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ENCYCLOPEDIA
ARCANE

CONJURATION

BY BELL, BOOK AND CANDLE



August Hahn

Encyclopaedia Arcane Conjuration

August Hahn

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Credits

Editors

Richard Neale

Line Developer

Paul Tucker

Cover Art

Larry Elmore

Interior Illustrations

Chad Sergesketter, Eric Bergeron, Patricio Soler, Phil Renne, Sarwat Chadda

Production Manager

Alexander Fennell

Proof-Reading

Ian Barstow

Playtesting

Mark Howe, Daniel Scothorne, Mark Sizer, Michael Young, Mark Billanie, Daniel Haslam, Jamie Godfrey, Alan Moore

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MONGOOSE PUBLISHING

Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

info@mongoosepublishing.com



INTRODUCTION

ENCYCLOPAEDIA ARCANE

Conjuration, the art of calling something forth from nothing, is a magic of infinite potential due simply to its very nature. To conjure is to reach past the empty spaces of this world and summon the heart's desires from *beyond*. This kind of power cannot be overstated or underestimated. To master conjuration is to never be alone, to never face a situation without aid. When one can instantly surround oneself with protectors, a mage can become an army at a whim.

Historically, conjurers have often been treated with awe, reverence and a mixture of fear and respect. Unfortunately, the best known conjurers have made the school infamous by virtue of their chosen summoning. Although those who summon the infernal and abyssal beings of the nether realms are only a small subset of this art, their controversial creatures have burned the image of a hellish sorcerer consorting with demons into the minds of the populous. While this narrow stereotype is ridiculous, it remains a hurdle for any honest conjurer to overcome.

Luckily, the devotees of the conjuration school have a wide variety of sources to aid them. The spells of a conjurer are drawn from a multiverse of possibilities, giving spellcasters hundreds of solutions to the problems that will hamper them. It should also never be assumed that conjurers only summon monsters; the magic of conjuration also creates walls, clouds and inanimate objects. Conjuration offers yet more; this school can also create magical effects with sheer power and a single word. The *power word* spells are incredibly powerful and strictly the province of this school. If a need can be envisioned, conjuration has the power to fulfil it.

Conjuration is so diverse; it even incorporates elements of many other schools into its spells. The primary magic of conjuration, the set of *summon monster* spells, binds the creatures called to the caster's will so tightly he could send them unflinchingly to their deaths. Magical force, usually the province of evocation, can be called into being by conjurers as well. With this kind of flexibility, the school of conjuration offers incredible potential.

This is the sixteenth book in the Encyclopaedia Arcane series from Mongoose Publishing. Designed to be seamlessly incorporated into any fantasy-based d20 games system, these sourcebooks enhance and expand all arcane spellcasting classes, adding a whole new dimension to campaigns. Each book of the Encyclopaedia Arcane is not intended solely for Games Masters to use in conjunction with their non-player characters, however. Players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options presented within the core rulebooks.

CONJURATION - BY BELL, BOOK AND CANDLE

Within these pages are more than two-dozen new spells, ten new magic items and twelve new feats to expand any summoner's powers, and four prestige classes to strive for. There are even a selection of new summoning tables for spellcasters who focus on specific, alternate planes of reality.

Herein will also be discovered secrets for maximising the school's powerful spells and its hold over the conjured creatures. Summon up a comfortable chair, sit back and light a candle. Turn these pages and let them conjure images of power beyond all imagination.

Just keep the cardinal rule of the conjurer in mind. Never call up what cannot be put down.

Jestin looked out across the rise. The savage, swarming tide of green-skinned beasts was approaching with a speed that drove through his steely resolve. He was here to fulfil a contract, sworn an oath to a dying man and by all the powers, he was going to fulfil it. The scout had died trying to return to the village, carrying with him the warning of the coming horde. If Jestin had not found him, bleeding by the roadside, the man would have passed in vain. Instead, he found himself here, prepared to turn back this ravaging army for someone whose name he had never even discovered.

Despite his mounting fear, Jestin was confident. His mastery of magic had grown in the past few years, culminating into that which he was now casting. His most powerful spell, the magic reached out beyond the walls of this world and into another. There, he could feel its energies form a portal around something of unimaginable might. More than any mere summoning, this spell would call forth an ally from another plane; a being that would serve him and turn its unstoppable power against this orcish horde.

With a flare of magical light, the space before him was ripped asunder and from the rift stepped a glowing figure of incredible beauty. Clad in gleaming plate and adorned with a pair of tall, sweeping, white wings. In her hands, this vision in silver gripped the hilt of a massive burning blade that mirrored the fiery intensity in her eyes. With a sweep of feathers, she turned and regarded the charging masses. Jestin's heart raced with excitement as he pointed at them. 'Destroy them all, my beautiful deva!'

With a glimmer of those fiery eyes, she looked over her mail-covered shoulder at him. 'Why?'

Jestin's mind screeched to a halt. He blinked once and tried to form words. She was supposed to obey his commands like all summoned creatures, was she not? She should be laying waste to the orcs, not questioning his orders.

The glowing deva smiled softly, her face like the first rays of a new dawn. 'Not precisely. You have never cast this spell before, have you?'

Jestin gaped. He was a great conjurer, perhaps the greatest in all the Many Kingdoms. Just because this was a new spell for him did not mean he was some novice. Yet here he was, confounded by a celestial being who could apparently...

'Read minds? Yes, I can. There are a million worlds and a hundred times that many languages. Surely you do not expect me to speak them all?' She laughed; the sound like the contented coo of a snow-white dove. She gazed into his eyes and he could feel her gently searching his mind. Or was it his soul? When she finished, she spoke again with a voice like crystal wind chimes. 'You found my name in a book?'

He stared past her in horror at the nearing wave of green destruction. 'Umm... yes. The same book I found this spell in. Look, my lady, perhaps I summoned you in error. Let me send you back before it is too late. I did not understand...'

She laughed again and shook her head. Shimmering hair flowed around her face like living moonlight. 'First, you cannot send me back any more than you brought me here. You called and I answered. That is how allies work.' With a smile that could melt ice, she let her gaze travel over the wall of orcish warriors, now no more than a bow's shot away. 'Allies have to be entreated. I am here of my own free will, just as you called to me of yours. Understand?'

Jestin answered feebly. 'No...'

The deva laughed again and lifted her sword to salute the front wave of raging humanoids. 'All right, Jestinian of the Far Vale, go find a place to hide. I will go and play with these creatures now. Do not worry, I will find you when I am finished with them to discuss my reward.' Then, with a single beat of feathered grace, she took to the air and met the horde's charge.

Jestin didn't know for whom he felt more sorry; the orcs or himself..



CONJURATION – AN OVERVIEW

With all the multiverse to draw from, it would be impossible to list everything the school of conjuration can do.

Instead of spending page after page trying, let us simply break the school down into its basic concepts and discuss them in better detail. In that way, you can more easily understand conjuration and surmise for yourself its limitations. That is, if one can truly say this wondrous school has any limitations.

The school may be boundless and infinite, but what of the conjurers themselves? We will examine the kind of person drawn to this magic after taking an in-depth look at the school itself. Only by understanding what this school is, what it offers and how it accomplishes the seemingly impossible can one comprehend how it shapes those who work it.

The concepts we will examine below can be summarised as summoning, calling and creation. A book dedicated to the arcane aspects of conjuration magic cannot go into much detail on healing. This concept is entirely the province of divine spellcasters, much as arcanists would love to sunder that limitation. The other three facets of conjuration can be found below.

OF SUMMONING AND SERVANTS

We shall begin with the school's best-known aspect, summoning. In fact, conjurers are often called summoners because this aspect of the school is also its best known. Summoning is the act of bringing an entity from another plane to the reality of the caster himself. Of course, conjuration schools often incorporate some enforced control over summoned creatures, which is a boon for the user of such magic as without this mental bond, conjured monsters would be an unruly force to deal with indeed.

There is a power to summoning spells that belies their seemingly simple nature. Summoned creatures are immune to death and cannot use summoning powers of their own. If a summoned being is 'killed', it merely disappears and takes 24 hours to reform. During this time, the creature cannot be summoned again. Where does it come from, where does it go while it is reforming, and why can it not use summoning powers it possesses?

A possible explanation comes from the dimensional nature of summoning magic. First, virtually any creature called by summoning magic is an outsider, a denizen of another dimension. To come from that distant realm, perhaps the creature must travel through some in-between dimension like the Astral. Like others who traverse the Astral and reach beyond to far dimensions, the summoned creature in question may form a new body on the caster's plane. This new body may not have the original's attunement to the creature's home realm; thus, it is unable to summon others because of this disconnection.

Another thing that should be remembered about summoning is that it is not limited to creatures or even to outsiders. While the best known spells of this school bring outsiders to the caster's service, summoning spells can call forth objects, beings from the caster's world, dimensional energies and even the spirits of others. Nothing surprises an enemy like summoning forth his soul before binding it within a gem.

Pay attention! I will not be repeating this lesson, you rascalions! Now turn your chairs back to face the slate and watch as I lay out these diagrams. It is vital to keep in mind the sigils of summoning when you are casting this spell. The type of desired creature determines which one you visualise. None of you wants to repeat Kiotr's failure last term, do you? No, I thought not. If one of you calls up an uncontrolled beast again, I'll not bother to send it back next time. I could do with a fresh class. Perhaps the next batch will listen better then you lot!

ANSWERING THE CALL

As wide as the facet of summoning is, the aspect of calling is narrow. Calling magic essentially

does what summoning does with one key difference - the creatures it brings to the caster are real, they do not simply vanish if 'slain', they can truly die and are not generally controlled by the caster. Indeed, most calling spells need to be cast in conjunction with a magical diagram and other spells to ensure the co-operation of the called being. Without such wise precautions a calling spell can be an unfortunate and fatal mistake.

At its base form, a calling spell is essentially teleportation worked at a vast distance on any other being. The sheer power of this magic is evident in the fact that few creatures can evade this call, nor can they usually ignore it. A calling spell seeks out a target of the caster's desire, selecting one of an appropriate type if the spell does not call for specifics and forces it into the caster's presence. This is an act of great arrogance or greater desperation; caution is strongly advised.

Fortunately for would-be callers, there are ways to use this magic effectively. Experience, diplomacy and respect for the powers that one conjures are excellent tools for the spellcaster who wishes to keep all his valued limbs and organs intact. Magical sigils and containment magicks work as well. More on those can be found in the next chapter, but as an overview one should keep in mind that, by themselves, most calling spells are a ticket to trouble.

Children, this is important! The drawing of a hexagram might one day save your miserable little lives. Now, practice on your tablets while I check your progress. I do not have to remind you, I hope, how many points a hexagram has, do I? Yes, I suppose I do. Six. It has six points.

Why do they send me the idiots? The first apprentice who sends a fiendish hawk hurtling down the residence halls is going to get me dismissed from the college, I just know it. Magery is supposed to be for the brilliant and the gifted. Tell me how it is I keep getting the dunderbolts who can't count?



THE FIRES OF CREATION

Summoning may be the most prevalent form of conjuration magic, but creation magic holds the true key to this school's power. It is literally the ability to make something from nothing. By sheer will, the mage with a creation spell reshapes reality to his whim. Walls of stone and streams of acid are the least of this magic's capabilities. With spells that touch on creation, a spellcaster can be a craftsman without equal, his imagination a forge, canvas and workshop all in one.

Creation magic holds the key to conjuration's greatest ability; inexorable magic. With a single word, a mage can strike opponents blind, stun them into insensibility, or slay them outright. Those without the will to resist such raw power have no defence against these spells, suggesting that creation spells touch something more primal than the material world.

The energy of a creation spell may again be due to the dimensional nature of conjuration magic. Conjuring a stone wall may pull the material for



CONJURATION - AN OVERVIEW

its construction from the plane of Earth. Attacking an opponent with a bolt of hissing acid may draw that blast from the motile depths of elemental Water. If this is the case, perhaps this facet of the conjuration school does not so much create as it does reshape summoned matter and energy into whatever the caster wishes. Regardless of the truth, the power of creation magic is undeniable.

One argument to the theory of reshaping summoned material is the other form of creation magic; the words of power. These do not reshape anything; they simply cause an effect and manifest their own power to do so. Or do they? This might not disprove the reformation theory. It may simply expand that which can be moulded by a mage versed in conjuration. If magic is also a force to be manipulated, power words may summon pure magic in a form usable to the caster. This suggests that creation magic may be capable

of anything, given enough willpower and magical energy.

Good morning, class. Before we begin the day's lesson, I should congratulate whichever one of you has been excelling in his studies enough to play that little... 'joke', shall we call it, on me in the dining hall during breakfast. Never let it be said I am not a good sport, and it does not bother me in the slightest to slide out of control around the room and end up wearing my porridge. Yes, greasing the floor was a wonderful application of our current subject. Yes, indeed.

Now, if you will, I'd like to share my bright mood by assigning you all an essay. Please discuss the inherent consequences of poor control and misuse of conjuration. Twenty pages should neatly suffice to convey my pride in your progress. Yes, indeed.



THOSE WHO BECKON

With the power to summon nearly anything or anyone over any vast distance, it is not surprising that this school of magic draws the arrogant and the self-assured. Indeed, when you are negotiating a contract with a celestial archon or have only your willpower between you and a bound balor, having self-doubt is tantamount to suicide. The powers at a conjurer's disposal are not for the weak-minded; that fact alone begets understandable egotism.

Of course, not all summoners are arrogant or self-centred. Some are very unassuming folk with a talent for the school, while others work conjuration without thought for the incredible nature of its spells. Generalist mages are, by and large, more likely to simply cast a summoning spell without being drawn in by its powerful allure.

The true dividing line for practitioners of this school is responsibility. Arrogance and self-confidence are found in equal measure across this line, with the latter belonging to those who realise

the terrible truth of their magic and what it means. Conjunction is in many ways an invasive act, reaching out and abducting creatures for the caster's whim. While many do not see consequences in this act, since the targets of summoning spells cannot be killed, wiser conjurers know better.

Would-be summoners should keep in mind that the creatures they call up are real. Their protection from death does nothing to erase the memory of dying or the pain of whatever combat they are forced to endure. The imposed subservience, the wrenching away from their world to this, and the shock of being hurled back are all burned indelibly into the minds of whatever 'monsters' the conjurer summons. As such, a lifetime spent casting such spells seeds the far planes with hundreds of creatures traumatised by the spellcaster and travelling abroad might not be healthy for a callous conjurer.

Calling spells are another matter, and while they expose a creature to even more risk, conscientious casters tend to use them more than summoning magic once the former becomes an option. With a calling, negotiation and bargaining become the primary tools of coercion. Though this 'diplomacy' is often done while the subject is bound in a conjuring diagram, it has the air of being more honest since the target is not mentally controlled. A few calling spells somewhat break this rule, but most of them offer complete free will to the creature called.

Beyond the egotism that comes from the mastery over the fates of other beings, there is the mental rush that comes from creation. While most mages would simply see creation spells as a magical means to an end, some find the power to call things into existence at will very enticing. It can feel like a touch of the divine is within them, allowing them to craft reality to their desires. Hubris is a common flaw among creators, a trait they usually consider their due given the power they command.

The personality of a conjunction mage is not confined to purely negative aspects. The spells they work also imbue a strong sense of leadership, direction and, in many cases, eloquence. They must develop strong imaginations to properly

guide creation spells and social skills are a must for any conjurer who wants to use his calling magic successfully. A summoner is a team player, although he usually brings most of his 'team' with him. In a group situation, the conjurer is a natural leader, though he also serves well in a support role by summoning whatever aid his companions require.

The last important thing to note about a typical conjurer's personality is that there is no typical conjurer. Indeed, most mages have no true stereotype, regardless of their school. Likewise, any mage can become arrogant, for do they not all wield forces beyond the comprehension of others? No assumptions should ever be made of conjurers, save that when the need arises, they probably possess a spell to meet it. Conjunction magic, above all else, means never lacking a helping hand... or claw.

This, my beloved little ingrates, is the day I have been waiting for all term. Tonight, you will graduate my class and move on to plague someone else. I am sure you all have dreams of becoming great wizards some day. I have been content to simply dream of your departure from my tutelage. Tomorrow, you get one year closer to your dreams, and mine come true. Rapture...

Now, with one or two exceptions, if any of you are thinking of opting to focus your studies in the conjuring arts, I advise you to go join the priesthood instead. The debacle we had with those dire rats has convinced me that most of you will never summon your way out of bed, much less into an archmage's robes. This magic requires discipline, focus and a surety of purpose. Sadly, the few of you who excel at conjunction are more likely to break this world than make your way in it.

Thus, out! Out, all of you! I call this class dismissed. Go infest some other poor teacher's classroom after the winter break. Remember, if I hear of your next instructor sliding down a flight of stairs and wearing his lunch like a hat, I'll know who to blame!



REACHING BEYOND THE VEIL

In the previous chapter, the concepts of conjuration were briefly explored. The intent of that limited insight was for you to gain a basic understanding of the school and its capabilities. In this chapter we will be discussing tricks of the trade, nuances of the various summoning spells, and how to keep what you've called up from returning home with the taste of ill-prepared conjurer on its fangs.

The first piece of advice does not fit into any sub-category because it applies equally to them all. The most important thing a conjurer can do is to remain focused. Keep alert and watch for developments occurring at all times. Watch for cues to use your abilities and make certain you call the right creature for the task at hand. Always know your summoning charts and stay educated on the capabilities and limitations of those you can call. Knowing the powers of everything you can summon will let you choose correctly in the heat of battle. Keeping calm when life gets complicated is more useful than any spell could possibly be.

KEEPING A SCORECARD

As mentioned, know your creatures. Summoning is a fine art, one you can make even finer by practising a little organisation where your charts and subjects are concerned. A summoner can actually attempt to summon a specific creature of the appropriate type when he casts a *summon monster* spell, though there is no guarantee of success at this. Knowing this allows you to gain even more from each spell if you know of levelled and experienced creatures you can call upon.

Indeed, your actions may help to create exactly the type of creature you want to call upon. Keep track of the names of beings you summon. Knowing the appropriate language is not an obstacle if you can cast conjuration spells, and any intelligent being should have a name it can share. Once you know it, you can attempt to get that creature back with the same spell later. Provided the Games Master agrees to allow this, keep track of experience that should be gained by the summoned creature during its time with you and level it in whatever class would be most applicable given its abilities and actions.

As for the Games Master, there should be nothing to disallow this but your campaign preferences. Since the *summon monster* spells do not have a Hit Dice limitation, beings with experience levels should be as easily summoned as base creatures, again



assuming you wish to allow it. This provides you with new Non-Player Characters where all the bookkeeping is handled by the player. If the behaviour gets out of hand and threatens to disrupt play, you can easily take control again.

Always remember that summoned beings have real minds and real memories. If you rely too heavily on a summoned sentient creature, it will remember you. Some of the creatures in the upper level *summon* spells have the ability to come find you on your plane and exact revenge for abuses of the past.

The Call and Answer

With the possible exception of the raw focus required to use creation magic well, nothing is more complex in the entire school of conjuration than casting a calling spell. Since primarily all it does is bring an extra-planar being to you, you must prepare carefully to achieve anything besides suicide. Few other forms of magic require at least one other spell to be cast for anything to be effective; most calling spells need a special form of *magic circle* to contain what is brought. In addition, the conjurer can inscribe a special pattern to enhance this 'containment' while he entreats the called creature to do his bidding.

The entire calling process is outlined very clearly in *Core Rulebook I*. The material presented here expands on that process, allowing more flexibility in what can be done and providing additional tools for the spellcaster's use. When you are bargaining with a perturbed eladrin over the finer points of a contract, you will want all the help you can get.

The most important step in calling is the diagram used as a focus. As *Core Rulebook I* describes it, the diagram contains the being and keeps it from escaping until the duration of the spell that brought it forth ends. In itself, this makes the diagram unbelievably valuable. However, any tool can be improved upon. On page 10, several diagram options are listed and with the additional costs of their creation, it is possible combine up to three of these symbols together with the basic calling diagram. Unless otherwise noted, these special diagrams can be broken or disturbed just as easily as the basic one.

