

Cervate's Summoning



Conjuration/Summoning

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 3

Duration: 2 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell is a variation of the 3rd-level spell monster summoning 1. However, only one creature of 1 to 2 Hit Dice or levels is summoned. The caster determines the exact creature to be summoned. If the caster tries to summon a creature that is no longer living or has more Hit Dice than the spell effects, the spell fails. The creature arrives in 1d4 rounds and remains for 2 rounds, plus one round per caster level (7 rounds at 5th level, 8 at 6th, etc.). When the spell expires, the summoned creature is always returned to the exact spot it was drawn from.

Being summoned so unceremoniously can be a blessing, in certain circumstances. If the subject of the spell is snatched away from the jaws of death, the monster that owns those jaws may move on before the summoned one returns. A creature who has fallen into a pit may welcome the summoning, as it will give his compatriots several minutes to figure out how to save him when he returns. On the other hand, the summoning could just postpone a nasty doom.

The material components for this spell are a tiny bag, a lit candle, and a token from the creature (a scale or tuft of hair will do), which is destroyed in the casting.

Notes: Very rare. (Updated from DUNGEON Magazine.)