

THE NAMER
MASTER SUMMONER
A CLASS COMPATIBLE WITH
5TH EDITION DUNGEONS AND DRAGONS

CREATED BY: JOHN ADAMS

The Namer

With a majestic angel at his side, a young dwarf summons a column of celestial flame onto the vanguard of rushing orcs. With another word and gesture, he sends his celestial companion into the fray.

A sly elf lurks in the shadows scanning a camp of bandits. When she spies their leader, she whispers a name and the shadows around her come alive and begin stalking their prey.

At the entrance of a cursed tower, a wizened gnome stands amidst an arcane circle chanting in an eldritch tongue. As her ritual concludes, a trio of stones morph into hulking brutish creatures of primordial power and await their master's command.

Namers adhere to an ancient tradition wherein they bind powerful entities to their whims through the use of truenames. With this bond they gain the service of powerful otherworldly servants to aid them in battle as well as potent magical abilities. Namers are masterful conjurers and often seek greater understanding of the beings that lurk beyond the mortal realm. Moreover they seek mastery of these beings through the use of an ever expanding repertoire of truenames.

The Risks of Power

The naming ceremony that gives each Namer their power is a very personal endeavor, and can be exceptionally dangerous. celestials and fiends alike are rarely fond of audacious mortals stealing their power for their own ends. On occasion a Namer performs the binding with the consent of the entity, but these are extremely rare cases as the bound creature sacrifices a significant portion of their essence. For this reason, Namers are often wary of otherworldly denizens as they can never be too sure when one might be an agent of their bond trying to sever the link

Masters of Control

Namers seek control over beings far beyond their mortal ken. This often leads them into forgotten and dangerous locales searching for scraps of knowledge to aid them in advancing their understanding of these extraplanar entities.

Many are the stories of Namers who bind fiends to their will, siphoning their power to achieve greatness and dominance. Lesser known are those who seek the names of celestials or powerful elementals. The choice of bond is very personal to the individual as you are binding the essence of these creatures with your own and, while they cannot harm you through the bond, their influence can sometimes blur the distinction of exactly who is the true master.

Once they complete their binding, Namers are never ones to lead quiet lives. They have a thirst for knowledge of extraplanar forces and phenomena that drives them to plumb forgotten depths and strange horizons expanding their repertoire of truenames and the knowledge of the creatures to which they belong.

Creating a Namer

As you create your Namer, spend time thinking about what sort of creature you bonded with, and what drove your character to seek this path to power. Were you fascinated with the tales of great heroes or villains that bound the immortal creatures to their will? Did you find a forgotten tome of ancient lore that taught you the rite of naming? Was the bond made willingly? Do you get along well with your bound servant?

Work with your DM to come up with details about your bond, and how it affects you. Binding with a demon or other fiend is likely to cause a different sort of strain than an elemental or celestial. Another factor to consider is whether the bound creature has allies that are actively seeking to free their compatriot from your bond.

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known
1st	+2	Planar Bond, Ritual Caster	2	—
2nd	+2	Bond Arcana, Mystical Knowledge	2	—
3rd	+2	Spirit Ward	2	2
4th	+2	Ability Score Improvement	2	2
5th	+3	Ritual Summoning, Potent Bond	2	3
6th	+3	Bond Arcana	2	3
7th	+3	Banishing Invocation	2	4
8th	+3	Ability Score Improvement	3	4
9th	+4	Bonded Knowledge	3	5
10th	+4		3	5
11th	+4	Bonded Arcana	3	6
12th	+4	Ability Score Improvement	3	6
13th	+5	Improved Ritual Summoning	3	7
14th	+5	Abjuring Smite	4	7
15th	+5	Bond Arcana	4	8
16th	+5	Ability Score Improvement	4	8
17th	+6	Powerful Summons	4	9
18th	+6	Grand Rite	4	9
19th	+6	Ability Score Improvement	4	10
20th	+6	Bonded Apotheosis	4	10

Quick Build

You can make a Namer quickly by following these suggestions. Charisma governs your spellcasting and other abilities so it should be your highest ability score, followed by Intelligence and Constitution. Second, choose the Sage background. Last choose *blade ward* and *ray of frost* as your cantrips.

Class Features

As a Namer, you gain the following features.