These special diagrams act exactly as the basic one in *Core Rulebook I*, but these grant an additional property or power to the conjurer or the called creature. Special diagrams retain their powers until a creature has entered and left the pattern. Another calling spell necessitates creating the diagram again at full cost. The spellcraft check listed is rolled secretly at the time of the diagram's creation and, unless rushed, the caster can take 10 on this roll. Failure means the entire diagram is useless, not just the extra ability. Unfortunately, the caster will not know this until his would-be minion steps outside the lines for a little chat about the fleeting nature of mortality.

She found him hiding in a culvert nearby. The blood of a hundred orcs, maybe more, dripped from her naked blade but she was completely unmarred. The gore of the slaughter he had just witnessed was strewn all around, but nothing stained her gleaming armour or perfect skin. With a smile that shamed the sun, she passed her hand across her sword and it was suddenly spotless. Sheathing it, she walked to the edge of his ditch and sat down on the crimson grass.

He was actually the first to speak. 'You... you didn't have to obey me.'

She laughed again, her voice echoing high and lilting. 'Of course not, you silly human. First, I am an ally from the upper planes. Yours now, apparently, since you called and I came. I am not some triton you can summon and make do water ballet for you in the family pond.'

How did she know about that?

'Second, you did not use the right kind of containment diagram to keep me bound.'

He furrowed his brow and looked up at the glowing celestial. 'But... but I didn't use a containment diagram.'

She leaned down and touched him on the nose with a playful smile. 'Exactly. That's why you are still alive, my silly human. Now, about my payment...'



Call and Answer Further Diagram Options

New Diagram	Power(s) Granted	Spellcraft Check	Additional Cost
Telepathic	Contained creature can be contacted telepathically by the caster at any distance, so long as both are on the same plane	DC 20	+1,000 gp
Torment	Caster can invoke <i>symbol of pain</i> once per hour on captive creature, offering no save	DC 25	+3,500 gp
Bolstering, Minor	Called creature gains an <i>aid</i> effect lasting one full hour after being released	DC 25	+2,000 gp
Bolstering, Major	As minor, but called creature also gains the effect of <i>divine favour</i> at the caster's level. This also lasts one hour after release	DC 30	+5,000 gp
Willbreaker	Saving throws against the caster's calling spells are made at a penalty (up to -5)	DC 15 + 5 per point of penalty	+2,000 gp per point of penalty
Dolorous	Creature within makes opposed Charisma checks at a penalty (up to -5)	DC 10 + 5 per point of penalty	+1,500 gp per point of penalty
Channelling	Creature is targeted with pre-cast spell when it appears. Spell Resistance and saving throws still apply	DC 15 plus level of spell	+500 gp per level of spell
Obfuscate	Creature called must make Will save at DC 21 or be unable to recall any details of the caster, surrounds, or services performed	DC 25	+5,000 gp
Gestalt	This does not count towards the limit of three patterns; diagram can contain 1 additional pattern. (One gestalt only)	DC 25	+4,000 gp
Attunement	Creature gains the benefits and traits of being the caster's familiar during service. A caster may only have one active attunement at any given time	DC 5 plus target creature's Hit Dice, DC cannot exceed caster level)	+500 gp per target creature's Hit Dice.
Physical Focus	Called creature benefits from maximum hit points while performing service for caster	DC 30 (Maximum duration, 1 hour)	+9,000 gp
Power Focus	Creature gains +2 focus bonus to all spell-like and supernatural ability DCs	DC 30 (Maximum duration, 1 hour)	+9,000 gp
Soul Focus	Creature cannot resist requests made by caster of exact same alignment, if request does not violate creature's alignment	DC 30 (Only works for any given creature once)	+9,000 gp

Additional diagrams can be researched provided the spellcaster has access to proper materials. This should be treated as spell research and is entirely the province of the Games Master for approval. A new special diagram should be treated carefully, as it could become known to the creatures that languish within it. Woe betide the summoner who is summoned himself by a planar entity to divulge the secrets of his work.

Before moving on to the art of creation, we should examine the kinds of creatures that can be called or summoned. In basic terms, the charts for the *summon* spells are fairly clear. A rough approximation that can be drawn from these charts is 1 or 2 Hit Dice for every spell level, with the lower level spells adhering to this estimate more closely than higher level ones. Thus, when a mage casts a *summon monster* of the highest level he can cast, he gains something of approximately his own power level.

Of course, the summoning charts are also quite limited in the diversity of creatures available. Fiendish and celestial animals make up a large part of the selection, with the narrow field of outsiders listed in *Core Rulebook III* fleshing out the rest. While the choices available for the *summon monster* spell are open enough to fit most situations, wider options are always desirable. A great deal can be accomplished simply by remembering that you can cast a *summon monster* spell and choose from lower level tables, summoning weaker creatures but in greater numbers. Two flanking fiendish dire wolves might be considerably more effective than one mephit, depending upon the circumstances. Also see the Conjurament Feats section of this book for more information on increasing a conjurer's options.

CONJURED HAMMERS AND CREATED NAILS

Using creation spells effectively can be easy. A *wall of stone* spell is pretty straightforward, and *flame arrow* does not exactly require finesse. The primary spells of this category, *minor* and *major creation*, are another matter. These spells create objects from essentially nothing, relying solely on the caster's ability to visualise his desire. Under

normal circumstances, what the mage wants, the mage gets.

But what happens when the circumstances are *not* normal? What happens when the object created serves a purpose and its precise details count? Take for example, a locked door. Can a spellcaster use *major creation* to simply will a key into being and open said door? *Core Rulebook I* mentions that an appropriate Craft skill must be checked to make a complex item, but the definition of complex is a bit arbitrary. For spells with such potential, more explanation of what it can and cannot do is in order.

A *minor creation* spell is perfect for filling equipment needs when there is no good way to obtain something any other way. The limit of the spell, one cubic foot per caster level of non-living vegetable matter, allows a wide range of choices. Anything made out of cloth or wood fits that description, from a robe to a rope. In general, if the caster could Take 10 on a Craft roll for the





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item even if he does not have the skill to Craft the item in question, the spell creates it flawlessly. Should the caster Take 20, however, the item is created but has some major defects. The item will still function, but the caster's skill in crafting such an item is lacking. Any item so complex as to necessitate the caster Taking 20 cannot be adequately created with this spell.

Major creation follows the same guidelines. However, the crafting is made more complicated by the spell's wider array of things it can create. Even adamantine and mithral can be conjured with *major creation*, albeit for a short time. Once leather, stone and metal become possible, the applications for this spell increase dramatically. Your friend with the temper problem just gets his greataxe sundered? No problem. You need a lead box for an item you have discovered? Easy. The walls are closing in because someone stepped on the *wrong* floor tile? A one-foot-thick column of adamantine should slow them down.

The above guidelines are useful, but they highlight the major flaw of most spellcasting types; skill points. When you have to keep your Concentration, Knowledge (arcana) and Spellcraft bought up with each level, you are not left with much to buy Craft skills. Since the creation spells do away with the hammering, sewing and carving needed to craft something by hand, does a mage really need to know those things to use a spell? While Craft skills are an excellent measure of how complicated a mage can get with his creations, they are an imprecise tool for actually achieving those creations.

Instead of requiring a Craft check for a *creation* item, the Games Master might allow the mage to test his ability to manipulate the spell being cast to better suit the caster's needs. When a spellcaster wishes to create an object with a *major* or *minor creation* spell, he must make a Spellcraft check. The DC for this roll is 5 for a simple item like a column, 10 for an average item like clothing or a simple weapon, 15 for a difficult item like armour or a martial weapon, 20 for a complex item like an embroidered dress, or 25 for an extremely intricate or complicated item like a clock. Success creates the item as desired; failure causes the spell to fail entirely or create a flawed, unusable object.

This optional rule is useful when the Games Master does not wish mages in his campaign to become master craftsmen to use their spells, or is not certain what the Craft DC for a given item is. It also allows a mage to rely on his greater strengths.

So where does this leave our key-crafting conjurer? The Games Master could rule that the *major creation* spell will create a key, but a successful Spellcraft check against the DC of the lock must be made or it will not work. The same can be done for any *created* item that works against a DC but does not directly relate to a Craft check. This could also be expanded for situations like wily spellcasters using *creation* spells to make false deeds (which would go against the Forgery skill), accurate masks of other people's faces (Disguise skill), or flawless gems for quick and highly illegal sale (Appraisal skill, though a Games Master might consider this to be Craft (gemcutting) instead).

And so it was that the mage kingdom of Maerldona fell to ruin. So mighty was she that no army could besiege her, nor any monster in the surrounding Denlands threaten her people, no force from without could lay the shining spires of Maerldona low, and indeed none did. The mage kingdom worked its own destruction through a most unholy practice; false commerce. So insidious were the vessels of this fiscal poison that by the time they were found, the damage they had done with phantom gems and temporary gold had lain to waste the economy of proud Maerldona.

Even the exorbitant fee charged for the quite lengthy and intricate executions that followed were not enough to save her.

Excerpt from A History of the Denlands

GOING INTO BUSINESS

Nothing says summoned creatures have to fight. A conjurer can task his 'friends' with anything they are physically capable of. While the *summon* spells do not last long enough for extended work, a crew of formian workers can be used for just that, work. Summoned beings with spell-like abilities can use them at the caster's behest, allowing for material creation, construction, excavation, even

rapid transport in the case of monsters with innate flight and *teleport*.

These possibilities expand when a spellcaster gains the ability to cast calling spells. Long-term plans can then be made around the called being's powers and abilities. Binding a xorn might not seem like an effective use of power, but once you get to a mountain and tell your 'pet' to go inside and bring back all the pretty crystals it comes across, you will reconsider. Stories abound of the incredible things accomplished by people with genies.

However, greater care must be taken with the spells *lesser* and *greater planar ally*. These are not beings you enslave to your will and set about a task with impunity. *Allies* have free will and will rightfully demand something back for their services. One should also keep in mind that *planar allies* are sent either by your patron deity or by another, just as powerful, dimensional power. You may have a lot more than an angry *ally* to deal with if you abuse them.

Despite the caution, an *ally* can be wonderful. Not only are they generally more powerful than most other things you can summon, their free will allows them to make decisions or use powers on your behalf without having to be so ordered. It is in their best interests to ensure you are alive and healthy, which means they will act to protect you if need be. Treated well, a *planar ally* is an incredible boon and something any conjurer will want to cultivate as soon as he can. Treated poorly, well... let us not dwell on that.

There are measures of caution that must be taken with any of these methods. Most normal folk do not react well to salamanders slithering through town delivering baked goods, so a summoner would do well to keep his workforce out of sight. Suspicions run riot among the common populace and all the wealth in the world is useless if you cannot go near a city to spend it.

There is another monster you have to keep in mind as well - greed. Amassing a fortune means amassing an unwelcome following of people who have their own ways of getting rich in a hurry. Your *planar ally* is not accomplishing much for you if you have to task it with guarding your

treasure vault. Also, mundane craftsmen may take great offence to a wizard who regularly out-produces them using materials they cannot lay hands on. A tailor may find other places to put his needles if you keep selling silk shirts and ruin his business. Moderation may be for monks, but it is also the key to a successful businessmage.

MAKING UP FOR LOST MAGIC

This section concerns true conjurers, those mages who have given up access to one of more schools of magic to focus on the conjuring arts. While the loss of those spells in abandoned schools can be troubling, there are ways to ease the loss. The first step is to be cautious in what you give up in the first place.

Conjurers have a hard choice in this regard; their school is considered a major one and rightly so. Thus, they have to give up another major school (evocation or transmutation) or multiple other schools as listed in the character section of *Core Rulebook I*. There simply is no easy decision here. Transmutation gives conjuration a run for its money in the versatility department, so losing it is a huge blow to any mage. Evocation is hard to lose because it has so much combat potential and it shares something with conjuration, the force descriptor. This makes evocation attractive as a character option and hard to give up as well. Keep in mind that if force magic and pure combat are not the focus of your spellcaster, evocation may be the best candidate to sacrifice because while it does excel in combat, it does very little else. Besides, what does potentially more damage, a 5d6 fireball or a celestial dire badger that sticks around for five rounds of foe-shredding mayhem?

Ultimately, the decision will be made by player preference, as it should be. Once made, it cannot be changed and it is a wide-reaching choice. Pick wisely. Once you have selected your schools of opposition, you will have to find ways around the limitations that come with having no access to their abilities. You can do this the easy way or the hard way. Both have their price.

The easy way is to take a level of sorcerer and forget pretty much all of the problem. Aside



from scrolls from the opposition schools, which may have a backlash due to your apprentice level understanding, you now have free use of any wand, staff or other spell trigger or spell completion item that exists. Cannot cast *cat's grace* because transmutation is your opposition school? With one level of sorcerer, you can. The drawback here is a level of lost potential for your wizard class. While the boost in cantrips and first level spells might be nice, a level of sorcerer does not offer much else of use to a wizard. One level of sorcerer gains you no free feats, the same skill selection, and reliance on a statistic many wizards do not place much value on - Charisma.

If that does not appeal to you or does not mesh with your character's abilities or concept, you will have to go the hard way. In actuality, it is not that hard; it just requires a little planning. A conjurer still retains some access to his school(s) of opposition through the abilities of his summoned and called creatures. If evocation magic is important, but not important enough to keep as a school, a conjurer can always summon monsters to work combat magic for him. The same goes for any of the schools a conjurer might give up. Using your skills and powers wisely is the first duty of any wizard, conjurers included.

Another expensive failure today. After returning from the healer, I surveyed the remains of my laboratory and must declare it clinically dead. Unlike previous explosions, this last one cracked the foundation. The town council has demanded I find a place outside the walls for my new home. They actually implied I should find a place outside the kingdom, but I chose to consider that a joke.

I must conclude from this past season of fruitless experimentation that it is not possible to force a mephit into a cylinder of wood for the use of its flame powers. Indeed, it seems to make them very angry and they do not remain confined for very long at all. Why did I ever promise the Council a staff of fire for my tenure presentation? I cannot even cast fireball, much less make a staff that does it. I have to think of something and I have to do it soon. Time grows short...

Perhaps if I try using an elemental?

THE MANY PATHS OF CONJURING

With the myriad dimensions that exist and the uncountable creatures that populate them, it makes sense for those who work conjuration magic to be just as varied. The act of summoning living beings forces many a conjurer to interact on a constant basis with new creatures, giving him little time to grow bookish and secluded. This makes him ill-suited for the typical image of a wizard and still less to the prestige classes that most scholarly sorts pursue.

Fortunately, their exposure to dimensional energies, entities and concepts also gives them a unique access to lore and techniques not found on their own world. This knowledge gives those who follow the conjuration school options not accessible to those 'bound by the prime'. Over time, trial and long arduous practice, these secrets have given rise to special fields of study that focus on the interactions between the multiverse and the mage who can reach into it.

THE DRAGONCHILDE

There are creatures beyond the understanding of mortal kind. Of all the majestic creatures that walk and fly, few can compare with the mighty dragon. Spellcasters with a talent for conjuration, with their special perspective on the order of things, know a secret about dragons that many of the great creatures themselves do not even know; dragons have an existence on both the material plane and the vastness of the elemental planes. This is not to say dragons have two bodies. The physical form of a dragon is entirely material, but the power in its soul comes from the infinite energies of reality itself.

This secret is, by itself, an intriguing curiosity but some conjurers have found a way to make use of the link that dragons share with other planes. By touching that connection and drawing on it, a skilled mage can access the powers of dragonkind and even summon forth one as an ally and companion. These special conjurers, known as Dragon Masters, have another name given to them by the bemused dragons they call upon . . .

Dragonchilde. This title is as descriptive as it is derivative of what the dragons know that most who walk this path do not. The power to touch the energies of dragons is one carried in the blood. If a mage can work this special magic, he will have a draconic progenitor in his distant family line. This wyrm blood calls out to the power of reality and more often than not draws the one who bears it down this path....

...to be changed forever. Mortal flesh cannot long bear the pure power of a dragon, blood tie or not. The farther down this path a dragonchilde progresses, the less recognisable he becomes to those who knew him before. Teeth, nails and skin change slowly to resemble those they emulate. By the time a dragonchilde reaches the pinnacle of his abilities, he no longer calls upon dragons.

He has become one.

Hit Die: d6

REQUIREMENTS

To qualify to become a dragonchilde, a character must fulfil all the following criteria.

Spellcasting: Must be able to cast conjuration arcane spells of 3rd level or higher without preparation.

Feats: Spell Focus – Conjuration, Great Fortitude.

Skills: Knowledge (arcana) 13+, Draconic as a language.

Statistics: Charisma 16+, Constitution 14+.

Special: An appropriate background, exposure to the proper lore, and Games Master approval must be given to take levels in this prestige class. The character does not have to be a conjuration specialist, but many are.

CLASS SKILLS

The dragonchilde's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

THE DRAGONCHILDE

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Draconic Imbuement I	+1 level of existing class
2	+1	+3	+0	+3	Dragonsign, The Gift of Sight	+1 level of existing class
3	+2	+3	+1	+3	Channel the Wyrms Within	+1 level of existing class
4	+3	+4	+1	+4	Dragonsign, The Gift of Breath	+1 level of existing class
5	+3	+4	+1	+4	Draconic Imbuement II	+1 level of existing class
6	+4	+5	+2	+5	Dragonsign, The Gift of Spirit	+1 level of existing class
7	+5	+5	+2	+5	The Song of Dragoncalling	+1 level of existing class
8	+6	+6	+2	+6	Dragonsign, The Gift of Wings	+1 level of existing class
9	+6	+6	+3	+6	Draconic Imbuement III	+1 level of existing class
10	+7	+7	+3	+7	The Gift of Rebirth	+1 level of existing class





This essentially means the character adds the level of dragonchilde to the level of another spellcasting class he already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a dragonchilde, he must decide to which class he adds each level of dragonchilde for the purposes of determining spells per day when he adds the new level.

Draconic Imbuement I, II, & III: Until a dragonchilde takes his first step along this path, he may have no idea from what type of dragon he can trace his lineage. This mystery is dispelled when he gains his first draconic imbuement. Draconic Imbuement I awakens the dragon blood lying dormant in the conjurer, filling him with power and dreams of dragonflight. He immediately learns the type of ancestor he comes from, gains an innate understanding of dragons, and receives his first boon; a +1 draconic bonus to the DC of any spell he casts. Treat

the knowledge gained as a +1 competence bonus gained in the same way as a favoured enemy class ability. This does *not* grant any bonus in combat, but most dragonchildren would never harm a dragon in any case.

Draconic Imbuement II and III increases the spell DC and skill bonus to +2 and +3 respectively. The spell DC bonus stacks with any other similar bonus such as the one from the Spell Focus feat. The skill bonus stacks with a favoured enemy (dragons) bonus.

Dragonsign: The power of dragons is not one to rest lightly in a mortal frame. Each time Dragonsign is gained, the dragonchilde's body shifts a little more to resemble a cross between a dragon and the conjurer's original race. The first instance of Dragonsign always includes fangs and claws. These grant the use of them as natural weapons with full proficiency, though the conjurer may not make attacks of opportunity

CLASS FEATURES

All of the following are class features of the dragonchilde prestige class.

Weapon and Armour Proficiency:

Dragonchildren gain no proficiency in any weapon or armour, but see the Dragonsign entry for details on natural weaponry. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Spells per Day: A dragonchilde continues training in magic as a means of furthering his union with draconic energies. Thus, when a new dragonchilde level is gained, the character also gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any additional benefits a character of that class would have received, only the new spells.

with them. Dragonsign claws inflict 1d4 damage for a medium-size being, while the bite inflicts 1d6. These are modified by Strength as per bite and claw attacks for a dragon as noted in *Core Rulebook III*.

The second Dragonsign covers the dragonchilde with fine scales the colour of his draconic ancestor. These scales may not cover every inch of the dragonchilde's body, but they exist in thick enough sections to grant a natural armour bonus of +2. Each Dragonsign gained thereafter increases this protection by +1 until 8th level, by which point the dragonchilde has a +4 natural armour bonus. This bonus stacks with any natural armour the dragonchilde might already have.

