

Conjure Elemental-Kin



Conjuration/Summoning, Air, Earth, Fire, Water, Geometry

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Summons 1 elemental-kin

Saving Throw: None

Like the conjure elemental spell, this summoning can be used to summon a creature from one of the four elemental planes- a sylph from the plane of Air, a pech or sandling from the plane of Earth, a fire snake from the plane of Fire, or a nereid or water weird from the plane of Water. The wizard must decide which elemental-kin he will conjure when he memorizes the spell since the components and procedures are different for each. An elemental specialist can conjure only from his element.

Elemental-kin can be conjured only if there is a good amount of their native element at hand; a good-sized fire or a body of water is required for those elemental-kin. In addition to this and either an aquamarine (air), amber (earth), ruby (fire), or emerald (water) gem worth 1,500 gp, the wizard must also provide the spell's material component, which varies by element:

Air Elemental-kin: Burning incense

Earth Elemental: Soft clay

Fire Elemental-kin: Sulfur and phosphorus

Water Elemental-kin: Water and sand

The elemental-kin is bound to obey the wizard's commands and will not turn against him, but it is generally annoyed by its summoning and cooperates only as instructed. Given the chance, the creature will disappear and return to its home in the elemental planes; in order to prevent this, the wizard must concentrate on keeping the creature from leaving. (If the wizard is wounded or grappled or casts another spell, his concentration is broken.) The elemental-kin can be controlled or maintained at a distance of 30 yards per caster level.

The various elemental-kin creatures are described in detail in the MONSTROUS MANUAL tome, under the heading "Elemental." At the DM's option, other elemental creatures of 4 Hit Dice or less can be summoned with this spell.

Notes: Common for conjurers, geometers, and Air, Earth, Fire, and Water mages; otherwise uncommon (PO:SM).