

## SUMMONER

The summoner is a sub-class of magic-user who specializes in the summoning and conjuration of creatures and objects from other locations and even other planes. Unlike many other mage types, the summoner has few spells that can effect a target directly. Instead, summoners rely upon a plethora of spells which allow them to get what they want from somewhere else. In much the same way as illusionists have access to phantasmal spells beyond the capabilities of ordinary mages, so too can summoners cast conjurations unique to their craft. In most respects, however, summoners conform to the same characteristics of their parent class, the magic-user. The differences between the two classes are detailed below.

To become a summoner, a character must have a minimum intelligence and constitution of 15. A summoner never gains an experience bonus for exceptional ability scores. Many races are capable of practicing the art of conjuring; humans, elves, half-elves, drow and minotaurs. Humans, naturally, have unlimited advancement while elves are limited to 10th, half-elves to 8th, drow to 12th and minotaur to 8th.

Summoners are restricted to the same weapons, combat and saving throw tables as magic users and, like their parent class, summoners cannot wear armor or employ a shield. Summoners are limited in what magic items they can use, in much the same way as illusionists. Summoners may only use: those items open to all classes, scrolls which contain spells useable by summoners, magic items useable by all magic-using classes (illusionist, 10th level rangers, etc) such as crystal balls and robes of scintillating colors, magic books and magical weapons open to mages.

Please note that summoners often conjure creatures to do their bidding. These beings are real entities who have been transported from elsewhere. While summoning is not evil and summoners may be of any alignment, many summoners find themselves faced with numerous ethical questions and challenges, such as evaluating the value of the life of the creature they have summoned...

Summoners are able to create magic items which summon objects or beings as well as create magical portals and gates. Beginning at 12th level (Summoner), summoners can manufacture these items in a manner similar to regular magic users.

### SUMMONER (MAGIC-USER) TABLE I

Experience Points	Level	d4 for Hit Points	Level Title
0 3,000	1	1	Prestidigitator
3,001 6,000	2	2	Incantar
6,001 13,000	3	3	Invoker
13,001 26,000	4	4	Theuragist
26,001 44,000	5	5	Thaumaturge
44,001 66,000	6	6	Beckoner
66,001 98,000	7	7	Binder
98,001 150,000	8	8	Conjurer
150,001 250,000	9	9	Entreator
250,001 450,000	10	10	Summoner
450,001 750,000	11	10+1	Summoner (11th level)
750,001 1,050,000	12	10+2	Summoner (12th level)

+300,000 experience points per level of experience beyond 12th.

Summoners gain 1 h.p. per level after 10th.

## SPELLS USABLE BY CLASS AND LEVEL -- SUMMONER (MAGIC-USER)

Summoner Level	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	2					
5	3	2	1				
6	4	2	1				
7	4	3	2	1			
8	4	3	2	2			
9	5	3	3	2			
10	5	4	3	2	1		
11	5	4	3	3	2		
12	5	4	4	3	2	1	
13	6	5	4	3	2	2	
14	6	5	4	3	3	2	1
15	6	5	4	4	3	2	2
16	6	5	5	4	3	2	2
17	6	6	5	4	3	3	2
18	6	6	5	5	4	3	2
19	6	6	5	5	4	3	3
20	6	6	5	5	5	4	3
21	6	6	6	5	5	4	4
22	6	6	6	6	5	5	4
23	7	6	6	6	5	5	5
24	7	7	6	6	6	5	5
25	7	7	7	6	6	6	6

### SPELLS:

#### 1st

- 1) Armor (M-1)
- 2) Conjure Item
- 3) Conjure Mammal
- 4) Detect Summons
- 5) Farspeaking
- 6) Find Familiar (M-1)
- 7) Monster Summoning I (M-3)
- 8) Nab/Put
- 9) Protection from Evil/Good (C-1)
- 10) Read Summoner Magic
- 11) Steed
- 12) Unseen Servant (M-1)

#### 2nd

- 1) Animal Summoning I (D-4)
- 2) Call
- 3) Conjuration
- 4) Conjure Animal
- 5) Detect Magic (I-1)
- 6) Guardian
- 7) Improved Armor
- 8) Melf's Acid Arrow (M-2)
- 9) Monster Summoning II (M-4)
- 10) Protective Circle
- 11) Rope Trick (M-2)
- 12) Summon Insects (D-3)

