

MAGIC SUMMONING

The rules outlined in this section will describe alterations to the way that magic works, whether specific spells or entire systems of magic.

FLUID SPELLCASTING

When utilizing this system, characters who use magic will have only a single spellcasting rating. Multiclassing between multiple forms of magical casting is generally not possible (i.e. a wizard could not cast clerical spells, regardless of whether he multiclassed into the class or not.)

Caster level is equal to the number of levels you have in a spellcasting class plus the weighted number of levels you have in other classes. (Refer to Unearthed Arcana for "magic ratings", primary spellcasters increase at 1 per 1, secondary at 1 per 2, and non-spellcasters increase at 1 per 3 levels).

When leveling in spellcasting classes take your magic rating and refer to the spells per day for that class—add the increases to spells per day for that level to your own spells per day. Maximum spell level is equal to $\frac{1}{2}$ character level, regardless of spellcasting level. If you gain spells per day of a level that is higher than $\frac{1}{2}$ your character level you may use those slots to cast lower level spells.

Artificial methods of boosting caster level such as Practiced Spellcaster, an orange ioun stone, or spell power do not count towards your caster level for the purposes of accessing new spell levels. Additionally, altered caster level progressions (such as Ur-Priest, Sublime Chord, and other classes) are replaced with this system.

In the case of "fast" progressions such as Ur-Priest, Sublime Chord, and other similar classes, subtract 5 from your caster level before referring to the spells per day. In other words, a Crusader 6/Ur-Priest 1 would not start with 4th level spells.

In systems where standard multi-classing is allowed, rather than using magic rating directly, treat any other type of casting as a secondary spellcasting class. (i.e. a wizard 4 multi-classing into cleric would have a cleric caster level of 3.) Maintain each caster level or associated power level separately.

These rules will apply to other forms of spellcasting such as invoking, binding, meldshaping, and psionics as well.

These changes generally apply to any spell with the Summoning descriptor, however, they are primarily intended for the Summon Monster line of spells. Player's should always have the statistics for their summoned monsters on hand, particularly when they are not standard versions due to the rules below.

Rules Description

Summoners summon individuals from alternate planes and can only swap out or replace them when they level up. Death isn't permanent for summoned creatures, but it severs the link you form with that creature.

You utilize the standard list of summoned monsters, however, you may replace individual summons with any additions found in the supplements such as the Monster Manual III, Planar Handbook, or Fiend Folio. Exceptional individuals (those with higher than normal stats, unique feats, or even class levels in some cases) may be sought out on their home plane and convinced to serve as summons through the use of gifts, bribes, diplomacy, or intimidation.

Individual Summons

For individuals who are truly focused upon the summoning arts, quests can be undertaken to acquire creatures that are not on the basic list in the Player's Handbook or added to that list through other rules supplements.

The basic rules for these creatures can be found in Dragon #302. Outsiders summoned using these rules must be convinced to serve and will be limited based upon Charisma bonus.

Summon Monster Table	
--	CR
Level 1	< 1
Level 2	1
Level 3	2
Level 4	3
Level 5	4 - 5
Level 6	6 - 7
Level 7	8 - 9
Level 8	10 - 11
Level 9	12 - 13

This can change, particularly if the creature has much higher hit dice or spellcasting abilities. These can drop the creature by one or more levels of the summon monster spell.

SPELLS KNOWN

A spellcaster with a spells known list may modify it in the following manner with the permission of the DM. Due to the profusion of materials and spells available

only examples will be given in this section and DM and player will negotiate specifics.

Spell Arrays

A spell array is a set of almost identical spell effects of the same level with slightly different targets or modifications. A spontaneous spellcaster may spend two “spells known” slots at any given level in order to learn a spell array instead of a spell slot. At that point, they know all of the spells in the spell array, however, after casting the first spell in the slot on any given day use of the other spells requires a full round action to cast in combat and a full minute to cast outside of combat. Each subsequent spell used in the array adds an additional round or minute of casting time.

The most classic example of a spell array in the PHB would be the “Detect” spells that create a cone of 60 ft and detect a specific trait or type of creature. “Protection from” spells are another good example of spells that would make a good spell array. In a single day, casting detect good would work normally, but a subsequent casting of detect evil would require a full round to cast and detect undead would require two full rounds. (Or one minute and two minutes outside of combat.)

