

Joy of Conjuraton



Conjuration of otherworldly creatures is one staple of magic in fiction and folklore. This net book contains several spells, feats, items etc. related to the art of conjuration with the focus on "coolness" instead of effect. Therefore, while some of the feats may seem underpowered, they grant flavour to a character. Hopefully, you enjoy this collection of conjuration magic and mayhem.

Introduction

Special Rules

Planar Instability

There are a few places in the multiverse, where the fabric of space and time has been damaged, mostly by planar travel, powerful magic, or divine will. The effects of planar instability are described in the table below and some spells or feats are modified by higher levels of instability.

0	Normal place
1	The area is similar to a certain plane (e.g. there is lots of water)
2	A powerful outsider (CR 10+) appeared here recently
3	Odd pockets of other planes exist nearby (e.g. a lawful evil shrine of great power)
4	A powerful gate to another plane is nearby
5	Gates to other planes spring up at random

Feats

General Feats

Demonology

Thanks to the intensive study of one type of evil or neutral outsider (pick from demon, devil, daemon, or elementals of a certain type), demonology grants the ability to bind those outsiders longer than normally.

Requirements: Extend Spell, non-good alignment, ability to cast *lesser planar binding*.

Benefits: The caster gains +4 on all charisma checks when using any of the *planar binding* spells to conjure an outsider of the type specified upon choosing this feat. Also the spell duration is multiplied by the planar instability level plus two, an effect which stacks with the *extend spell* feat.

Special: This feat may be taken multiple times with a different category chosen each time.

Elemental Warrior

By pledging allegiance to one of the elemental powers, the character is imbued with the strength of his masters.

Requirements: undergo a ritual in which 6d6 damage caused by fire, cold, acid, electricity, or sound is taken. No magical protection is allowed.

Benefits: The character's skin takes on a tinge corresponding to his chosen element. For the rest of her life, the warrior gains a resistance to the element involved in the ritual at a level of 5. E.g. after going through a fire ritual, the character gains a fire resistance of 5 which does not stack with other resistance values.

Special: Despite the choice involved, this feat may only be taken once.

Harness Planar Energies

A conjurer with this feat can use planar instabilities to enhance his conjuration spells.

Prerequisite: ability to cast spells

Benefit: Depending on the level of planar instability, the caster's spells are enhanced as if by metamagic feats.

Instability	Effect
1	Caster level increased by one
2	Caster level increased by two
3	Caster level increased by three
4	Caster level increased by three and spell extended
5	Caster level increased by three and spell extended and treated as one level higher (as if heightened)

Master Conjurer

The conjurer has found ways to draw more powerful creatures of a certain subtype (choose: evil, good, chaos, law, fire, air, water, earth) to the material plane.

Requirements: Spell Focus (Conjuration)

Benefits: If creatures of the chosen (sub)type or alignment are conjured, they have +2 str and +2 dex, resulting in a +1 to all attacks and +1 to AC.

Special: This feat may be taken multiple times with a different category chosen each time. The effects do not stack, e.g. for evil fire creatures.

Metamagic Feats

Elemental Pact

The spellcaster has made a pact with a powerful elemental creature and has access to servant creatures of that elemental type

Prerequisites: Spell Focus (Conjuration), Master Conjurer (fire, earth, air, or water)

Benefit: When a *summon monster* spell is modified with this metamagic feat, the following changes occur. First, only elemental creatures of a type chosen for the Master Conjurer feat can be summoned. Second, the duration of the spell is changed to 24 hours. However, each hour there is a (HD - planar instability)x3% chance that the summoned creature can no longer stay on the prime and will be sucked back onto its own plane. The spell is cast as if it was 2 levels higher.

Spells

Hell's Gate

Conjuration (Summoning) [Law][Evil]

Level: Wizard 4, Cleric 4

Components: V, S, M

Casting Time: 1 full turn

Range: Close (25 feet + 5 ft./2 levels)

Duration: 1 round/level

Saving Throw: Reflex for half

Spell Resistance: Yes

This spell opens a gate to hell. All creatures within 5 feet of the place (square) where the gate appears take 1d4 points of fire damage per two caster levels (max. 10d4). For the duration of the spell, a fiery pillar stands in the affected square, dealing 2d4 fire damage to those entering it. Also, the gate spews forth a fiendish dire rat (as with *summon monster I*) each turn the spell lasts. All rats disappear when the spell ends.

Planar Leak

Conjuration (Summoning) [varies]

Level: Wizard 4, Druid 5

Components: V, S, M

Casting Time: 1 full turn

Range: Close (25 feet + 5 ft./2 levels)

Area: 1 5-foot cube per level

Duration: 1 round/level

Saving Throw: see below

Spell Resistance: Yes

The caster creates a planar leak where elemental energies pour into the prime material until the leak closes itself due to the laws of nature gaining the upper hand.

At the beginning of the full turn required for casting, the conjurer decided upon the elemental plane to tap for this spell and the area where the leak is to appear. This choice affects the type of the spell as well as the type of damage dealt. Available choices are: fire, water (cold damage), earth (acid damage), electricity, or air (sonic damage).

Within the chosen target area, a leak will appear, pushing all those who original stood there aside into a direction chosen by the caster. For the duration of the spell, the area cannot be entered without taking 1d8 elemental damage points per caster level per round inside.

Magic Items

Here are a few new items as well as "templates" to add to existing items. Note that the price alteration percentages always apply to the original market price if multiple templates are applied.

Templates

Demon-Binding

Items of this type usually feel unusually warm or cold to the touch and have runes of binding engraved upon them. Their magical power is derived from the essence of a demon bound into them. Some of these items are intelligent and will try to corrupt the character while others contain only a part of the demon, making an encounter with the "donor" possibly hostile.

The item's save DC is increased by 2 and it registers as chaotic evil when alignment is detected.

Prerequisites: lesser planar binding,
Market Price: increased by 20%.

Elemental Power Source Wand/Staff

Depending on the type of elemental power harnessed the wand or staff takes on properties of that type. A fire power source will make the item hot to the touch and slightly smoking. Water items will appear wet and slippery, earth items have a rough surface, and air items will always have a slight static charge to them.

Items with this template regenerate one charge per day unless they are depleted completely, in which case they become useless. The spell stored in the item deals damage, it is changed to the appropriate elemental type (fire, cold (water), acid (earth), sonic (air)). Should the item be destroyed, it explodes, dealing 1d6 points of elemental damage per caster level of its creator. The damage type depends on the element of the item, as above.

Prerequisites: planar leak, *Market Price:* increased by 50%.