### **3rd**

- 1) Anchor
- 2) Animal Summoning II (D-5)
- 3) Blink (M-3)
- 4) Conjure Beast
- 5) Dispel Summons
- 6) Material (M-3)
- 7) Monster Summoning III (M-5)
- 8) Servant Horde
- 9) Sever
- 10) Shelter
- 11) Summon Object
- 12) Warrior

### **5th**

- 1) Bind Summons
- 2) Contact Other Plane (M-5)
- 3) Contract
- 4) Dimensional Doorway
- 5) Insect Plague (C-5)
- 6) Monster Summoning V (M-7)
- 7) Stalker
- 8) Teleport (M-5)

### **7th**

- 1) Banish
- 2) Fling
- 3) Gate (M-9)
- 4) Gate Key
- 5) Monster Summoning VII (M-9)
- 6) Symbol (M-8)
- 7) Trap the Soul (M-8)
- 8) First level MU spells

### **4th**

- 1) Animal Summoning III (D-6)
- 2) Beckon/Dismissal (M-5)
- 3) Conjure Barrier
- 4) Conjure Elemental (M-5)
- 5) Conjure Monster
- 6) Dimension Door (M-4)
- 7) Dispel Magic (I-4)
- 8) Evard's Black Tentacles (M-4)
- 9) Hook
- 10) Monster Summoning IV (M-6)
- 11) Summon Shadow (I-5)
- 12) Weapon

### **6th**

- 1) Conjure Magic
- 2) Conjure Creature
- 3) Maze (M-7)
- 4) Monster Summoning VI (M-8)
- 5) Probability Travel
- 6) Spiritwrack (M-6)
- 7) Summons
- 8) Temporal Fugue

## FIRST LEVEL SPELLS:

**Conjure Item** -- Ran: 0, Dur: see below, Area: 1 object. With this spell the summoner is able to conjure any normal, generic, non-magical object. Replicas of specific or complex objects cannot be called forth; only items which could conceivably be found elsewhere. The size of the object is limited to 5 lbs per level of the caster. Thus a first level summoner could conjure a dagger, but it would require a 13th level summoner to conjure plate mail (65 lbs). The duration of the spell is based on one turn per level of the caster. However, this duration may be doubled, tripled, quadrupled, etc if the conjured item is one-half, one-third, one-quarter, etc of the maximum mass summonable. For example, if a 10th level summoner (50 lb limit) conjured a shield (10 lbs) then it would remain for 50 turns (base 10 x 5). The caster may also arbitrarily limit the duration of the conjured item as well, although once set, the item will persist until the allotted time passes or a successful *dispel magic* is cast upon it. When used to conjure precious metals or gems, the duration and volume of the summoned object are **each** 1/10th normal. Valuable jewelry cannot be summoned by this spell as such items are rarely generic in nature. Similarly, conjured gems lack the unique flaws and cuts of precious stones which give such jewels their luster, thus summoned gems have very little monetary value.

**Conjure Mammal** -- Ran: 3, Dur: 2 rnds/lvl, Area: special. Similar to the sixth level clerical spell *conjure animal*, this spell allows the summoner to instantly summon up to 1+1 hit die of non-magical mammals per level of the caster. The mammals must be normal animals, although giant and rare varieties are allowed. No mammal with an intelligence greater than semi can be conjured with this spell (no dolphins, whales or apes). The mammals summoned must all be of the same type, i.e. black bears, dire wolves, spotted lions, etc.

**Detect Summons** -- Ran: 0, Dur: 3 rnd + 2 rnd/lvl, Area: LoS w/ 1"/lvl. Detects all items and creatures that are of a summoned or conjured nature, including all beings non-native to the Prime Material as well as magical gateways or portals. If a being teleports, dimension doors, gates, etc into the area of effect of this spell, then the creature's distance and direction would be revealed to the caster. There is an additional 10% chance per level of the caster that out-of-phase or ethereal beings will be detected by this spell.

**Farspeaking** -- Ran: 10 miles/lvl, Dur: 1 rnd, Area: special. This spell allows the caster to magically transmit a message to a specific individual in a given, known location. The chance of success is the same as if the summoner were *teleporting* (q.v.), except that either the target's location OR the caster's familiarity with the target is used as the criteria of success, whichever is worse. As with *teleportation*, however, the summoner may adjust the percentage chance of failure of such rolls in her favor by +/- 1% per level. Up to twenty-five words may be sent by this spell. Unused words may be sent back from the target to the caster, subject to a new roll for success. The entire *farspeaking* process must take place within one round.