The third Dragonsign increases the dragonchilde's height by approximately one foot. This is a proportionate increase that strengthens the body as muscles and bone density grow to support the larger frame. This grants a +2 inherent bonus to Strength and Constitution. At the dragonchilde's option, he may channel even more draconic power through himself during this period of transformation. If he does, the inherent bonuses can be increased by +2 to either or both statistic. If this is done, the sheer bulk of these physical changes reduces his Dexterity by -2 for each increase. Thus, if a dragonchilde wishes, this Dragonsign could leave him with a +4 Strength and Constitution, but at the cost of -4 to his Dexterity score.

The fourth Dragonsign increases the size and sharpness of the dragonchilde's teeth and claws. Damage increases to 1d6 and 1d8 respectively for a medium-size character. This sign also marks the most radical change in the dragonchilde's body, huge wings with a span of twice his height. This change is excruciating but, when it is done, the dragonchilde gains the ability to fly. See *The Gift of Wings* for more information.

The Gift of Sight: The dragonchilde's eyes become draconic, deepening in colour with a slit pupil that widens in dark conditions and contracts in bright light. This permanent change grants the dragonchilde darkvision with a 60-foot range. The dragonchilde also develops the ability to *see invisibility* as a dragon does, though he does not possess it with the same acuity. To *see invisibility*,

the dragonchilde must take a standard action during which he must remain immobile for the entire round; the dragonchilde may not be moving under anything else's power.

Channel the Wurm Within: At this level of ability, the dragonchilde can draw on the magical connection between his dragon blood and the elemental planes to spontaneously alter spells with an energy descriptor (fire, cold, acid, sonic, or electricity). As a free action while spellcasting, the dragonchilde can exchange the spell's normal descriptor for one that best matches his ancestor dragon's type. The Games Master may have to make a judgement call on what best applies, but most types will be obvious.

The altered spell does not gain any additional effects, but the type of damage it inflicts or any secondary effects dependent on its energy type changes to match the new descriptor.

The Gift of Breath: A dragonchilde receiving the Gift of Breath gains a breath weapon attack usable once per day per 3 full levels in this prestige class. The type and area of effect are the same as the character's draconic ancestor, doing either 10d6 damage or duplicating the breath weapon's non-damaging effect. If the draconic ancestor had multiple breath weapon types, the dragonchilde may choose which one to gain. Once chosen, the breath weapon cannot be changed later. The DC of this special attack is $10 + \frac{1}{2}$ character level + Charisma bonus.

The Gift of Spirit: The soul of the dragonchilde has bathed in the energies of dragonkind for so long, it has become suffused with the might of ages. The dragonchilde automatically shrugs off sleep effects and cannot be paralysed. In addition, the dragonchilde can bring the edges of his incredible spirit to surround him like a blazing aura at will. This aura causes dragon fear, as per the rules for a dragon's frightful presence in *Core Rulebook III*, with a range of 30 feet. Creatures with more Hit Dice than the dragonchilde has caster levels are unaffected. The Gift of Spirit also makes the dragonchilde immune to the frightful presence of dragons.

The Song of Dragoncalling: The dragonchilde learns a special trilling song in Draconic that calls



to the souls of all dragons. Using this song, the dragonchilde can cast *lesser* or *greater planar ally* and substitute any dragon of equivalent Hit Dice as the target. As part of an ancient power of the dragoncalling song, a dragon of compatible alignment to that of the dragonchilde is summoned. If the caster is lawful good for example, then any good-aligned dragons will attend to aid the caster. Any evil-aligned dragon would therefore attend a chaotic evil dragonchilde. The dragon arrives disposed to the conjurer and does not require any reward other than mutual respect and the right to call on the dragonchilde in the future for a return service. The type of dragon called does not have to correspond with the dragonchilde's ancestor, but most who learn the song prefer their own kind. The Song of Dragoncalling cannot be used more than once a day due to the strain on the throat and soul of the dragonchilde.

The Gift of Wings: The dragonchilde goes through a hideously painful transformation at this stage of development. A pair of wings, the ones described in the fourth Dragonsign, tear their way free of the dragonchilde's flesh and stretch forth to catch the sky. The dragonchilde instantly gains knowledge of their use as power floods his body and grants him the magical ability to fly. The Gift of Wings gives a flight movement rate of 90 feet (average). This also lets the dragonchilde purchase the flight-related feats available to dragons, but they are not gained automatically.

The Gift of Rebirth: This power, once gained, is a death sentence for the dragonchilde's mortal life. Within thirty days, he must find a female dragon of his ancestor's breed and have it agree to a truly bizarre arrangement. Thirty days after gaining the 10th level in this prestige class, the dragonchilde dies. If a female dragon swallows his body before 24 hours pass after his death, she becomes pregnant with a single, perfect egg. This egg contains the soul of the dragonchilde and, as it gestates, the character transforms into a hatchling of his ancestor's type. The egg must be laid, nurtured and hatch correctly. Once it does, the dragonchilde is reborn into the world as a true dragon.

He retains his skills, class abilities, and any mental statistics that would be higher than an average

hatchling of his type. Physical statistics all revert to the appropriate hatchling's abilities, modified only by the inherent bonuses and penalties that occurred from the third Dragonsign. All other statistics (Hit Dice, Armour Class, etc.) are as the new hatchling form. All spellcasting abilities are also retained, making him far more powerful than his apparent size and form would suggest.

There are numerous other mental and spiritual changes that can occur from rebirth as a dragon. These are up to the Games Master, but may include alignment shift, memory loss of varying degrees, and a change in the character's patron deity. The Gift of Rebirth should not be taken lightly, but for those dragonchildren devoted to the majesty of their ancestors, it is a gift beyond price.

THE FORCE MAGE

Not every conjurer focuses on summoning. The school can do so much more than call creatures, and some spellcasters realise this from their first days as an apprentice when they cast *mage armour*. A wonderful spell, especially at lower levels, *mage armour* represents the aspect of conjuration magic that creates constructs of force. This avenue of spellwork is not well researched and most conjurers move on past *mage armour* to explore conjuration's other possibilities.

The force mage is an exception. Versed in both conjuration and evocation, his predilection for force-descriptor spells and combat magic begins with a few simple spells and quickly becomes a magical path for all his future works. As he delves into the mysteries of the interaction between the two schools and the power of created force effects, he reaches an epiphany and calls forth his *mage armour* for the first time without casting a spell to do it.

This act marks the spellcaster as a force mage, someone with a special talent for blending conjuration and evocation through the use of force-descriptor spells and effects. Most force mages begin self-taught, but the lore of the path can be passed down from one force mage to another. Their conjurer training makes them adept at forming mutually beneficial relationships, though arrogance and pride sometimes push force mages apart to pursue their studies alone.

A force mage's abilities in pure combat are not to be overlooked. Many of their powers suggest a martial mind and because of the things they gain, training as a fighter would not be inappropriate interspersed with advancement in this class.

Combined, the two disciplines can make for a potent combatant, terrifying to behold, wielding a power that few have any resistance to and fewer still can escape.

Hit Die: d8

REQUIREMENTS

To qualify to become a force mage, a character must fulfil all the following criteria.

Base Attack Bonus: +7.

Spellcasting: Must be able to cast arcane spells of 3rd level or higher. Must be a conjuration specialist and cannot have evocation or abjuration as opposition schools. Must know at least 3 force-descriptor spells.

Feats: Spell Focus – Conjuration, Spell Focus-Evocation.

Skills: Knowledge (arcana) 8+, Concentration 8+.

Special: Must have scribed a scroll of each force-descriptor spell known at least once.

CLASS SKILLS

The force mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int),

Knowledge (all skills, taken individually) (Int) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the force mage prestige class.

Weapon and Armour Proficiency: Force mages gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Spells per Day: A force mage continues training in magic as he explores the complex interactions of force. Thus, when the force mage reaches second level and every other level thereafter (4th, 6th, 8th and 10th), the character gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any additional benefits a character of that class would have received, only the new spells.

This essentially means that he adds half his level of force mage (rounded down) to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one

THE FORCE MAGE

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Spectral Armour	-
2	+1	+3	+0	+3	Force Focus	+1 level of existing class
3	+2	+3	+1	+3	Spectral Sword	-
4	+3	+4	+1	+4	Force Lash	+1 level of existing class
5	+3	+4	+1	+4	Spectral Shield	-
6	+4	+5	+2	+5	Improved Force Focus	+1 level of existing class
7	+5	+5	+2	+5	Spectral Steed	-
8	+6	+6	+2	+6	Force Shadow	+1 level of existing class
9	+6	+6	+3	+6	Spectral Enhancement	-
10	+7	+7	+3	+7	Master of Force	+1 level of existing class





spellcasting class before he became a force mage, he must decide to which class he adds each even-numbered level of force mage for the purposes of determining spells per day when he adds the new level.

Spectral Armour: At the 1st level of the force mage class, the spellcaster learns to summon the energies of force in a *mage armour* effect at will. This special ability has an unlimited duration and can be called as a standard action and dismissed at will as a free action. This *mage armour* takes the appearance of a suit of translucent magical armour in whatever hue or styling the force mage desires. The *mage armour* gained by this ability gains an additional +1 armour bonus for every level of force mage past the first, to a maximum bonus of +13 at 10th level.

Force Focus: Once per day, the force mage can substitute force as a descriptor for any spell with an energy descriptor (fire, cold, acid, electricity, or sonic) as a free action. No other property of

the spell changes, including amount of damage done if any, but the type of damage done changes to force. This allows any spell substituted in this way to affect incorporeal creatures and will bypass many forms of resistance.

Spectral Weapon: This power summons a melee weapon of pure force to the hand of the mage. This takes a standard action, but can be combined with a move-equivalent action or reduced to a free action if the force mage has Quick Draw as a feat. The weapon can be any melee weapon the mage can use with full proficiency and can be different each time the mage calls upon it. It inflicts the base damage of the weapon duplicated, has an enhancement bonus of +1 for every 2 full levels of force mage possessed, and can channel any touch-ranged spell the mage casts in the same way as a spectral hand. Use of this power is also unlimited, and can be dismissed as a free action.

Force Lash: By conjuring forth a blast of force energy, the force mage can strike at a foe within 90 feet three times a day. This attack requires a ranged touch attack roll and inflicts 1d10 points of damage per level of force mage possessed. The attack can take the shape and hue of anything the force mage desired, but it is always luminous and translucent.

Spectral Shield: When the force mage casts *shield* as one of his own spells (not from a wand, scroll, or other magical item or external effect), his innate knowledge of force allows him to improve its effects. A *shield* cast by a force mage protects in all directions and can, at the mage's option, interpose itself in the way of an attack that offers a Reflex save for half damage. If the force mage succeeds at the save, he takes no damage at all, the *shield*, however, is dispelled from the overwhelming force of the attack. This operates exactly as the Evasion class ability. A *shield spell* augmented with this power takes whatever shape and colour the force mage desires, as with Spectral Weapon above.

Improved Force Focus: The force mage's ability to channel force energies improves at this level, allowing him to freely use Force Focus instead of only once per day. Unfortunately, this ability comes so easily to the force mage that casting an applicable spell *without* using Force Focus becomes difficult. The casting time for any spell with an energy descriptor the force mage does not want to change increases to a full-round action unless it is already longer than that. Another benefit of Improved Force Focus is that the force mage gains the *keen* special weapon ability with his Spectral Weapon.

Spectral Steed: When the force mage casts *phantom steed*, the resulting creation appears surrounded in barding that resembles the mage's own Spectral Armour. This barding has the same armour bonus as that class power and does not impede the *phantom steed* in any way.

This augmented *phantom steed* can fight, having all the relevant combat information of a heavy warhorse. In addition, the *phantom steed* gains 2 hit points instead of 1 per caster level and when astride this creation, the force mage counts as having the feat Mounted Combat. This bonus is more an expression of his mastery over the force that comprises the creature than any real horsemanship skill. Lastly, a Spectral Steed's physical attacks all count as +3 weapons for the purpose of defeating damage reduction and its base movement rate (including flight) gains +10 feet.

Force Shadow: The force mage can create a duplicate of himself made of force energy once per day for 7 rounds. This duplicate can appear at any point within 90 feet provided the force mage has both line of sight and effect. The duplicate has the force mage's hit points and combat statistics, but benefits from none of the mage's items or current spell effects. This Force Shadow can act as a channel for touch ranged spells but cannot otherwise initiate or benefit from magic. At the Force Mage's option, the force shadow can manifest any of his Spectral class abilities, but while the shadow has them, the Force Mage cannot manifest them himself. Controlling the Force Shadow is a simple act of will and does not keep the force mage from taking other actions, even casting spells.

Spectral Strike: The physical manifestations of force that the mage summons with his Spectral abilities gain power, speed, and enhanced effects at this level. A 9th level or higher force mage clad in Spectral Armour benefits from the effects of a *cat's grace* (+4 to Dexterity) and *bull's strength* (+4 to Strength) while it is active. A Spectral Weapon gains the *speed* weapon special quality as listed in *Core Rulebook II*.

Master of Force: The force mage now understands implicitly the way force energies apply to the magic he wields. He can freely substitute the force designator in his spells as per Improved Force Focus, but his casting times are not increased if he chooses not to. He essentially becomes specialised in force magic in addition to conjuration. He does not have to choose another opposition school, but he gains an additional spell per level he can cast, provided it is one with the force designator or one he can substitute.

THE SOULBINDER

Mages tend to be very careful with calling spells, due to the inherent risks in using them. The entities conjured can be temperamental and difficult to control. The easier path for many is to simply summon monsters and make do with their services. This is a wise choice for most spellcasters, since a called creature takes time, effort, and can be very dangerous if it escapes. The challenge of using the difficult magic of calling spells is not one most mages, even most conjurers, have the dedication to master.

The exception to this rule is the soulbinder. Whether by heritage, training, or inborn talent, these conjurers delight in the complexities of personal interaction with planar beings and the power inherent in mastering them through magic. A soulbinder is not just a mere conjurer; he is a lord of the prime plane with rulership over powerful creatures from other dimensions. This elevates him above mortality and puts the power of a god in his worthy hands.

At least, that's how the worst of them see things. Aside from them, some soulbinders are very analytical, approaching their magic with an almost scientific focus. Others have a knack for drawing complicity from the creatures they conjure and



THE SOULBINDER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Planar Sage, Diagram Expert +2	+1 level of existing class
2	+1	+0	+0	+3	Eyes of Submission	+1 level of existing class
3	+1	+1	+1	+3	-	+1 level of existing class
4	+2	+1	+1	+4	Diagram Expert +4	+1 level of existing class
5	+2	+1	+1	+4	Voice of Authority	+1 level of existing class
6	+3	+2	+2	+5	-	+1 level of existing class
7	+3	+2	+2	+5	Diagram Expert +6	+1 level of existing class
8	+4	+2	+2	+6	Touch of Admonishment	+1 level of existing class
9	+4	+3	+3	+6	-	+1 level of existing class
10	+5	+3	+3	+7	Soul of Dominion	+1 level of existing class

gaining contracts for service with little repayment on their parts. In whatever way a soulbinder approaches his craft, the end result is the same. Soulbinders are masters of the calling arts, achieving more in less time and with fewer risks.

Hit Die: d4

REQUIREMENTS

To qualify to become a soulbinder, a character must fulfil all the following criteria.

Spellcasting: Must be able to cast conjuration arcane spells of 4th level or higher.

Feats: School Focus – Conjuration, Skill Focus – Diplomacy or Intimidation.

Skills: Knowledge (arcana) 8+, Knowledge (the planes) 10+, at least two planar or elemental languages.

Statistics: Intelligence and Charisma 16+

CLASS SKILLS

The soulbinder's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Scry (Int), Sense Motive (Wis), Speak Language (planar and elemental languages only), and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the soulbinder prestige class.

Weapon and Armour Proficiency: Soulbinders gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Spells per Day: A soulbinder continues training in magic as a means of furthering his mental abilities. Thus, when a new soulbinder level is gained, the character also gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any additional benefits a character of that class would have received, only the new spells.

This essentially means that he adds the level of soulbinder to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a soulbinder, he must decide to which class he adds each level of soulbinder for the

purposes of determining spells per day when he adds the new level.

Planar Sage: The wealth of knowledge a soulbinder gathers through his research into the nature of the planes gives him an excellent knowledge of outsiders, other planes of reality, or magical effects that concern either. This acts as the Bardic Knowledge class ability, using the mage's soulbinder levels. This power only works concerning the soulbinder's field of expertise, not the wide range of lore available to a bard.

Diagram Expert: Having drawn thousands of practice containment diagrams, a soulbinder has a special degree of skill at using them. The listed bonus for this class power is added to any check required when creating a diagram. The number listed in the bonus is inclusive and does not stack with previous Diagram Expert bonuses.

Furthermore, a diagram laid by a soulbinder is resistant to disruption and gains a Will save against anything that would act against the soulbinder's will. This save is made at the soulbinder's base Will save and is only modified by the Diagram Expert bonus. The DC is determined by the type of disruption; 10 for a straw or narrow object crossing the diagram's lines, 15 for a large object doing so, 20 for minor damage (less than 10 points), and 25 for major damage (10-30 points of damage). The Games Master is free to rule that massive damage to, or interruption, of the diagram disrupts it automatically with no save allowed.

Eyes of Submission: By meeting the gaze of a creature bound into a containment diagram, a soulbinder can try to force it to agree to whatever demands he wishes to make. This can be done twice a day, and acts as the spell *domination* but counts as calling as well as mind-affecting. If the *domination* succeeds, the target immediately agrees to perform the desired task. This ends the *domination* effect and negates the need for any opposed Charisma checks or time expenditures as with *lesser planar binding*.

Voice of Authority: The soulbinder can speak to any creature contained in a diagram

and try to master it with the magically augmented power of his voice alone. This allows the soulbinder to make a Diplomacy or Intimidation check (his choice) opposed by the creature's Will save. If this check succeeds, the creature accepts the caster as its master and agrees to any task the spell that called it allows as a request. This power is usable twice per day as well.

Touch of Admonishment: A magical ability developed by long exposure to dimensional energies, the soulbinder gains a touch attack that gathers the energies of the planes into his fingertips and releases them explosively into a target creature or object. This causes some physical damage and a great deal of excruciating pain. The Touch inflicts 1d8 plus Charisma bonus in magical damage, is not subject to damage reduction or elemental resistances, and can be enhanced once a day to inflict the same spell effect as *symbol of pain*. The Touch requires a melee touch attack, does not invoke an attack of opportunity nor can it be used to take on, and



does not offer a saving throw against, its damage or *pain* effect. If the target is of outsider or extraplanar origin they are also instantly banished back to their original plane.

Soul of Dominion: The soulbinder is now a true master of the binding and calling arts, having bolstered his personality and will to near divine levels of potency. He can call 4 additional Hit Dice of creatures when he casts *binding* and *ally* spells. He can also Take 10 on opposed Charisma checks or opposed Charisma-based skill checks. Creatures who escape a diagram of containment within 100 feet of him must immediately make an opposed Will save or return to their plane of origin.

THE SPIRITCALLER

There is a dimension beyond those that conjurers normally contact, a place that most spells never reach, most plane travellers never go, and most who find it never return. This dimension is the home of the dead, where spirits go when loosed from the mortal coil. Even on worlds where the deceased have specific places to go, like the domains of their gods, this ephemeral realm touches the physical plane at the moment of death and provides the route for passage onward.

This bleak dimension is tied to the ethereal plane, sometimes existing as a shadow of the material world. At other times, it has a completely different reality of its own and those who enter it upon their demise become its denizens and forget the waking lands above. No matter what the nature of this land of death, its existence is known to few and understood by fewer still.

One of those rare scholars with knowledge of the spirit dimension is the spiritcaller. Spiritcallers have a rare combination of gifts; they possess the knowledge of the death plane, the magic to contact and call beings from it, and the physical fortitude to withstand the terrible demands this art makes of them. To extend one's reach into the realm of the dead, one risks being pulled into it fully. Once there, even a spiritcaller has little hope of escape.

