

SUMMONERS

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Summoners are magic-users who focus on magic which calls forth creatures and beings from other realms, creates creatures from existing materials, or creates creatures from nothing. By

studying the secrets of summoning magic, the Summoner can subvert the need to use Compulsion magic when calling forth creatures; creatures under the Summoner's command can also benefit

from their master's knowledge, gaining ability increases and extra powers.

What follows is an article outlining the new Summoner career, along with a new magical summoning enhancement, an example spell, and creatures for use with these new options.

SUMMONER

A master of calling forth creatures and beings, you have studied and trained in summoning magics.

Prerequisites: MAG 2+, *summoning*

Attributes: LOG +1, WIL +1, LUC +1, MAG +1

Skill Choices: [*magical*], [*lore*], *concentration*, *perception*

Familiar. Once per day you can summon a 1d6 creature. It can be of any



creature type for which you know the secret. The creature does not have any special abilities, but is able to understand very simple commands and perform very simple tasks. The creature disappears after one hour.

Enhanced Summon. You've learned techniques that bolster the creatures you summon. Creatures you summon gain +1d6 to all attribute checks.

Command Authority. When summoning a creature, it is considered Charmed for the duration of the spell.

Theurgist. Your skill with summoning magic is such that it allows you to speak to and understand any creature you summon (although it does not gain special intelligence). Additionally, when using the Spirit Summon magical enhancement (see later in this article), you are able to continually issue commands and receive feedback from the summoned spirits, and they will remain in play until the spell duration ends.

Elemental Infusion. Your summoned creatures are infused with one of the following elements (see the table below). Each has a visible signature. You must know the secret of the element you are using.

Summoning Ritual. You learn extended rituals used to summon more powerful creatures. If you spend an hour summoning a creature, you get +1d6 to the check. If you spend a day, you get +2d6.

Elemental Infusion	
Fire	+2 RANGED DEFENCE
Earth	+5 SOAK
Air	+2 SPEED
Water	+2 MENTAL DEFENSE

SPRIT SUMMON

In the *O.L.D.* core rulebook, there is a single enhancement for the *summoning* skill: Summon. This is the primary and most important enhancement for the Summoning skill; it is very flexible and allows for as much creativity as needed, while also providing a solid singular mechanic for summoning creatures.

The *Summoning* skill itself is limited to any [creature] for which your character knows the secret. This means that if Kiella has a *summoning* skill of 5, and knows the *secret of beasts*, she could cast *Summon Beast*, and summon a beast-type creature (lions, tigers, bears, etc.) at a maximum dice pool of 5d6. Kiella could also use *Summon Spirit* to summon a fire spirit, or something similar. What this does not allow her to do however, is use her *secret of fire* to summon anything.

What Spirit Summon does is allow a character to summon an elemental spirit from the fey realm using an [element] secret, rather than a [creature] secret.

Spirits from the fey realm are fickle, and do not see the world in a way that a normal person does. This means that they are much harder to control and almost impossible to communicate with. They can be powerful allies, or deadly adversaries. The only way to guarantee they will cooperate with the summoner is through further Compulsion magic, or the new Summoner exploits in this article. Otherwise, it is entirely possible that the spirit will pursue its own agenda once summoned.

Spirit Summon. Cost varies. Summon a fey spirit using one of the following elemental secrets: *fire, water, ice, earth, air, and lightning*. A fey spirit can be issued a single command once summoned, and will choose to either agree or disagree,

based on the chart below. Unless the Summoner can understand the fey spirit, communication is impossible and further commands will be ignored by the spirit.

Summon Lesser Spirit. Cost 4 MP.

You summon a lesser fey spirit according to the elemental secret used. The spirit uses a Lesser Fey Spirit entry included in this article.

Summon Medium Spirit. Cost 8 MP.

You summon an common fey spirit according to the elemental secret used. The spirit uses a Medium Fey Spirit entry included in this article.

Summon Greater Spirit. Cost 12 MP.

You summon a greater fey spirit according to the elemental secret used. The spirit uses a Greater Fey Spirit entry included in this article.

