Call to the Stones

This spell allows the wizard to summon a earth elemental. 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, Earth Magic
Effect: Summon Earth Elemental
Casting Time: 1 Turn
Target/Area Affected: Single Earth Elemental
Duration: Instant
Range: No Range
Active Cost: 121
Skill Roll Penalty: -6
Real Cost: 27
END Cost: 14

Call to the Stones: *Summon One Earth Elemental Built On Up To 485 Points - Friendly (+1/4)(121 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

Go back to start