real world)**: 10/13/2023, 9:24 pm **XP Reward**: 308 XP; **Net Cash**: 6 sp

[None Specified] - Marcus Blackburn

Date (game world): ; **Date (real world)**: 10/14/2023, 12:48 pm **XP Reward**: 82 XP; **Net Cash**:

[None Specified] - Marcus Blackburn

Date (game world): ; **Date (real world)**: 10/20/2023, 8:42 pm **XP Reward**: 248 XP; **Net Cash**: 7 sp, 6 cp

[None Specified] - Marcus Blackburn

Date (game world): ; **Date (real world)**: 10/24/2023, 11:42 am **XP Reward**: 132 XP; **Net Cash**: 25 gp, -79 sp, -54 cp

[None Specified] - Marcus Blackburn

Date (game world): ; **Date (real world)**: 10/28/2023, 5:30 pm **XP Reward**: 143 XP; **Net Cash**:

[None Specified] - Marcus Blackburn

Date (game world): ; **Date (real world)**: 11/10/2023, 6:54 pm **XP Reward**: 396 XP; **Net Cash**: 30 sp