

ARSENAL SUMMONER

Arsenal Summoners have a potentially unlimited arsenal to use, but they lack the physical strength to use weapons. You want to learn how to use various weapons, but you have pushed yourself to your physical limits and you still cannot hold even a sword and use it correctly. You then move to magic in hope of power. You summon weapon constructs to fight for you, and you use magic in order to command them to do what you want, almost as if you are wielding them yourself.

CLASS OPTION

You can choose that your arsenal is provided to you by a god. This is if you want to play a religious or holy avenger character. But, this style of character is not enforced. If you choose this option you class changes as the following: 1) you weapons are now a color that represents your god, 2) Your god can ask you to remove a creature that it does not agree with in your world, 3) Your god can give you awards if you manage to complete a hard request from your god.

ARSENAL SUMMONER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots 1st	2nd	3rd	4th	5th
1st	+2	Expertise, Weapon Summoning, Spell Casting	2	1	1	—	—	—	—
2nd	+2	Arsenal Defense	3	2	2	—	—	—	—
3rd	+2	Arsenal Archetype, Language of Magic	3	2	3	—	—	—	—
4th	+2	Ability Score Improvement	4	2	4	—	—	—	—
5th	+3	Construct Increase	4	2	4	1	—	—	—
6th	+3	Expertise, Blood Summoning	5	3	4	2	—	—	—
7th	+3	Archetype Feature	5	4	4	3	—	—	—
8th	+3	Ability Score Improvement	6	5	4	3	—	—	—
9th	+4	Summoning Improvement	7	5	4	3	1	—	—
10th	+4	Portal Summoning	7	5	4	3	2	—	—
11th	+4	Archetype Feature	8	5	4	3	2	—	—
12th	+4	Ability Score Improvement	8	6	4	3	2	—	—
13th	+5	Weapon Material Manipulation	9	6	4	3	2	1	—
14th	+5	Weapon Maneuvering, Improved Portal Summoning	9	6	4	3	3	1	—
15th	+5	Archetype Feature	10	7	4	3	3	2	—
16th	+5	Ability Score Improvement	10	8	4	3	3	2	—
17th	+6	—	10	8	4	3	3	3	1
18th	+6	Blood Summoning Improvement	10	9	4	3	3	3	1
19th	+6	Ability Score Improvement	10	9	4	3	3	3	2
20th	+6	Archetype Feature	10	9	4	3	3	3	2

CLASS FEATURES

As a Arsenal Summoner, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per arsenal summoner level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per arsenal summoner level after 1st

PROFICIENCIES

Armor: None

Weapons: None

Tools: Medicine Kit, a musical instrument of your choice

Saving Throws: Constitution, Wisdom

Skills: Choose four from Arcana, History, Religion, Investigation, Perception, Stealth, Slight of Hand, Deception, and Persuasion

EQUIPMENT

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

- (a) a dungeoneer's pack, (b) an explorer's pack, (c) a burglar's pack, or (d) an entertainer's pack
- a medicine kit

EXPERTISE

At 1st level, choose two of your skill proficiencies. Your proficiency bonus with these skills is doubled.

At 6th level, choose two more of your skills and gain expertise in them.

WEAPON SUMMONING

At 1st level, you can summon weapon constructs to fight for you. You point your finger and portals open up around you and weapons made out of pure energy fly out of the portals in the direction that you choose. You gain **2 summoning points**.

As a bonus action, you can use any number of summoning points and a number of weapon constructs equal to the amount of summoning points used will appear. When you take the attack action, you can attack with each construct summoned. You must make an attack roll for each construct. Range: 50/150ft, Hit: +(Intelligence modifier + proficiency bonus), Damage: 1d6 per construct + Intelligence modifier. Before you create the constructs, you can decide if you want the weapon to be bludgeoning, slashing, or piercing damage. When it is your next turn, all previously summoned constructs vanish. You regain all **summoning points** at the start of your next turn.

