

Call Society



Alteration, Phantasm

Level: 2

Range: 1 mi./2 levels (round down)

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 2-mi. radius

Saving Throw: None

This spell allows members of sorcerers societies to call on their brothers and sisters for aid. When this spell is completed, the caster designates the direction the spell will travel in order to contact a member of the appropriate sorcerers society. The spell will travel in that direction for a number of miles equal to half of the caster's level. The spell travels in a straight line and, if it reaches the end of its range without contact with a member of the appropriate sorcerers society, will dissipate harmlessly. If the spell passes within one mile of a member, it will deliver a plea for help to that wizard. The plea can be heard by all members of the sorcerers society within one mile of the spell's trigger point. The call gives a rough estimate of the caster's location and a quick image of the sort of trouble in which the caster is embroiled.

The spell requires a small amulet that most members of a sorcerers society are given by their society. If a member tries to cast the spell using the amulet from another society, the casting automatically fails. The amulet is not consumed by the casting of this spell.

Members of most sorcerers societies will try to aid their brethren and will arrive as quickly as possible.

Notes: Restricted to society members in Arabian settings; very rare at best elsewhere.