

A Summons One Dares Not Deny

This spell summons another sentient being into the caster's presence, whether the target being wants to be summoned or not. The caster must have the target creature's full name and a detailed description, and the target creature must be within 100 miles of the caster, for the spell to work.

College: Forces

Philosophy: Summoning

Special Effects: Arcane Magic, Forces, Summoning, Teleportation

Effect: Summon Specific Being

Casting Time: 1 Turn

Target/Area Affected: Single Creature

Duration: Instant

Range: No Range

Active Cost: 220

Spell Roll Penalty: -11

Real Cost: 44

End Cost: 11

A Summons One Dares Not Deny: Summon One Specific Sentient Being Of Up To 400 Points - Reduced END Cost (1/2 END Cost; +1/4), Specific Being (+1), Expanded Class of Beings (Any Sentient Being; +1/2)(220 Active Points); Summoner Must Know Target's Full Name And Possess A Detailed Description Of The Target Being (-1), Extra Time (1 Turn; Only To Activate; -1 1/4), Requires A Power Skill: Summoning Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Target Creature Must Be Within 100 Miles Of Summoner (-1/4).

Spell created by Jack Butler

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Last update: 2009/08/31 21:29