Hit Dice: 1d6 per Namer level

Hit points at 1st Level: 6 plus your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Namer level after 1st.

Proficiencies

Armor: Light Armor

Weapons: Daggers, darts, clubs, slings, quarter-staffs, light crossbows

Tools: None

Saving Throws: Intelligence, Charisma

Skills: Choose two from Arcana, History, Insight, Investigation, Nature, Persuasion

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- A suit of leather armor

Planar Bond

Every Namer completes an arduous ritual, binding the truename of a powerful planar entity to themselves. This ritual grants you a measure of the entity's power in the form of spells and other arcane abilities. There are 3 different types of bonds detailed after the class features, each one grants you a set of unique abilities and adds a number of spells to your repertoire when they become available.

It also grants you the service of a creature known as a shard that increases in power along with you. A shard always acts on your turn, and can move where you direct them (no action) through a shared telepathic link. As a bonus action you can direct them to attack (or cast a spell if they have any available).

Once summoned, a shard remains indefinitely until it is either destroyed, banished by hostile magic, or dismissed by you. The link between you and your bond sustains a shard's existence and as such is unable to willingly move more than 120 feet from you. If your shard ever exceeds this dis-

tance for any reason, it is immediately banished. Likewise, if your shard is ever reduced to 0 hit points it is destroyed and disappears immediately. A new shard can only be summoned 24 hours after it was destroyed or banished and the ritual requires 10 minutes. If you dismiss your shard, you can summon it again at any point as an action.

Ritual Caster

Your knowledge of arcane rituals allows you to cast a number of spells as rituals. You start knowing *unseen servant* and *floating disk*. These rituals are separate from the spellcasting you gain later, and do not count against your spells known. You can learn and transcribe new rituals into your ritual book. Any spells transcribed in this fashion can only be cast as rituals. Only spells with the ritual tag can be transcribed in this manner.

Spell Casting

Truenames hold power, and your research into the truenames of various entities and forces has granted you access to a number of arcane spells. You use Charisma as your spellcasting ability.

Cantrips

At 1st level you know two cantrips from the wizard spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Namer class table.

Spell Slots

Starting at 3rd level you are given a number of spell slots that can be used to cast any spell that you know, as long as you have a spell slot of the appropriate level. The number of spell slots you have for each level is shown in the Spells table.

Spells Known at 3rd Level and Higher

The Namer class table shows the total number of spells that you know starting at 3rd level. These spells are chosen from the wizard spell list, but can

only be from the schools of abjuration or conjuration. When choosing a spell, you must have a spell slot of the appropriate level available to you.

When you gain a level, you may trade a known spell for another provided that you have a spell slot of the appropriate level of the new spell. A spell can be cast at a higher level if you have spell slots available.

Spell Casting Ability

Charisma is your spellcasting ability as a Namer. You use your Charisma whenever a spell refers to your spellcasting ability. In addition you use your Charisma modifier when setting the saving throw DC for a Namer spell you cast or when making an attack roll.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack = proficiency bonus + your Charisma modifier

Bond Arcana

Starting at 2nd level, your own essence begins to intertwine with that of the name entity which you have bound, granting you otherworldly powers.

Namer Spell Slots by Level

Namer Level	1st	2nd	3rd	4th	5th
3rd	2				
4th	3				
5th	3				
6th	3	2			
7th	4	2			
8th	4	2			
9th	4	3	2		
10th	4	3	2		
11th	4	3	2		
12th	4	4	3	2	
13th	4	4	3	2	
14th	4	4	3	2	
15th	4	4	4	3	1
16th	4	4	4	3	1
17th	4	4	4	3	1
18th	4	4	4	3	2
19th	4	4	4	3	2
20th	4	4	4	3	2

These abilities are detailed later in the bond options after class features. You gain additional abilities at 6th, 11th, and 15th levels.

Mystical Knowledge

Your studies of other planes and the creatures that reside within them grants you tremendous knowledge when dealing with otherworldly threats. Whenever you make an Arcana, Religion, or Nature skill check regarding celestials, fiends, or elementals your proficiency bonus is doubled.

