

Celestial Army - Elf



Elven High Magic

Level: 9
Range: 10 yds./level
Components: V, S, M
Casting Time: 1 turn
Duration: Special
Area of Effect: Special
Saving Throw: None

This high magic spell is reserved for use only in the most dire of emergencies, when the elf homeland itself is threatened. When cast, this spell summons a host of beings from the upper planes who will fight on the side of the caster. Roll 1d10 and refer to the following table to determine the type and number of creatures summoned.

Die

Roll Summoned

1	1-3 Astral Devas
2	1 Light Aasimon
3	3- 18 Lantern Archons
4	1-6 Sword Archons
5	5-20 Bariaur
6	1 Celestial Lammasu
7	1-3 Phoenixes
8	2-20 Reverend Ones
9	10d10 Einheriar
10	1 Adamantine Dragon

The summoned creatures will serve until the enemy is defeated or until they are slain. Slain creatures vanish with any gear they carry and return to their home plane.

The material components of this spell is a candle that must be burned at an altar crafted of precious metals and worth at least 1,000 gp.

Notes: Restricted to elves able to cast elven High Magic. Used for the defense of the elven homeland (for example, Evermeet island).