

WIZARD: SCHOOL OF SUMMONING

*A PATH FOR WIZARD CHARACTERS
STARTING AT LEVEL 2*

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WIZARD: SCHOOL OF SUMMONING 1.0

SCHOOL OF SUMMONING

Wizards who focus on the art of conjuring monsters from the outer planes are called Summoners. They learn early on in their studies the secrets of the Summoning Stones, magical conduits to the planes that infuse the Summoners with planar powers as well as the ability to summon and empower their own minions. Accompanied by their enhanced Elemental, Fiendish or Celestial allies, a Summoner is indeed a magical force to be reckoned with.

SUMMONING STONES

Starting when you select this school at 2nd level, you can spend 8 hours creating a Summoning Stone that focuses summoning magic. You and your summoned monsters created by *Spontaneous Summoning* are the only ones who can benefit from the abilities of the stone, and only while it is in your possession. When you create the stone, choose one of the following options: **Water**, **Earth**, **Wind**, **Fire**, **Celestial**, or **Fiend**. If you create another Summoning Stone, the previous one ceases to function. The benefits of each type of stone are unlocked as you progress, but they are all explained below:

Water. Proficiency in Primordial (Minor), Waterbreathing and 30ft. swim speed (Lesser), resistance to Acid damage (Major)

Earth. Proficiency in Primordial (Minor), proficiency in Constitution saving throws (Lesser), resistance to Poison damage (Major)

Wind. Proficiency in Primordial (Minor), 10ft. fly speed (Lesser), resistance to Lightning and Thunder damage (Major)

Fire. Proficiency in Primordial (Minor), proficiency in Dexterity saving throws (Lesser), resistance to Fire damage (Major).

Celestial. Proficiency in Celestial (Minor), proficiency in Wisdom saving throws (Lesser), Resistance to Radiant damage (Major).

Fiend. Proficiency in Infernal or Abyssal (your choice at creation, Minor), Darkvision out to a range of 60ft (Lesser), Resistance to bludgeoning, piercing and slashing damage from non-magical weapons that aren't silvered (Major).

MINOR SUMMONING

At 2nd level, you learn the basics of summoning and binding creatures to do your bidding, and unlock the Minor properties of the Summoning Stones. As long as a Summoning Stone is in your possession, you benefit from its Minor property.

Empowerment. You learn the *Empowerment* cantrip. This spell allows you to enhance your summoned creatures. The rules for this spell can be found in the "New Spells" section.

Spontaneous Summoning. While in possession of a Summoning Stone, you can use an action to summon a **Summoned Monster** for 1 minute or until you use this ability again, or until it drops to 0 hit points. Choose an unoccupied space within 30ft. of you for the creature to appear. The creature has its own initiative, which comes immediately after yours in turn order. The creature benefits from all of the Minor, Lesser, and Major properties of the Summoning Stone used to summon it as long as it is in your possession, even if you have not yet unlocked those properties. See the "Summoned Monsters" section on page 3 for detailed statistics for the summoned monster. You can use this ability a number of times equal to your Intelligence modifier (minimum 1). A long rest restores all spent uses of this ability.

If you use *Spontaneous Summoning*, you may cast *Empowerment* as a bonus action instead of as an action until the end of that turn.

LESSER SUMMONING

At 6th level, you learn more secrets of the art of summoning, and unlock the Lesser properties of the Summoning Stones. As long as a Summoning Stone is in your possession, you benefit from its Minor and Lesser properties.

Master's Transposition. If you possess a Summoning Stone, you can use your action to choose a space within 30ft. that is occupied by a creature you have summoned or created (with *Spontaneous Summoning* or a Conjunction spell or ability). You teleport to that space, and the creature that occupied that space teleports to the space you were in. You cannot use this ability again until you complete a long rest or until you summon another creature.

Summon Steed. If you possess a Summoning Stone, you can cast *Find Steed* without expending a spell slot, even if it is not in your spellbook or prepared. The summoned mount has the elemental type if summoned with the Water, Earth, Wind or Fire stones, the celestial type if summoned with the Celestial stone, and the fiend type if summoned with the Fiend stone. Once you have used this ability, you can't use it again until you have finished a long rest.