Though the nature of a spiritcaller suggests necromancy as his primary art, the magic of life and death is secondary to what he does. A

spiritcaller usually begins walking this path trying to comprehend the truth of spirits as creatures to be conjured. This art quickly transcends these simple goals and leads the seeker to deeper revelations - the truth of mortality and the secret of eternal life.

Hit Die: d4

REQUIREMENTS

To qualify to become a spiritcaller, a character must fulfil all the following criteria.

Spellcasting: Must be able to cast conjuration arcane spells of 4th level or higher and may not have necromancy and conjuration as schools of opposition.

Feats: Spell Focus – Conjuration.

Skills: Knowledge (arcana) 10+, Knowledge (the planes) 10+.

Statistics: Constitution 14+.

Special: The spiritcaller must have been brought to –1 hit points or more and then stabilised by any means before death.

CLASS SKILLS

The spiritcaller's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Heal (Wis), Knowledge (all skills, taken individually) (Int), Scry (Int), and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the spiritcaller prestige class.

Weapon and Armour Proficiency: Spiritcallers gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble.

Spells per Day: A spiritcaller continues training in magic to understand the ephemeral nature of spirits and the plane of the dead. Thus, when a new even-numbered spiritcaller level is gained, the character also gains spells as if he had also gained a level in a spellcasting class he belonged

THE SPIRITCALLER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Death Lore, Spirit Sight	---
2	+1	+0	+0	+3	Grey Secret	+1 level of existing class
3	+1	+1	+1	+3	The Rite of Spiritcalling	---
4	+2	+1	+1	+4	---	+1 level of existing class
5	+2	+1	+1	+4	Forced Manifestation	---
6	+3	+2	+2	+5	Grey Secret	+1 level of existing class
7	+3	+2	+2	+5	The Rite of Soulfire	---
8	+4	+2	+2	+6	---	+1 level of existing class
9	+4	+3	+3	+6	Grey Secret	---
10	+5	+3	+3	+7	The Rite of Unbinding	+1 level of existing class

to before he added the prestige class. He does not, however, gain any additional benefits a character of that class would have received, only the new spells.

This essentially means that he adds half his level of spiritcaller (rounded down) to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a spiritcaller, he must decide to which class he adds each even-numbered level of spiritcaller for the purposes of determining spells per day when he adds the new level.

Death Lore: The spiritcaller is an amazing repository for knowledge involving death, undead and spiritual entities. This knowledge is gained from old tomes, forgotten lore gained in dreams, and the whispers of spirits in the dark places of the night. The spiritcaller gains Bardic Knowledge concerning these things only, using his spiritcaller level, as the class ability of the same name.

Spirit Sight: The signature energies of incorporeal creatures are as plain to a spiritcaller as anything in his physical reality. Incorporeal creatures can never hide or benefit from

invisibility when in the spiritcaller's line of sight. This ability can also be used as a *detect undead*, usable at will, that only functions to sense and locate incorporeal undead.

Grey Secret: The spiritcaller learns more about the connections between the worlds of the living and the dead each time he gains Grey Secret. This knowledge lets him learn a special form of magic that transcends the boundaries between arcane and divine spells. Each time the spiritcaller gains a Grey Secret, he can choose any level of spell he can cast. He loses one spell slot cast per day of that level, but receives any divine conjuration magic of the same level as a known spell.

Rite of Spiritcalling: When summoning or calling creatures, the spiritcaller can opt to conjure a spiritual version instead. The Rite of Spiritcalling adds an additional full round to the spell's casting time and applies the Ghost template to any creature he would have normally received. The template does not provide any option powers except Manifestation and can be applied for the purposes of this power to any creature except elementals, even if the base creature type would not normally allow it.



REACHING BEYOND THE VEIL

This rite can alternately be used to conjure a deceased being to communicate with. This resembles *Speak with Dead* and can be done once a day. The spirit cannot be summoned for any other purpose through this rite, but it will always answer to the best of its ability any questions put to it by the spiritcaller.

Forced Manifestation: By making a touch attack on an incorporeal creature, even one made incorporeal by a spell effect, the spiritcaller can force it to make a Will save opposed by his own. If the targeted creature does not succeed in beating the spiritcaller's save, it is immediately forced to manifest for one round per spiritcaller level. In the case of magical incorporeal effects, the effect is negated if temporary or suspended for one round per spiritcaller level. This power also gives the spiritcaller the constant ability of *ghost touch*, as the weapon special quality of the same name in *Core Rulebook II*. If necessary, the spiritcaller can

suspend this power for 1 round as a free action on his turn, but otherwise, it is always active.

The Rite of Soulfire: The spiritcaller has learned to conjure pure spiritual energy. By working the Rite of Soulfire as a full-round action, he can sacrifice any spell slot he currently has available to create a blast of pale grey flames. This power works like the spell *fireball*, but it does 1d6 per spell slot level of holy or unholy damage, half on a failed Reflex save. This only affects living creatures, though holy damage will also affect undead. The spiritcaller can choose which type of damage to inflict when each soulfire blast is thrown.

The Rite of Unbinding: The final secret a spiritcaller can learn is the Rite of Unbinding. This rite, which takes 1 full day to perform and consumes 50,000 gp in rare material components, must be performed in a most unpleasant place - the grave of an ancestor. The ritual is arduous and requires three successful Spellcraft checks at DC 30 to perform correctly. Failing any of these checks returns the spiritcaller to the experience point total required for the level prior to achieving 10th level in this prestige class, along with a commensurate loss of all the 10th level benefits.

The risks and difficulties are made up for by the Rite of Unbinding's potency. If completed successfully, the spiritcaller breaks any connection he has with the plane of the dead, preventing it from ever taking him upon his death. The ritual locks the spiritcaller at his current physical age and prevents him from ageing by any means. The caster can continue to function up to -10 hit points as if he was unharmed and he does not need to try and stabilise at negative hit points as this occurs automatically.

The spiritcaller dies normally if he reaches -10 hit points, but he immediately leaves his body and becomes a Ghost as per the template with 2 optional powers in addition to Manifestation. Destruction of this ghost form is oblivion for the spiritcaller, who dies permanently and cannot be *raised* or *resurrected* after the death of his mortal body. Even a wish will not suffice to bring the spiritcaller back.



CONJURATION FEATS

The spells available to a conjurer are extremely potent, but a mage cannot live by spells alone. The skills and abilities he possesses outside his magic are just as important as that which resides within his spellbook. Indeed, a spellbook can be lost, but personal talents are an integral part of any character. The decisions a player makes while creating a character, especially the choosing of feats, can mean the difference between life and death. The more choices a player has available during this process, the better.

One thing a conjurer should always try to keep in mind is that many of the creatures he will summon are sentient. Communication, through spells or language, is almost always possible. A calling spell is not necessarily an instant ticket to an enraged monster bent on his destruction. Diplomacy is not a lost art for a conjurer and should be considered as important a tool as a containment diagram. Intimidation might also work in some cases and should not be discounted either. Both skills can benefit from the Skill Focus feat should the conjurer wish to take this route, though the skills being cross-class for him will hamper his development somewhat. The new feat *Silver Tongue* will help in that regard.

Those who work conjuration magic know that in many instances, the creatures they command will more than make up for any shortcomings they may personally have. However, this is no licence to neglect personal skills. All the potential a summoned monster may offer is wasted when *dispel magic* sends it back from whence it came. *Summoning Mastery*, listed below, can mitigate that problem, but it does not negate the possibility of losing one's creatures to dismissal in one way or another.

The feats listed below are designed specifically for conjurers and spellcasters with a conjurative bent. Most of them are suitable for any spellcasting character to take, of course, and only a few are exclusive to conjurers. Still, any mage or priest with a penchant for summoning will find these

more useful than a less specialised character might.

Jestin gulped and sat down, no longer having the mental cohesion to stand. He stared at the bright, glowing deva as she flew over the rocky edge of the ditch he had found and came to land beside him. She was no more than the length of one of her glimmering wings from him, more than close enough to split him in two with her flaming sword. 'Why... why did you help me?'

She turned her head almost daintily, quite a trick for an armoured celestial who had just butchered several hundred orcs and left a battlefield of humanoid corpses behind her. 'Because you needed the help. Still, I suppose it is a fair question. Doing this for free is against the rules. Hmmm.' She looked thoughtful, her fingers drumming demurely on the hilt of her blade.

Jestin had two thoughts in rapid succession. One, he could run for it. He had a spell that made him very fast and she might be tired. The second thought was that the first thought was incredibly stupid, given that she could both fly and read his mind. In fact, she was probably...

'Listening right now? Yes, I am. You are cute for a human, but you need a lot of practice if you are ever going to live up to the title 'Conjurer Supreme'. Perhaps you should stick to elementals until you can handle the big stuff, eh?' She flashed that smile at him again. 'As for my payment for all this,' she gestured out at the quiet carnage that surrounded them, 'we'll call it even with this.'

Jestin blinked at her as she leaned down and kissed him. His world went cascading away and he found himself flat on his back in delightful shock. Above him, the deva laughed melodically and vanished in an amused flash of light. It was some time before he tried to stand again. While he lay there, staring at the sky, a thought occurred to him. The ability to summon a planar ally was a priestly thing. He should not have been able to do that at all, much less get a favour for free.



CONJURATION FEATS

Blood of the Beast (General)

You have, through magical means or other strange circumstances, something outside your race as part of your heritage. This special connection to another type of creature allows you to affect them when others could not.

Prerequisite: Special; the Games Master must allow you to have a bizarre heritage that allows the type of creature you choose for this feat.

Benefit: This feat is called several different things, depending on the type of creature you select when taking it. You choose a creature type other than humanoid, such as animal, beast, magical beast, fey, dragon, etc. Through your bloodline connection with this creature type, you have the ability to target them with spells that normally only affect humanoids or creatures of the prime material plane. For instance, if a conjurer

took this feat as Blood of the Outsider, he could cast *charm person* on an outsider even though an outsider would normally be an invalid target for the spell.

If the spell has a size category limitation as well, this feat will only allow the special type to be affected by the spell as long as the creature in question is not more than one category larger than it normally allows. Games Masters should be careful when allowing this feat, as it can make some very interesting spell effects possible. This feat may only be selected once.

Special: This feat may only be selected at 1st level.

Called Companion (General)

For reasons you may never understand, a powerful outsider has taken a liking to you.

Benefit: You may cast *lesser planar ally*, *planar ally*, and *greater planar ally* as if they were wizard/sorcerer spells of the same level. You automatically know them when you reach the caster level required to cast them. You may receive the services of the creature called for free, depending on its mood and how it is treated by you after the spell is cast. In every important way, this feat gives you an outsider for a friend. Unfortunately, the boundaries of a planar ally are such that this companion can only come to your aid when you cast the spell needed to bring it to this plane. Also, like any friend, this relationship can be tenuous and will require maintenance to last.

It is highly recommended that if this feat is taken, the Games Master should allow the planar ally's experience to be tracked for levelling and character development purposes. This is entirely optional, but it allows the companion to grow with the campaign and adds to this feat's roleplaying value.

Celestial Focus (General)

You have given up the ability to call on denizens of the lower planes, concentrating instead on creatures from the higher realms.

Prerequisite: Must not be evil-aligned. Caster level 3+.



Benefit: You cannot summon or call fiendish creatures or outsiders with evil alignments through the use of your own spells or magical item effects that do so through spell completion or spell trigger. By forfeiting this type of conjuration, all celestial creatures and good-aligned outsiders you call or summon through the use of your own spells appear with full hit points for their Hit Dice, stay one round longer than their duration would normally permit and gain a +1 morale bonus to attack rolls and saving throws.

Conjurer's Last Defence (Conjurer)

You have honed your ability to control your conjured creatures, even if they get out of hand.

Prerequisite: Spell Focus (conjuration), Spellcraft 8+.

Benefit: Called or summoned creatures that escape control around you must make an opposed Charisma check against you. If they fail, they take their leave and return to their home dimension rather than attack you. The Games Master may opt to have this ability function differently or not at all, depending on the circumstances. An angry demon that escapes its diagram after days of imprisonment is highly unlikely to forgive and forget.

Fiendish Focus (General)

You have forsaken the ability to call on entities of the upper planes, concentrating instead on creatures from the infernal and abyssal realms.

Prerequisite: Must not be good-aligned.

Benefit: You cannot summon or call celestial creatures or outsiders with good alignments through the use of your own spells or magical item effects that do so through spell completion or spell trigger. By giving up this type of conjuration, all fiendish creatures and evil-aligned outsiders you call or summon through the use of your own spells appear with full hit points for their Hit Dice, stay one round longer than their duration would normally permit and gain a +1 morale bonus to attack rolls and saving throws.



Forge of the Mind (General)

Your skill and imaginative use of conjuration magic allows you to accomplish what others cannot; creating superior items through your spells.

Prerequisite: Caster level 9+, See text

Benefit: When casting the *minor* or *major creation* spells, you automatically succeed without the need for a Craft roll of any type. If you actually have 5 or more ranks in the Craft skill applicable to the item you create, it counts as masterwork quality. Quite elaborate work is possible with this feat, including engraving, special designs and exotic styles, provided these techniques are known to you.

An additional effect of this feat comes when you have 20+ skill ranks in the skill appropriate to the item you create with *major creation*. If you choose to pay 10% of the item's market price in experience points, it becomes permanent and the



CONJURATION FEATS

duration of the spell that made it is instantaneous. This use of the spell creates enchantment-quality items, though some odd property of creation magic does not allow gems created this way to be used for enchantment or as material components.

Greater Conjuring (General)

You have a natural talent with your chosen school. When casting conjuration spells, you achieve a better effect than others.

Prerequisite: School Focus (conjuration) or Spell Focus (conjuration).

Benefit: Your summoned creatures gain a +1 morale bonus on all unarmed, melee and ranged weapon damage rolls, provided you summon them with your own spells or with spell completion items. Your called creatures also gain the same bonus, but you can cancel it as a free action at any time. Your healing spells that come from the school of conjuration all achieve +1 point per die,

if this bonus is applicable. Your creation spells all last one time increment longer than their normal duration (one extra round if the duration is in rounds, one minute if in minutes, etc.).

Imbued Spell (Metamagic)

You can cast two spells, one right after the other, with the effects of the first occurring simultaneously with the second.

Prerequisite: Any four metamagic feats.

Benefit: When you cast an imbued spell, its effects do not take place immediately. Instead, they remain suspended until you cast another spell. The Imbued Spell then takes place on the target or effect of the second spell, even if the range of the Imbued Spell would not normally allow this. Saving throws, area of effect, and damage are not affected, but the number of allowable targets from the Imbued Spell is altered to encompass all of the targets of the second spell, up to one target per caster level.

This metamagic feat is a favourite of conjurers because it allows them to cast an Imbued Spell that then affects all of the creatures they summon or call with their next *summon monster*. This allows them to summon creatures that all appear with a *bull's strength* or other enhancement magic.

An Imbued Spell takes up a spell slot three higher than the spell's actual level.

Instantaneous Draw (General)

Through a subtle use of conjuration magic, you can summon items on or near your person into your hand or hands without physically reaching for them.

Prerequisite: Spell Focus (Conjuration), Caster level 5+.

Benefit: You may ready for use any single object physically on your person or within 5 feet as a free action once on your turn. If the object is not on your person, it must be unattended and you must have line of sight and effect on it. This ability is considered supernatural and functions as the feat Quick Draw with respect to weapons. Use of Instantaneous Draw does not provoke an attack of opportunity.



If you have a Dexterity of 13+ and you are unarmed when a target provokes an attack of opportunity from you, you may use Instantaneous Draw to instantly ready a weapon and take that attack of opportunity if you desire. This counts as your use of Instantaneous Draw for the round.

Musical Summoning (General)

Your gift of song can summon aid to your side without the need for spellcasting.

Prerequisite: Caster level 5+, access to the bard list of spells.

Benefit: By sacrificing a number of bardic songs per day equal to any *summon monster* spell you qualify to cast, you can spend one full round and make a Perform check at DC 15 + level of the *summon* up to *summon VI*. If successful, the music you play casts the *summon monster* for you. You do not even have to know the spell, simply having a caster level sufficient to cast the spell you desire is enough.

This can be interrupted just like normal spellcasting, but you may make a Perform check in place of Concentration if you choose. This feat can even be used to cast defensively, though that requires a Concentration check and does not allow the substitution of Perform. All particulars of the cast spell are as if you had the minimum caster level required for it.

Planar Birthright (General)

Outsider or Elemental heritage grants you some knowledge regarding another plane and a special power.

Prerequisite: Must be taken at 1st level.

Benefit: When you select this feat, you must choose either the upper, lower, or elemental planes as your ancestor's dimension of origin. You gain the language appropriate to your plane of choice (Celestial, Abyssal, Infernal, or one of the elemental tongues), a minor resistance, and a power as shown on the table below. Your type does not change, but spells like *true seeing* will reveal your partial outsider nature as an aura around you. You may make Knowledge (plane of choice) rolls untrained. Spell-like abilities granted function at character level and have the listed DC.

Silver Tongue (General)

The talent of manipulation comes naturally to you.

Prerequisite: Charisma 14+.

Benefit: Bluff, Diplomacy and Intimidation permanently become class skills for you. No matter what skills a new experience level offers, you may always choose to buy these three as class skills. In addition, you receive a +1 competence bonus to the use of these skills.

Chosen Plane	Resistance	Special Power
Abyss	SR 10 versus Law spells	<i>Cause fear</i> , once per day; DC 11.
The Hells	SR 10 versus Chaos spells	Smite Good, as the character ability, once per day.
Celestial Realms	SR 10 versus Evil spells	<i>Bless</i> , once per day.
Fire	<i>Resist fire</i> (4 points)	<i>Burning Hands</i> , once per day, DC 11.
Air	<i>Resist electricity</i> (4 points)	<i>Fly</i> for a total of 10 rounds per day.
Earth	<i>Resist sonic</i> (4 points)	<i>Soften earth/stone</i> , once per day.
Water	<i>Resist acid</i> (4 points)	<i>Water breathing</i> for a total of 1 hour per day.



CONJURATION FEATS

Summoning Mastery (General)

You have the power to enforce your summoning spells through sheer willpower

Prerequisite: Iron Will, Spell Focus (conjuration)

Benefit: Your summoning spells last one round longer than normal. If a summoning spell you cast is successfully dispelled, you may make an opposed Will saving throw against the source of the dispel or against a DC of 20 if the *dispel* comes from an undirected effect. If you succeed, the summoning spell remains in effect another 1d4 rounds before being negated. This continuation cannot make a summoning spell last longer than it would otherwise.

Sylvan Soul (General)

You have a powerful affinity with nature that, while mostly untrained, allows you to connect with the natural world through your arcane magic.



Prerequisite: Wisdom 12+, Charisma 12+, Handle Animal 1+, Wilderness Lore 1+.

Benefit: When you cast a *summon monster* spell of any level greater than *I*, you may choose to lower its effective spell level by one. This would make a *summon monster II* spell use all the relevant spell details of *summon monster I*. If you do this, you may select your summoned creature(s) from the list given for *summon nature's ally* instead. The list used is the one given for the degraded spell level. In addition, you gain the druidic class ability of Resist Nature's Lure. This does not stack if the ability is already possessed.

Wrathful Conjunction (General)

The creatures you summon arrive in a state of battle fury.

Prerequisite: Barbarian Rage as a class ability.

Benefit: You can choose to cast any *summon monster* spell as if it were one level lower than it is. This would make a *summon monster II* spell use all the relevant spell details of *summon monster I*, including its summoning chart instead of *summon monster II*'s. This reduced spell can then be further reduced to summon multiple creatures if you so choose, as is listed in the spell's description. The creature(s) summoned in this way benefit from the Rage ability as described in *Core Rulebook III*. They appear with this ability already active and it lasts until they are slain or the *summon*'s duration ends.

Verisimilitude (General)

You have an honest, unassuming attitude that others find little to take offence at.

Prerequisite: Charisma 14+.

Benefit: This feat gives a +1 circumstance bonus on Bluff and Diplomacy checks. This comes from your pleasant demeanour and seemingly likeable personality, whether or not such immediate assumptions are accurate or not. In certain instances, the Games Master may choose to increase or negate this bonus depending on how much of a factor honesty can play in a given situation.