Spirit Ward

Starting at 3rd level, your experience and knowledge in dealing with extraplanar threats has allowed you to ward yourself against the attacks of these creatures. As an action, you activate a ward that behaves as *protection from evil and good* for as long as you maintain concentration.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2 or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Ritual Summoning

Upon reaching 5th level your knowledge of true-

names and their many uses grants you the ability to summon entities from beyond the veil of reality to assist you in your adventures. Conjuring such creatures requires you to perform a 10 minute ritual and expend 50 gold pieces worth of rare herbs and incense. Upon completing the ritual a number of celestials, fiends, or elementals appear. Choose from the following options:

- One creature of challenge 2 or lower
- Two creatures of challenge 1 or lower
- Four creatures of challenge 1/2 or lower
- Eight creatures of challenge 1/4 or lower

The summoned creatures are friendly to you and your companions. They act on their own initiative as a group. They obey any verbal commands that you issue to them (no action required). If you don't issue any commands, the creatures will follow you and defend themselves if attacked. The creatures remain in your service for 1 hour. If you lose concentration on this ability, the creatures are banished back to their home plane. The ritual to summon these beings is arduous and can only be performed once until completing a long rest.

Potent Bond

At 5th level, the bond between yourself and your shard strengthens. Your shard gains your proficiency bonus to attack rolls, AC, and saving throws.

Banishing Invocation

At 7th level, your study of the planes and their denizens has enlightened you to incantations that can be used to sever the bonds of magic tying summoned creatures to the material realm. As an action you may use this incantation as the *banishment* spell. This ability recharges after completing a short rest.

Bonded Knowledge

Your bond with an extraplanar entity has imparted a measure of its knowledge to you. You gain proficiency in a skill or tool of your choice.

Improved Ritual Summoning

Beginning at 13th level, when you use ritual summoning, you may call more powerful creatures to your aid. You may summon celestials, fiends, or elementals using any of the following options:

- One creature of challenge 5 or lower
- Two creatures of challenge 2 or lower
- Four creatures of challenge 1 or lower
- Eight creatures of challenge 1/2 or lower

Abjuring Smite

Upon reaching 14th level, you are able to channel the energies used to banish extraplanar entities in the instant that you strike. As an action, you make a melee attack that deals normal damage. If the attack is successful, your target is affected with a *banishment* spell and has disadvantage on the saving throw. This ability recharges after completing a long rest.

Powerful Summoning

Starting at 17th level, you are able to summon creatures of greater strength than their peers. Any creature you summon gains a number of hit points equal to your Namer level and adds half of your proficiency bonus to its attacks and AC.

Grand Rite

At 18th level, your expertise and knowledge of the truenames of the myriad creatures of the planes has nearly reached its pinnacle. When you use your ritual summoning ability, you may choose to summon a single powerful celestial, fiend, or elemental of up to challenge 14.

Bonded Apotheosis

Upon reaching 20th level, your name bond has be-

come so entwined with your essence that you gain the ability to transform into a celestial, fiend or elemental as the *shapechange* spell. The type of creature that you transform into must be of the same type as your name bond. The transformation requires concentration and lasts for 1 minute. You must wait until completing a long rest before using this ability again.

Planar Bonds

Countless creatures hail from the planes beyond reality. The gifts they bestow vary depending on the type of creature you have bound. Detailed here are the three most common types of bond.

Celestial Bond

You have bound the essence of a powerful being from the celestial realm. Whether it is a powerful angel, a stoic archon, or even a grand empyrean titan, the bond imparts to you a measure of the radiance and power of the heavenly realms. The decision to bind a celestial could stem from an altruistic desire to vanquish evil, though your motives could just as easily lean towards control or corruption.

Celestial Shard

At 1st level, when you have completed the naming ritual, you gain the service of an entity known as a shard. A shard is a manifestation of the power of the creature bound by its truename. It can appear in any form you choose. Those of the celestial realm often appear as angelic figures, proud beasts, or radiant silhouettes.

The statistics for a celestial shard are as follows:

Celestial Shard

Medium celestial

AC: 13 (natural armor) **Hit Points:** 5 per level of Namer + Constitution modifier

Speed: 30 ft., fly 30 ft.