MAJOR SUMMONING

At 10th level, you unlock the Major properties of the Summoning Stones. As long as a Summoning Stone is in your possession, you benefit from its Minor, Lesser, and Major properties. In addition, any creature that you summon with *Spontaneous Summoning* adds your Intelligence bonus to the damage they deal with attacks.

DURABLE SUMMONS

At 14th level, creatures you summoned or created (with *Spontaneous Summoning* or with a conjunction spell or ability) have 30 temporary hit points.

NEW SPELLS

EMPOWERMENT

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You infuse a creature you summoned or created (with *Spontaneous Summoning* or with a conjunction spell or ability) that is within range with a temporary burst of power, producing one of the following effects:

- The creature moves up to half its movement speed.
- The creature makes a single attack.
- The creature gains a bonus to its Strength (Athletics), Dexterity (Acrobatics), or Perception (Wisdom) checks equal to your Intelligence modifier until the beginning of your next turn.
- The creature gains 10 temporary hit points. If a creature benefits from this effect multiple times with a single casting of *Empowerment*, the temporary hit points stack.

The spell can produce multiple effects at higher levels: two effects at 5th level, three effects at 11th level, and four effects at 17th level. You may choose multiple different effects or the same effect more than once. You may empower a creature with multiple effects or empower several different creatures with individual effects, provided that they are within range.

SUMMONED MONSTERS

These statistics apply to creatures summoned with the *Spontaneous Summoning* ability. The creature is friendly to you and your companions. It obeys any verbal commands issued by you (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no action. For each creature summoned, the player should feel free to name it and give a description of it that fits its type, subject to DM approval.

Note that the Summoning Stone used to summon each creature does not affect its base statistics. However, the creature's *Planar Being* ability and the benefits granted by each Summoning Stone serves to differentiate the creatures summoned with different Summoning Stones.

SUMMONED MONSTER (ELEMENTAL, DEMON, ETC.)

Medium Elemental, Celestial, or Fiend, unaligned

Armor Class 10

Hit Points 8

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	10(+0)	10(+0)

Skills Acrobatics +2, Athletics +2, Perception +2

Senses passive Perception 12

Languages -

Planar Being. The summoned monster's type depends on the Summoning Stone used to summon it. The summoned monster's attacks are magical and deal a damage type dependent on the Summoning Stone used to summon it as well:

Water. Elemental type, bludgeoning damage

Earth. Elemental type, bludgeoning damage

Wind. Elemental type, bludgeoning damage

Fire. Elemental type, fire damage

Celestial. Celestial type, radiant damage

Fiend. Fiend type, piercing or slashing damage (your choice when summoned)

Master's Fortitude. The summoned monster has a bonus to its hit points equal to the Wizard level of its summoner, and a bonus to its armor class equal to its summoner's proficiency bonus. For example, the summoned monsters of a 6th level Wizard with a proficiency bonus of +3 would have 14 hit points and an AC of 13.

Master's Will. The summoned monster always uses its summoner's save bonuses. For example, if a Wizard has an Intelligence save bonus of +5 and a Strength save bonus of -1, her summoned monster has an Intelligence save bonus of +5 and a Strength save bonus of -1. This does not change any of the summoned monster's ability scores or modifiers.

Master's Power. The summoned monster has a bonus to hit with its attacks equal the its summoner's spell attack bonus.

ACTIONS

Attack. *Melee Weapon Attack:* reach 5ft., one target. Hit: 1d6+1 damage

ABOUT THE AUTHOR



Artwork by Roy Shtoyer

Emre Cihangir is a big, bearded, funny guy who loves D&D. He lives in Illinois with his gorgeous girlfriend Kat and their cat Ellie, mostly because he can't date a deep dish pizza (they're incapable of love). If you liked his *Wizard: School of Summoning*, please support him by purchasing it or any of his other D&D stuff [here](#). He worked pretty hard on it all.

Emre also makes videos on YouTube! If you like video games and comedy, check out [YouTube.com/GameSocietyPimps](https://www.youtube.com/GameSocietyPimps). As of this document's creation, they had over 400,000 subscribers. Aren't you curious to see how many they have now?

Emre's going to be making all sorts of things for the Dungeon Masters Guild in the future, so make sure to follow him on [Twitter](#) or [Facebook](#) to get all of his updates. If you have any questions for him, go ahead and send him an email at BigBossEmre@yahoo.com. He might not remember to respond, but he will try!



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