




## Great Summonings - Spellbook

Great Summonings is a large sturdy spellbook. It is about five inches thick and is bound in red dragon hide dyed black to create a pleasant maroon sheen. It has been treated with various preservatives that repel moisture, heat, flame, insects, and stains of all types. The book contains several common spells and a number that are rare or unique. All deal with conjuration and summoning magic.

The Great Summonings tome is Smeisserander in origin, and was probably a closely guarded secret of some powerful wizard of ages past. As is common with most books of this type, it has passed through many hands in the course of its existence.

The spells contained in Great Summonings include: *cantrip*, *armor*, *find familiar*, *lightservant*, *petition*, *summon swarm*, *pseudodragon*, *spirit call*, *summon pegasus*, *Kiri's smarter servant*, *retrieve*, *Sonoric's spying minions*, *conjure elemental*, *Sonoric's superior minions*, *summon sleek*, *invisible stalker*, *improved elemental summoning*, and notes allowing the wizard access to the *enhance familiar* series of rituals. Common spells are those found in the Player's Handbook and Tome of Magic. Uncommon spells are marked with a flag  and rare spells are indicated by a  symbol. Spells recorded only in this tome (or originally, if others have copied them) are indicated with a  symbol.

### Lightservant

(Conjuration/Summoning 2)

Range: 0  
 Components: V, S, M  
 Duration: 2 turns per level  
 Casting Time: 2  
 Area of Effect: 30-yard radius around wizard  
 Saving Throw: None  
 Author: Jay <krzyston@garfield.cs.wisc.edu>

This spell is a variation of the 1st-level wizard spell *unseen servant* (q.v.). The servant created by this spell is visible as a vaguely

manlike form of glowing light, and is slightly stronger, being able to lift 300 pounds of weight and taking 8 points of magical damage to destroy. The light provided by the servant is enough to allow normal vision in a 10-yard radius around the servant. Except as noted above, and that the material components of this spell are a live firefly and a piece of thread, this spell behaves as *unseen servant*.

### Petition

(Conjuration/Summoning 2)

Range: Special  
 Components: V  
 Duration: Instantaneous  
 Casting Time: 2  
 Area of Effect: One creature  
 Saving Throw: Special  
 Author: Unknown

This spell is used to alert an extra-planar being that the wizard wishes to contact it. The spell does not allow further communication (though the extra-planar being may then contact the wizard through other magic).

### Pseudodragon

(Conjuration/Summoning 3)

Range: 30 yards  
 Components: V, S, M  
 Duration: 2 rds. + 1 rd./level  
 Casting Time: 3  
 Area of Effect: Special  
 Saving Throw: None  
 Author: Steve Semler

This spell summons 1d4 pseudodragons plus 1 additional pseudodragon for every five full levels of the caster. These dragonets conform to the statistics listed in the Monstrous Manual, except that they have an appearance similar to the dragon scale used as the material component. For example, a wizard using a red dragon scale summons red pseudodragons. The pseudodragons will fight on behalf of the wizard, or will perform

other tasks, until the duration expires or the caster releases them.

The pseudodragons arrive on the round following the casting. After battle or before assigning a non-combat task (or at the expiration of the spell, in any case) the caster must offer each surviving pseudodragon a gem worth at least 50gp. As a peculiarity of the spell, the wizard will always summon from the same group of pseudodragons, so that those appearing for subsequent castings of this spell will know how the wizard treated the others before. The little dragonets have considerable discretion in how they carry out the instructions of the wizard, and a caster who mistreats his allies will soon find that the pseudodragons do not even show up when called.

### Spirit Call

(Conjuration/Summoning 3)

#### Reversible

Range: 10 yards

Components: V, S, M

Duration: 3 rounds + 1 round per level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Author: Unknown

This summons one incorporeal spirit of Hit Dice equal to one half the wizard's level from the astral plane. The round after it is summoned, it will begin to perform services for the wizard. In its native form, it is a powerful *unseen servant* which can go up to 100 yards from the wizard, lift 50 pounds per Hit Die, and fly at 18. This form has a punch for 1d6 points of damage, AC 0, and takes one point of damage from any weapon blow.

