

# NAME




# LOOK

*Human:* Illiana, Jobald, Theramus, Jovian, Yisandre  
*Elf:* Thalia, Jhaan, Artin, Itieria, Farryn, Jixa  
*Fae-born:* Cosma, Peanut, Puck, Luna, Nixie, Rosa, Dain, Brokk, Fenyn, Shmee

As you summon, your eyes often change colors. Summoners often have very extravagant clothes. This is because they want to honor their summons and dress the part.

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 4+CONSTITUTION

# ALIGNMENT

- GOOD**  
Summon something to help heal the wounded.
- CHAOTIC**  
Summon something that endangers or harms an ally.
- MADNESS**  
Summon until you have 4 or more **ongoing** penalties.

# STARTING MOVES

## SUMMONING TOME

You have mastered several summonings and inscribed them in your summoning tome. You start out with two first level summons in your summoning tome as well as the incantations. Whenever you gain a level, you add a new spell of your level or lower to your summoning tome. Your summoning tome is 1 weight.

## PREPARE SUMMONS

Whenever you spend time at a magical source (about an hour or so) you:

- Lose any summons you have prepared
- Prepare new summons of your choice from your summoning tome whose total levels don't exceed your own level+1.
- Prepare your invocations, which never count against your limit

## SUMMON SOMETHING

Whenever you release a summon that you've prepared, roll +INT. \*On a 10+, the summon is successfully cast and you do not forget the summon—you may cast it again later. \*On a 7-9, the summon happens, but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The summon fought back as you seized control—take 1d4 psychic damage.
- After it is cast, the summon is forgotten. You cannot cast the summon again until you prepare spells.

Note that all summons, excluding invocations and elder summons, have negative ongoing modifiers. These modifiers are placed upon you when you summon and last as long as the summon is alive, summoned, and on this plane of existence. The modifiers persist for roughly one minute after the summon is destroyed, unsummoned, or leaves this plane of existence. Elder summons do not have an ongoing cost, because the cost is too great.

**When you cast an elder summons**, on a 7-9 the above effect applies, but at an extreme. The GM will tell you how. Once you summon an Elder summon, you pass out. Roll 2d6, you wake up that many hours later or if your body is placed at a magic source, you wake up within an hour. You can only prepare one elder summon at a time.

**Fine Print:** You may only have one summon at a time. You may not be able to maintain control of your summon, especially as your negative ongoing modifier increases.

# BACKGROUND

- SCHOLAR**  
You've studied summoning in an institution. You're familiar with the in's and out's of summoning and disregard negative ongoing effects from summons when you cast invocations.
- YOUNG SUMMONER**  
You've been summoning since you were a child. As such, you're best prepared with a summon at your side. You and your summon share the highest armor value between the two of you.
- WILD**  
You can summon one additional summon at a time. You must meet the criteria for the summon. Spreading your control across multiple summons may have negative effects.

# BONDS

Fill in the names of your companions in at least one:

\_\_\_\_\_ doesn't understand what I'm capable of. Well... maybe not me, but my summons!

The elder gods have told me to keep an extra eye on \_\_\_\_\_. I wonder if I should summon a beholder to watch them!

\_\_\_\_\_ would make an excellent sacrifice to empower my summons! How can I get them alone?

# SUMMONER

LEVEL   
XP

## GEAR

Your load is 4+STR. You start with summoning tome (1 weight). Choose your defenses:

- Leather Armor (1 armor, worn, 2 weight)
- Robes (worn, 0 weight)

Choose your weapon:

- Staff (close, two-handed, 1 weight)
- Dagger (close, 0 weight)

Choose one:

- Poultice and Herbs (slow, 2 uses, 1 weight)
- Bandages (slow, 3 uses, 0 weight)

Choose two:

- Dungeon Rations (Ration, 5 uses, 1 weight)
- Dungeon Rations (Ration, 5 uses, 1 weight)
- Adventuring Gear (5 uses, 1 weight)
- Bedroll (Resting, 2 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ELEMENTAL AFFINITY

Elementals that you summon cost one less negative ongoing modifier.

### SPIRITUAL AFFINITY

Spirits that you summon cost one less negative ongoing modifier.

### FAMILIAR FACES

The wolf familiar no longer needs to be prepared, no longer has an ongoing cost, and is with you. Treat this familiar as you would a pet from the ranger class.

### FLAWLESS INVOCATION

You can now cast Invocations while you have a summon present.

### PROTECT ME, MINION!

When you have a summon active, you gain +1 armor.

### FINE, I'LL DO IT MYSELF!

Gain access to the wizard cantrips. Treat these like your regular invocations.

### SUMMONING STICK

While you have a summon active, you gain +1 damage.

### RITUAL SUMMONING

You may summon an unprepared summon, but it takes several moments and can be interrupted. The unprepared summon only lasts for a few moments, excluding the *Font of Mana*.

### MARK OF ACCURACY

Attack rolls for your summons have +1.