WEAPON CONSTRUCTS ADVICE

I suggest editing how your constructs appear. I imagined them being constructs made out of pure light/energy, but it is up to you. Maybe, you want them to appear to be real weapons, maybe you want them all to look like swords... etc, the sky is the limit, but just make something you enjoy playing. You can also make it so these constructs are various weapons, not just swords and such. A thematic idea I came up with is choose a weapon for each of your damage types for example:

- Hammers= Bludgeoning Damage
- Shortswords= Slashing Damage
- Rapiers/Arrows= Piercing Damage

SPELLCASTING

At 1st level, you have learned how use your magic. You focus upon abjurations spells and summoning physical weapons to fight for you.

SPELL SLOTS

The Arsenal Summoner table shows how many spell slots you have to cast at 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two cantrips and one 1st-level spell of your choice from the Arsenal Summoner's spell list.

The Spells Known column of the Arsenal Summoner's table shows when you learn more Arsenal Summoner spells of your choice. Each of these spells must be of a level for which you have spell slots.

Additionally, when you gain a level in this class, you can choose one of the Arsenal Summoner spells you know and replace it with another spell from the Arsenal Summoner spell list, which must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Arsenal Summoner spells. You use your Intelligence whenever a spell refers to your spell casting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Arsenal Summoner spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

ARSENAL DEFENSE

At 2nd level, your weapons have become protective of you. When a creature attacks you, your weapon constructs begin to defend you. Your natural armor class is now 10 + Dexterity modifier + Intelligence modifier, if you summoned a weapon construct and did not attack with it. When this ability is used, your AC is raised until your next turn.

ARSENAL ARCHETYPE

At 3rd level you choose an archetype that you wish to study under: Energy Summoner or Altered Arsenal. Both of which are detailed after the main class features. Your archetype gains you a feature at 3rd level and again at 7th, 11th, 15th, and 20th level.

LANGUAGE OF MAGIC

At 3rd level you begin to realize the value of knowing other languages in order to expand your magical ability. You learn Celestial, Abyssal, and Draconic.

ABILITY SCORE IMPROVEMENT

At 4th level you can increase one ability score by 2, or two ability scores by 1. You gain this feature again at 8th, 12th, 16th, and 19th level.

CONSTRUCT INCREASE

At 5th level, you've learned to use more of your arsenal to your advantage. You now have **4 summoning points**.

BLOOD SUMMONING

At 6th level you learn that sacrificing yourself will improve your magic to the very extreme. You can choose to sacrifice your life force to make your weapon constructs more powerful. Before you attack on a turn, you can sacrifice an amount of hit points that you choose, your weapon constructs now deal extra damage equal to the amount of hit points you sacrifice for the rest of this combat. When you sacrifice hit points, your hit point maximum is reduced by the amount of hit points that you sacrifice, until you finish a long rest. When using this feature, you cannot take yourself below 1 hit point.

EXAMPLE OF BLOOD SUMMONING

I currently have 40 hit points, and I choose to sacrifice 20 hit points. My weapon constructs now deal 1d6 + Intelligence modifier + 20. My hit point maximum is now 20.

This damage does also apply to all weapons that the Altered Arsenal Archetype gathers, including magical weapons.

SUMMONING IMPROVEMENT

At 9th Level you learn to summon more powerful weapon constructs. Your default constructs now deal an extra 1d6 damage. This damage increase applies to the Altered Arsenal archetype's physical weapons as well.

Your constructs now have a range of 100/300ft.

At 3rd level you gain the ability to edit your arsenal with non-magical physical weapons. You can spend 10 minutes to go to your arsenal pocket dimension and place physical weapons inside of it. When you would summon a weapon construct, you can choose to summon a physical weapon from your arsenal instead. For all weapons that have the light and/or one handed trait, you can use one of your **summoning points** and summon the weapon. If the weapon has the two handed trait, you

PORTAL SUMMONING

At 10th level you learn how to use the portals that you use to summon weapons more efficiently. You can now use your portals to teleport yourself up to 100ft. You can only do this twice per long rest.

At 14th level, you can now teleport all creatures within a 10x10ft area.

WEAPON MATERIAL MANIPULATION

At 13th level your weapon constructs now count as magical for the sake of overcoming resistance. Your constructs also land critical attacks on 19 and 20 attack rolls. Also, when you roll a 1-3 on an attack roll, you can reroll your attack and you must use the new roll. You can only reroll 1-3's once per round of combat. This feature also applies to the Altered Arsenal archetype's physical weapons.