CONJURATION SPELLS

Of course, all of the incredible potential of the conjuration school is meaningless without the spells to express it. Summoning, calling and creation are diverse enough elements that it could take dozens of books to thoroughly explore their many applications. While a conjurer might be satisfied with a collection of *summon monster* spells, he is denying himself the true power of his school if he limits himself to them.

CONJURATION MAGIC

In the spells below, please note the use of two new descriptors - Prime and Hanging. The Prime descriptor indicates a spell that uses the field of power between the caster and the prime material plane to generate its effects. As such, the spell does not work if cast in a dimension other than the prime or if the caster is in a physical state other than corporeal. Outsiders can use Prime spells without difficulty, provided they are on the prime material plane when they do so and are corporeal at the time. Creatures who lack corporeality cannot use Prime spells at all, even if they can and do use Manifestation at the time of casting.

Hanging spells are cast when an arcane spellcaster first prepares or regains his spell slots. These spells then remain 'active' throughout the rest of the day, awaiting only a single word to perform their full effect. While hanging, they count as current spell effects and maybe dispelled normally. Speaking the activation word is a free action that can be taken even if it is not the caster's turn as long as he is not flatfooted at the time. Hanging spells count as spent spell slots and are instantly negated without effect if the spellcaster refills that spell slot for any reason, even through the use of an item like a *ring of wizardry*. The casting time for any hanging spell is one minute per spell level unless otherwise noted. If the hanging spell

is cast from a scroll, it remains in effect for 24 hours, at the end of that time, it fades if it is not used.

It has taken weeks of argument, but the council has agreed to let me proceed with my proposal. The weapons that vex them so much have to be subject to some kind of magic and my speciality may provide the answer to neutralise this threat. I wish I knew what made them so terrified of these 'swords', but it is enough to know I will be paid handsomely for the blades when I deliver them. My master's special spell should suffice along with a description of each weapon. This will be difficult, but oh, the reward! Conjurer to the Council! I'll be famous!

Last entry in a journal found on a slain mage, name unknown



CONJURATION SPELLS

Apportation

Conjuration (Summoning, Hanging)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: Special

Range: Personal

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

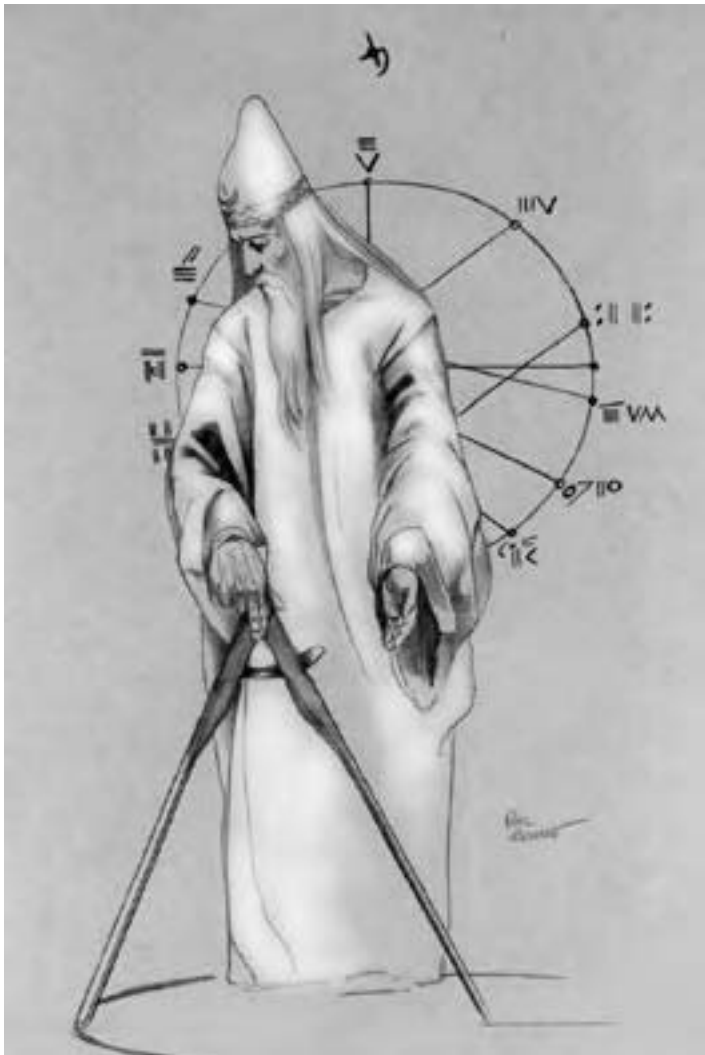
Spell Resistance: No

This spell is actually cast when you prepare your spells or when you regain your spells, depending on your manner of magical recovery. The focus of *apportation* is any object weighing less than two pounds per caster level that you can physically hold and carry. This focus does not have to be of any special quality, but it does need to bear a special symbol placed by you through the use of

arcane mark. A magical item can be used as the focus if desired.

At any time within 24 hours, you can speak a single word and the object instantly teleports from its location to your hand(s). This is a free action and can be done even on another being's turn as long as you are not flatfooted. The object can be anywhere within 1 mile per caster level and be summoned with *apportation*. If the object is outside this distance, the word fails but the spell is not lost.

While this spell is hanging, it counts as a used spell slot or cast spell. If the slot is replaced or refreshed in any way, the *apportation* is lost and must be recast. As with most hanging spells, the true casting time for *apportation* is one minute and it is ruined and lost if there are any interruptions during its casting.



Bind Guardian I

Conjuration (Calling)

Level: Sor/Wiz 1

Components: V, S, XP

Casting Time: 1 minute

Range: Close

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This spell is identical to *summon monster I*, using the same summoning chart and material components as those shown in *Core Rulebook I*. The casting time is as listed above however, and the creatures summoned only appear for a single round instead of the spell's normal duration. During that time, the effects below occur. The summoned creatures are motionless and do nothing during this round, disappearing without further effect if they are attacked or the *bind* fails.

The summoned target of the *bind guardian I* spell must make an opposed Will saving throw against you or be bound to your service in much the same way as an animal companion. If the spell tries to bind multiple creatures, they all receive a single

saving throw; failure binds them all. A willing subject may voluntarily fail this save, but targets are generally hostile to the idea of remaining permanently with you. You can only have twice your arcane caster level in Hit Dice worth of guardians at one time. If the spell affects multiple creatures from one casting of *bind guardian I* and any are slain thereafter, the survivors must all be released before replacements can be bound. An additional limitation of this spell is that while you have bound guardians, you cannot prepare or cast the *summon monster* spell used to summon them until they are released.

At the caster's option, the guardians can be assigned (at the time of binding) to another individual, but they still count towards your total number of Hit Dice available and the decision cannot later be changed without releasing them first.

The experience cost for this spell is 100 XP, only half of that is paid if the targets of the spell are not successfully bound. Even though this is a calling spell, the *magic circle* used during its casting is automatically successful and the creature summoned cannot attempt to test it.

Bind Guardian II

Conjuration (Calling)
 Level: Sor/Wiz 2
 Components: V, S, XP
 Casting Time: 1 minute
 Range: Close
 Duration: 1 round
 Saving Throw: Will negates
 Spell Resistance: Yes

Identical to *bind guardian I*, but this uses the summoning chart for *summon monster II* and the experience cost for successful binding is 200 XP, half if the spell fails.

Bind Guardian III

Conjuration (Calling)
 Level: Sor/Wiz 3
 Components: V, S, XP
 Casting Time: 1 minute
 Range: Close
 Duration: 1 round
 Saving Throw: Will negates
 Spell Resistance: Yes

Identical to *bind guardian I*, but this uses the summoning chart for *summon monster III* and the experience cost for successful binding is 300 XP, half if the spell fails.

Bind Guardian IV

Conjuration (Calling)
 Level: Sor/Wiz 4
 Components: V, S, XP
 Casting Time: 1 minute
 Range: Close
 Duration: 1 round
 Saving Throw: Will negates
 Spell Resistance: Yes

Identical to *bind guardian I*, but this uses the summoning chart for *summon monster IV* and the experience cost for successful binding is 400 XP, half if the spell fails.





CONJURATION SPELLS

Bind Guardian V

Conjuration (Calling)
Level: Sor/Wiz 5
Components: V, S, XP
Casting Time: 1 minute
Range: Close
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

Identical to *bind guardian I*, but this uses the summoning chart for *summon monster V* and the experience cost for successful binding is 500 XP, half if the spell fails.

Bind Guardian VI

Conjuration (Calling)
Level: Sor/Wiz 6
Components: V, S, XP
Casting Time: 1 minute
Range: Close
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

Identical to *bind guardian I*, but this uses the summoning chart for *summon monster VI* and the experience cost for successful binding is 600 XP, half if the spell fails.

Bind Guardian VII

Conjuration (Calling)
Level: Sor/Wiz 7
Components: V, S, XP
Casting Time: 1 minute
Range: Close
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

Identical to *bind guardian I*, but this uses the summoning chart for *summon monster VII* and the experience cost for successful binding is 700 XP, half if the spell fails.

Bind Guardian VIII

Conjuration (Calling)
Level: Sor/Wiz 8
Components: V, S, XP
Casting Time: 1 minute
Range: Close

Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

Identical to *bind guardian I*, but this uses the summoning chart for *summon monster VIII* and the experience cost for successful binding is 800 XP, half if the spell fails.

Bind Guardian IX

Conjuration (Calling)
Level: Sor/Wiz 9
Components: V, S, XP
Casting Time: 1 minute
Range: Close
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

Identical to *bind guardian I*, but this uses the summoning chart for *summon monster IX* and the experience cost for successful binding is 900 XP, half if the spell fails.

Call Darkness

Conjuration (Creation, Shadow)
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 feet + 5 ft./level)
Area: 20-foot burst
Duration: 1 round per level
Saving Throw: Reflex half
Spell Resistance: No (See below)

You open a momentary gate to the Shadow and negative energy planes, bringing forth a billowing sphere of darkness at the desired point in range. This darkness is also extremely cold and drains some of the life of anyone caught inside it. The burst created by this spell obstructs the line of sight and cannot be seen through, even with darkvision. Anyone who succeeds at a Reflex save only suffers half of the effects below and is immediately moved to the nearest edge of the darkness burst.

Those caught in the spell's effect suffers 2d6 hit points of cold damage and 1 point (none on a successful Reflex save) of temporary Constitution damage for each round spent in the area of effect.

If the spell is centred on a specific target, he gets no initial Reflex save at all and must suffer the normal spell effect for the first round. In this case, Spell Resistance does apply and, if successful, the *call darkness* is negated without manifesting at all.

Material Components: A black gem worth at least 100 gold pieces and a two-inch square of black silk.

Call Energy

Conjuration (Creation, Variable)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 feet + 5 ft./level)

Area: 20-foot burst

Duration: 1 round per level

Saving Throw: Reflex half

Spell Resistance: No (See below)

As *call darkness*, except the burst created is a roiling mass of pure energy of the descriptor type chosen at the time of casting. Like the darkness effect, this burst blocks line of sight. You can choose fire, acid, sonic, cold, or electricity; the sphere inflicts 1d6 for every two full caster levels of the chosen energy type to any target within the burst each round. You can also choose to centre the spell on a target as noted in *call darkness*.

Material Components: A gem worth 100 gp and two-inch square of silk of a colour appropriate to the type of energy called. This can be red, yellow, or orange for fire, white or blue for cold, green for acid, clear or grey for sonic, or purple for lightning. The Games Master may assign other colours at his discretion.

Call Radiance

Conjuration (Creation, Light)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 feet + 5 ft./level)

Area: 20-foot burst

Duration: 1 round per level

Saving Throw: Reflex half

Spell Resistance: No (See below)

As *call darkness*, except the sphere of brilliant light created by the spell is a blinding flare that lingers and flares for the spell's entire duration. Those caught in the area of effect suffer 1d4 per caster level up to 5d4 total and must make a Fortitude save or be *dazzled* for ten rounds. Success at this save reduces the *dazzle* effect to one round. As with *call darkness*, you can centre its effect on one target. If you do, that target must make an additional Fortitude save. Failing this save *blinds* the target for one hour while his eyes recover. Of course, the *blind* and *dazzle* effects do not function on beings without eyes.

Material Components: An opal or pearl worth 100 gp and a two-inch square of pure white silk.



CONJURATION SPELLS

Craft Material

Conjuration (Creation)
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 minute
Range: Touch
Target: Tool touched
Duration: Instantaneous
Saving Throw: None (harmless)
Spell Resistance: No

This basic conjuration is extremely useful to craftsmen and tradesmen. By touching the spell's focus, a masterwork set of crafting tools, you summon material appropriate to the tools into your presence. This spell can summon stone, wood, iron, parchment or clay in quantities equal to 1 cubic foot (or full sheet in the case of parchment) per caster level. For this spell to work, the material in question must exist unattended within 1 mile per caster level of your location. Iron may exist as smelted ingots or unprocessed ore within the same area. Materials will appear prepared for use, in block, ingot, board or sheet form. Care must be taken when casting this spell near a town or city, as the materials may be taken from someone else's possession.

Dimensional Rift

Conjuration (Creation)
Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Very Long (250 feet + 20 ft./level)

Area: A pair of 5-foot wide circular gateways

Duration: 1 round/level (D)

Saving Throw: Reflex avoids

Spell Resistance: Yes (See text)

You call into effect a pair of linked portals that can appear anywhere within the spell's range. Travel through these gates can be achieved in any direction and instantly teleports the creature from one gate to the other, disorienting them as per the spell *dimension door*. Any creature that does not wish to be transported can make a Reflex save to avoid the portal or check against their Spell resistance, if any. Successful resistance disrupts both gates without further effect. You can freely travel through these portals without disorientation. The portals created are quite visible and shed a coloured light within a 10-foot radius.

Dismissive Glance

Conjuration (Calling, Prime)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Close (25 feet + 5 ft./level)

Target: One creature of Large size or smaller

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes



This spell gives your gaze a magical power that is resolved as a ranged touch attack, taken immediately after casting. Choosing a being in range and in less than half cover that you can trace line of sight to. The target makes a Will save if struck. Failure sends the creature physically to the astral plane immediately, keeping it there for 1 round per caster level even if it normally has the abil-

ity to travel the planes. A successful save avoids this fate but the stress of resisting the conjuration causes 1d6 points of subdual damage per caster level (maximum of 5d6).

Echoing Call I

Conjuration (Summoning, Hanging)

Level: Sor/Wiz 7

Components: V, S

Casting Time: Special

Range: Special

Duration: 3 rounds (See text)

Saving Throw: None

Spell Resistance: No

The word that activates this hanging spell is added when you cast a *summon monster I, II, or III* spell. This does not significantly alter the spell's casting time. The *summon* spell occurs normally, summoning what you desire from the appropriate choice. *Echoing call* does not apparently do anything until your turn comes up the round after you complete the *summon monster* spell. Then, the same type of creature(s) summoned appear again anywhere you wish within 30 feet. The same thing happens the next round and the one after that, essentially quadrupling the power of the original *summon monster* spell.

The *echoing call* remains active until its three additional summons finish. If you are dispelled during this time, all of the monsters summoned with the *call* instantly vanish and no further summonings occur. Once all three summoning echoes occur, the spell ends and is not vulnerable to *dispel* any longer. All of the extra creatures brought about by this *call* disappear if for any reason the original creatures from the *summon monster* do, including the end of the *summon's* duration.

Casting *echoing call I* costs 100 XP, but these are only paid when the spell first activates. If the spell is *dispelled* before being used, not cast or is lost because its slot gets refilled, the 100 XP are not spent.

Echoing Call II

Conjuration (Summoning, Hanging)

Level: Sor/Wiz 8

Components: V, S

Casting Time: Special

Range: Special

Duration: 3 rounds (See text)

Saving Throw: None

Spell Resistance: No



CONJURATION SPELLS

Similar to *echoing call I*, except that it is cast with *summon monster IV*. All other spell details remain unchanged except experience cost, which increases to 200 XP.

Echoing Call III

Conjuration (Summoning, Hanging)

Level: Sor/Wiz 9

Components: V, S

Casting Time: Special

Range: Special

Duration: 3 rounds (See text)

Saving Throw: None

Spell Resistance: No

Similar to *echoing call I*, except that it is cast with *summon monster V*. All other spell details remain unchanged except experience cost, which increases to 300 XP.

Girding Call

Conjuration (Summoning, Hanging)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: Special

Range: Personal

Duration: Instantaneous

Saving Throw: Will Negates (harmless, object)

Spell Resistance: No

As *apportation*, but the spell has its effective weight limit increased to five pounds per caster level and the focus can be any number of objects that can be held, worn, or wielded as long as the total weight is within the mentioned limit. When the *girding call* is cast, it summons the items, which appear held, worn or wielded in any way the caster wishes as a free action. This allows the caster to instantly go from unclad to fully garbed and armed with a single word. As with *apportation*, magical items can be used for foci.

There is an alternate way to cast this spell. If done this way, it is not a hanging spell and takes five minutes to cast. What this form of the spell does is attempt to summon any one item within the above weight limit. The caster has to have a clear description of the item or have seen or touched it personally. He must make a Will save to succeed at this summoning. The DC for this save is 20 for

a touched item, 25 for having seen it, or 30 if only a description is known. The DC is increased by five if the item is attended. If the save is failed, the spell fails. If the item is attended, it automatically gets its attendant's Will save to resist this teleportation. If the spell fails, the attendant knows what attempted to happen and gets a general idea of distance and direction to the *call's* caster.

Greater Creation

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Special (See text) (D)

Saving Throw: None

Spell Resistance: No

This spell duplicates the effects of *major creation*, but the duration is greatly increased. Double the duration on every category of item except vegetable matter, stone, crystal, and base metals. Vegetable matter created is permanent and the duration of the spell is considered instantaneous in this regard. Stone, crystal, and base metals created exist for one full day per caster level. Also, multiple objects of any material allowed can be created as long as they are related in some significant way (tools in a set, chess pieces, coins, etc.).

In addition to these effects, items created are considered masterwork if the caster possesses five ranks or more in an appropriate Craft or Profession skill.

Greater Infusion

Conjuration (Creation)

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./level)

Duration: One minute

Saving Throw: Fortitude negates (See text)

Spell Resistance: Yes (See Text)

As *lesser infusion*, except the energies used are much more potent. A pure channel of dimensional power opens between the caster and either the

upper or lower planes, transforming the appropriate creature(s) with the application of the half-fiend or the half-celestial template. As with the *lesser* version of the spell, the creature makes an opposed Will save immediately; success on its part frees it from control. The energies of this spell are too potent to be channelled through a familiar; it cannot be used as the *lesser* version can.

Focus: A lens of gemstone valued at 1,000 gp that has been exposed to the environment of the type of plane channelled for at least one uninterrupted month. This focus must be exposed to the same plane for one full day each year or it cracks and can never serve as a focus for this spell again.

Lesser Infusion

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./level)

Duration: 1 minute

Saving Throw: Fortitude negates (See text)

Spell Resistance: Yes (See Text)

You open a channel between the lower (or upper) planes and yourself. This channel has no immediate effect save to wreath you in either a black flickering aura or a blazing glow of pure white light. The next summoning or calling spell you cast that brings one or more creatures, assuming it is cast during the *infusion's* duration, uses the energy of this channel and binds it to these creatures.

If the creatures are brought forth by a summoning spell, they receive no save or Spell Resistance check, but the effect of the spell ends when the summoning duration ends. The bodies of the summoned beings incorporate at that time as they would if they were slain and the planar energies disperse into the air. A much more permanent effect occurs if the spell was a calling one. The creatures involved receive full benefit from a Fortitude save and Spell Resistance if they possess it. Failure to resist (or inability to do so) results in a drastic transformation.

This spell applies the fiendish or celestial template to the creature affected. Even summoned creatures not normally eligible for this template can be altered, though the duration in this case is only 1 round for each two full caster levels. If this special duration elapses before the summoned or called beings are released, they are immediately sent back to their home planes from the stress of the dimensional energies. Of course, if a summoned creature is already fiendish or celestial, there is no effect at all.