**Find Familiar** -- Ran: 0", Dur: 1 turn, Area: special. As per the magic user spell, except the summoner has a 5% chance per level of specifying what creature will answer this spell.

**Monster Summoning I** -- Ran: 3", Dur: 1 rnd + 1 rnd/lvl, Area: special. There is a one percent chance per level of the caster that the summoner can choose the type of creature to appear rather than determining it randomly. This percentage chance applies to all of the *monster summoning* spells cast by a summoner. Other than as noted above, these spells behave identically to the magic-user versions of the same name.

**Nab/Put** -- Ran: 1"/lvl, Dur: permanent, Area: one object. Magically summons any object that is within range and that the caster can see, limited to 10 lbs + 5 lbs/lvl. If the item is tightly held or fastened to a living creature, then the creature is allowed a saving throw versus magic. The reverse, *put*, allows objects to be deposited elsewhere, subject to the above limitations.

**Read Summoner Magic** -- Ran: 0", Dur: 2 rnds/lvl, Area: special. Allows the caster to read summoner spells.

**Steed** -- Ran: 1", Dur: 6 turns/lvl, Area: one steed. This spell conjures a desired steed for the caster. The mount appears without any gear but will willingly serve the caster as a mount. The steed will NOT fight, except to preserve its own life. Hit points are determined randomly, with a +1 per level of experience of the spell caster, up to the maximum possible. The steeds available are based upon the level of the caster;

- 1 - 2 riding horse, mule or donkey
- 3 - 4 any war-horse (light, medium or heavy)
- 5 - 6 camel, tarque or dolphin
- 7 - 8 elephant, hippogriff, sea horse
- 9 - 10 minotaur lizard, griffon, hippocampus
- 11 - 12 pegasus, giant eagle, killer whale
- 13 - 14 unicorn, roc, young dragon
- 15 - 16 ki-rin, jann, Nirrhinian horse

The caster can willingly choose a steed of a lower level. Such steeds will additionally be equipped with appropriate riding gear. Summoned steeds will make every attempt to avoid unseating an unskilled rider, although combat situations may require proficiency uses/checks. The DM may also substitute similar creatures appropriate to the campaign world for any of those found above.

## SECOND LEVEL SPELLS:

**Call** -- Ran: mile/lvl, Dur: special, Area: special. This unique spell attracts the attention of whatever creature(s) inhabit the region it is cast in and applies equally to monsters, animals, humanoids, etc. When the *call* is cast, the DM immediately rolls one additional encounter check per level of the summoner. In extremely remote areas or if cast by a low level conjurer, there will be little effect. In regions teeming with life, however, SOMETHING is sure to answer the spell. Usually only a single random encounter will answer a *call*, although occasionally additional creatures may also be attracted.

Those creatures answering the call have a percentage chance equal to five times the caster's level of being favorably disposed to the summoner. If cast in an urban area or in a dungeon complex, this percentage drops to two times the caster's level regarding those entities actually dwelling in the region. Otherwise, those answering the *call* will behave according to the dictates of situation, personality and alignment.

Even if those answering the *call* are friendly toward the caster, communication is limited to whatever would normally be possible between summoner and summoned. Unlike creatures that have been summoned (c.f. *monster summoning I*), those attracted by a Call spell DO check morale and will remain until such time as they decide to leave. Attracted creatures will usually appear within 1-6 rounds.

**Conjuration** -- Ran: 0", Dur: special, Area: special. This spell only takes a single segment to cast, but must be used in conjunction with another summoning spell which requires a random die roll to determine what appears. The *conjuration* spell allows the caster to choose rather than roll what will answer his call. The chance of success is 50 percent plus 10 times the caster's level minus 10 times the level of the summoning spell caster. If the above percentage is not rolled, then what answers the companion spell is determined normally.

Creatures answering a *conjuration* spell are usually delayed a few rounds as the spell's magic seek them out. The delay is equal to 1d6 rounds + level of spell - level of caster, with a minimum delay of zero rounds (no negative numbers!).