Because fey are so unpredictable, there is a 1-in-6 chance that any summoned fey spirit will react differently to the summoner's intention. Roll 1d6; on a 6, roll on the following table. Note that this chart applies only to fey spirits, not to other summoned creatures. Once the Summoner either gains or loses control of the spirit, it remains that way until the spell expires, or the spirit is removed from play.

1d6	Action
1	Attacks the person who summoned it
2	Attacks the nearest party member
3-4	Returns to fey realm
5	Disappears into surroundings
6	Chooses to obey the summoner

Once the spirit has completed its task, it will unsummon itself, even if the spell duration has not expired. The only way to

issue further commands to the spirit is through the Theurgist exploit.

A fey spirit will never fight to the death, but will return to the fey realm the moment it would normally drop to zero HEALTH or lower.

The process of summoning a creature is quite simple. What follows is a quick recap from the core rules.

First, the Magic Points (MP) for the spell are consumed, and then the caster must make a MAG (*summoning*) check against the creature's highest DEFENSE.

Let's assume our Summoner, Kiella, is grade 6 and has a MAG score of 10 (4d6), and a *summon* skill of 4 (2d6). The creature she is trying to summon is a Lesser Ice Spirit, whose highest DEFENSE value is 20. Kiella rolls her MAG (*summon*) dice pool, which is 6d6, and the target number is 20 or higher. An average roll of 6d6 yields a 21, so Kiella has a good chance of succeeding at the spell!

SUMMON LESSER FIRE SPIRIT

Summon Fire/Compel Fire

Cost 9 MP; **Skills** *summon* 4, *compulsion* 4

Casting Time 2 actions

Duration 5 minutes

Range 5ft; **Target** 5' space

You summon a Lesser Fire Spirit by making a MAG (*summoning*) check of 18 or higher. It will follow the first command you give it until either the task is completed, or the spirit is reduced to 0 HEALTH; after which the spirit will return to the fey realm.

As with all fey spirits, there is a 1-in-6 chance that you will be unable to control the creature.

Costs 4 MP *compulsion*, 4 MP *summon*, 1 MP *duration*

FEY SPIRITS

There are three broad categories of fey spirit, although spirits are not limited to these categories.

Lesser (5d6). Lesser fey spirits are minor elemental forces, usually small in size. They are relatively easy to summon and control. Lesser spirits are small to medium sized.

Medium (9d6). Medium fey spirits are less common, and are powerful beings - far stronger than their lesser brethren. Medium fey spirits are medium to large sized.

Greater (13d6). Greater fey spirits are powerful primordial beings, subservient only to the fey titans — these creatures are rare, and as powerful as many demon lords or dragons. Only the greatest of archmagi can hope to summon a greater spirit, let alone control one. Greater spirits are enormous sized or larger.

This article includes a small selection of fey spirits, but does not detail the entire range of them. Other fey spirits will be detailed elsewhere. The target number to summon each is listed below for convenience. As powerful beings, the medium and greater spirits are very difficult to summon; lesser spirits are more common, and far easier.

Spirit	Summon Roll
Lesser air spirit	22
Lesser ice spirit	20
Medium earth spirit	36
Greater fire spirit	44
Medium lightning spirit	36
Medium water spirit	36



PROPERTIES

Fey spirits have the following properties:

Fey. Fey creatures can sense magic within 10' of them. Fey creatures are highly magical and are vulnerable (1d6) to cold iron.

Elemental Movement. All fey spirits may move freely through their own element at their normal SPEED - air spirits can fly freely, earth spirits can glide through rock and earth, and water spirits can swim and breathe underwater.

Elemental Affinity. All fey spirits are completely immune to damage of their own type. For example, fire spirits are immune to fire damage, and lightning spirits are immune to lightning damage. Additionally, some are vulnerable (2d6) to certain types of opposed damage, whether that be caused by an attack or by immersion - a fire spirit immersed in water will therefore take 2d6 damage per round.

Blend in. All fey spirits are able to bend into their own element, effectively becoming invisible, if they remain still. They are visible when they move or attack, however.

Amorphous. Fey spirits are made of their element, and - with the exception of earth and ice spirits - are immune to critical hits, any attacks or exploits which require targeting a specific hit location, flanking, and cannot be grabbed or restrained.