Spell Chains

A spell chain is a set of spells that scale over level but otherwise provide very similar functionality with only slightly differing effects. A spell chain has only one spell per level at most and need not have a spell at every given spell level. A spontaneous spellcaster may choose a spell chain for their spells known at the cost of the highest level spell in the spell chain plus a number of spells known slots of lower level (spellcaster’s choice) equal to 1/3rd of the spells in the chain rounded down.

One of the best examples of a spell chain in the PHB would be the Summon Monster line of spells. In the case of this spell chain, the cost for an 11th level caster would be a 6th level spell slot and 2 spell slots of lower level—at a minimum 1st and 2nd level. Another less obvious example might be a “Fireball” spell chain that consists of Orb of Fire, Fireball, Delayed Blast Fireball, and Meteor Swarm. This spell chain would cost 1 9th level spell known and a spell known of 1st, 3rd, or 5th level.

The cost of a spell chain will change over time as more spells are added to it. Spells known must be addressed as new spell slots are attained.

INDIVIDUAL SPELL EFFECTS

Any changes to specific spells and/or class abilities related to those spells can be seen in this section.

Metamagic Effects

When using any ability or feat that substitutes some alternative cost or method for the increased spell level of a metamagiced spell you must be able to cast spells of the level you would otherwise be casting at normally. This primarily affects the Divine Metamagic feat and the Incantatrix. Metamagic Rods are an exception to this rule.

Sanctified Magic

Clerics can substitute out one spontaneous cure spell every fourth level for a sanctified spell of equivalent level (along the lines of the sorcerer mechanic). However, sanctified spells themselves demand sacrifices—the damage and drain from these spells cannot be healed using magic alone. Ability damage heals at one point per day (heal checks and rest do not increase this)—ability drain, level loss, and other sacrifices require quests in addition to the appropriate spell.

Inherent Bonuses

By using a limited wish (in addition to a wish, tome, or manual), you can add to an inherent bonus rather than taking the better of two bonuses. This does not allow a character to exceed the +5 limit on inherent bonuses.

SPELL LISTS

ASSASSIN SPELLS

1st-Level Assassin Spells

Apply Disguise: Mundane disguise is applied in a single round.

BARD SPELLS

1st-Level Bard Spells

Minor Shapechange: Change shape again while under a polymorph effect.

2nd-Level Bard Spells

Minor Shapechange, True: Change shape again while under a polymorph effect and gain additional benefits.

4th-Level Bard Spells

Wedding: Perform a binding wedding ceremony, enforcing the vows with the will of the gods.

CLERIC SPELLS

3rd-Level Cleric Spells

Wedding: Perform a binding wedding ceremony, enforcing the vows with the will of the gods.

4th-Level Cleric Spells

Mirror of the Soul: Receive insight from your god into your self.

5th-Level Cleric Spells

Summon Companion: Summon a companion to your side.

Eternal Bloom: Regenerate 1 hit point per level damage per hour, preventing unsightly scars.

8th-Level Cleric Spells

Cleanse/Taint: Infuse good, evil, law, or chaos into an item.

9th-Level Cleric Spells

Soul Trap: Prevent a soul from being raised.

DRUID SPELLS

4th-Level Druid Spells

Mirror of the Soul: Receive insight from your god into your self.

Wedding: Perform a binding wedding ceremony.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Apply Disguise: Mundane disguise is applied in a single round.

Prismatic Lights: Colored bursts of light deal 1d6 damage.

Minor Shapechange: Change shape again while under a polymorph effect.

2nd-Level Sorcerer/Wizard Spells

Divest Senses: Use an illusion to supply sight and sound to your ears.

Minor Shapechange, True: Change shape again while under a polymorph effect and gain additional benefits.

Shadow Shell: Shell of shadow magic prevents light from passing beyond its normal radius.

4th-Level Sorcerer/Wizard Spells

Summon Companion: Summon a companion to your side.

5th-Level Sorcerer/Wizard Spells

Wyn's Tentacles of Forced Intrusion: As Evard's black tentacles, but tentacles can pin and deal greater damage.

6th-Level Sorcerer/Wizard Spells

Wyn's Spiked Tentacles of Forced Intrusion: Do you really need a description? Just "ow".

7th-Level Sorcerer/Wizard Spells

Illusory Sending: Send an illusory version of yourself to a location on the plane.

9th-Level Sorcerer/Wizard Spells

Illusory Sending, Greater: Send an illusory version of yourself to any location.

