

Animal Summoning

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Level: 1 **Range:** 20' **Duration:** Varies **Casting Time:** 1 round **Save:** None

The caster invokes animal spirits to summon forth a mundane animal. The caster must be familiar with the animal type and have some material remnant to expend in casting the spell (e.g., hair, fur, paw, tooth, skull, etc.).

Misfire: Roll 1d4: (1) caster inadvertently summons a swarm of aggravating insects, such as bees, wasps, or locusts; (2) instead of summoning an animal, the caster inadvertently sends one away: The caster's familiar or the next-closest mundane animal vanishes for 1d4 rounds only to return dirty, wet, and angry; (3) caster summons only part of an animal, causing a pile of bloody rabbit ears, severed goat horns, dislocated wolf legs, or bloody viscera to appear; (4) caster correctly summons an animal but incorrectly places it inside a nearby building or terrain feature, or the floor/ground if there is no other nearby feature the animal dies instantly and its body is difficult to recover now that it is fused with the object.

Corruption: Roll 1d8: (1) wizard takes on minor facial trait of the animal he attempted to summon, such as whiskers, longer ears, cat eyes, etc.; (2) wizard emits an odor which humans find strange but animals find irresistible; (3-5) minor corruption; (6-7) major corruption; (8) greater corruption.

Mercurial Magic: Aura of decay. The spell drains the physical form of all material of a certain type within 20 feet of the caster, causing it to age quickly. Roll 1d6: (1) metal tarnishes and spots of rust appear on it; (2) wood dries out, becoming brittle and cracked; (3) stone becomes smooth and worn, with small cracks appearing in it; (4) fabrics and leathers fray and tear; (5) food and drink spoils; (6) flesh ages and all creatures within the effect age one year.

Spell Results

1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire.

2-11: Lost. Failure.

12-13: The caster summons one mundane animal of 1 HD or less. The animal remains for up to 1 hour, though it hungers, thirsts, and rests as normal. The animal obeys the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

14-17: The caster summons one mundane animal of up to 2 HD, or two animals of 1 HD or less. The animals remain for up to 1 hour, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

18-19: The caster summons one mundane animal of up to 2 HD, or two animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

20-23: The caster summons one mundane animal of up to 4 HD, two animals of 2 HD, or up to four animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

24-27: The caster summons one mundane animal of up to 8 HD, two animals of 4 HD, four animals of 2 HD, or up to eight animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

28-29: The caster summons one mundane animal of up to 8 HD, two animals of 4 HD, four animals of 2 HD, or up to eight animals of 1 HD or less. The animals remain for up to a day, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

30-31: The caster summons one mundane animal of up to 16 HD, two animals of up to 8 HD, four animals of up to 4 HD, or up to eight animals of 2 HD or less. The animals remain for up to a day, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

32+: The caster summons a large group of mundane animals. This could be a herd of cattle, a pride of lions, a flock of geese, or a pack of wolves. All animals must be of the same type, and the total hit dice must be 100 HD or less. The herd remains for up to a week, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat). Due to the nature of the summoning, the caster cannot directly harm the animals summoned.