

Command Elementals - Old Empire



Enchantment/Charm

Level: 4

Range: 40 yds. + 10 yds./level

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell enables the caster to command (or wrest command of) a single creature from one of the elemental or para-elemental planes.

The target is permitted a saving throw, but elementals of low intelligence or lower suffer at -4 penalty to the roll. If the saving throw is failed, the wizard can maintain his control over the elemental for the duration of the spell, overriding all other controls on that elemental, including other command elemental spells.

Notes: Common for Elementalist wizards, rare for conjurers; otherwise very rare. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read Southern Magic spell.