WEAPON MANEUVERING

At 14th level you learn how to use your weapons to reach hard areas. Once times per long rest, you can summon a weapons and have them form stairs and/or platforms. While using this feature, you have a fly speed of 30ft for 1 minute.

BLOOD SUMMONING IMPROVEMENT

At 18th level, you learn to use your blood summoning more efficiently, and make your weapon constructs more deadly. When you sacrifice hit points, your constructs now deal 2x the amount of hit points sacrificed. All rules that apply to Blood Summoning apply to this improvement.

ARSENAL ARCHETYPES

At 3rd level you pick a path that you want to follow. This archetype will determine how you use your weapon constructs.

ALTERED ARSENAL ARCHETYPE

This archetype focuses on adding to your arsenal of weapons that you call upon. This is for the adventurer who does not mind getting his hands dirty to gain more power. You hunt for the most powerful weapons and treasures in the land.

PHYSICAL ARSENAL HEY FIX THE FORMATTING!!!LAHIOEGHOAGEIewoGIWOC

At 3rd level you gain the ability to edit your arsenal with non-magical physical weapons. You can spend 10 minutes to go to your arsenal pocket dimension and place physical weapons inside of it. When you would summon a weapon construct, you can choose to summon a physical weapon from your arsenal instead. For all weapons that have the light and/or one handed trait, you can use one of your **summoning points** and summon the weapon. If the weapon has the two handed trait, you

NOTE ABOUT THE ARSENAL POCKET DIMENSION

The pocket dimension should reflect the character. It is a 20x20ft room. I suggest making it be your character's childhood home, or even a safe place for you. You are the only person who can enter this dimension, and you cannot bring anyone else into it.

EXAMPLE OF THE PHYSICAL ARSENAL

My arsenal currently has 4 short swords and 1 greatsword within it. I can currently summon 4 weapon constructs. This means that I can summon the greatsword once and the short swords twice. The greatsword has the two-handed and heavy trait, which means that it will use up 2 of my 4 construct summonings. The short swords have the one-handed and light traits, which means that I could make an attack with all 4 short swords since they only use 1 of my 4 construct summonings. I cannot attack with my greatsword twice in the same round, even though I have enough construct summonings to do so, I only have 1 greatsword in my arsenal, so I can only summon it once per round.

ARSENAL OF MAGIC

At 7th level you can now place magical weapons into your arsenal. The same rules that apply to Physical Arsenal also apply to this. All bonuses that the weapon gets are applied to your attack and damage rolls when you summon it. Any special abilities that the weapon has, can be used when you summon it, but you cannot attack and use the power in the same attack. Look at the example below.

NOTE ABOUT ARSENAL OF MAGIC

I currently have a Battleaxe of the Inferno in my arsenal. The axe has the ability "Scorching Trail" which allows me as an attack action to make a fire attack in a 30ft line, dealing 2d10 damage. This means that when I summon the weapon I can either attack with the weapon, or use its power, not both. When I use its ability, I cannot make a normal attack in the same round, I must wait until my next turn to make another attack with the axe.

POWER SEEKER

At 11th level you develop a keen eye for powerful items. You can cast the spell *Detect Magic* at will on an item, and when you cast it you can gauge its power level. Also, when ever you hold an object, you can tell its entire history.

PHYSICAL WEAPON SUMMONING IMPROVEMENT

At 15th level you learn how to summon your arsenal faster and stronger. All non-construct weapons you summon now deal 1.5x damage (rounded up). You also increase your intelligence by 2. Your maximum intelligence is now 22.

ASENAL RAMPAGE

at 20th level you gain the ability to do one massive summoning of all your weapons from your arsenal. With this feature you can use an attack action to summon all physical weapons that you have in your arsenal. Each weapon has a different attack roll. You can only use this feature once per long rest.

ENERGY SUMMONER

Energy Summoners are not amused by physical weapons, because they are obsessed with summoning energy constructs. They focus on knowledge and gathering information in order to become more powerful. Typically you gain the arsenal of a god, but some defy this practice.

WEAPON CONSTRUCT ADVANTAGE

At 3rd level you gain the ability to use your constructs in more creative ways. You can use two of your construct summonings in order to try and knock a creature prone. When you use this ability, the DC is 8 + Intelligence + proficiency bonus.