Example: Fiona (5th lvl) casts *monster summoning I* and *conjuration* to ensure the appearance of snyads. Her chance of success is 50 (base) + 50 (lvl \* 10) - 10 (MS I is a first level spell) or 90%. Fiona would have to wait a d6-4 rounds for her snyads.

**Conjure Animal** -- Ran: 3, Dur: 2 rnds/lvl, Area: special. Similar to the first level spell *conjure animal*, this spell allows the summoner to instantly summon up to 1+1 hit die of non-magical animals per level of the caster. The animals must be normal animals, although giant and rare varieties are allowed. Mammals, as well as reptiles, avians and insects, even dinosaurs, can be conjured with this spell as long as the caster has seen one. No animal with an intelligence greater than semi can be conjured with this spell (no dolphins, worgs or giant spiders). The animals summoned must all be of the same type, i.e. giant crocodiles, frogs, toads, huge spiders, snakes, giant scorpions, etc.

**Guardian** -- Ran: 0", Dur: 6 turns/lvl, Area: 2"x 2". This spell conjures a quasi-real guardian to watch over the caster. The creature will defend and watch over the summoner, without regard for its own existence. These creatures cannot be charmed and will never disobey the conjurer who summoned them. The guardians available are based upon the casters level;

- 3 - 4 wolf-hound -- AC 7, 2+2, 2-5
- 5 - 6 bear -- AC 6, 3+3, 1-3/1-3/1-6
- 7 - 8 lion -- AC 5, 5+5, 1-4/1-4/1-10
- 9 - 10 griffon -- AC 3, 7+7, 1-4/1-4/2-16
- 11 - 12 drake -- AC 1, 9+9, 1-6/1-6/2-16
- 13 - 14 dragon -- AC -1, 11+11, 1-8/1-8/2-24
- 15 - 16 invisible dragon -- always invisible & hits phasing/blinking foes

The guardian is only surprised on a 1, has keen vision and hearing and can track by scent. Additionally, the griffon, drake and dragon can see invisible and out-of-phase objects. The guardian will not battle FOR the caster (i.e. offensively) but will defend him or her from harm. A guardian's hit points are determined randomly, with a +1 per level of experience of the spell caster, up to the maximum possible.

**Improved Armor** -- Ran: 0, Dur: special, Area: caster. An improved version of the *armor* spell, this dweomer conjures forth mystical raiment equal to ring mail in protection. Thus the summoner gains AC 6 or a +2 to AC for the duration of this spell. In addition, it takes damage equal to twelve plus the level of the caster to dispel *improved armor*. In all other respects, this spell performs the same as the 1st level version, *armor*.

**Monster Summoning II** -- Ran: 3", Dur: 2 rnd + 1 rnd/lvl, Area: special. As noted under *monster summoning I* (above), the caster has some control over what responds to the summons. Otherwise, this spell behaves identically to the magic-user versions of the same name.

**Protective Circle** -- Ran: touch, Dur: special, Area: see below. This spell allows the caster to create a permanent magical circle to contain a type of extra-planar creature. The circle will act as a barrier, similar to *protection from evil/good*. The circle will only guard against extra-planar creatures from one region; lower planes (pentagram), upper planes (magic circle), elemental and ethereal planes (thaumaturgic triangle). Other creatures may move freely into and out of the area of effect. The circle's diameter may be no bigger than the caster's level in feet. Once cast, however, the circle remains until destroyed. A given spell caster may have as many empty *protective circles* as he has levels of experience. Likewise a summoner is limited to a like-number of circles that contain captive creatures. The chance of a given circle being able to contain a given creature is the same as for an *ensnarement* spell (c.f.).

### THIRD LEVEL SPELLS:

**Anchor** -- Ran: 0, Dur: six turns/lvl, Area: 3" + 1"/lvl. By means of this spell, the summoner prevents any creature or being from teleporting into or out of the area of effect. This includes *blinking*, *dimension door*, etc, but excludes *gate*, *plane shift*, etc. To cast, the summoner throws down a large bag of sand at the focus of the spherical area of effect.

**Conjure Beast** -- Ran: 3, Dur: 2 rnds/lvl, Area: special. Similar to the first level spell *conjure animal*, this spell allows the summoner to instantly summon up to 1+1 hit die of non-magic-using animals per level of the caster. The beasts may be fantastic hybrids (griffons, sea lions, roc), so long as they do not have magical abilities and as long as the caster has seen one. No beast with an intelligence greater than semi can be conjured with this spell (no pegasai, hippocampai or giant spider). The beasts summoned must all be of the same type, i.e. hippogriff, carrion crawler, hydra, anhkheg, black pudding, gray ooze, stirge, lurker, etc.

