

Command Element



Alteration, Province: Flame, Sand, Sea, Wind

Level: 7

Range: 10 ft./level

Components: V, S

Casting Time: 7

Duration: 1 rd./level

Area of Effect 1,000 cu. ft./level

Saving Throw: None

Each elemental requires a separate version of this spell, and each must be specifically memorized by the caster.

This spell forces the elements themselves to do the caster's bidding. Rocks will part or rise, flame lower and die, river waters creep onto shore, winds fill a ship's sails. However, this spell does not empower the caster to make direct attacks with these elements.

The elemental material can be moved, shaped, parted, or sculpted. Wind patterns can be changed gases scattered, mines ventilated, and vacuums created. Ores can be separated, doors carved or tunnels, ditches, and dikes created. Salt can be removed from fresh water, fields irrigated, floods lowered. Fires can be lowered, started, or sent in new directions. None of these actions can directly affect creatures in the area of affect.

Notes: Common in arabian settings; uncommon for Elementalist wizards; otherwise very rare.