

SUMMONERS

by Penelope Hill



Summoners are a sub-class of magic-users, solely concerned with summoning, binding, and controlling creatures from other planes. These include elementals, demons, devils, spirits of the dead, and others. They require 16+ intelligence and wisdom, and 12+ constitution, due to the complexity and danger of their rituals. While adventuring they may wear leather armour and use light weapons, such as throwing knives, rapiers, etc striking on the magic-user's table, because they rarely cast spells on an expedition. Their powers come instead from long preparation prior to joining a party. Their use of magic items is restricted to those they have constructed themselves, but they can read magic-user and illusionist scrolls.

The chance of controlling any summoned creature is calculated as follows:

$$\text{chance of control} = \frac{\text{Level of summoner}}{\text{Hit dice of creature} \times 5\%}$$

+5% per intelligence and/or wisdom point of summoner over 16.
-5% per intelligence and/or wisdom point of creature over 16.

Thus there is a base 20% chance of controlling a creature of equal intelligence, whose hit dice are equivalent to the summoner's level.

Once a summoned being has been controlled it can either be

commanded to perform a given task, or bound in some way. (See spell explanations).

An uncontrolled creature has a (Hit Dice/10 x Level)% chance of controlling the summoner instead (with the reverse intelligence modifiers). There is always a 1% chance of a summoned creature being uncontrolled. If an uncontrolled creature cannot control its summoner, it will return to its plane 70% of the time. Otherwise its behaviour will depend on its alignment, that of the summoner, and its intelligence. An unintelligent creature will probably go on the rampage; a highly intelligent devil may try to fool the summoner into thinking that it is controlled.

The essential condition for any summoning or control is the knowledge of the creature's unique name. This can be discovered by research (summoners are always looking for books of lore, both magical and non-magical), or by spell. Thus the creature summoned is a specific one, and will always be the same creature (with clearly defined powers) for a specific name.

The chances of controlling an unsummoned creature encountered normally are half those of controlling a summoned one, provided that the creature has been identified, and its name is known. An unnamed creature cannot be controlled unless the summoner has a scroll with the appropriate non-specific magic-user spell.

Any creature normally resident elsewhere destroyed on the prime material plane cannot be summoned again for a number of weeks equal to its number of hit dice. A creature that is des-

troyed utterly on its home plane cannot be resummoned at all.

Because of the self-discipline needed for their rituals summoners must be lawful, but they can be good, neutral, or evil.

SPELL USE

Summoners do not cast their spells from memory. Instead their work requires long complex rituals, involving carefully prepared components, and the recitation of liturgies from cherished books of lore. A single spell can take hours to cast, and days, or weeks to complete. As a result they do not gain spells as do other magic-using types, but as they increase in levels they gain the self discipline to attempt the more complex rituals.

Spells of 1st Level Summoners

Reveal Name: Reveals the unique name of one creature of the type specified. Takes two hours to cast, and takes as many days to complete as the creature has hit dice. Requires the suspension of a piece of parchment over an incense burner filled with prepared spices and incense. If this is disturbed the spell must be begun again.

Reveal Ritual: As *reveal name*, but reveals the precise ritual and components required to summon a named creature.

Summon Creature: Requires one day per hit die of the creature to prepare, and takes one turn per two hit points to cast. The creature appears an equivalent number of meleé turns after the completion of the ritual.

Pentacle: Contains one summoned creature in a specified area up to twenty feet square. Requires the careful chalking of runes and patterns in the area required. Uncontrolled creatures will be contained physically, but spells will pass the barrier. Breaking any part of the pentacle will release the creature. At fourth level or higher the summoner can prepare a permanent pentacle sheet which can be unrolled as required. This ritual can be carried out during the preparation for a *summon creature*.

Dismiss: Returns a summoned creature to its plane of origin. Takes one turn to complete, and requires a parchment inscribed with the creature's name, which must be burnt in a fragrant flame.

Command: The instruction of a summoned and controlled creature. It must be precisely worded. An instructed creature will remain until the task is completed, for one week per level of summoner, if the task has no time limit.

Identify: Will identify any one type of creature in the creature's presence, or the name of one creature if the type is known. Takes one turn and requires a mirror backed with prepared calf skin, in which the answer appears.

