

Alyssindra's Summons



Conjuration/Summoning

Level: 9

Components: V, S, M

Range: 100 mi.

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

Alyssindra's summons resembles the 9th-level wizard spell succor in that it can summon another being to the caster's presence. Unlike succor, however, this spell brings an unwilling creature from up to 100 miles away. The caster must have an item the summoned creature has touched within the last week. The caster also must know the creature's name and have a detailed idea of what that individual looks like.

A summoned creature failing a saving throw vs. spell finds itself and the equipment it is carrying transported into the caster's presence. The spell is not exact enough for casters to control precisely where the summoned creature appears. For example, a wizard standing near a fire pit cannot summon the being into the pit—unless the caster was in there too, and the pit was larger than 20 feet across. Likewise, casters can't call targets into shackles or restraints.

If the desired target of this spell does not appear (out of range, invalid material component, successful saving throw, etc.), the wizard has a 50% chance to accidentally summon a random creature from another plane instead. This creature is likely to be immediately hostile to the caster. If the summoned target has simply made a successful saving throw, this risk is only 1 %.

Notes: Rare or very rare spell.