Str: 15 **Dex:** 12 **Con:** 14 **Int:** 7 **Wis:** 14 **Cha:** 13

Senses: darkvision 60 ft. passive Perception 14

Skills: Insight +4, Perception +4

Languages: Celestial, Common

Actions

Strike: melee attack +4, reach 5ft., one target (1d8+2) bludgeoning, piercing, or slashing damage. The type of damage dealt is dependent on the form that your shard takes. Claws deal slashing damage, bites deal piercing damage, and a slam deals bludgeoning damage. If the shard uses a weapon, the type of damage is the same as that of the weapon, but the amount of damage does not change.

Healing Touch: The shard touches another creature. The target regains (1d4+2) hit points. This ability can only be used once before completing a short rest.

Bond Spells

The following spells are added to your list of known spells at the appropriate level but do not count against your total spells known:

Level	Spells
3rd	<i>bless, shield of faith</i>
6th	<i>spiritual weapon, gentle repose</i>
9th	<i>daylight, glyph of warding</i>
12th	<i>death ward, freedom of movement</i>
15th	<i>flame strike, dispel evil</i>

Flash of Radiance

Starting at 2nd level, when a creature attacks you in melee you may use your reaction to release a burst of radiant energy to temporarily blind them giving disadvantage for the attack. You must declare that you are using this ability before an attack roll is made.

Celestial Resistance

At 6th level, your bond with the celestial grants both you and your shard resistance to radiant damage. Additionally, your shard gains an extra attack whenever you order it to take an attack action.

Judgement's Gaze

Starting at 11th level, as an action, your gaze affects a single creature as though they were under the effect of a *zone of truth*. A successful Charisma saving throw negates the effect. You must complete a short rest before using this ability again. Additionally, your shard gains the ability to cast *call lightning* once per day.

Celestial Aura

At 15th level, you are able to surround yourself with an aura that protects you and your allies against harmful enchantments. As an action, you emanate a radiant aura that casts bright light within a 30 foot radius of you. This aura grants all allies within it advantage on saving throws against being charmed and fear. This lasts for 1 minute and requires concentration.

Fiend Bond

The planes teem with powerful demons and devils looking to harvest the souls of mortals. Instead of striking a bargain with one of these terrible fiends you sought to bind them to your will. Whether this was done in a desperate grab for power or a calculated move against any who might seek you harm, you are now intrinsically bound to a creature that represents evil personified.

Fiend Shard

At 1st level, your bond with the fiend has given you command of a manifestation of their power known as a shard. The shard can take any form you wish, but fiends typically manifest as devilish winged humanoids, vicious predatory beasts, or shadowy menacing forms.

The statistics for a fiend shard are as follows:

Fiend Shard

Medium Fiend

AC: 14 (natural armor) **Hit Points:** 5 + Constitution modifier per level of Namer

Speed: 30 ft., fly 30 ft.

Str: 12 **Dex:** 16 **Con:** 12 **Int:** 10 **Wis:** 10 **Cha:** 15

Senses: darkvision 120 ft., passive Perception 10

Skills: Deception +4, Stealth +5

Languages: Infernal or Abyssal and Common

Actions

Strike: Melee attack +5 to hit, reach 5 ft., one target (1d4+3) piercing, slashing, or bludgeoning damage. The damage is dependent on the shards form. Claws deal slashing damage, bites deal piercing damage, fists deal bludgeoning damage, and a weapon deals the type of damage listed in its description but the amount of damage does not change.

Touch of the Silver Tongue: The shard touches another creature. The target gains advantage on their next Deception skill check that takes place within the next 10 minutes. This ability can only be used once before completing a short rest.

Bond Spells

The following spells are added to your list of spells known but do not count against your total spells known:

Level	Spells
3rd	<i>Disguise self, charm person</i>
6th	<i>Darkness, detect thoughts</i>
9th	<i>Bestow curse, fear</i>
12th	<i>Blight, dimension door</i>
15th	<i>Dominate person, insect plague</i>

Fiendish Blessing

At 2nd level, as a reaction, you can use your bond with the fiend to manipulate the minds of others, sowing doubt or hope as you deem necessary; altering the strands of fate. You can force any creature within 30 feet of you (even yourself) to reroll an attack roll, ability check, skill check, or saving throw. You can use this ability once before completing a short rest.

Cloak of Shadows

Starting at 6th level, you can surround yourself with an aura of shadows that grants you concealment in low-light conditions and advantage on Stealth checks. In addition to this, your shard gains an extra (2d6) damage on their strike action whenever they have advantage on an attack roll or surprise an opponent.