LESSER AIR SPIRIT

Small sentient fey spirit (5d6)

STR 6 (3d6) **AGI** 6 (3d6) **END** 6 (3d6)
INT 6 (3d6) **LOG** 6 (3d6) **WIL** 6 (3d6)
CHA 6 (3d6) **LUC** 1 (1d6) **MAG** 3 (2d6)

MELEE DEFENCE 22

Spirit	Vulnerable
Air	-
Earth	-
Fire	Water, Cold
Ice	Fire
Lightning	Water
Water	Fire, Lightning

RANGED DEFENCE 17

MENTAL DEFENCE 10

VITAL DEFENCE 13

HEALTH 30

SOAK 5; **VULN** 1d6 cold iron

IMMUNE air

INITIATIVE 5d6

PERCEPTION 4d6

FLY+ 10; **JUMP** -

REACH 5-ft

ACTIONS 2

Air buffet 5d6 (3d6+3 blunt damage)

Airblast 3d6 (2d6 blunt damage; range 8; push 1)

Skills *hardy* 3 (2d6), *combat* 3 (2d6), *perception* 1 (1d6), *movement* 3 (2d6), *reactions* 3 (2d6), *stealth* 3 (2d6)

Fey spirit. The air spirit has all the normal fey spirit properties (see above).

Airblast. On a successful ranged attack, the air spirit's airblast pushes a target back 5'.

Whirlwind. An air spirit can create a whirlwind around itself, which picks up and flings small objects and pushes creatures. The whirlwind has an aura of

5', and affects any creature which starts its turn in or enters the aura with a 5d6 melee attack; if the creature is hit, it takes 1d6 blunt damage and is pushed back five feet.

LESSER ICE SPIRIT

Medium sentient fey spirit (5d6)

STR 6 (3d6) **AGI** 6 (3d6) **END** 6 (3d6)
INT 6 (3d6) **LOG** 6 (3d6) **WIL** 6 (3d6)
CHA 6 (3d6) **LUC** 6 (3d6) **MAG** 6 (3d6)

MELEE DEFENCE 15
RANGED DEFENCE 15
MENTAL DEFENCE 20
VITAL DEFENCE 15

HEALTH 30
SOAK 5; **VULN** 1d6 cold iron, 2d6 fire
IMMUNE cold

INITIATIVE 4d6
PERCEPTION 4d6
SPEED 5; **JUMP** 12'/6'

REACH 5-ft
ACTIONS 2

Icy fist 4d6 (2d6+3 damage)
Icicle blast 4d6 (2d6 piercing damage; range 8)

Skills *hardy* 3 (2d6), *combat* 1 (1d6),
perception 1 (1d6), *tactics/reactions* 1 (1d6)

Fey spirit. The ice spirit has all the normal fey spirit properties (see above).

Icy aura. Any creature which begins its turn within 5' of the ice spirit takes 1d6 cold damage.

Icy ground. The ice spirit can cause an area of ground 30' in diameter to become

slippery with ice. The area is considered difficult terrain.

MEDIUM EARTH SPIRIT

Large sentient fey spirit (9d6)

STR 21 (6d6) **AGI** 6 (3d6) **END** 21 (6d6)
INT 6 (3d6) **LOG** 6 (3d6) **WIL** 15 (5d6)
CHA 6 (3d6) **LUC** 1 (1d6) **MAG** 6 (3d6)

MELEE DEFENCE 36
RANGED DEFENCE 18
MENTAL DEFENCE 18
VITAL DEFENCE 36

HEALTH 90
SOAK 18 ; **VULN** 1d6 cold iron
IMMUNE earth, blunt

INITIATIVE 5d6
PERCEPTION 4.5d6
SPEED 5; **BURROW+** 5; **JUMP** -

REACH 5-ft
ACTIONS 2

Rock fist 9d6 (5d6+6 blunt damage)
Throw rock 7d6 (4d6 blunt damage; range 14)

Skills *hardy* 78 (12d6), *combat* 6 (3d6),
perception 3 (2d6), *tactics/reactions* 3 (2d6)

Fey spirit. The earth spirit has all the normal fey spirit properties (see above).