Secondly, it may provide animating force to a body or statue, in which case it uses whatever weapons or armour are available (a stone statue will be AC 0, damage 2d6 or by weapon, MV 9, unless affixed or possessing wings).

Thirdly, it may attempt to take over the body of one enemy creature. The being so affected is allowed a saving throw, and the spirit will be forced back to the astral plane immediately if the saving throw is successful. If the saving throw fails, effects are as a *domination* for the duration of the *spirit call*, but the domination cannot force someone to use magic (the spirit would not understand the instructions). A spirit who has less than half of its hit points left will be unable to possess someone.

The spirit can be forced back to the astral plane by a successful *dispel magic*, or by casting the reverse of this spell, *dismiss spirit*.

The material component is a piece of candy.

### Summon Pegasus

(Conjuration/Summoning 3)

Range: Special

Components: V, S, M

Duration: 1 hour + 1 turn per level

Casting Time: 1 round

Area of Effect: 30 yard radius

Saving Throw: None

Author: Steve Semler

This call summons one pegasus to serve the caster for a time. The pegasus conforms to the statistics listed in the *Monstrous Manual*. If the wizard is of ninth level or greater, the pegasus will appear with an aerial saddle suitable to the caster's physique. Naturally, the pegasus will greatly resent serving a selfish or evil caster, but is bound to serve out its time.

The pegasus appears on the round following the casting of the spell. When the duration expires, the creature disappears – returned to wherever it was before the spell summoned it hence.

**Kiri's Smarter Servant** 📖

(Conjuration/ Summoning 4)

Range: Special

Components: V, S, M

Duration: Until dispelled

Casting Time: 3 rounds

Area of Effect: Special

Saving Throw: None

Author: David Kelk &lt;fs337203@sol.yorku.ca&gt;

After this spell is cast, a magical and very skilled servant is called into existence. This servant is a combination of butler, cook, chauffeur, etc., that can perform as well as any normal servant. They are usually created to "keep house" when the caster is away for long periods of time or to help in magical research (feeding, fetching etc.).

The servant is AC 6 with 1 HP per level. It has no attacks.

The material component for this spell is a butler suit and a length of gold wire worth 200 gp. The components are reusable.

**Retrieve** 📖

(Conjuration/Summoning 4)

Range: Special

Components: V, S

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Author: Unknown

This spell enables an item with the spellcasters *wizard mark* inscribed on it to be instantly summoned. The item must weigh no more than 5 pounds per level. The item must have a *wizard mark* of the spellcaster's glyph inscribed upon it.

When this spell is cast the wizard can see in his mind all wizard marked items that have his glyph. The glyph and the extra six characters (*wizard mark* does this) can be read. The wizard

concentrates on one set of glyphs and the object that has that set of glyphs inscribed on it is summoned. If a unique glyph and set of characters is not available, the DM should randomly pick which object is summoned. Only one object can be summoned per spell.

The glyphs can be seen even if they exist on a neighbouring plane (but no further). But only items existing on the same plane as the caster can be retrieved. The plane that they are on is revealed, though. Only the glyph and characters are seen, not the object itself.

This makes *wizard mark* a much more useful spell to have. It also makes *erase* very important to wizards that steal other wizard's spell books.

**Sonoric's Spying Minions** 📖

(Conjuration/ Summoning 4)

Range: Special

Components: V, S, M

Duration: 1 hour + 1 turn per level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Author: Tim Prestero

&lt;ez003387@george.ucdavis.edu&gt;

This spell summons minor etherlings from the ethereal plane, to serve the wizard's wishes. Etherlings, being rather stupid and weak, are only suited for simple tasks, such as spying. Upon summoning the creatures, the wizard must detail, in simple language, what service he wishes the etherlings to perform. The etherlings, in their stupidity, will be honoured by the request for service, and will perform the task to the best of their abilities and comprehension.