Whispered Secrets

Upon reaching 11th level, your bond with the fiend allows glimpses into ancient secrets. You gain advantage on a single Arcana or Religion check. You must complete a long rest before using this ability again. Additionally, your shard gains the ability to cast *fear* once per day.

Hellfire Aura

At 15th level, as an action you are able to surround yourself with an aura that augments your allies attacks. Any ally (including yourself) within 30 feet of you while this ability is active gains an additional (1d10) fire damage to their weapon attacks. This aura lasts for 1 minute and requires concentration.

Elemental Bond

Powerful elemental beings wander the material realms as well as the realms beyond. Bonding with one of these powerful entities can be a very dangerous prospect as the allies of such creatures are able to travel to the material plane with greater ease

than celestials or fiends. The raw elemental might offered by this bond is a tremendous boon sought by many Namers, others simply prefer the lack of complexity when dealing with elementals rather than celestials or fiends. Some elemental beings, such as genies, seek out prospective Namers as a means of escaping some other sort of bondage, making the agreement more akin that of a war-lock. No matter how the naming ritual is performed, those that bind elemental creatures gain access to powerful destructive capabilities.

Elemental Affinity

At first level when you bond with an elemental, a number of your abilities deal damage of a type that is associated with that element. The four elements and their associated damage type are as follows:

Elemental	Damage Type
Air	Lightning
Earth	Poison
Fire	Fire
Water	Acid

Elemental Shard

At 1st level, you're bond grants you control of a shard of elemental power. Elemental shards typically resemble entities or creatures formed from the element of your bond. They are often vaguely humanoid in shape, but can take any form that you choose.

The statistics for an elemental shard are as follows:

Elemental Shard

Medium Elemental

AC: 15 **Hit Points:** 5 + Constitution modifier per level of Namer

Speed: 30 ft.

Str: 16 **Dex:** 12 **Con:** 16 **Int:** 6 **Wis:** 7 **Cha:** 12

Senses: darkvision 60 ft., passive Perception 10

Skills: Athletics +5, Perception +0

Languages: Aquan, Auran, Ignan, or Terran

Elemental Resistance: The shard is resistant to the damage type of its elemental affinity.

Actions

Strike: Melee attack +5 to hit, reach 5ft., one target (1d8+3) bludgeoning damage plus (1d4) points of damage of the type associated with your element.

Bond Spells

The following spells are added to your list of known spells at the listed level, but do not count against your total spells known.

Level	Spells
3rd	<i>Chromatic orb, witch bolt</i>
6th	<i>Scorching ray, acid arrow</i>
9th	<i>Fireball, protection from energy</i>
12th	<i>Fire shield, ice storm</i>
15th	<i>Cone of cold, wall of stone</i>

Elemental Aura

At 2nd level, as an action you are able to sheathe yourself in a shroud of energy that damages nearby creatures. Any creature that begins its turn next to you while this ability is active, suffers (1d10) points of damage of the type associated with your elemental affinity. The damage increases to (2d10) at 11th level. The aura lasts for 1 minute and requires concentration. You must complete a long rest before using this ability again.

Elemental Blast

Starting at 6th level, your bond with the elemental being allows to release a blast of energy at your foes. As an action, you release a burst of elemental

energy of the same type as your affinity in a 30 foot cone. Any creature caught within the cone suffers (8d6) points of damage. A successful Dexterity saving throw halves this damage. The damage increases to (10d6) at 15th level. In addition, the elemental damage of your shard's strikes increases to (1d10).

Elemental Fortitude

Upon reaching 11th level, the elemental essence within you grants you resistance to damage of the type associated with your elemental affinity. In addition to this, your shard's elemental resistance increases to immunity.

Elemental Storm

Starting at 15th level, you can call upon the elemental essence of your bond to unleash a staggering conflagration of elemental energy. As an action you bathe up to ten 10 foot cubes in elemental energy of the same type as your affinity. These cubes must be connected to each other and cannot exceed a range of 120 feet. Any creature caught within the area suffers (7d10) elemental damage. A successful Dexterity saving throw halves this damage. You must complete a long rest before using this ability again.

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