

# Call to the Waves

This spell allows the wizard to summon a water 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, Water Magic

**Effect:** Summon Water Elemental

**Casting Time:** 1 Turn

**Target/Area Affected:** Single Water Elemental

**Duration:** Instant

**Range:** No Range

**Active Cost:** 121

**Skill Roll Penalty:** -6

**Real Cost:** 27

**END Cost:** 14

**Call to the Waves:** *Summon One Water 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](#)

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