A minor etherling (AC 2, MV 60, 2 HD, #AT 1, damage 1d3), is a small, vaguely humanoid appearing creature, formed of the stuff of the plane ethereal. On the prime material plane, it appears as a hazy, humanoid-shaped ghostly apparition, about 3 feet tall. It moves by flying, and is unobstructed by walls and solid objects, save lead, the touch of which sends it

back to the ethereal plane. It is fairly stupid (Intelligence 5), although extremely talkative, and puppyish in its affection towards the wizard. The etherling will do its best to please the wizard, to the point of becoming annoying. It does have some special abilities, making it particularly useful, however. It has a photographic memory, and will never forget what it saw and heard during its period of service. It also has the ability to turn small objects (one at a time), weighing less than five pounds, ethereal, allowing it to transport the item. It can also turn itself invisible at will, although those able to see onto the ethereal plane will be able to see it clearly. It can push its movement rate up to 120, for up to a turn at a time. It can only attack things on the ethereal plane, and even there not very effectively. Finally, the fact that it only partially exists on the prime material plane during the spell means that it is only hit by magic weapons, and spells.

The spell summons one etherling per three levels of the wizard, one at first, two at fourth, three at seventh, etc. The wizard can detail separate tasks for each individual etherling summoned, and may cast the spell more than once during its duration (allowing him to summon a virtual horde), as the spell requires no concentration after the initial casting. An etherling's instructions can be facilitated by pictures (as in "Follow this (*point*) man... The one in the painting" or "Follow her (*point*)... The one in this Phantasmal Force"). It is up to the DM to decide the chance of the etherling getting confused, and screwing up the task. I suggest that it has a 100% chance of getting the task right, -3% for each word in the description (i.e., 10 words, 70% chance), giving a bonus for things such as pictures, and other helpful examples. If the etherling should encounter any mentally straining problems, such as if its "mark" (he whom it is tailing or spying upon) teleports away, or disguises its features, casts illusions, etc., make an Intelligence check for the etherling, modified by the situation. If the etherling fails, it is hopelessly confused, and returns to the ethereal plane. The wizard must take care to give the etherling tasks which it can complete within the

duration of the spell, as the etherling returns to the ethereal plane at the end of the spells duration.

Some examples of tasks given to etherlings would be "go to the chamber at the end of the hall, stay there, and return to me in 20 minutes, to tell me what you heard and saw", "go to this room in the tower of the castle, and bring me back a book that looks like this...", "find this man, follow him for half an hour, and return to me, telling me what you witnessed", "find this man and tell him *Va banque. The game is thick*", or similar things. Etherlings are intelligent enough to follow the spirit of the commands, provided they are simple enough. Etherlings have an innate sense of direction, and will not get lost on the prime material plane. They have the mental abilities of young children. They will only perform service on the material plane.

The material components of the spell are small *figurines*, one for each etherling to be summoned. They must be fairly detailed, and are consumed in the casting of the spell.

### Sonoric's Superior Minions

(Conjuration/ Summoning 5)

Range: Special

Components: V, S, M

Duration: 1 hour + 1 turn per level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Author: Tim Prestero

<ez003387@george.ucdavis.edu>

This spell summons a major etherling from the ethereal plane, to do the wizard's bidding. Major etherlings are fairly intelligent, although they still suffer from summoner-awe. The wizard summons one etherling per five levels, for example two at sixth, three at eleventh, etc. The summoned etherlings are eager to serve the wizard, and they are capable of more complicated tasks than their lesser brethren.