**Dispel Summons** -- Ran: 1"/lvl, Dur: perm, Area: 3"x 3". Dispels summonings and conjurations of all sorts. Success is automatic when used against the conjurings of a non-summoner (c.f. *dispel illusion*), otherwise *dispel summons* has a base 50% with -2%/level below or +5%/level above, as per *dispel magic*. This spell **WILL** send away conjured or summoned creatures from another plane but will NOT affect projected beings (those who have entered the Prime Material via gates or probability travel, etc).

**Monster Summoning III** -- Ran: 3", Dur: 3 rnd + 1 rnd/lvl, Area: special. As noted under *monster summoning I* (above), the caster has some control over what responds to the summons. Otherwise, this spell behaves identically to the magic-user versions of the same name.

**Servant Horde** -- Ran: 0", Dur: 6 turns + 1 turn/lvl, Area: 3" radius of the caster. Summons up to a dozen *unseen servants* (q.v.) to perform some task, such as cooking, laundry, painting, etc.

**Sever** -- Ran: 3" + 1"/lvl, Dur: 5 rnds + 2 rnds/lvl, Area: 1 target. By means of this spell, the summoner attempts to separate the target creature from any extra- or trans-planar connections it may possess. For example, a vampire or wight could not drain levels without their connection to the negative material plane nor could a ghost remain insubstantial or benefit from a higher armor class if cut off from the ethereal plane. Saving throws are made at -3.

**Shelter** -- Ran: 1"/lvl, Dur: 6 turns/lvl, Area: 1" square/lvl. This spells conjures up a comfortable dwelling place for the conjurer. The floor plan can be anything the caster desires, up to the limits of the area of effect. The caster may vary the internal temperature to any point desired, subject to +/- 10 degrees per level from external conditions. Likewise, wind force can be decreased by up to 5 miles per hour per level from external conditions. The field of force that makes up the *shelter* will prevent the entrance of rain, snow, water, air, etc at the caster's option (subject to the above limitations). The *shelter's* internal and external walls may appear any color or even invisible. The inside of the *shelter* may be lit by *light* spells (c.f.) at the caster's option. Finally, up to one separate internal chamber may be formed for every three levels of the caster. Unfortunately, no furniture comes with the *shelter*. Note, if the caster of this spell breathes water, then the *shelter* may be filled with fresh or salt water at the caster's option.

**Summon Object** -- Ran: 3"/lvl, Dur: instant, Area: 1 object. This spell allows the caster to instantly summon any object known to the conjurer within range. If the exact location is unknown, the bearer of the item is allowed a saving throw (if desired), otherwise the spell functions unerringly. This spell can be reversed to send an item to any location within range.

**Warrior** -- Ran: 0", Dur: 6 turns/lvl, Area: 1"x1"/lvl. Similar to the *guardian* spell, *warrior* conjures forth quasi-real champions to fight for the caster. The type of warrior is based on the caster's level:

5 - 6 Fighter: AC 6, 9", 3rd, 1-6, +0/+1, 16 str

7 - 8 Swordsman: AC 4, 9", 6th, 1-8, +2/+2, 17 str, +1 Magic

9 - 10 Knight: AC 2, 12", 9th, 1-8, +2/+5, x3/2, 18/01 str, 15 dex,+1 Magic

11 - 12 Hero: AC 0, 12", 12th, 1-10, +5/+8, x2, 18/51 str, 16 dex, +2 Magic

13 - 14 Valkyrie: AC -2, 15", 15th, 1-10, +6/+12, x2, 18/00 str, 17 dex, +2 Magic, fly@12"

15 - 16 Champion: AC -4, 15", 18th, 1-12, +9/+14, x5/2, 18/00 str, 18 dex, +3 Magic, fly

Similar to a *guardian* (q.v.) in all other respects, a *warrior's* hit points are determined randomly, with a +1 per level of experience of the spell caster, up to the maximum possible.

