

Call - Old Empire



Conjuration/Summoning, Song

Level: 9

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell is a variant of the gate spell. It attracts the attention of a single native of the Prime Material plane. The caster calls the name of the being, who becomes aware that someone wants him to appear. That individual is free to accept or reject the call. If the offer is accepted, the being is instantly teleported without error to a spot of the caster's choosing, within 200 feet of the caster.

If the offer is rejected, the call is silenced, and no teleportation takes place. A demand spell can be cast prior to this spell to persuade the subject to accept.

The subject need not be known to the caster, but his exact location must be; this spell does not provide the caster with that information. A call can only affect Prime Material creatures on the Prime Material planes (it can reach parallel Prime Material worlds, but cannot reach into the Ethereal, Astral, or other planes of existence).

The material component is a miniature wax statue of the target.

Notes: Rare for conjurers or Song mages; otherwise very rare. As a FORGOTTEN REALMS Old Empire spell. initial exposure requires a mentor or a read Southern magic spell.