

Open Essence 14.2.3

FEY CONJURY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Fey	100'R	—	self	I
2)	Call Local Fey	1 fey	—	5 miles	U
3)	Summon Fey I	1 fey	3 rounds	100'	U
4)	Minor Challenge	1 fey	—	10'	F
5)	Command Fey I	1 fey	C	10'/lvl	E
6)	Produce Small Animal	1 animal	varies	100'	U
7)	Summon Fey II	1 fey	varies	100'	U
8)	Bind Fey I	1 fey	varies	touch	E
9)	Lesser Challenge	1 fey	—	10'	F
10)	Soul Link	1 fey	P	touch	I
11)	Command Fey II	1 target	C	10'/lvl	E
12)	Produce Med. Animal	1 animal	varies	100'	U
13)	Summon Fey III	1 fey	varies	100'	U
14)	Bind Fey II	1 target	varies	touch	E
15)	Banish Fey I	1 target	varies	10'	F
16)	Mass Call Local Fey	1 target	—	5 miles	U
17)	Command Fey III	1 target	C	10'/lvl	E
18)					
19)	Bind Fey III	1 target	varies	touch	E
20)	Banish Fey II	1 target	varies	10'	F
25)	Mass Prod Sm Animal	1 target	varies	100'	U
30)	Greater Challenge	1 target	—	10'	F
50)	Soul Link True	1 fey	P	touch	I

1. Detect Fey — Caster detects any fey within the area of effect as well as any objects closely associated with the fey.

2. Call Local Fey — The closest appropriate fey will receive a request or distress call from the caster. Whether the fey decides to respond depends on the caster's relationship to the fey and the fey's current attitude. Often if the fey does show up, he will bargain extensively before offering assistance, unless he is already associated with the caster.

3. Summon Fey I — Summons a *Type I* fey from the faerie realms. The fey appears gradually over the course of d10+1 rounds. The summoned fey will remain for the duration and leave if not bargained with, challenged, commanded or bound in this time. After the duration the fey may choose to remain in the area.

4. Minor Challenge — The target fey must accept a challenge from the caster to play a game of chance, riddles, or other similar game. The loser of the game is bound to provide a reasonable service to the winner. A reasonable service includes paying a small sum (up to 1 gp), revealing a secret, providing a non-magic item, or any other service that would normally have cost of less than 1 gp or requires less than 2 hours of time (GM discretion). If an unreasonable request is made then the spell is broken. A fey cannot refuse a reasonable request so long as it is within his capabilities. If a character refuses a request then all fey receive a special +50 RR to all further Challenge spells by the caster. If the caster ever successfully casts a challenge spell after such a refusal and manages to win or provide the requested service, then this penalty is removed.

5. Command Fey I — Allows the caster to control a *Type I* fey for the duration of the spell. At the end of this duration, the fey will wander away confused 50% of the time, the other 50% of the time fey will be angry and either attack the caster or demand a compensation. These requests for compensation will be minor, as *Type I* fey are easily appeased.

6. Produce Small Animal — Caster summons a small animal (up to 10 pounds) from the faerie realms. The animal will be a

beautiful specimen of his species. The animal need not be representative of the surrounding area as he comes from the faerie realms, but the caster has no control over what small animal is produced. The animal will remain for 10 minutes per level of the caster as long as he is not put in danger (at which time the duration drops to 1 round per level of the caster). The animal can be controlled through concentration of the caster while this spell lasts.

7. Summon Fey II — As *Summon Fey I*, except summons a *Type II* fey

8. Bind Fey I — Target *Type I* fey is bound to the caster for a specific time or a specified task. The fey will remain with the caster for 1 day per level of the caster or until one specific task is accomplished (e.g., the lich king is dead, Prince Solon is crowned, etc.) If the caster is not taking active steps to achieve the specified task, the fey has a 10% chance per day to break the bind. A fey who must break his binding sometime seek revenge from deception or else spread word among the fey of the unreliability of the caster. The GM should determine if this has any effects on the caster's dealings with the fey.

9. Lesser Challenge — As *Minor Challenge*, except a challenge can include contests of magic. The loser must provide a service with a normal value of 5 gp or 1 week's service.

10. Soul Link — Caster and fey become soul mates. This is a process by which two close friends or lovers link their souls and fates together. This spell must be cast once per day for 1 month and can only be completed once in a lifetime by a caster. A soul link shares the spirits or souls of the two targets in such a way that both targets will always know the general direction and distance to their soulmate. Whenever a soulmate is in dire need he can mentally summon his other half. The other half must get there by normal means but will know the general direction of the threatened half of his soulmate. Each target receives a bonus of +30 versus charm, seduction, feat, subjugation, and mind control spells. Furthermore, each will take on traits of the other half, as determined by the GM.

11. Command Fey II — As *Command Fey I*, except affects *Type II* fey. Also compensation should be more valuable as *Type II* fey are more jealous of their time and abilities.

12. Produce Medium Animal — As *Produce Small Animal*, except summons an animal up to 50 pounds from the faerie world.

14. Bind Fey II — As *Bind Fey I*, except affects a *Type II* fey.

15. Banish Fey I — Banishes a *Type I* fey from the human world for a period of time equal to 1 year per 1% failure. This is a humiliation and a punishment for the targeted fey.

16. Mass Call Local Fey — As *Call Local Fey*, except all fey in the range will receive a request for help or the distress call. All who are interested will arrive and they may help or begin arguing with one another.

17. Command Fey III — As *Command Fey I*, except affects *Type III* fey. Compensation should be in keeping with their status.

19. Bind Fey III — As *Bind Fey I*, except affects a *Type III* fey.

20. Banish Fey II — As *Banish Fey I*, except affects a *Type II* fey.

25. Mass Produce Small Animal — As *Produce Small Animal*, except 1 random animal is summoned each round for 1 round per level. This animal will work together and not attack one another for the duration of the spell.

30. Greater Challenge — As *Minor Challenge*, except physical contests may also be proposed. The loser must provide the equivalent of 1 months service or up to 10 gp value gift.

50. Soul Link True — This spell may only be cast on the target of a *Soul Link* spell. Targets can communicate mentally at a distance of 100' per level of their average level. The two targets have twice the number of rounds before soul departure, and are immune to charm spells, seduction, fear, subjugation and mind control spells.

SPECIAL NOTE

Type I Fey: Dwarves, Gremlins, Ellyllon, Leprechaun

Type II Fey: Nixies, Pysk, Sylphs, Pech, Numph, Satyrs, Undines,

Type III Fey: Tylweth Teg, Fosse-Grim, Yaai