Spell of 3rd Level Summoners

Prolonged Command: As *command*, but the creature can be given two tasks, and will stay for two weeks per level of summoner.

Spell of 5th Level Summoners

Lesser Binding: Binds one creature to a prepared object, thus bestowing a specified power on the item, for one month only. At the end of this time the creature is released to return to its plane of origin. This spell produces non-permanent magic items — eg a fire elemental bound to a ring may produce a *Ring of Warmth*, or a *Ring of Fire Resistance*, the powers of bound creatures depending on type. Each item must be worth at least 100 gp per hit point of the creature to be bound. It takes one day to prepare, and one turn to bind the creature. The item is personalized, and can only be used by the person named in the ritual.

Spells of 7th Level Summoners

Greater Binding: As *lesser binding*, but creature bound until the named persons' death. Item must be worth at least 500 gp per hit point.

Binding to Command: The creature is bound to serve a named person at the speaking of its name. The creature must be bound to an item worth 1000 gp per hit point. The binding holds until the death of the named person, or until the item is destroyed. The item must be worn, carried, or touched in order for the creature to appear when its name is spoken. It can be called up

to five times a day. The item takes three days to prepare.

Spell of 11th Level Summoners

Greater True Binding: As *greater binding*, but powers are permanent, and the item can be used by anyone. Item must be worth at least 5000 gp per hit point.

Above fifteenth level summoners can use their powers to create artifacts, summon the spirits of the dead, converse with gods, etc. DMs must use their discretion when arbitrating the rituals of such high-level summoners. Remember that the more powerful the creature, or more complex the item produced, the longer it will take to complete the necessary processes. Players take warning — it will take *years* to produce that coveted ultimate in magic items, and every bound creature will take what liberties it can. The resulting side effects could prove fatal.

Experience	Level	Hit Dice (d4)	Title
0-2500	1	1	Apprentice
2501-5000	2	2	Speaker
5001-10000	3	3	Caller
10001-20000	4	4	True Caller
20001-40000	5	5	Master Caller
40001-80000	6	6	Summoner
80001-120000	7	7	True Summoner
120001-180000	8	8	Master Summoner
180001-260000	9	9	Lord Summoner
260001-360000	10	10	Commander
360001-480000	11	10+1	True Commander
480001-900000	12	10+2	Master Commander
900001-1500000	13	10+3	High Commander
1500001-2000000	14	10+4	Lord Commander
500000 per level thereafter			

Level of Summoner Creatures Summonable by Type

1	Weak Elementals - 1 or 2 HD.
2	Weak Elementals - 2 to 4 HD. Mephits.
3	Weak Elementals - 4 to 8 HD. Quasits.
4	Lesser Demons - 1 or 2 HD. Water Weirds.
5	Lesser Devils - 1 or 2 HD.
6	Elementals 8-16 HD. Succubi.
7	Lesser Demons 3-6 HD. Nightmares.
8	Lesser Devils 3-6 HD. Salamanders. Xorn. Type I Demons.
9	Elementals 16 + HD. Lesser Demons and Devils 7-10 HD. Djinni. Invisible Stalkers. Type II Demons.
10	Devils 6-10 HD. Type III Demons. Efreeti. Aerial Servants.
11	Type IV, V, and VI Demons. Night Hags.
12	Greater Djinni 10 + HD. Greater Devils.
13	Greater Efreeti 15 + HD.
14	Lesser Titans.
15+	At DM's discretion.

Notes for DMs Regarding Summoners

Summoners can become very powerful, very quickly, if not adjudicated carefully. Read each monster description before allowing one to be summoned, and don't let it do anything outside its nature. No unlimited wish rings produced by bound efreeti — the granting of three wishes will release them. Nor can opposite creatures be bound together — fire and water elementals do not mix!

Summoned creatures will not generally serve willingly. Commands will be interpreted literally, and intelligent creatures will try to pervert the command to their favour. Protecting the summoner, for instance, may mean sealing him in solid rock for the period of command, and how many creatures would be thoughtful enough to release him afterwards?

Be firm with your summoners, and that means the NPC too. Remember that these rituals take time — no personalised items for every member of a party, unless they are prepared to wait months before the next expedition. ■