

Call to the Elements

This spell allows the wizard to summon an elemental from any of the four elements. The elemental will be friendly toward the caster (at least initially) and is generally willing to at least listen to him. To use the spell, the caster must have drawn a circle of summoning, and must be in a large room or outdoors.

College: Forces

Philosophy: Summoning

Side Effects: Arcane Magic, Forces, Summoning, Elemental Magic

Effect: Summon Elemental

Casting Time: 1 Turn

Target/Area Affected: Single Elemental

Duration: Instant

Range: No Range

Active Cost: 145

Skill Roll Penalty: -7

Real Cost: 32

END Cost: 14

Call to the Elements: *Summon One Elemental Built On Up To 485 Points - Expanded Class Of Being (Any Type Of Elemental; +1/4), Friendly (+1/4)(145 Active Points); OIF: Summoning Diagram (Very Difficult To Obtain, Fragile; -1), Extra Time (1 Turn; Only To Activate; Character May Take No Other Actions; -3/4), Requires A Power Skill: Summoning Magic Roll (-1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Incantations (-1/4).*

Spell created by Jack Butler

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