There is a risk to using this spell. As soon as the creatures appear and the template is applied, they receive an opposed Will save against you. If they succeed, the spell that summoned or called them is dispelled and they return home. In the case of a called being, this does not negate the template that remains as a permanent change. This spell can, however, be dispelled as if it were a *polymorph other* cast at your level.



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This spell has a special effect if cast during the ritual that calls a familiar. The familiar receives the opposed Will save as mentioned previously. If the familiar succeeds at the save, it does not transform or become bound to the caster's service. This causes a magical backlash that prevents the caster for obtaining any form of familiar for 1 full year. If the familiar fails the opposed save, it applies the template and becomes the caster's familiar.

Focus: A lens of gemstone valued at 500 gp that has been exposed to the environment of the type of plane channelled for at least one uninterrupted day. This focus must be exposed to the same plane for one full day each year or it cracks and can never serve as a focus for this spell again.

Planar Breach

Conjuration (Creation)

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Duration: 10 rounds

Saving Throw: Fortitude partial (object, see text)

Spell Resistance: None

An extremely dangerous spell, and one that knows no friends, *planar breach* tears open the barriers between the planes and forms a ragged rift of wild energies and destructive forces. Essentially, the spellcaster begins a powerful summoning spell and lets it go out of control after determining the focal point anywhere within range. At that point, a 10-foot long by 5-foot wide wall rips open and remains open for the entire duration of the spell. Every creature in range of the spell is moved 5-feet each round towards the rift with no save or Spell Resistance allowed to resist this pull. *Dimensional anchor* prevents the forced motion. Creatures holding onto fastened structures, such as walls, must make a Strength check DC 25 every round of the spell's duration to avoid being pulled towards the rift as described above.



If the movement of any creature for any reason takes it through this wall, it instantly disappears and must make a Fortitude save. Failure results in disintegration as massive dimensional stress tears them apart. Creatures and objects that succeed at the save are flung to a random plane as the violet layer of a *prismatic wall* and suffer 5d6 points of force damage from the rough travel. Immunity to disintegration effects prevents the possible death and force damage, but the plane travel still occurs. *Dimensional anchor* also prevents the disintegration or force damage, but the rift overwhelms it and planar travel still occurs.

You are *not* immune to any effect of this spell and can easily be killed by it. However, you can choose during the casting of *planar breach* to include a *dimensional anchor* effect on yourself and any single ally you

are in contact with. This raises the casting time to one full round.

Planar Promise

Conjuration (Calling)
 Level: Sor/Wiz 8
 Components: V
 Casting Time: 1 action
 Range: Close (25 ft. + 5 ft./level)
 Duration: 1 hour
 Saving Throw: None
 Spell Resistance: No

This spell is an extremely fast version of *greater planar ally*, based on a simple premise - desperation. When you cast *planar promise*, you contact your planar ally and make an oath to offer any service it requests in exchange for its immediate help. The service it requests cannot take longer than one hour to perform, as that is the amount of time it is charged to serve you via this spell and it cannot task you to anything self-destructive or suicidal. Other than those limitations, the entity can ask you for anything up to and including the surrender of any single item in your possession or owned by you in another location of up to 100,000 gp in value.

Casting this spell binds you as per the spell *geas* to do as you have promised. Willingly breaking this *geas* or allowing it to be broken or dispelled renders you unable to cast any calling spell until you fulfil your promise to the planar entity. Once you do, this limitation lifts and you are free to cast said spells again.

Note that no *magic circle* or diagram is required or useful when casting this spell. The Games Master is encouraged to make the return services for this spell costly and/or difficult, discouraging its casual use.

Power Word, Block

Conjuration (Creation, Force)
 Level: Sor/Wiz 2
 Components: V
 Casting Time: 1 action
 Range: Personal
 Duration: One round (See text)
 Saving Throw: None
 Spell Resistance: No

With the utterance of a single word, you conjure a waiting pulse of pure magical force. The next physical attack that would strike you is met with this force and deflected harmlessly. Only attacks that would have hit you are deflected this way, though the spell will act to save your familiar if it is in contact with you instead. For the purposes of this spell, any spell that requires a melee or ranged attack roll counts as a physical attack. Once cast, you may not choose to allow the next attack to hit without making an attempt to block it, nor can you suspend the protection to allow a beneficial spell that would normally be blocked.

Power Word, Deafen

Conjuration (Creation, Sonic)
 Level: Sor/Wiz 6
 Components: V
 Casting Time: 1 action
 Range: Close (25 ft. + 5 ft./2 levels)
 Target: One creature with up to 100 hit points
 Duration: See text
 Saving Throw: None
 Spell Resistance: Yes

You choose any one creature in range and speak a single word of power. If the target creature has 50 hit points or less, it is instantly struck deaf permanently. This has all of the effects of the *deafness* spell and can be cured the same way. Creatures with 51-75 hit points are deafened for one full day. If the target has more than 76 hit points, it is only deafened for 1d4+1 minutes. Of course, if a creature has more than 100 hit points, it cannot be targeted by this spell at all.

Power Word, Fear

Conjuration (Creation, Fear)
 Level: Sor/Wiz 3
 Components: V
 Casting Time: 1 action
 Range: Close (25 ft. + 5 ft./level)
 Area: Any number of creatures with up to 50 total hit points within a 15-foot radius sphere
 Duration: See text
 Saving Throw: None
 Spell Resistance: Yes

A single word echoes from you and fills the area of effect with an unsettling magical energy. All af-



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affected targets, beginning with the lowest hit points and adding another creature until the hit point limit is reached, act as if struck with the *cause fear* spell. Any creature with more than 20 hit points is only affected for one round, but weaker targets flee in panic as per the *cause fear* spell for 1d4+1 rounds.

Power Word, Pain

Conjuration (Creation, Force)

Level: Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Area: Any number of creatures with up to 75 total hit points within a 15-foot radius sphere

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A potent echo of agony accompanies your spoken word, shrieking through the spell's area of effect

and driving target creatures to their knees through the crushing force of overwhelming pain. The spell's targets, beginning with the lowest hit points and adding another creature until the hit point limit is reached, act as if struck with a *symbol of pain* spell and are considered prone for one full round after being affected. Unlike the *symbol* spell, this affect only lasts 1d4 rounds. If any given target creature has more than 30 hit points, it is only affected for 1 round and is not forced prone at all. Conversely, any target with fewer than five hit points in the area of effect dies instantly from agonising shock with no save possible.

Power Word, Push

Conjuration (Creation, Force)

Level: Sor/Wiz 1

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: Any creature with fewer than 20 hit points or any object under 50 pounds

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

The echo of this spell's single word strikes any applicable target creature or object you can draw line of sight and line of effect on. It does no physical damage, but the target moves immediately to the end of the spell's range in as straight a line as possible. If it collides with a solid object during this motion, both it and the object suffer equivalent falling damage equal to the distance travelled from the original position to where it impacted. The spell's imparted motion ends immediately if this occurs. If the impacted object is capable of doing so, it may make a Reflex save to avoid the *pushed* object or creature.

Power Word, Slumber

Conjuration (Creation, Sonic)

Level: Sor/Wiz 5

Components: V

Casting Time: 1 action



Range: Close (25 ft. + 5 ft./level)
 Duration: See text
 Area: Any number of creatures with up to 80 total hit points within a 15-foot radius sphere
 Saving Throw: None
 Spell Resistance: Yes

The inexorable power of sleep fills the area of effect when you speak this powerful word. The spell selects targets one at a time, beginning with the lowest hit points first and adding another target until it reaches its limit. If a new target creature would take the total over 80, that target is unaffected. Targets of this *word* are immediately knocked unconscious as per the *sleep* spell. Individual creatures with more than 40 hit points are only *slept* for 1d4 rounds. Creatures with 20 to 39 hit points are asleep for one minute, and weaker creatures are rendered unconscious until awakened or eight hours pass.

Rending Grasp

Conjuration (Calling, Prime)
 Level: Sor/Wiz 8
 Components: V, S
 Casting Time: 1 action
 Range: Close (25 ft. + 5 ft./level)
 Duration: Instantaneous
 Target: One summoned creature or outsider
 Saving Throw: Fortitude half
 Spell Resistance: Yes

Although this qualifies as a calling spell, it does not involve a diagram or *magic circle* trap. Instead, it uses the same power that a calling spell channels to inflict incredible damage against an outsider or summoned creature. You reach out, invoke the spell and attempt to call the target creature to your presence. However, halfway through the spell, you simply release the binding energies to the ether and let the target's physical substance unravel before it arrives. This is sheer agony for the target, which suffers damage equal to its current hit point total if it fails a Fortitude save. Succeeding at the save results in half this damage. No form of damage reduction or resistance effect miti-

gates this damage, though a *dimensional anchor* spell negates the *grasp* completely. If the target survives this spell, it appears five feet from you in any direction it chooses.

Song of Farsending

Conjuration
 Level: Sor/Wiz 9, Bard 6
 Components: V
 Casting Time: 1 round
 Range: Personal or Touch
 Duration: Instantaneous
 Saving Throw: Will negates
 Spell Resistance: Yes

This spell actually requires a Perform (singing) check to cast due to the complex vocal sounds it draws upon for its effect. The DC for this check is 10, 15 if cast in combat. The target of this spell, which may be you or any other being you can touch (possibly requiring a melee touch attack in combat), is instantly transported to any place



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you have been before, even if this requires planar travel. The *song* transports the target, its familiar if any, and up to 10 pounds of non-living equipment per caster level. There is no chance of error with arriving and if a physical obstruction is in the arrival point, the spell moves the target as far as needed in the shortest possible straight line to an unobstructed space.

If the transported target is currently in command of summoned or called creatures, they are all transported with him, appearing within 5 feet of him when they all materialise. This can make the *song* a very powerful spell in the repertoire of a conjurer.

Summon Familiar

Conjuration (Calling)

Level: Sor/Wiz 1

Components: V, S, M



Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Effect: One summoned familiar

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This is a simple spell that instantly transports the caster's familiar to him from anywhere within one mile per caster level. The familiar can resist this call, but will not do so under normal circumstances. If the familiar does resist the call, the caster instantly knows why and can release the spell without losing it or spending the spell slot it occupies.

Material component: A piece of fur, a scale, or other innocuous part of the familiar to be summoned.

Wave of Unbinding

Conjuration (Prime)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: 5 feet

Area: Wave 30 feet wide, 120 feet long

Duration: Instantaneous

Saving Throw: None (See text)

Spell Resistance: No (See text)

A powerful tool both for and against conjuration magic, the *wave of unbinding* unravels the energies that bind conjured beings and objects to the prime material plane. Any summoned or called creature within the spell's area of effect is automatically returned to its home dimension, disappearing instantly. Created items with a finite duration within the wave are instantly dispelled. Even outsiders on the prime material plane through their own power or spell effects must make a Reflex save to avoid the wave's dismissal. Failure sends them back to their home plane, though it has no continuing effect afterward.

Summoned creatures unbound by this spell are treated as if they were slain; they are dissipated and cannot be summoned again for 24 hours. Called beings and dismissed outsiders are not negatively affected, though they may be irritated or grateful to the caster of the *wave* depending on circumstance.

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A spellcaster who focuses his efforts on conjuration usually finds most of his needs met by the creatures called up by his spells. Permanently enchanted items are not as important to a master of conjuration as they might be to other mages. This is not to say that he cannot benefit from such treasures, however. In fact, the art of conjuration can be greatly enhanced by certain items. A conjurer with one of the elemental summoning devices can dedicate the spell he would have used for that elemental to another purpose. This makes spellcasting more efficient and that makes the conjurer more formidable.

Not every magical item is about power, of course. Some magic exists to make life easier, more pleasant, or simply more fun. A conjurer will find several items below do just those things. While a *banner of allegiance* will probably never win a battle or slay a dragon, it shows a certain style for the mage who uses one. Ultimately, any high-level character can kill their enemies. It is the one who uses a *bracelet of foe charms* or a *slate of remembrance* that gets to take a great story home with him at night.

ARMOUR OF FELLHUNTING

Armour imbued with this special property is normally created when foul creatures from the lower planes threaten to overwhelm the prime material. Wrought of shining silver and inlaid with glowing runes of protection, *armour of fellhunting* is a powerful

boon for those who must stand against the forces of darkness. This armour comes in three qualities, lesser, greater, and true. *Lesser armour of fellhunting* protects the wearer with a constant *protection from evil* effect. *Greater armour of fellhunting* also emits a constant *magic circle against evil*, allowing the wearer and his allies to freely pass or attack in and out of the circle without disrupting it.

The *true fellhunting* power is incredibly powerful. It emits a *magic circle* as the *greater* property, but instead of a *protection from evil* effect for the wearer, *armour of true fellhunting* provides a constant *shield of good*, as per the spell *shield of law* but with all mentions of chaos replaced with the evil descriptor.





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Disturbingly for the powers of light, certain abyssal and infernal beings have discerned the methods of creating this armour. A form of black iron plate armour engraved with blood-red runes of foul magic has been seen on some blackguards and evil warriors. This *armour of brighthunting* is a fearsome bane to the forces of good everywhere.

Caster Level: 3rd, 9th, or 15th respectively;
Prerequisites: *protection from evil*, *magic circle*, and/or *shield of law*, creator must have a good alignment; *Market Price:* +1 bonus for *lesser*, +3 bonus for *greater*, and +5 for *true fellhunting*.

BANNER OF ALLEGIANCE

A silver staff with a crossbar on one end, the *banner of allegiance* has a long silk pennant attached to the crossbar. By silent act of will, the holder can change the pennant to bear his personal sigil or family crest. If the bearer does not have one, the *banner* will not function, but this is easily rectified by simply creating one for use. The *banner* does not care if the crest it shows is official or not, merely that the wizard identifies with it personally.

When the bearer of the pennant casts a *summon monster* spell that conjures multiple creatures, the magic of the banner activates. Each monster appears with the summoner's crest or symbol displayed somewhere on its person. This glowing mark is clearly visible and fills the creatures with a sense of camaraderie. For the duration of their summoning, the monsters have a +1 morale bonus to attack rolls and saving throws. The *banner of allegiance* can affect multiple summoned groups at once, so long as they all originate from the same holder. If the bearer loses contact with the banner, the marks all vanish and the bonus ends instantly. Even if contact is regained, the mark does not return to existing creatures.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Items, *bless* or *Inspire Confidence* as a class ability; *Market Price:* 12,500 gp.

BRACELET OF FOE CHARMS

Appearing as a golden chain-link bracelet with seven hoops for charms, this item strongly resembles a *bracelet of friends*. This item is made with no charms on it to begin with. When commanded to do so by an arcane spellcaster as a standard action, the *bracelet of foe charms* surrounds the hand that wears it in a golden glow. This glow can be used once as a touch attack and forces any Huge or smaller living creature struck to make an immediate Will saving throw against a DC of 18. Failure causes the target to vanish and a

When he could think again, Jestin climbed out of the ditch and looked around. The ground was littered with tangled corpses and broken weapons. The deva had done an impressive job, slaying the entire horde of orcs without getting so much as one hair out of place. He shuddered to think what these orcs must have felt as the glowing spirit of wrath descended upon them. Then his eyes hardened as he recalled the guardsman they had done the same to. His broken body lay in a shallow grave dug by Jestin's hands. No, there would be no mercy in his heart for these savages. Not today.

He pushed his dark thoughts aside and set about the grisly task of looting. He did not truly feel ghoulish about it, since it was likely anything these orcs had was stolen to begin with. The first step was a sweep over the battlefield with a detection spell. Only one thing appeared to be magical, and he made his way past the sea of blood and severed limbs to find it.

It was a strange amulet, tied in the hair of an orcish brute on the same cord as a dozen human ears and a collection of tiny bones. After examining the clay disc for a moment, his eyes widened. He recognised the symbols in this token. If the orcs had known its identity, the battle would have gone quite differently. With a sinking feeling at how poorly that could have gone for him, he pocketed the seal and decided to vacate the area. He had lost his taste for scavenging and a town was not far from here.

A warm bowl of stew and a warmer bed sounded really good right now.

tiny golden statuette of them appears in one of the charm hoops.

Targets can remain indefinitely as charms, but only seven charms can exist at once. A charm can be pulled from the bracelet and used to conjure the creature that it represents in the same way as a *bracelet of friends*. Once used in this way, the hoop for that charm disappears and cannot be regained. When a target reappears by the use of its charm, it is considered to be a summoned creature and remains under the *bracelet* wearer's control for 7 rounds. After that time, the creature becomes free-willed again and loses the summoned status. It does not, however, return anywhere and may be remarkably annoyed with the wearer.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Items, *planar binding*, *polymorph any object*; *Market Price:* 19,500 gp.

CRUCIBLE OF CONJURATION

This magical tool, resembling a small cauldron and matching stand holds a heating or cooling source as the user requires. *Crucibles of conjuration* are usually made of fine steel or mithral, with jewels inset around the rim of the cauldron and the stand. The *crucible's* stand holds a large quartz crystal that generates exactly as much heat or cold as commanded and maintains that temperature for any length of time stipulated. As such, it is an excellent tool for any alchemy and adds a +2 circumstance bonus on any such checks made during the creation of alchemist items.

The true power of a *crucible* becomes evident when used by a spellcaster with the Brew Potion or Craft Wondrous Item feat. Once per day, the *crucible of conjuration* can be used to create a special oil. This oil is imbued with the power of a *summon monster* spell the user wishes to cast into the *crucible*. This process takes one full hour and costs 500 gp in materials per spell level of the *summon*. The creator must also pay 50 XP per level of the *summon monster* spell.

The oil created by the *crucible* is bottled immediately after being made and can be used as

a grenade-like missile weapon in the same manner as holy water. Any creature or creatures (this choice is made by the creator of the oil at the time of its making) that could be summoned by the imbued spell appear as close to the point of impact as possible. If the oil strikes an appropriate target, the creature can take a free grapple attack upon appearing.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *summon monster IX*; *Market Price:* 52,000 gp.

ETERNAL BALM

The cream of this light, odourless balm makes an item created with *minor* or *major creation* permanent. Each jar of *eternal balm* contains 4 doses when first made. Each item treated with the *balm* requires one dose per cubic foot of material. Precious metal, gems, adamantine and mithral all require an extra dose to make them permanent. Note that gems and precious metals made permanent in this way cannot be used as spell components.

Caster Level: 9th; *Prerequisites:* Brew Potion, *permanency*; *Market Price:* 12,000 gp.

GATEREAVER

A greataxe of impressive size and heft, *Gatereaver* is an ancient weapon forged in the cosmic fires at the core of all realities, or so the legends say. Whatever its origin, *Gatereaver* displays extraordinary might and is not a weapon to be wielded lightly. Even its appearance speaks of power, from its rippling steel blade to the dozens of gems that decorate its haft. The whole weapon is surrounded in an aura of dimensional energy, which is constantly changing hue and intensity. At its brightest, *Gatereaver* seems to be alive with a prismatic tempest of fire, lightning and blazing light. The patterns in the axe's blade are ever changing, though they have no known meaning in any language.

Where *Gatereaver* goes, chaos and upheaval follow. The wielder of this greataxe is always a foe to be feared, as it can guide the hand that holds it regardless of the wielder's actual skill. Its array of magical powers are impressive, but the weapon



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is feared most for the ability that gives rise to its name; the edge of *Gatereaver* tears open reality and cleaves rifts into other dimensions.

Gatereaver is also fearsome in that the artefact does not seem concerned with any purpose it serves. It can slaughter a village of innocents as easily as it protects a paladin's castle from a demonic siege. As uncaring as it is potent, *Gatereaver* is a weapon for epic struggles and titanic conflicts. Wise is the wielder who casts it aside after the battle is done. Wiser still is the wielder who cuts a hole with *Gatereaver* and casts the accursed blade into it immediately.

Gatereaver acts as a +5 keen greataxe of *throwing* and *returning*. The weapon acts as *bane* against any outsider it strikes, regardless of alignment. By silent act of will, *Gatereaver* can ignite itself with dimensional flames. These flames do 2d6 additional damage per strike and no form of defence except *dimensional anchor* or immunity to disintegration effects will reduce or negate it.