Earthquake. An earth spirit can create an earthquake in the surrounding area. The quake affects a 30' diameter aura, and makes an immediate melee attack against any creatures within that area. A successful attack deals 4d6 blunt damage and knocks the target prone.

Structural damage. The earth spirit does double damage to structures and objects.

GREATER FIRE SPIRIT

Enormous sentient fey spirit (13d6)

STR 10 (4d6) **AGI** 28 (7d6) **END** 10 (4d6)
INT 36 (8d6) **LOG** 28 (7d6) **WIL** 28 (7d6)
CHA 28 (7d6) **LUC** 3 (2d6) **MAG** 28 (7d6)

MELEE DEFENCE 22
RANGED DEFENCE 44
MENTAL DEFENCE 39
VITAL DEFENCE 30

HEALTH 59
SOAK 7; **VULN** 1d6 cold iron, 2d6 water,
cold
IMMUNE fire

INITIATIVE 10d6
PERCEPTION 13d6
SPEED 7; **JUMP** 56' / 10'

REACH 10-ft
ACTIONS 3

Fiery touch 7d6 (4d6+4 fire damage)
Firebolt 13d6 (7d6 fire damage; range 30)

Skills *combat* 6 (3d6), *perception* 15 (5d6),
tactics/reactions 3 (2d6)

Fey spirit. The fire spirit has all the normal fey spirit properties (see above).

Fiery aura. Any creature which starts its turn with 3 squares (15') of the fire spirit automatically takes 2d6 fire damage.

MEDIUM LIGHTNING SPIRIT

Medium sentient fey spirit (9d6)

STR 6 (3d6) **AGI** 15 (5d6) **END** 6 (3d6)
INT 21 (6d6) **LOG** 15 (5d6) **WIL** 6 (3d6)

CHA 15 (5d6) **LUC** 1 (1d6) **MAG** 10 (4d6)

MELEE DEFENCE 18
RANGED DEFENCE 36
MENTAL DEFENCE 27
VITAL DEFENCE 27

HEALTH 27
SOAK 5; **VULN** 1d6 cold iron, 2d6 water
IMMUNE lightning

INITIATIVE 7d6
PERCEPTION 9d6
SPEED 18; **JUMP** 30' / 6'

REACH 5-ft
ACTIONS 3

Lightning strike 9d6 (5d6 lightning damage; range 21)

Skills *hardy* 1 (1d6), *combat* 3 (2d6),
perception 6 (3d6), *movement* 21 (6d6),
tactics/reactions 1 (1d6)

Fey spirit. The lightning spirit has all the normal fey spirit properties (see above).

Teleport. A lightning spirit moves so fast that it virtually teleports. When moving, it can teleport up to its SPEED as long as there is a route it can take to get there. It can move through enemy squares freely.

Lightning storm. The lightning spirit causes a storm to rage in a 30' diameter circle entered on itself. Any creature which starts its turn in this area takes 3d6 lightning damage.

MEDIUM WATER SPIRIT

Medium sentient fey spirit (9d6)

STR 15 (5d6) **AGI** 15 (5d6) **END** 15 (5d6)
INT 15 (5d6) **LOG** 15 (5d6) **WIL** 15 (5d6)

CHA 15 (5d6) **LUC** 15 (5d6) **MAG** 21
(6d6)

MELEE DEFENCE 27
RANGED DEFENCE 27
MENTAL DEFENCE 36
VITAL DEFENCE 27

HEALTH 54
SOAK 9 ; **VULN** 1d6 cold iron, 2d6 fire,
lightning
IMMUNE water

INITIATIVE 7d6
PERCEPTION 7d6
SWIM+ 9; **JUMP** -

REACH 5-ft
ACTIONS 2

Slam 7d6 (4d6+5 blunt damage)

Skills *hardy* 10 (4d6), *combat* 3 (2d6),
perception 3 (2d6), *tactics/reactions* 3 (2d6)

Fey spirit. The water spirit has all the normal fey spirit properties (see above).

Healing waters. The water spirit can heal allies with an action by 4d6 HEALTH. Each ally can only benefit once per day from this power, as normal.

Crashing wave. The water spirit losses a crashing wave of water which makes a melee attack against all within a 30' cone. Those successfully hit are pushed back 10' and knocked prone.