#### FOURTH LEVEL SPELLS:

**Conjure Barrier** -- Ran: 1"/lvl, Dur: special, Area: 1" cube/lvl. This spell allows the caster to conjure forth a wall, hedge or other solid barrier of any material desired. This barrier must have some part resting upon a solid surface and be a semi-regular solid. The barrier may be composed of nearly any common material of the caster's choice, such as stone, iron, bones, sand, thorns, brick, ice, glass, etc. The wall remains until it is destroyed, melted, shattered, etc.

**Conjure Monster** -- Ran: 3, Dur: 2 rnds/lvl, Area: special. Similar to the first level spell *conjure animal*, this spell allows the summoner to instantly summon up to 1+1 hit die of monsters per level of the caster. The monsters may be of nearly any type so long as they do not possess "death" powers (catoblepas) and as long as the caster has seen one. No monster with an intelligence greater than semi can be conjured with this spell (no dragons, unicorns or blink dogs). The monsters summoned must all be of the same type, i.e. cockatrice, green slime, gas spores, pyro-hydra, displacer beasts, chimera, gelatinous cubes, etc.

**Hook** -- Ran: 3" + 1"/lvl, Dur: 6 turns/lvl, Area: see below. Those failing their saving throw versus magic are unable to access ANY dimension spanning abilities, i.e. magical teleportation, psionic plane shifting, blinking, phasing, gates, whatever. Up to four separate targets may be affected. Saving throw adjustments: 3 or 4 targets = -0, 2 targets = -1 each, 1 target = -3.

**Monster Summoning IV** -- Ran: 3", Dur: 4 rnd + 1 rnd/lvl, Area: special. As noted under *monster summoning I* (above), the caster has some control over what responds to the summons. Otherwise, this spell behaves identically to the magic-user versions of the same name.

**Weapon** -- Ran: 3", Dur: 5 rnds/lvl, Area: special. This spell conjures a flying, enchanted sword for the caster to wield. This weapon can strike at foes up to 30' away from the caster, striking as a proficient fighter of the same level as the summoner. The sword functions similarly to a *sunblade* (as quick as a short sword but far more deadly) which is +1 to hit and damage and which does one d10 of damage for every four experience levels of the caster (5d10+5 max). The weapon will strike out-of-phase and ethereal targets, although rolls to hit against such targets are at -4 unless the caster can clearly see them. While attacking with the sword, the caster will be unable to cast additional spells, but can "pause" the sword for spell casting without dispelling it.

#### FIFTH LEVEL SPELLS

**Bind Summons** -- Ran: 1"/lvl, Dur: special, Area: special. This spell allows a summoner to vastly extend the duration of a *monster summoning* spell. The caster may target this spell on as many creatures as she conjured with a given *monster summoning* spell. Those failing their saving throw are bound to their new location and will not vanish upon expiration of the *monster summoning* duration. These creatures will continue following the casters commands, as per regularly summoned creatures, until a successful saving vs magic. The frequency of these additional saving throws is based on the hit dice of the summoned creature (c.f. *charm monster*). When a save vs magic is finally successful, the summoned creature will behave as typical for its species and alignment. The creature will NOT disappear.

If the target of this spell makes its saving throw by one or more, it simply vanishes; the summons broken. If the target of this spell exactly makes its saving throw vs magic, it will be bound to its current location, as above, but will NOT be under the influence of the caster. Such creatures will generally attack the summoner.

A given summoner may bind up to twice her level in hit dice using this spell. In addition, this spell will only function against creature with half or fewer hit dice than the caster has levels.



**Contract** -- Ran: 1"/lvl, Dur: 3 rnds, Area: special. By means of this spell, a conjurer may bind a summoned creature from another plane into service. The target is in no way physically restrained by this spell, so a pentagram, thaumaturgic triangle, etc may be needed (c.f. *protective circle*). The target is allowed three saving throws against this spell, one for every round of the duration. If any of these saving throws are failed, the target agrees to serve the caster. These saving throws are modified based on incentives offered by the caster. Ordering a chaotic evil demon to slay a town of peasants would give the target a -2 or -3 on its saving throw -- throwing in a virgin sacrifice would drop it to -6! By the same token, commanding a chaotic good deva to enslave a tribe of nomads would give the target at least a +4 on its saving throw! Players should be encouraged to create equitable contracts (c.f. Sha'ir in Arabian Adventures).

The casting time of this spell is the three rounds of its duration. If at any time during the spell the caster is interrupted, then he must make a saving throw versus magic or be enslaved by the target of the spell. There is a 5% chance per point of superior intelligence of the target that this save must be rolled even if the spell is not interrupted.

