

## Army - Old Empire



### Conjuration/Summoning, Earth

Level: 9

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 2 turns/level

Area of Effect: 250-ft. radius, raise 10 soldiers/4 levels

Saving Throw: None

By means of this spell, the caster is able to create an instant army, which rises from the ground in the form of earth, stone, or sand soldiers.

The caster can summon one unit of 10 soldiers for every four levels he possesses (round all fractions down). The units must appear within a 250-yard radius, placed as the caster sees fit. When the spell duration expires, the surviving units vanish. At the base caster level, this means 40 soldiers will be created for 6 hours.

The material component of this spell is a diamond of at least 5,000 gp value, which must be crushed in the casting.

Notes: Uncommon for conjurers; rare for others. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read Southern magic spell.

**Soldiers:** AC 4; MV 3; HD 2; THACO 19; #AT 1; Dmg 1d6+2; SD +1 or better weapon to hit; MR 20%. They are immune to all enchantment/charm spells; they serve only the summoner.