SPELL DESCRIPTIONS

The following spells have been researched by characters that I create or used by NPCs in games I DM.

Apply Disguise

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Upon casting this spell, a single application of the materials found in a disguise kit applies itself to the target of the spell. This spell reduces the time required to apply a disguise to a single full round action and grants the caster a bonus equal to their caster level (to a maximum of +10) on the disguise check.

Material Component: 1 gold worth of disguise components (in addition to the application used in the disguise)

Cleanse/Taint

Transmutation [See Text]

Level: Clr 8 (Sune)

Components: V, DF, XP (See Text)

Casting Time: 10 minutes

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

Target: 1 object

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell cleanses the taint of evil (or puts it into place) from a weapon or object and forcibly aligns it to the user's alignment. Items with no intelligence of their own receive a single saving throw

in order to resist the effects of the spell. Using this function of the spell costs the caster 100 XP.

This spell can be used on non-aligned weapons and equipment to make them good, evil, chaotic, or lawful if the user is one of these alignments.

In the case of an intelligent weapon, an ego check must be overcome upon completion of the casting and the process costs the user 500 XP. If the item is possessed of a special purpose that is contrary to the new alignment, the caster must spend an additional 500 XP, after which the special purpose is modified appropriately for the cleric's deity. For instance, a cleric of Sune casting this spell could alter a special purpose to 'defending beauty' or 'defend the servants and interests of Sune' while a cleric of Talos might alter a purpose to 'destroy objects'.

If the user channels positive or negative energy into the weapon as the spell is being cast, for every turning check spent in this manner, the DC for the save is increased by 1.

XP Cost: 500 XP or 100 XP (depending upon the use of the cleanse spell; see above)

Lystra Missinal researched and developed this spell in the interests of enhancing the abilities of the Sunite clergy to defend themselves as they work to promote the concepts of beauty and love. She eventually made it a point to collect evil items, particularly swords and other weapons, with the intention of one day using this spell on them before handing them out to worthy Sunites.

The spell is currently kept closely guarded, to ensure it doesn't fall into the hands of evil clergy who would set back the work started by Lystra.

Divest Senses

Divination

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft + 40 ft./level)

Target: 1 illusion; see text

Duration: 1 minute per level or the duration of the target illusion, whichever is shorter.

Saving Throw: None

Spell Resistance: No

Divest senses allows you to look through the 'eyes' and 'ears' of an illusionary creation. The illusion could be as simple as a pair of eyes or ears (though you only get input if you have the "right" type of illusion) or it could be a full individual.

While under the influence of a divest senses spell, a wizard or sorcerer takes a -10 penalty on spot and listen checks as the vision and hearing of the illusion is overlayed on their own senses.

Material Component: 5 gold jade dust

Eternal Bloom

Conjuration (Healing)

Level: Clr 5 (Sune)

Components: V, F

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 hour per level (D)

Saving Throw: None (harmless)

Spell Resistance: Yes

This spell allows the caster to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Non-lethal damage heals at a rate of 1 point of damage per level every 5 minutes.

If the caster loses a limb, an organ, or suffers any disfiguring injury that would permanently mar her features or leave a scar, the spell *regenerates* it as the spell, dismissing this spell. In either case, only damage taken while the spell is active is regenerated.

Focus: Blooming flower crafted from precious gemstones worth at least 750 gold.

The spell level for this spell was reverse engineered from a ring of regeneration.

Illusory Sending

Illusion (Shadow)
Level: Sor/Wiz 7
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute per level (D)
Saving Throw: None (harmless)
Spell Resistance: No

This spell allows a caster who has cast a successful *screaming* create an illusion of themselves that is 40% real to the location for 10 minutes per level. It is just as if you were at the location yourself to your perception, though any damage you take is converted to subdual and it is possible for people to see through the fact that you are an illusion and thus take only 40% damage.

You can cast spells with verbal and somatic components, however, spells with material and focus components are only possible to cast if the materials are on hand at the location, as the illusions you craft are not sufficient to serve as spell components.

This spell will only function on the same plane as yourself and distant locations are viewed utilizing the mechanics described in the *screaming* spell. While using the spell, your body appears to be sleeping or comatose to those close to it. However, any disturbances provoke a concentration check.

Focus: Glasses with ornately carved jade lenses worth 500 gold.