**Dimensional Doorway** -- Ran: 3", Dur: 2 rnds/lvl, Area: special. *Dimensional doorway* is a multi-purpose spell with four different effects available to the caster.

The first manifestation allows the caster to create a *dimensional doorway* from one location to another. The caster must be at one terminus and simply wills the other end to appear at any location within 3" per level. Any object or creature entering the "tunnel" will instantly step out on the other end.

The second affect of this spell allows the summoner to space the ends of the *dimension doorway* upto 30 miles per level distant, provided the caster begins the spell at one terminus and completes it at the other. During the time the spell is being cast (including the conventional travel time from one end of the "doorway" to the other) the spell caster may engage in nearly any activity EXCEPT SPELL CASTING. The use of any other spell will force the caster to start over.

The third manifestation of this spell allows the caster to open a doorway to another location on the same world, chosen at random. The caster must visualize the type of location (desert, coastal, tropical jungle, coniferous forest, tundra, etc) on the other end of the *dimensional doorway*. There is a 5% chance per level of the caster that a doorway will actually open onto this environment. If this roll fails, the *dimensional doorway* opens onto a different type of location somewhere on the same world (DM fiendishness is encouraged here). If the doorway opens onto the environment chosen by the caster, there is an additional 5% chance per level that the caster may choose the specific location of the other terminus of the doorway, plus or minus up to 30 miles. If this second roll is failed, the other terminus may appear anywhere on the game world where the desired climate exists. Finally, if the caster has successfully chosen the specific location of the *dimensional doorway* terminus, there is a 5% chance per level of specifying the terminus to within 3" of some desired point.

If this doorway opens, there is a 15% chance that something from the other side will come through the portal and investigate. There is a further 15% chance that some regional encounter will await on the other side of the *dimensional doorway* to see what comes through.

The fourth manifestation of this spell allows the caster to empower an already-created magical gate. The caster gains no control over the gate or knowledge of where it leads to; the spell is only useful in providing the magical energies needed to reopen a gate that is otherwise lacking magic, whether in the form of a magical item, a sacrifice, time to recharge, etc. In no case will this spell allow an otherwise closed gate to reopen or override restrictions placed on a gate by its original creator. Once opened, the gate will behave in all ways according to the restrictions of the spell/item/will of the gate's original creator.

In first two versions, the casting time of the spell is 4 segments and the caster has the option of making the *dimensional doorway* one-way. In the third version of the spell, the casting time is 1 round, and in the fourth version, the casting time is 4 rounds. The dimensions of the doorway are up to the summoner subject to a maximum surface area equal to the caster's level squared in square feet. Any attempt to create a doorway in more than two dimensions always fails. It is impossible to "cut" or "sever" something on the two dimensional "edge" of a *dimensional doorway*.

**Monster Summoning V** -- Ran: 3", Dur: 5 rnd + 1 rnd/lvl, Area: special. As noted under *monster summoning I* (above), the caster has some control over what responds to the summons. Otherwise, this spell behaves identically to the magic-user versions of the same name.

**Stalker** -- Ran: 1", Dur: special, Area: special. This spell takes one round to cast and summons any one of the various types of stalkers (invisible, phantom, dune, etc) (q.v.). The stalker summoned will obey the caster of the spell in a manner similar to that described for *invisible stalkers* (q.v.). The DM is encouraged to create at least as many different varieties of stalker as their are elemental planes and demi-planes.

**Teleport** -- Ran: touch, Dur: instant, Area: special. This spell is comparable to the magic-user spell of the same name with two exceptions. First, when cast by a summoner, the chance to appear too low or too high is adjusted by one percent per level in the caster's favor for every level possessed. Second, this spell may be cast on another target. All normal mass limitations still apply and the target must be touched. If the target is unwilling, then it gains a saving throw at +2 against magic to avoid the effect.

## SIXTH LEVEL SPELLS

**Conjure Magic** -- Ran: 1", Dur: 2 rnds/lvl, Area: special. With this spell, a summoner can try to conjure a one-shot/disposable magic item, such as a potion or scroll. The caster chooses what class of item (potion, scroll, feather token, etc) she wants. The DM then secretly rolls up a random of item of this type. Scrolls containing specialist scrolls will always be summoner spells. Potions may be "requested" with a 2% per lvl chance of success. If this roll fails, the item is still determined randomly. The summoner has a 1% per lvl of automatically knowing what she summoned, but if this roll is 99 or 00, the DM should lie as fiendishly as possible. If any conjured magical item leaves the summoner's possession, even for an instant, it disappears, although once administered, the effects of potions will last for their normally allotted duration.