A major etherling (AC 0, MV 60, HD 4, #AT 2, damage 1d3/1d3, Int 12) is a man-sized,

transparent, humanoid-appearing creature, formed of the stuff of the plane ethereal. It has some control over its appearance on the prime material plane, although, regardless of form, they have blurry outlines, and are partially transparent. It also moves by flight, although it is sophisticated enough to give the illusion of walking. Being mostly on the ethereal plane, it is able to pass through solid objects, save those that are living (trees, plants, “living rock”) or very dense (lead, gold). Major etherlings are fairly intelligent, and have a 20% chance of knowing any specific minor lore, although it will answer such a question only once. A major etherling will be stricken with extreme respect for the summoner, and will attempt to follow the spirit of its commands to the best of its ability. It has the ability to turn small items, of less than ten pounds in weight, ethereal, allowing it to transport the item. It may only carry one such item at a time, however. It also has a photographic memory.

Major etherlings are capable of performing complicated tasks, and can grasp abstract concepts. Once given a task, it will remain on the prime material plane until the task is complete, or its time runs out. One advantage the major etherling possess over its lesser brethren, however, is its ability to move into the ethereal plane, and return to the prime material plane, essentially teleporting. It is also capable of completing tasks on the ethereal plane, as well as the prime material. Again, an Intelligence check is required for particularly baffling problems encountered in its task, and if the task is rendered somehow impossible to complete, and the etherling makes it Int check, it will return to the wizard, and inform him of the problem, before returning to the ethereal plane, for good.

Being dual-plane beings, they are only hit by magic weapons, and spells. The material components of this spell are jade figurines, one for each etherling to be summoned, worth no less than 250gp.

### Summon Sleek

(Conjuration/Summoning 5)

Range: Special

Components: V, S, M

Duration: 4 rds. + 1 rd./ level

Casting Time: 5

Area of Effect: 50 yard radius

Saving Throw: None

Author: Steve Semler

This call summons one sleek for every three full levels of the caster. The sleeks arrive on the round following the summoning and fight for the caster and obey his commands until the spell's duration expires. The sleeks conform to the statistics listed in the *Monstrous Manual* (under Mammal, Sleek). When the duration expires, the surviving creatures disappear – returned to wherever they were before the spell summoned them.

### Improved Elemental Summoning

(Conjuration/Summoning 7)

Range: 10 yards

Components: V, S, M

Duration: 1 turn/level or special

Casting Time: 3 rounds or 3 turns

Area of Effect: Special

Saving Throw: None

Author: Steve Semler

This is an improved version of the 5th level *conjure elemental* designed to gain greater and safer service from the being summoned. The elemental summoned will have 12 HD and average intelligence, and the wizard may opt to control the elemental directly or send it on a remote service. If direct control is desired, the casting time is three rounds. If the wizard wishes the elemental to perform a remote service, then the casting time is three turns. The wizard must cast this spell inside a set of two magic circles of 15' radius. These take a minimum of one round to construct, and require a spellcraft check at -4 to complete successfully in haste.

If controlled directly, there is only a 1% chance per round that the elemental will break free of the caster's control. Additionally, the wizard can maintain concentration even if wounded or grappled if he can save versus breath weapon. Although he may not cast other spells (or use psionic powers), he may fight, move, use magic items, or do other tasks and still maintain control of the elemental. The spell lasts for one turn per level in this mode.

If the wizard elects to have the elemental perform a remote service for him, he may instruct the elemental to complete any single task that would not require more than one month to complete. Examples of permissible tasks include, "Seek out the nearest sunken ship and bring its treasure to me on shore (water elemental)," "Prevent any creatures from flying within one mile of this spot until tomorrow morning (air elemental)," or "Follow me ethereally and guard me from harm from both the ethereal and prime material planes (any)." The elemental will comply with the wizard's request to the best of its intelligence and abilities.

The material component of the spell is a large quantity of the element from which the elemental will be summoned, and 1,000gp worth of special powders and stones. These are expended upon completing the casting of the spell.