Illusory Sending, Greater

Illusion (Shadow)
Level: Sor/Wiz 9
Duration: 10 minutes per level

As *illusory sending*, except that the duration is longer, the illusory duplicate of yourself is 60% real, and the spell can cross planar boundaries.

Living Scourge

Transmutation
Level: Initiate of Lolth 5

Components: V, S, DF
Range: Touch
Target: Whip or scourge touched
Duration: 10 minutes per level
Saving Throw: None
Spell Resistance: None

When a cleric casts this spell upon a whip or scourge, it is transformed into a scourge of fangs, as per the weapon in *Serpent Kingdoms*. Unlike a standard scourge of fangs, however, the weapon has only has 1 head per 3 caster levels of the cleric (up to a maximum of 5 at 15th level).

The newly formed scourge of fangs has an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

Minor Shapechange

Transmutation
Level: Sor/Wiz 1, Brd 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous (see text)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell allows a spell caster who is under the effect of a spell of 4th level or lower from the polymorph school to change his form without recasting the original spell. The caster may choose a new form as if he recast the original spell, however, he does not get any other benefits of casting the original spell such as additional hit points from a polymorph spell.

Minor Shapechange, True

Transmutation
Level: Sor/Wiz 2, Brd 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous (see text)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell functions like *minor shapechange*, however, the caster does get the other benefits of casting the original spell, such as the hit points received from polymorphing. Alternatively, the caster can choose to sacrifice this benefit and add half of the original duration back to the spell. Additionally, this spell can effect a spell of 5th level or lower.

Mirror of the Soul

Divination

Level: Clr 4, Dru 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minute per level or 1 minute per level (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (harmless)

This spell shows you a reflection of your soul, telling you how you measure up in your god's eyes and meet their criteria. If you have performed acts contrary to your alignment in the last 24 hours, you are made aware of them and must save against the spell.

If you have not performed acts contrary to your alignment or your gods tenets, you gain a +4 insight bonus to Wisdom and Charisma for 10 minutes per caster level.

If the will save is failed, the caster gains no benefit from this spell and for a space of 1 minute per caster level may only take a single move or standard action each round as she privately atones for her sins in her mind.

Prismatic Lights

Evocation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft + 40 ft/ level)

Area: 1 five foot square per 2 caster levels

Duration: Instantaneous

Saving Throw: Reflex Half

Spell Resistance: Yes

This spell creates up to ten bursts of colored light, that, similar to the other prismatic spells can be one of 7 different colors. The location of the bursts is up to the caster, but the exact color of the light at each location is random. Multiple bursts of light can be placed in a single square and the damage they deal stacks.

1d8 - Color - Effect

- 1 - Red - 1d6 Fire
- 2 - Orange - 1d6 Acid
- 3 - Yellow - 1d6 Electricity
- 4 - Green - 1d6 Positive (heals living creatures,

harms undead)

5 - Blue - 1d6 Cold

6 - Indigo - 1d6 Sonic

7 - Violet - 1d6 Negative (heals undead, harms living creatures)

8 - - Mixed lights; roll twice more, dealing 1d4 damage of each type.

Shadow Shell

Illusion (Shadow)

Level: Asn 1, Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Target: light source touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell allows the spell caster to surround a single light source, whether magical or mundane, with a sphere of shadow that prevents the light from traveling beyond its normal radius of illumination.

The sphere does not obstruct vision in or out of the area, but prevents a light source from being visible when looking in, forcing reliance on darkvision or other senses.

As an example, a continual light spell with this spell cast upon it would generate a dome with a radius of 40 ft. Creatures with low-light vision would be able to see normally within the area while those with normal vision would have an area of shadowy light as normal.

Focus: An obsidian hemisphere with an inset diamond worth 300 gold

Soul Prison

Necromancy

Level: Clr 9

Components: V, S

Casting Time: 3 full rounds

Range: Touch

Target: Dead creature touched

Duration: 1 week per caster level

Saving Throw: Will negates

Spell Resistance: Yes

When cast upon the corpse of a recently deceased individual this spell tracks down the soul that so recently occupied the corpse and traps it in a bubble of divine energy somewhere in the Astral Plane. The

soul is placed into an environment that prevents it from responding to any attempts to raise it from the dead. Only the caster of this spell is aware of exactly where in the Astral Plane the spirit is bound. Should someone manage to find it however, a targeted dispel does have a chance of dispelling the bubble.