### MARK OF IRON

Your summons have +1 armor.

### SUMMONING EXPERT

You no longer suffer the ongoing penalty for a summon after it is destroyed, unsummoned, or leaves this plane of existence.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### DESCENT INTO MADNESS

As long as you have at least 5 negative ongoing modifiers, you can now summon an additional summon.

### PROTECTION FROM MADNESS

If you have at least 4 negative ongoing modifiers, you can no longer take negative ongoing modifiers.

### WAYS OF OLD

You can prepare two elder summons.

### ELEMENTAL EXTREME

(Requires Elemental Affinity)

As long as you have an elemental summon active, your spark elemental damage becomes 1d6.

### SPIRITUAL EXTREME

(Requires Spiritual Affinity)

As long as you have a spirit summon active, you gain +1 ongoing.

### BEARLY KNEW HIM

(Replaces Familiar Faces)

The bear familiar no longer needs to be prepared, no longer has an ongoing cost, and is with you. Treat this familiar as you would a pet from the ranger class.

### MASOCHISTIC SUMMONING

After you roll for summoning, you may take 1d4 damage to add +1 to the summoning roll. You may only do this once per roll.

### SIGIL OF ACCURACY

(Replaces Mark of Accuracy)

Attack rolls for your summons have +2

### SIGIL OF IRON

(Replaces Mark of Iron)

Your summons have +2 armor.

# INCANTATIONS

INCANTATIONS ARE CANTRIP-STYLE SUMMONS THAT GENERALLY SERVE A SINGLE PURPOSE. ALL INCANTATIONS ARE PREPARED WHENEVER YOU SWITCH OUT OR PREPARE YOUR OTHER SUMMONS.

## ☐ SPARK ELEMENTAL INCANTATION ONGOING ELEMENTAL

Summons a fast-moving ball of electricity. If the ball comes in contact with a unit or is destroyed, it explodes to deal its damage die to anything it touches.



## ☐ FLAME WISP INCANTATION ONGOING SPIRIT

Summons a slow-moving, bright-red wisp. The wisp cannot attack, and can only float. The wisp radiates a small red light.

## ☐ SPIRIT MINSTREL INCANTATION ONGOING SPIRIT

Summons a spirit that can play simple music, sing, mimic others, and engage in conversation. The minstrel can move on his or her own, but unsummons him or herself at the sight of danger.

# FIRST LEVEL SUMMONS — 1 ONGOING

## ☐ WOLF FAMILIAR LEVEL 1 ONGOING FAMILIAR

Summons a wolf familiar to assist you. This summon has the standard move-set available to them.



## ☐ SAPLING OF LIFE LEVEL 1 ONGOING SPIRIT

Summon a sapling, grown from the tree of life. This sapling cannot move on its own and has the following move:

- Blossom: The Sapling of Life blossoms into a flower and releasing a calming mist that heals 1d4 to everything in a 5m radius.

## ☐ TRUFFLE PIG LEVEL 1 ONGOING FAMILIAR

Summon a truffle pig. The truffle pig is used to track targets (especially truffles) and is excellent at doing so. The pig has the standard move set available to it.



## ☐ SPELL TITLE LEVEL 1 ONGOING

Description text.

# THIRD LEVEL SUMMONS — 2 ONGOING

## ☐ BATTLE TOAD LEVEL 3 ONGOING FAMILIAR

Summon a massive toad! This summon has the standard move-set available to them as well as the following single-use ability:

- Swallow: The toad wraps its massive tongue around a unit and pulls it into its belly, where it is unable to harm anyone but the toad. The target is trapped there until the toad is dispelled or destroyed.



# SUMMONS

**□ BATTLE BARD**

LEVEL 3

ONGOING SPIRIT

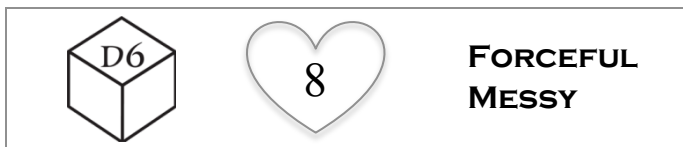
The spirit minstrel is back, but this time, he won't flee at the sight of danger. His presence in combat provides +1 ongoing to all nearby allies, excluding you.

**□ BEAR FAMILIAR**

LEVEL 3

ONGOING FAMILIAR

Summons a bear familiar to assist you. This summon has the standard move-set available to them.

**□ SUCCUBUS**

LEVEL 3

ONGOING DEMON

Summon a succubus to assist you. This summon will flee at the sight of danger. This summon has the following moves available to it:

- **Parlay:** The succubus may parlay on your behalf. Roll+char+2. Should the succubus fail a parlay, the other party will realize that it's a succubus and what it was trying to do. Expected behavior of the other party after the fact is unpredictable.
- **Distract:** The succubus gathers the attention of all living things in a small area. Explain how the succubus does so.
- **Feed:** When the succubus spends many hours consuming the thoughts of another being, that being has that portion of it's memory removed.