**Conjure Creature** -- Ran: 3, Dur: 2 rnds/lvl, Area: special. Similar to the first level spell *conjure animal*, this spell allows the summoner to instantly summon up to 1+1 hit die of creatures per level of the caster. The creatures may be of nearly any type so long the caster has seen one. Unlike the other versions of this spell, there is no limit to the intelligence of the creature summoned, although individual beings cannot be targeted and magic resistance applies to determine if the creature is called by this spell. The creatures summoned must all be of the same type, i.e. dragon, unicorn, pegasai, demon, beholder, medusa, etc.

**Monster Summoning VI** -- Ran: 3", Dur: 6 rnd + 1 rnd/lvl, Area: special. As noted under *Monster Summoning I* (above), the caster has some control over what responds to the summons. Otherwise, this spell behaves identically to the magic-user versions of the same name.

**Probability Travel** -- Ran: 0, Dur: one trip, Area: special. The summoner may physically travel the Astral Plane as per the psionic discipline of the same name (q.v.). A summoner may cross 1 plane per 5 levels. Likewise, the caster can bring up to 2 passenger with him -- 8 passengers if he is 15th level or higher. There is a 20% chance minus the level of the caster of accidentally traveling to the wrong plane.

**Spiritwrack** -- Ran: 1" + 1"/lvl, Dur: special, Area: special. Summoners may use this spell on ANY non-divine being from the Outer Planes.

**Summons** -- Ran: 3", Dur: permanent, Area: special. This spell allows the caster to summon any one creature of the caster's choice. The target being may be from any world or plane know of by the caster. Unless the truename of the target is known, an average representative of the creature type will be summoned. A generic creature is allowed a magic resistance check (if applicable) but no saving throw to avoid the summons. If the target's truename is known, this spell may work to call it to the caster's location. Saving throws apply to specific, unwilling targets.

**Temporal Fugue** -- Ran: 0, Dur: 2 rnds/lvl, Area: special. The caster actually conjures a duplicate of herself from a split second forward in time. This duplicate can perform any action the summoner can and is even armed with the same magical items. In essence, the caster is in two places at once and can perform accordingly. Magic items such as wands can still be used only once per round by either entity. The spell caster and the fugue form could, however, each cast a different spell. Both spells, however, would count against the caster's total spells for the day. Likewise, hit points are shared between the two beings, since they are the same person, merely separated in time. Thus if one takes damage or is healed, they both are.

### SEVENTH LEVEL SPELLS

**Banish** -- Ran: 3", Dur: permanent, Area: one target. Those creatures failing their save vs magic at -4 are instantly transported to a random Outer Plane (although the caster may choose one characteristic of the plane, i.e. Good, Evil, Lawful, Chaotic or Neutral). Creatures not native to the Prime Material are still allowed a saving throw but NOT a magic resistance check. If this spell is ever turned against the caster (spell turning, etc), she receives no saving throw.

**Fling** -- Ran: 1"/lvl, Dur: instantaneous, Area: special. This spell functions similarly to *teleport*, except there is no chance of error, the spell can used at range, and saving throws are at -4. The target may appear anywhere the caster has personally seen or been to on the same plane of existence.

This spell can also allow the caster to teleport herself and mass in hand up to 550 lbs + 150 lbs per level over 11th between planes as per *teleport without error* (q.v.).

**Gate Key** -- Ran: 1", Dur: 1 hour/lvl, Area: one gate. Using this spell, a summoner can take control of a magical gate. Although the gate will not gain any new abilities, all those it does possess are at the disposal of the summoner. Thus a one-way gate can be made two-way or a portal that has a password can be accessed without using it. Likewise, the caster can add new rules to a gate, for example only invisible, blonde, female hobbits can pass through or (if the gate has multiple end points) the caster will go to one location and all others, even those holding his hand, will go to another location. This spell can even cause a *gate* spell to another plane to pan across to another domain on that plane (although any involved Powers may automatically dismiss the *gate* at their leisure).

**First level MU spells** -- Gain four first level MU spells, as per illusionists