CHAINS OF HOLDING

at 7th level you gain the ability to restrain even the most powerful of foes. You gain the ability to summon chains in order to hold a foe. This feature does use your whole attack action. The range is 20ft, and the creature must make a Strength saving throw with a DC equal to 8 + Intelligence modifier + proficiency bonus.

MAGICAL ENHANCEMENT

At 7th level you learn to push your magical summoning even further than before. You now have **6 summoning points**. You gain 60ft truesight.

IMPROVED WEAPON CONSTRUCTS

At 15th level you use your wisdom in order to gain an advantage against creatures. Your weapon constructs now deal an additional 1d6 damage. You now add your Wisdom modifier to damage.

WEAPON MANIPULATION

At 20th level you gain the ability to steal your foe's weapons. Once per long rest, you can steal your foe's weapons, and have them fight for you. When you take the attack action, you can attack with your weapon constructs, but you can also attack with the weapons that you have stolen without using any **summoning points**. You can choose to use any special abilities the weapon has when making an attack. When you use this feature you have control of the weapons equal to 1d6+2 rounds. You must use a bonus action to use this feature, and you must be able to see the creature that you target.

Instead of using the previously mentioned ability, you can choose to gain advantage on all attacks for 1d8 rounds of combat. You can only use this once per long rest.

SPELL LIST

NOTE

After each spell has "EE", "PHB", or "SCAG". This note tells you location of the spell.

- EE= Elemental Evil
- PHB= Player's Handbook
- SCAG= The Sword Coast Adventurer's Guide

CANTRIPS

- Light (PHB)
- Blade Ward (PHB)
- Booming Blade (SCAG)
- Dancing Lights (PHB)
- Mage Hand (PHB)
- Minor Illusion (PHB)
- Mold Earth (EE)
- Message (PHB)
- Mending (PHB)
- Resistance (PHB)
- Shape Water (EE)
- Control Flams (EE)
- Produce Flame (PHB)
- Sword Burst (SCAG)
- Gust (EE)
- Magic Stone (EE)

1ST LEVEL

- Absorb Elements (EE)
- Alarm (PHB)
- Sanctuary (PHB)
- Shield of Faith (PHB)
- Shield (PHB)
- Tenser's Floating Disk (PHB)
- Unseen Servant (PHB)
- Disguise Self (PHB)
- Illusory Script (PHB)
- Silent Image (PHB)

2ND LEVEL

- Aid (PHB)
- Arcane Lock (PHB)
- Pass Without Trace (PHB)
- Warding Bond (PHB)
- Cloud of Daggers (PHB)
- Find Steed (PHB)
- Mirror Image (PHB)
- Blur (PHB)
- Silence (PHB)

3RD LEVEL

- Counterspell (PHB)
- Dispel Magic (PHB)
- Remove Curse (PHB)
- Conjure Barrage (PHB)
- Hunger of Hadar (PHB)
- Major Image (PHB)
- Phantom Steed (PHB)
- Blink (PHB)
- Slow (PHB)

4TH LEVEL

- Freedom of Movement (PHB)
- Mordenkainen's Private Sanctum (PHB)
- Dimension Door (PHB)
- Leomund's Secret Chest (PHB)
- Mordenkainen's Faithful Hound (PHB)
- Hallucinatory Terrain (PHB)
- Fabricate (PHB)

5TH LEVEL

- Antilife Shell (PHB)
- Planar Binding (PHB)
- Conjure Volley (PHB)
- Teleportation Circle (PHB)
- Creation (PHB)
- Dream (PHB)
- Mislead (PHB)
- Seeming (PHB)
- Telekinesis (PHB)

CREDITS

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CREATED USING THE HOMEBREWERY

AUTHOR'S NOTES

I created this class based upon Gilgamesh from the anime Fate/Zero, but after a while I edited the class to fit what I envisioned. My close friend Parker Simon has been helping me edit the project in order for it to make sense. I want this class to be enjoyable for people to play, it is a little bit more of a technical class, but because of that you have a lot of play styles.

Example of the character that the class is based upon:

<https://www.youtube.com/watch?v=FdqXVuCoisI>

Skip to 8:55 and the character who summons swords out of portals is Gilgamesh.