## FIFTH LEVEL SUMMONS — 3 ONGOING

**□ GROKNAR, HUNTER**

LEVEL 5

ONGOING SPIRIT

Summon Groknar, Shadow Hunter. This summon has the standard move-set available to them as well as the following single-use ability:

- **Snipe:** Groknar steadies his bow and unleashes a single arrow intended to fell a target in one strike. The damage for this roll is two damage dice, instead of one.

**□ ROCK ELEMENTAL**

LEVEL 5

ONGOING ELEMENTAL

Summon a large rock elemental. This summon has the standard move-set available to them as well as the following ability:

- **Tremor:** When a creature tries to maneuver around the rock elemental, roll. On a 7+, the creature takes 1d4 damage. On a 10+, the creature can not maneuver around the elemental.

**□ FONT OF MANA**

LEVEL 5

ONGOING SPIRIT

Summons a font of arcane power. This font is can be used as a resting place, allowing you to replenish and replace summons, as well as offering the same support to wizards and clerics.

**□ SPAWN OF ROSXAR**

LEVEL 5

ONGOING DEMON

Summons a demon monstrosity that radiates darkness. The Spawn of Rosxar consumes all natural light within 10 meters of it thus making its shape hard to determine. Anything that comes in contact with the spawn's demonic aura will be feared and will either flee, panic, or beg for its life. Any amount of holy light will banish the Spawn of Rosxar back to the hells from which it was summoned. The spawn creeps along and is not particularly fast but is not hindered by any types of terrain.

## SEVENTH LEVEL SPELLS — 4 ONGOING

**□ FLAMEWREATH**

LEVEL 7

ONGOING ELEMENTAL

Summon Flamewreath, the fire elemental. Flamewreath is can only be unsummoned by dispelling the summon, releasing the summon, or by extinguishing it with a liquid. Flamewreath can move as normal, and every few seconds radiates flames to everything within 5m for 1d6 fire damage.

**□ ZHEYLA**

LEVEL 7

ONGOING DEMON

Summon Zheylya, demon of trickery. Zheylya's tether to this world is thin, but your control over her is equally as weak. Her summons lasts for 1 minute, cannot be unsummoned, and will attack anything in her sight for 1d8 damage. This summon has the standard move-set available to them, but you cannot control or influence the moves the Zheylya uses.

# SUMMONS



□ **ESSENCE OF LIFE**                      LEVEL 7                      ONGOING SPIRIT

Summon an Essence of Life from the Tree of Life. The essence has the standard move-set available to it as well as the following single-use moves:

- **Healing touch:** Touch a nearby target to restore 1d10 health.
- **Spirit for Body:** Touch a recently deceased target to return it back to life with 1 health.

□ **SUMMON PERSON**                      LEVEL 7                      ONGOING OTHER

You summon a person you have previously met. This summoning requires an item belonging to the person, which is consumed upon summoning the individual. You do not have control over this being and they cannot be unsummoned.

## NINTH LEVEL SUMMONS – ELDER

□ **VARAKS, GOD OF OLD**                      LEVEL 9                      ONGOING GOD

Summon Varaks, God of the Old. Varaks fills up to 10 tentacles in a 10m<sup>2</sup> area. These tentacles flail around and deal 1d4 damage to the nearest target. After the tentacles attack, they dissolve into thick oil, which fills the 10m<sup>2</sup> area, slowing anything that enters it.

□ **DEMONBLOOD ELEMENTAL**                      LEVEL 9                      ONGOING ELEMENTAL

Summon a swelling ball of blood that quickly grows until it bursts. Every living thing within 10m of the explosion gains 1d4 bonus damage and will attack the target closest to it until it kills something. After its hunger is sated, the demonblood forcibly removes itself from the body, burning the host for 1d6 fire damage.

□ **TORBOR, EARTH SCULPTOR**                      LEVEL 9                      ONGOING GOD

Summons Torbor, Sculptor of Earth. Torbor's summon will last for up to 10 seconds. Torbor has the following moves available to him:

- **Sculpt:** Warps the land into a shape of your choosing. Whether Torbor can sculpt what is asked is up to the GM's discretion.
- **Destroy:** Torbor throws his hammer at some non-living object, destroying it. Some examples of this are: Destroying a gate that's blocking the party, removing a boulder being thrown at you by a giant, etc.

□ **DROGTOR, BURNINATOR**                      LEVEL 9                      ONGOING DRAGON

Summon the dragon -- Drogtor, the Burninator. Drogtor has the standard move set available to him as well as the following one-use moves:

- **Devour:** Attempts to devour any small humanoid or animal target, instantly killing it.
- **Burninate:** Drogtor breathes a cone of flames from his mouth, dealing 1d8 fire damage to anything caught within the flames. The dragon-flames continue to hinder anyone affected, burdening them with -1 ongoing until they rest.



# SUMMONS