Unlike the soul bind spell, the bubble eventually fades on its own, lasting for one week per caster level, after which the spirit continues on to the appropriate afterlife.

Summon Companion

Conjuration (Teleportation)

Level: Clr 5, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

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

Target: 1 companion; see text

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the spellcaster to summon one companion (any entity they have associated with on good terms for at least one month) to them if they are somewhere on the plane.

The companion summoned knows only that they are being summoned when the spell is cast; it does not provide information about who is casting the spell or what the circumstances are in the area.

Focus: An ornamental sceptre worth at least 500 gold that has spaces for up to 10 gems. The gems must be at least a 100 gold value and prepared in a ritual that involves the blood of the companion and 10 gold diamond dust per hit die. The gem changes color and is then inset into the sceptre, after which the companion can be summoned.

Venomous Web

Conjuration (Creation)

Level: Initiate of Lolth 4

Components: V, S, DF

Saving Throw: Reflex negates and Fortitude negates; see text

This spell functions as *web*, with the exceptions above and the following:

Webs created by the spell are toxic. Creatures touching a web (except spiders) take 1d6 points of temporary Strength damage unless they make Fort saves (DC 10 + $\frac{1}{2}$ your caster level + your Wis modifier). After 1 minute, creatures who touched the webbing must make an additional Fort save (DC 10

+ $\frac{1}{2}$ your caster level + your Wis modifier) or take an additional 1d6 points of temporary Strength damage.

Wedding

Necromancy

Level: Clr 3, Drd 4, Brd 4

Components: V, S, F

Casting Time: 1 hour

Range: Touch

Target: Creatures touched

Duration: Permanent

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

Wedding is a spell performed at marriages to truly seal a couple in the vows that they take. Not for the light-hearted, most marriages take place without this spell; however, for the truly dedicated this offers a connection that most do not enjoy. While generally cast on a couple, this spell can be used on more than two participants at a time.

Subjects of the spell must be willing for it to take effect and must be present for the entire duration of the casting. The targets gain a limited empathic link with each other that allows participants to know the approximate mental state of their mate or mates. A husband would know when his wife is sad, angry, distraught, or serene, for instance.

Additionally, vows spoken during the wedding are enforced as if by a *bestow curse* spell. (Wedded creatures suffer a 50% chance of doing nothing when attempting to break their vows.)

A wedding spell may only be removed by a *remove curse* or *break enchantment* spell.

Focus: A single metal ring of silver, gold, or platinum per participant, each worth at least 20 gold.

Wyn's Tentacles of Forced Intrusion

Conjuration (Creation) [Force]

Level: Sor/Wiz 5

Components: V, S, F

This spell functions as *Evard's black tentacles*, with the exceptions above and the following:

The tentacles are slightly transparent when summoned, giving the illusion of weakness. Despite this, the tentacles have a Strength score of 23. Thus, its grapple check modifier is equal to your caster level +10. The tentacles are immune to all types of damage.

Additionally, once the tentacles grapple an opponent, they may make a grapple check to deal 1d6+6 points of bludgeoning damage. On subsequent turns, they may make an additional grapple check to pin the opponent. If this occurs, the tentacles immediately do 2d6+12 bludgeoning and slashing

damage to the opponent and continue to crush and force themselves into the opponent until the spell ends or the opponent escapes.

Focus: A black glass statuette, worth 100 gold, depicting a single waving tentacle wrapped around a beautiful woman.

Wyn's Spiked Tentacles of Forced Intrusion

Conjuration (Creation) [Force]

Level: Sor/Wiz 7

Components: V, S, F

Area: 30-ft.-radius spread

This spell functions as *Wyn's tentacles of forced intrusion*, with the exceptions above and the following:

The tentacles have a Strength score of 27. Thus, its grapple check modifier is equal to your caster level +12. The tentacles are immune to all types of damage.

Additionally, once the tentacles grapple an opponent, they may make a grapple check to deal 2d6+12 points of bludgeoning damage. On subsequent turns, they may make an additional grapple check to pin the opponent. If this occurs, the tentacles immediately do 4d6+24 bludgeoning, slashing, and piercing damage plus 1 point of Con damage to the opponent and continue to crush and force themselves into the opponent until the spell ends or the opponent escapes.

Focus: A statuette, carved out of black pearl and worth 1000 gold, depicting a single waving tentacle wrapped around a beautiful woman.