Gatereaver's wielder attacks at a minimum Base Attack Bonus of 15 unless he possesses a better one already.

By swinging *Gatereaver* vigorously through the air and wishing the blade to do so, the wielder can rend open a *gate* as per the 9th level spell of the same name. This gate is to a random plane unless the wielder wishes to be specific. The wielder has a 5% change per character level of breaching the desired plane if this is attempted. Like the spell *gate*, the wielder can call forth a planar being from this rift, which remains open for 1d10 rounds before closing in any event.

The wielder can use this power in the midst of an attack as well. If the successfully struck target, which must be Huge or smaller, succeeds at a Fortitude save against a DC 21, it is merely flung into the rift as it opens after suffering the attack's damage. If the save fails, the cosmic power of the axe tears him to shreds in the violent, whirling chaos between shorn realities. Using this ability, whether as part of a melee attack or not, as noted above, is a full-round action.

Gatereaver can also be used to rend open reality at the point of a thrown impact. This rips apart the boundaries between the prime material and the astral plane, resulting in a *disintegration* effect against whatever is struck. The DC for this save is 16 and all relevant details of the spell apply. This use of the axe's abilities requires a full attack action.

HORN OF ECHOES

A silver horn, chased in gold, the *horn of echoes* is blown for two full rounds just before casting a *summon monster III* spell. The spell is affected as if the spell *echoing call I* had been cast. Unlike the spell of the same name, this *call* cannot be dispelled once it begins. Using a *horn of echoes* does not require a Perform check, but if the user wishes to, success at a Perform check (DC 25) after one round of blowing the horn obviates the need for a second round. A *horn of echoes* can be used as often

as desired, but every use after the first during the same day carries a cumulative 10% chance of it shattering and becoming useless.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Items, *echoing call I*, creator must have 5+ ranks in Perform; *Market Price:* 27,500 gp.

KUKRI OF BINDING

This single-edged angled dagger is crafted of silver and iron in a braided pattern and hammered into a single blade. The handle is ivory and bears complex magical rune work. In the hands of someone without the ability to cast conjuration magic, it merely acts as a +2 *kukri*. Wielded by a spellcaster with the ability to realise its full potential, the *kukri of binding* becomes much more.

A spellcaster capable of casting conjuration spells can wield the *kukri* as a +3 *outsider bane kukri* and he does not suffer a non-proficiency penalty when doing so. The wielder can instead choose to suspend the *bane* ability and attempt to bind an outsider struck by the weapon. This is a dangerous gamble, because failure at this attempt renders the outsider immune to binding, calling or *dismissal* type magicks for 24 hours afterwards.

To attempt to bind an outsider, the wielder must make a successful melee attack with the *kukri*. The outsider then makes an opposed Will saving throw against the wielder. If this save fails, the outsider is bound as if by the spell *greater planar binding*. The target is rooted to the spot; treat this effect as a containment diagram that is automatically successful. The wielder of the *kukri* can then barter or demand service as the spell allows. The *kukri* can only bind one creature at a time, losing the power to do so until the current victim has performed its service and departed. Even free-willed outsiders are empowered with the ability to return to their home planes after rendering service to the wielder; this is an effect of the *kukri*.

MANTLE OF SANCTUARY

A spellcaster clad in a *mantle of sanctuary* does not need to fear attack from creatures that escape from his own containment diagrams or *magic*

circles. Instead of attacking the wearer, such beings are immediately empowered to return home and opt to do so through the power of the *mantle*. Escaped beings get no saving throw or Spell Resistance to avoid this effect unless they have more Hit Dice than the wearer's caster level. If so, they may make a Will save against a DC of 20 + 1 per day of captivity. If the wearer of the *mantle* attacks the creature during its escape or beforehand, he receives no protection at all and must suffer the attack as normal.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Items, *magic circle* or *sanctuary*; *Market Price:* 2,500 gp.

MANTLE OF MASTERY

This fine mantle, normally worn over normal clothing or robes, imparts remarkable powers over bound outsiders and summoned monsters to the spellcaster that dons it. As a full round action, the wearer can try to exert *mastery* over any single summoned or called creature within 30 feet through an opposed Will save against it. This creature can be one of the wearer's own conjurations or someone else's, though he receives a +2 circumstance bonus to the save if he conjured the target in question. A failed *mastery* attempt turns the creature against the wearer immediately.

If the check succeeds for the wearer, the target is considered his for the duration of the spell that conjured it. This acts as *dominate monster* and can function regardless of the target type. If the creature exists for an indefinite duration (such as one conjured through *lesser planar binding*), the domination lasts one hour and must be rechecked if the wearer wishes to retain control thereafter.

Caster Level: 13th; *Prerequisites:* *dominate monster*, *lesser planar binding*; *Market Price:* 25,000 gp.

ORB OF THE HEAVENS

A glowing sphere of seemingly solid light, the eight-inch-wide *orb of the heavens* serves as a link to a celestial being from the upper planes. This celestial cannot manifest directly on the prime except through a physical host - the holder of the *orb*. The Games Master determines the



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exact personality of this celestial, but when the *orb* is used, it merges spiritually; this creates an amalgam of its own personality and that of the user. This can be quite a roleplaying challenge, but the rewards are considerable.

Once per day for up to one round per character level, the holder of the *orb* takes on the half-celestial template. When this occurs, the orb disappears into the merged being. This combination cannot be *dispelled*, but a *banishment* or similar effect ends the duration of the merger instantly and causes the orb to manifest again. As a side effect of the powerful energies in the *orb*, it constantly radiates a *bless* effect while solid and exposed to light of any kind.

Unfortunately, there exists a dark shadow to this glorious item - the *orb of the damned*. This looks like coalesced darkness or sometimes like a sphere of glowing blood. As one might presume, the *orb of the damned* lets the user take on the half-fiend template.

Regardless of form, the *orb*'s user always manifests wings and has his alignment shifted one step towards good or evil along that axis, depending on the type of *orb* used. This is a permanent change that only occurs the first time the *orb* is used, though further exposure and willing use of the *orb* may facilitate further alignment shifts as the Games Master deems appropriate.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Items, *greater planar binding*, *magic jar*; *Market Price:* 150,000 gp.

POTION OF INTENSITY

This incredible magical liquid is consumed the round before casting a *summon monster* spell of any level. The spell can only summon a single creature for this potion to be effective. The monster that appears will be at full hit points for its Hit Dice, receives a +4 enhancement bonus to Strength and Dexterity, a +2 deflection bonus to all saves, and a +1 morale bonus to all damage rolls.

Also, the creature cannot be *dispelled*, *banished* or *dismissed* by any means. On the down side, the duration of the *summon monster* spell is

halved and cannot be enhanced or extended by any means. At the end of this halved duration, the monster is dispelled automatically and returns from whence it came despite any effect to bind or retain its services. The creature is considered to be dissipated as if slain and cannot be summoned again for 24 hours.

Caster Level: 11th; *Prerequisites:* *Tenser's transformation*; *Market Price:* 1,500 gp.

SLATE OF REMEMBRANCE

Created originally by a mage with a serious tendency to hold grudges, this one-square-foot black slate board is bound in a frame with ash wood and silver corners. When any outsider successfully damages the person carrying the *slate* with a weapon, unarmed attack or spell, the *slate* records the being's most commonly used name in indelible chalk using very elaborate handwriting. There is only room on the slate for one name, and if another outsider does the bearer damage, the previous name is erased in preference of the new one.

By holding the *slate* and speaking the name on it, the bearer can cast whichever version of *planar binding* it takes to summon that outsider to him. As this is a calling spell, the bearer would be prudent to have a *magic circle* and containment diagram ready. Once the name on the *slate* is used, it erases itself completely and is ready to be used again.

Caster Level: 15th; *Prerequisites:* Craft Wondrous Items, *greater planar binding*, *true seeing*; *Market Price:* 42,000 gp.

THEURGICAL TALISMANS

These tiny wooden objects were initially created by druidic ritual, but arcane spellcasters have learned the art of their construction as well. Crafted to augment summoning spells, *theurgical talismans* can be very potent when used wisely, but they have the potential to disrupt arcane spellcasting if not handled carefully. Perhaps owing to their original intent, these *talismans* do not disrupt divine summoning spells at all.

Talisman	DC	Spell or Effect	Price
Ash	20	All creatures summoned gain <i>undead bane</i> on all of their natural and weapon attacks (+2d6 damage).	2,500 gp
Birch	18	All creatures summoned gain Smite Evil once. Cannot be used if the summoning is an evil spell.	900 gp
Elder	20	All creatures gain Fast Healing 5.	2,000 gp
Hawthorn	25	All creatures gain Sunder as a feat and gain an enchantment bonus of +5 to hit and damage. If use of this <i>talisman</i> fails, the creatures turn on the summoner instead.	4,000 gp
Ironwood	25	Summoned creatures gain <i>stoneskin</i> at the 9 th caster level of ability.	3,500 gp
Mistletoe	22	Spell summons one additional creature.	3,000 gp
Oak	15	Summoned creatures appear with <i>bull's strength</i> .	800 gp
Rowan	18	Choose an energy type (fire, acid, electricity, sonic, or cold). The summoned creatures gain <i>resist elements</i> 12 of that type.	2,000 gp
Willow	15	Summoned creatures appear with <i>cat's grace</i> .	800 gp

To use a *theurgical talisman*, the caster holds it firmly in one hand and casts any *summon monster* or *summon nature's ally* spell. The *talisman* vanishes upon completion of the spell and its effect imbues the monsters that arrive with a spell effect or special ability. In all cases, this effect ends when the duration of the *summon* spell ends. The chart above shows the different types of *talismans*, the effect each one has when used, the DC of the Concentration check required to keep from losing the *summon* spell, and the market price of each one. Note that if the Concentration check fails, the *talisman* is not lost unless the roll was a one.

VILE TOKEN

A small clay or wood disc engraved with foul runes of evil, the *vile token* can be a terrible bane to any conjurer. If broken while in the presence of any summoned or called being, the *token* inflicts a hideous curse of corruption upon it. The being targeted may make a Reflex save (DC 19) to avoid this fate; success indicates that it was able to return to its home plane before the corruption could take hold. In this case, the spell that summoned or called it is instantly negated with no further effect (though the caster may still owe service).

If the creature does not make the save, it twists into a corrupted mockery of its former self, becomes darkest chaotic evil, and immediately attacks its controller. The corrupt creature is no longer under the conjurer's control and does not vanish when the duration of its spell expires. If the summoned creature is slain or dismissed, the effects of the *token* end for it. If the creature was a called being, the effect of the *token* is permanent and can only be undone through the use of a *wish* or similar magic.

Further effects of the corruption are up to individual Games Masters. It is recommended that powers and abilities change to suit the new alignment as best fit the campaign world.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Items, *miracle* or *wish*, *unhallow*; *Market Price:* 27,500 gp.



HELP FOR GAMES MASTERS

Mages can be difficult for a Games Master. As non-player characters, they can be tricky to keep track of, require a great deal of bookkeeping where their spells are concerned and are tough to use effectively in combat with the kind of complications that can arise in a major conflict. They require time and attention to use correctly, considerably more than a fighter or a monster with a simple series of attacks. As such, wizard or sorcerer encounters can be a real trial to maintain.

The situation only gets worse when the mage in question is a player character. Then, not only do you have all of the above to contend with, but you have to predict what effect the mage's abilities will have on any given situation without having any overt control over the character's actions. With so many spells doing so many varied things, the impact a mage can have on a game is staggering.

Thus, a Games Master must always try to keep apprised of the mage character's capabilities and plan accordingly.

Wait. It can get worse. The mage in question could be a conjurer. Then, in addition to the effects of every spell the conjurer has at his disposal, the Games Master must stay well versed in the powers and problems of every form of monster the player can summon. When *planar binding* becomes an issue, the Games Master gets to keep track of a whole new creature in the campaign and the services owed to and due from it. While some of this burden falls on the player, the Games Master has to keep track of it as well. Add creation spells that can bring anything into the game at any time, and you have a Games Master's nightmare.

Luckily, there are things a Games Master can do to not only keep everything in the game flowing smoothly with the presence of a conjurer player character, but to actually enrich the game with the complications such a character provides. While not every drawback conjuration has from a Games Master's position can be turned into an advantage, the impact of a conjurer can be lessened to acceptable levels. A conjurer will make any

Games Master work harder for the game, but the effort can pay dividends in a better time had by everyone involved.

KEEPING THINGS STRAIGHT

A single conjurer can quickly become a veritable army of summoned creatures, bound extradimensional servitors and continuous created effects. The mass of information needed to keep up with a conjurer without bogging down play can be staggering, but a little organisation can go a long way. The key is delegation of responsibility.

Make the player create cards with the relevant statistics of any creature or group of creatures he can summon, his bound planar entities and any spell effect he can conjure. These cards should



It should be noted with respect that the last generation of conjurers in Maerldona were mages of great power. Though the dissolution of their great kingdom scattered them to the far corners of the empire, they continued to be formidable long after their positions and titles were lost. If they had not turned their eye to the fledgling dominions of each other, they would likely still be alive today. As a mute testimony to the terrible armies they conjured and sent against each other, one need look no farther than the blackened lands around the outer wilds of the Many Kingdoms. Massive beasts from other worlds still roam the barren ground there, howling with inhuman fury and tearing asunder any who cross their paths.

This chronicler highly recommends using scrying magic to take this look...

Excerpt from A History of the Denlands

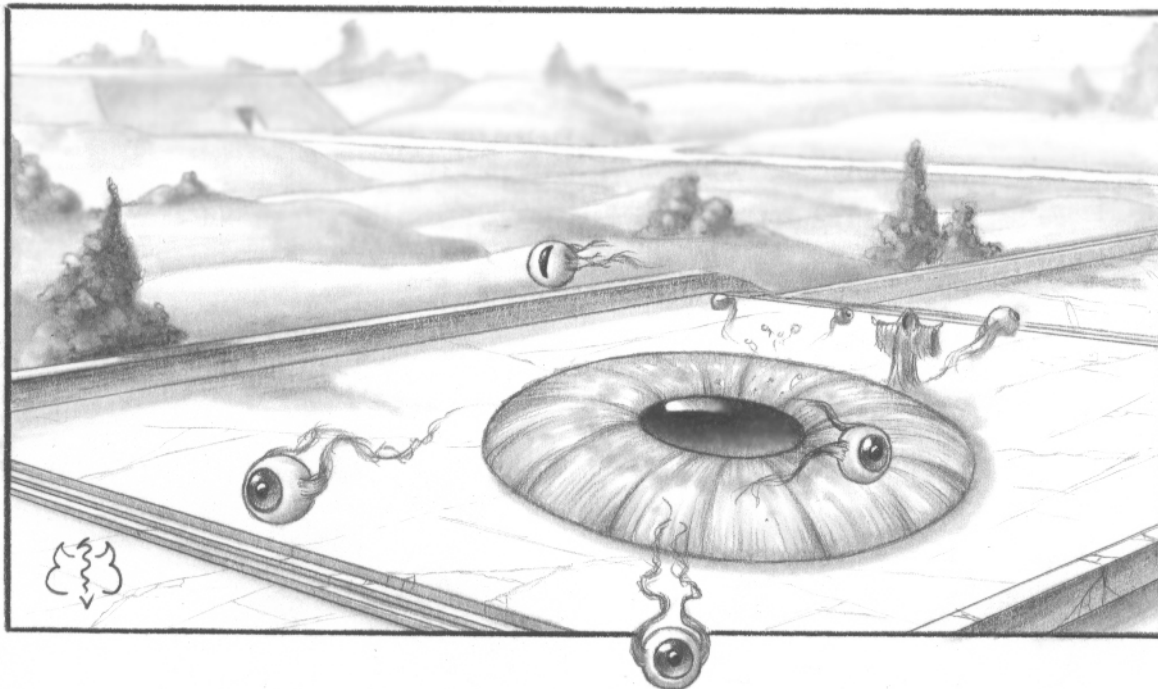
be kept to hand and given to you when he casts the appropriate spell. This way, all of the data you need to handle what has been conjured is right at your fingertips. A small box in the corner of the creature cards can be used to note number of beings summoned. This lets each card represent one spell, which can be important to

remember when certain things occur that might disrupt that spell.

If you opt to allow a player to keep track of his planar ally or bound creatures for experience point purposes, you can generate a character sheet for each and leave a copy of it with the player to maintain. You should always keep an eye on how things are progressing, but this shifts some of the bookkeeping away from you, which frees you to continue doing what is most important - running your game.

COPING WITH CONJURATION

This book is about enriching the school of conjuration and providing new ideas. While offering ways to defeat conjurers runs counterproductive to these goals, some basic suggestions in that regard may help Games Masters deal with summoners when they get out of control. Besides, campaign villains set against the player characters could easily use the tactics given here. While every sneaky trick to defeat a conjuration mage is not listed in this section, there are enough useful bits below to get a Games Master thinking along the right lines.



When dealing with a conjurer, enemies should keep in mind the primary flaw in most conjuration spells - casting time. Many powerful summoning and calling spells have a casting time of one full round, if not longer. This offers an excellent opportunity to disrupt any spellcasting before it completes. An archer tasked with the job of pinning down spellcasters can be invaluable for this. Any effect that causes damage can ruin a conjurer's chances of summoning allies.

If a conjurer casts defensively to mitigate the possibility of spell disruption, enemies should keep other methods of doing so in mind. Grappling or otherwise immobilising the conjurer can end the spell without even allowing a Concentration check. *Silence* shuts down almost any conjuration spell that is not prepared or cast with the feat Silent Spell. Also, a *summon monster* spell requires an open area within thirty feet of the conjurer for its subject to manifest. The spell gets disrupted automatically if there is nowhere for the monster to appear. Thus, rushing

the caster and surrounding him can negate his most impressive spells.

Assuming the worst and a conjurer gets his spell cast, there are several courses an enemy can take. The first is perhaps the simplest; destroy the conjurer and ignore the summoned creature. This can be challenging, especially if the conjurer has been the subject of this kind of single-minded attack before. A prepared wizard can be difficult to pin down, much less slay. However, the fact that killing the conjurer keeps him from summoning any more creatures is incentive enough to try.

Another way to cope with a conjurer's spells is to keep *dispel magic*, *dismissal* and *banishment* handy. These spells are all valuable tools, especially the first. Keep in mind that any spells or effects generated by a summoned creature end immediately if they disappear for any reason. Thus, it is often more efficient to target a summoned creature with *dispel magic* instead of a spell it has cast. Also, a *dispel magic* that successfully affects a summoned creature ends the spell that summoned it. This is an effective way to deal with a *summon monster* spell that summoned multiple monsters; *dispel* one creature, and every creature that came with it disappears as well.

One last suggestion for dealing with conjurers is to make certain that occasionally environmental conditions exist to negate their abilities. Keep in mind the various external factors that can force a Concentration check during spellcasting. A pitched battle in a rainstorm on a violently listing ship offers no joy for a mage of any type, and distractions cannot be dealt with by casting on the defensive. There are also ways to make an area completely disruptive to summoning. A *hallow* or *unhallow* combined with *dimensional anchor* makes its protected area impervious to dimensional travel. Thus, summoning and calling spells will not be able to make extradimensional creatures appear within its effect.



THE ECONOMY OF CREATION

The players have been warned. Elsewhere in this book, information on the possible effects of flooding a market with created items was stated clearly. Common sense is an excellent guide for what a spellcaster can and cannot get away with in the campaign world through the use of creation spells. A conjurer who tries to pass off gold bars created with *major creation* deserves what he gets; he really should know better.

Unfortunately, the rarest commodity in any world can be common sense. Thus, a Games Master may find himself in the unenviable position of dealing with this issue, especially if he tries to introduce anything more complicated than dungeon crawling into the game. In other words, one of the players has just spent an afternoon making four flawless, fist-sized emeralds and now he wants to buy a town with them. What can you do? What should you do?

