

# The Summoning Source

All Summoning Spells work in the same manner. When cast, an area behind the caster about 10 yards back is engulfed by a swirling disk. This disk is a portal through which summoned creatures are brought into the caster's location. The portal stays present as long as the creature is summoned, and does not affect anything excepts for the summoned creature. The portal can be attacked by magic weapons and damaging spells. It has no Evade, and all rolls to-Hit are considered to be the RO, but the portal cannot be critically struck. Any damage done to the portal is transferred into the creature as unavoidable damage. At the end of the summoning duration, the creature is sucked back into the portal. The cast can only have as many portals open as their Level. If the creature is defeated, their bodies slowly dissipate as the portal closes. Portals always remain open their full Duration unless closed by the caster. A portal can be Dispelled.

## Rank 1

### Lesser Enhance Summoning

Shadow Sphere	-	The Summoning Source
Rank: 1		Rng: 6 Yards
Cost: 2 SpP		AoE: Special
CsD: 2		Dur: Special
CsT: 6 Marks		Res: None

When cast, the next summoning spell the caster casts will produce creatures 1 Monster Rank higher then the spell lists. This does not affect Monster Ranks that are increased by RO on a Cast Spell Skill Check.

### Minor Summon Humanoid

Shadow Sphere	-	The Summoning Source
Rank: 1		Rng: Special
Cost: 1 SpP		AoE: Special
CsD: 2		Dur: 1 Minute / Lv
CsT: 1 Round		Res: None

Summons a Humanoid. While the portal is more stable, humanoids summoned are not under the casters command and are free to act as they choose. The Monster Rank is 0, or 1 with a RO of 5. Each Round the portal is open, roll 1d6, on a roll of 4 or more, another creature is summoned.

### Summon Minor Evil Being

Shadow Sphere	-	The Summoning Source
Rank: 1		Rng: Special
Cost: 1 SpP		AoE: Special
CsD: 2		Dur: 2 Minutes / Lv
CsT: 1 Round		Res: None

Summons 1 Naturally Evil being, completely under the control of the caster initially. It is given a task, one specific task (such as "kill that guy", but not "kill them"). Once the task is done, the being is no longer under the caster's command, and probably very angry. These portals are unstable. Each Round roll 1d6. A roll of 6 summons another creature, rolls of 2 through 5 do nothing and a 1 closes the portal. If the portal closes, the Evil Being remains and the caster's control is lost. The Monster Rank of the summon Evil being is 1.

### Summon Minor Undead

Shadow Sphere	-	The Summoning Source
Rank: 1		Rng: Special
Cost: 2 SpP		AoE: Special
CsD: 2		Dur: 3 Minutes / Lv
CsT: 1 Round		Res: None

A very stable portal that spews forth many undead. Initially, 1d4 Monster Rank (0) are summoned. All undead are under the caster's control. The portal acts as a temporary Mortis Field with a radius 30 yards, +5 yards per RO. Each round, roll 1d4-1, and that many undead come forth. On a roll of 4, one Monster Rank (1) Undead comes into play. The portal can only summon a total of 12 undead. Once 12 have been summoned, the portal closes and the artificial Mortis Field fades.

## Rank 2

### Stabilize

Shadow Sphere	-	The Summoning Source
Rank: 2		Rng: 6 Yards
Cost: 2 SpP		AoE: 2 Targets
CsD: 2		Dur: Special
CsT: 7 Marks		Res: None

Cast on an open portal, the spell stabilizes it somewhat. In general, it disallows random crashes of portals that are determined by rolls (like Summon Minor Evil Being), but does not stop a portal from closing when it reaches certain criterion (like Summon Minor Undead). Anything in between is determined by the Storyteller. Stabilize lasts for the same Duration as the portal its cast upon.

### Succor

Shadow Sphere	-	The Summoning Source
Rank: 2		Rng: 40 Yards
Cost: 3 SpP		AoE: Special
CsD: 2		Dur: Permanent
CsT: 5 Marks		Res: None

Succor is cast a specific target but also affects all summoned creatures within 30 yards of the caster. Any summoned creature has their bonds to the portal severed as far as damage is concerned and also magically heals them for 1d4 +1 per RO (except undead). To the target creatures only, they are no longer attacked to the portal in any way, and will remain after it closes. However, after their portal is closed, the caster's control (if any) is broken.

## Summon Minor Mystic Creature

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<b>Rank:</b> 2	<b>Rng:</b> Special
<b>Cost:</b> 2 SpP	<b>AoE:</b> Special
<b>CsD:</b> 2	<b>Dur:</b> 2 Minutes / Lv
<b>CsI:</b> 1 Round	<b>Res:</b> None

Summons a Minor Mystic Creature, Monster Rank (1). Each round roll 1d8. On a roll of 1, the portal crashes and the creature is sucked back through. On a roll of 7, another Monster Rank (1) Mystic Creature appears. On a roll of 8, the creature already summoned raises in Monster Rank by 1. The creature receives a ResCheck vs. Mystics (R.Myc.-the RO / Neg) to stave off the caster's control when initially summoned.

## Summon Minor Spirit

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<b>Rank:</b> 2	<b>Rng:</b> Special
<b>Cost:</b> 2 SpP	<b>AoE:</b> Special
<b>CsD:</b> 2	<b>Dur:</b> 3 Minutes / Lv
<b>CsI:</b> 1 Round	<b>Res:</b> None

Summons a Spirit that is Monster Rank (0), or Monster Rank (1) with an RO of 5 and Monster Rank (2) with an RO of 10+. The creature is completely under the caster's control. Each round, roll 1d6. A roll of 1 crashes the portal. Any spirit in play stays in play if the portal is crashed in this fashion. In any other instance, the spirit is sucked back in. a roll of 4+ summons a Monster Rank (1) Spirit. This is the maximum the portal can produce.