That all depends on the tone and flavour of the campaign. If the world is one where magic is fairly common and powerful, it is not at all out of the question for any city to retain the services of a mage for such item transactions. One *detect magic* and the deceitful conjurer is going to have some explaining to do, probably from the back wall of a cell.

After all, if the players can create emeralds, so can others. It has likely happened to the city in question long before the conjurer thought to try it. Once bitten, as they say, is a good rule to follow. This is not to say that the wily conjurer cannot accomplish anything with his false jewels, but he is going to have to be a lot more creative than, 'So I go back, flirt with the elven teller, and unload these little beauties for some major coin.'

In a lower magic setting, things become more difficult. Of course, *major creation* is a 5th level spell, so if the player character in question can cast it, he may be one of the most powerful mages in the campaign world. In that case, he might realistically get away with his ruse. Once. Maybe twice. Then, the powerful mage may learn why the world is low on magic on the

points of a pike block, punctuated with a unit of mundane, but extremely accurate, longbowmen.

The Games Master must keep the campaign themes and overall plot in mind. If the story he wants to tell through the game would be damaged by the conjurer and his get-rich-quick scheme, he is fully justified in simply stating that conjured items have small flaws or a luminous glow that make them readily identifiable as magical constructions. Of course, the deep trouble that may, and probably should, come from the conjurer's action may actually enhance the plot. There might be no better way to introduce the guard captain character of another player to the game than by letting him arrest the conjurer... if he can.



I have a lovely view from my room. The iron bars make it a little difficult to appreciate the river and the field of wildflowers outside, but at least I can smell freedom when I wake up on my cot each morning. For a year now, I have enjoyed the hospitality of the Crown because of my little 'joke', but I suppose I should be lucky I still have hands. Some 'Master of the Many Planes' I turned out to be. I may never live down the embarrassment of being incarcerated for trying to pass conjured mithral, but I intend to try. I have big plans when I get out of this accursed place. My first plan is to learn the teleport spell.

CALLS AND CONSEQUENCES

An obvious way to keep conjurers under control is to ensure that they always exercise caution when they work calling magic. Diagrams and *magic circle* traps are an important part of being careful, but the consequences of calling spells go much farther than escaped creatures. Assuming a conjurer manages to bind an extraplanar creature and force it to do as he commands, the encounter between them does not have to end with the entity's return to its home plane.



Nowhere in the description of the calling spells does it say that the being forgets its enslavement to the conjurer. Think about this for a moment; you are a powerful extraplanar entity, hundreds, possibly thousands of years old, and you are yanked from your home plane, imprisoned in a tiny diagram, and forced to do the bidding of some mage? Would you not be just a little upset? Would you not want some kind of revenge?

Again, this concept needs only go as far as the Games Master wishes it to. If the idea of working a furious outsider bent on killing one of the player characters is not conducive to the plot of the campaign, it does not need to be a concern. It is easy enough to decide that the dimensional entities callable by *planar binding* spells are also magically prevented from seeking revenge unless they manage to escape their containment while still on the conjurer's plane. This keeps the interaction between mage and minion simple and limits the number of plot threads an overworked Games Master has to keep in mind.

If the concept of extradimensional revenge does sound appealing or a player character conjurer is getting out of control, there are a few things a Games Master should keep in mind. The easiest thing to enforce is alignment. A good-aligned conjurer would probably have a hard time with calling spells, as they are essentially enslavement and if used with creatures from the lower planes, evil. Consorting with demons and devils is not the kind of behaviour that affirms a person's dedication to truth and justice. Enforce the strictures of the character's alignment and the problem of calling spells might just solve itself without revenge becoming an issue.

If that does not work or is not applicable, things have to get *personal*. A called entity, once released, will remember a number of things about the caster. It will recall the caster's appearance, voice and mannerisms. It may, depending on what occurred around it, know the layout of the caster's home or even have caught his name. It may have seen the conjurer's friends and associates, apprentices, or pets. While a wise conjurer might try to limit the information a called entity can learn, wisdom has never been a prerequisite for the arcane arts.

Armed with this knowledge of the conjurer that enslaved it, the entity can instigate a campaign of revenge that spans at least two dimensions and could take years to unfold. The details depend on what kind of creature the entity is and what powers it has at its disposal. Creatures that qualify for *lesser planar binding* probably do not have the connections or power to accomplish much, but they often serve those who do. The planes are usually the homes of the gods, and they may take great offence when a mortal abducts one of their servitors. Truly powerful or well-connected beings like pit fiends or ghaele eladrin will not need a god backing them to exact a most unpleasant vengeance.

An interesting twist to this concept is the idea of a group of extraplanar entities whose only connection to each other is the shared experience of having been subjected to *planar binding* in the past. They could come from many different dimensions, upper and lower, and share the common goal of eradicating the presence of calling magic and conjurers who use it wherever they find it. This group may be as large or as small as the Games Master wishes, but they could act as a way to keep conjuration under control while still keeping everything 'in character', so to speak.

I don't know what to do. I have thrown away every scroll, every spellbook and every component I own, but still they hound me. I have not cast a spell in over a year, but that just isn't enough for them. They track me down, no matter how far I run. I have screamed apologies to the wind, but whoever these 'Unsummoned' are, they will not hear me. All this over one spell, one simple spell. My home, my fortune, my life, ruined because of a single conjuring.

I hadn't intended for the djinni to die, but if it is dead, how do these creatures even know of me? How do they keep finding me? I see them at night when I try to sleep, out of the corner of my eye, but they never come for me directly. Why? If they hate me so much, why haven't they killed me? Isn't that what monsters do? I swear sometimes, if the college didn't teach differently, I would think these things had souls.

A MULTIVERSE OF POSSIBILITIES

One final suggestion for keeping summoning and calling magic under control is to define what can be summoned or called in the first place. Every campaign world is different, and the cosmology surrounding each can vary just as widely. If the upper or lower planes do not exist, the power and potential of the conjuration school is dramatically reduced.

Caution must be exercised when making a decision like this. While limiting the power of conjuration may seem attractive from a Games Master's viewpoint, if the limits are too severe conjuration ceases to be a viable school. Instead of just barring the upper and lower planes and all the creatures that exist in them, an alternative might be to expand on what can be called or summoned from the elemental planes as well. This retains some variety for a conjurer to choose from, while still reigning in some of the more powerful, and potentially unbalancing, planar entities.

Of course, a Games Master may not have any problem at all with the power of conjuration. If the scope of summoning and calling spells is a comfortable part of a campaign, a Games Master may wish to expand his cosmology to include new planes and even other prime material worlds. While the latter would have less impact on a conjurer, they would be an additional draw on outsiders. If travel between the alternate primes is impossible for mortals, the conjuring of outsiders for the purpose of trade and information exchange could be an interesting theme for a campaign or simply as background material.

To really twist the concept of conjuration, consider the roleplaying possibilities of having all of the player characters be four Hit Die outsiders. One *greater planar binding* spell could instantly call the entire group of them and place them under the command of a Non-Player Character conjurer. The campaign possibilities are endless, and if things become too unpleasant, at least a lesson or two might be learned about treating one's own bound minions better.



DESIGNER'S NOTES

I have probably said it a hundred times by now, but that is only because it bears repeating; conjuration magic has enormous potential. When I started writing this book, it was with the idea of expanding the potential of what I saw at the time as one of the least detailed schools in the game. Now, many pages later, I am not ashamed to admit I was wrong. In my own campaign, the conjurer's player has a great time with his magic and now I know why.

Conjuration is more than just versatile; it is downright fun. The thrill of commanding monsters and shaping reality with a thought is both immensely entertaining to watch and to carry out. I enjoy waiting to see what the conjurer in my game is going to do next. It can be a battle of wits to keep up, but it is a challenge that brings with it hours of laughter, serious action and friendship. Is that not what roleplaying is supposed to be about, after all?

I was able to widen the boundaries of conjuration a little in this book, not that it really needed the help. Between the feat *Sylvan Soul*, the dragonchilde prestige class, and spells like *apportation* and *girding call*, there should be no end to the new things conjurers can summon up now. The new containment diagrams and *theurgical talismans* make summoning and calling up creatures more fun too. Honestly though, if I had to pick one thing in this book to use myself, it would be *Called Companion*.

Why? Because nothing in a conjurer's repertoire of spells allows him to give the creatures he brings forth a choice. *Called Companion* allows a conjurer to have what none of his other spells truly provide; a friend. The feat was created so that a conjurer could make the choice of calling up something without forcing them into a diagram or extracting obedience. Do not get me wrong, those things can make for great gameplay too but the idea of having a friendly being literally and figuratively 'on call' was an option I felt was too important not to be offered.

The dimensional templates are wonderful too, and there are several things in here that make use of them. I highly recommend careful use of them, as the half-celestial and half-fiend templates can be extremely powerful, especially in the hands of creative mages. I must admit to being partial to the half-celestial template, but that is because it figures prominently in another one of my games. I freely admit that the half-fiend template is really cool too. An interesting idea for that one is to apply it to something that will not be changed much by it, like a gargoyle. When the characters get their collective tails kicked liberally by something that was supposed to be 'easy', you will certainly get your players thinking.

Perhaps, ultimately, that is what I like the most about conjuration magic. It can be played as a simple school with charts and spells that do not require much creativity to use, but it can also be so much more. It can make a mage into a warlord and an engine of sheer destruction. It can also make a mage rich beyond the dreams of avarice through creation spells and conjured work forces. It offers the simple comforts of an *unseen servant* and the opulent pleasures of a *Mordenkainen's magnificent mansion*. Whatever you need, conjuration can provide, as long as you think.

I offer a warning in each book and, before I sign off on this one, here it is. Do not let conjuration detract from the physical world of your campaign. Whether you are the Games Master or a player, you owe it to yourself to explore and interact with the game world. Summoned monsters are nice, but hired mercenaries are good too and usually last a lot longer. The bed in a *mansion* might be incredibly comfortable, but a real house cannot be dispelled. Enjoy conjuration all you want, but keep it in its place.

August Hahn

Life had certainly gotten complicated. The village was grateful for the rescue and though he had tried to include the deva in the story of how he had saved them, the townsfolk did not want to hear about her. They were a simple people and magic was both terrifying and unknown to them. In their eyes, he had somehow defeated the entire orcish horde by himself. It was flattering to be sure.

The village had insisted he stay as their guest for as long as he wished. The guardsman who had given him this task in the first place, it turned out, had been the leader of the town militia and a landowner. With no family to inherit, the village had decided unanimously to give him the man's house and farm. They just naturally seemed to assume the dead man's former status went with the gift. Jestin found himself a homeowner, militia leader and hero, all in the same day.

Of course, he did not have the first clue about how to run a militia. He was a wizard and a conjurer, a worker of spells in a village that feared magic. He was not half as strong or tough as the smallest man in the village and if he had to harvest a crop, he would probably rupture something. None of that seemed to matter in the slightest to these people.

Days passed into weeks until a year had rolled by. His role in town became a comfortable one, if a little odd. The men of the village treated him like a younger brother, one that could not quite keep up with them but was no less wanted around anyway. The women had a harder time of things, as many were of his age or older, and unmarried. While he was welcome here and appreciated, he was still an outsider. The townsfolk never said as much, but he knew that he was not considered a suitable prospect for matchmaking. They did not act like he was a wizard around them, but they remembered it.

Truly, that was just as well. He was too tired from the fieldwork and weapons practice every day to do much courting. Besides, no matter how lovely the girl, he could really only see one face when he closed his eyes. The deva had left her mark on him with that kiss. Sometimes, as night, he could still feel it burning his lips. He often fell asleep, body aching, with her voice in his mind.

The season's harvest had been pulled in and new seeds planted before it occurred to him to call on her again. The spell was obviously not one that offered any binding or control, but he found himself glad of that. Not that he could have done so in any event. He had long since traded most of his expensive components to travelling merchants for a replacement plough and new armour for the militia. He had even purchased a fine steel sword for himself and could claim to swing it passably. His life as a wizard had all but slipped away. Only one thing magical remained to be done.

It was a quiet winter evening when he spoke the words of calling once more. At first, he was afraid he would falter from lack of practice, but when the light began to form in the centre of his study, he breathed a sigh of relief. From the glowing column stepped forth a vision in silver. The deva from so many autumn dreams took a look around the room, her glowing eyes finally coming to rest on him. To his amazement and delight, she smiled and laughed her melodious laugh. 'Jestinian of the Far Vale, Conjurer Supreme!'

He looked up at her from his chair and rose to bow. 'It is Jestinian of Brookwarden, Farmer Substandard now, my lady,' his unexpected modesty surprising her.

She looked him over with a critical eye and nodded. It might have been his wishful imagination, but she seemed to approve of what she saw. 'You seem different, Jestin. Not so haughty as before, but not so fragile either. I doubt you would need my help against any orcs now. I like it.' She turned slight and rested her gleaming hand on her sword hilt. 'I suppose I'll be going then.'

He practically teleported out of his seat. 'No!' he shouted, forcing himself to calm down. 'I mean, you don't have to if you don't wish. I have something cooking for dinner.' He blushed at his forwardness. 'I am not much of a cook, but if it pleases you to join me, I have enough to poison us both.'

The deva laughed again and laid her hand on his arm. 'Jestin, I would be delighted.' Without knowing how or why, Jestin could see in her eyes that his life was about to get even more complicated.



RULES SUMMARY

THE DRAGONCHILDE

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Draconic Imbuement I	+1 level of existing class
2	+1	+3	+0	+3	Dragonsign, The Gift of Sight	+1 level of existing class
3	+2	+3	+1	+3	Channel the Wym Within	+1 level of existing class
4	+3	+4	+1	+4	Dragonsign, The Gift of Breath	+1 level of existing class
5	+3	+4	+1	+4	Draconic Imbuement II	+1 level of existing class
6	+4	+5	+2	+5	Dragonsign, The Gift of Spirit	+1 level of existing class
7	+5	+5	+2	+5	The Song of Dragoncalling	+1 level of existing class
8	+6	+6	+2	+6	Dragonsign, The Gift of Wings	+1 level of existing class
9	+6	+6	+3	+6	Draconic Imbuement III	+1 level of existing class
10	+7	+7	+3	+7	The Gift of Rebirth	+1 level of existing class

THE FORCE MAGE

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Spectral Armour	-
2	+1	+3	+0	+3	Force Focus	+1 level of existing class
3	+2	+3	+1	+3	Spectral Sword	-
4	+3	+4	+1	+4	Force Lash	+1 level of existing class
5	+3	+4	+1	+4	Spectral Shield	-
6	+4	+5	+2	+5	Improved Force Focus	+1 level of existing class
7	+5	+5	+2	+5	Spectral Steed	-
8	+6	+6	+2	+6	Force Shadow	+1 level of existing class
9	+6	+6	+3	+6	Spectral Enhancement	-
10	+7	+7	+3	+7	Master of Force	+1 level of existing class

THE SOULBINDER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Planar Sage, Diagram Expert +2	+1 level of existing class
2	+1	+0	+0	+3	Eyes of Submission	+1 level of existing class
3	+1	+1	+1	+3	-	+1 level of existing class
4	+2	+1	+1	+4	Diagram Expert +4	+1 level of existing class
5	+2	+1	+1	+4	Voice of Authority	+1 level of existing class
6	+3	+2	+2	+5	-	+1 level of existing class
7	+3	+2	+2	+5	Diagram Expert +6	+1 level of existing class
8	+4	+2	+2	+6	Touch of Admonishment	+1 level of existing class
9	+4	+3	+3	+6	-	+1 level of existing class
10	+5	+3	+3	+7	Soul of Dominion	+1 level of existing class

THE SPIRITCALLER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Death Lore, Spirit Sight	---
2	+1	+0	+0	+3	Grey Secret	+1 level of existing class
3	+1	+1	+1	+3	The Rite of Spiritcalling	---
4	+2	+1	+1	+4	---	+1 level of existing class
5	+2	+1	+1	+4	Forced Manifestation	---
6	+3	+2	+2	+5	Grey Secret	+1 level of existing class
7	+3	+2	+2	+5	The Rite of Soulfire	---
8	+4	+2	+2	+6	---	+1 level of existing class
9	+4	+3	+3	+6	Grey Secret	---
10	+5	+3	+3	+7	The Rite of Unbinding	+1 level of existing class



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CONJURATION SPELLS

1st Level Conjunction Spells

Bind Guardian I (Calling)
Craft Material (Creation)
Power Word, Push (Creation, Force)
Summon Familiar (Calling)

2nd Level Conjunction Spells

Apportation (Hanging)
Bind Guardian II (Calling)
Call Radiance (Light)
Power Word, Block (Creation, Force)

3rd Level Conjunction Spells

Bind Guardian III (Calling)
Call Darkness (Creation, Shadow)
Power Word, Fear (Creation, Fear)

4th Level Conjunction Spells

Bind Guardian IV (Calling)
Call Energy (Creation)
Lesser Infusion (Creation)
Power Word, Pain (Creation, Force)

5th Level Conjunction Spells

Bind Guardian V (Calling)
Girding Call (Summoning, Hanging)
Power Word, Slumber (Creation, Sonic)

6th Level Conjunction Spells

Bind Guardian VI (Calling)
Dimensional Rift (Creation)
Dismissive Glance (Calling, Prime)
Greater Infusion (Creation)
Power Word, Deafen (Creation, Sonic)

7th Level Conjunction Spells

Bind Guardian VII (Calling)
Echoing Call I (Summoning, Hanging)
Greater Creation (Creation)
Wave of Unbinding (Prime)

8th Level Conjunction Spells

Bind Guardian VIII (Calling)
Echoing Call II (Summoning, Hanging)
Planar Promise (Calling)
Rending Grasp (Calling, Prime)

9th Level Conjunction Spells

Bind Guardian IX (Calling)
Echoing Call III (Summoning, Hanging)
Planar Breach (Creation)
Song of Farsending

CONJURATION FEATS

Name

Blood of the Beast

Called Companion

Celestial Focus

Conjurer's Last Defence

Fiendish Focus

Forge of the Mind

Greater Conjuring

Imbued Spell

Instantaneous Draw

Musical Summoning

Planar Birthright

Silver Tongue

Summoning Mastery

Sylvan Soul

Wrathful Conjunction

Versimilitude

Prerequisite

Special, only selected at 1st level

None

Must not be evil aligned. Caster level 3+

Spell Focus (conjuration), Spellcraft 8+

Must not be good aligned

Caster Level 9+, See text

School Focus (conjuration) or Spell Focus (conjuration)

Any four metamagic feats

Spell Focus (conjuration), Caster level 5+

Caster Level 5+, access to the bard list of spells

Must be taken at 1st level

Charisma 14+

Iron Will, Spell Focus (conjuration)

Wisdom 12+, Charisma 12+, Handle Animal 1+,

Wilderness Lore 1+

Barbarian Rage as a class ability

Charisma 14+

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CONJURATION

BY BELL, BOOK AND CANDLE

Conjuration, the art of calling something forth from nothing, is a magic of infinite potential due simply to its very nature. To conjure is to reach past the empty spaces of this world and summon the heart's desires from beyond. This kind of power can not be overstated or underestimated. To master conjuration is to never be alone, to never face a situation without aid. When one can instantly surround themselves with protectors, one mage can become an army at a whim.

Historically, conjurers have often been treated with awe, reverence and a mixture of fear and respect. Unfortunately, the best known conjurers have made the school infamous by virtue of their chosen summoning. Those who summon the infernal and abyssal beings of the nether realms are only a small subset of this art, their controversial creatures have burned the image of a hellish sorcerer consorting with demons into the minds of the populous. While this narrow stereotype is ridiculous, it remains a hurdle for any honest conjurer to overcome.

Conjuration is so diverse; it even incorporates elements of many other schools into its spells. The primary magic of conjuration, the set of summon monster spells, binds the creatures called to the caster's will so tightly he could send them unflinchingly to their deaths. Magical force, usually the province of evocation, can be called into being by conjurers as well. With this kind of flexibility, the school of conjuration offers incredible potential.

Inside You Will Find:

Conjuration – An Overview	Conjuration Spells
Reaching Beyond the Veil	Magic Items
Conjuration Feats	Help For Games Masters

FOR GAMES MASTERS AND PLAYERS ALIKE

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