

Conjure Greater Elemental II



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

Level: 7
Range: 60 yds.
Components: V, S, M
Casting Time: 1 turn
Duration: 1 turn/level
Area of Effect: Summons 1 greater elemental
Saving Throw: None

This spell allows the caster to summon a single greater elemental from an elemental plane. The conjure greater elemental spell is actually four spells, each of which must be learned separately. The wizard can conjure an air, earth, fire, or water elemental with this spell—assuming he has the proper version memorized and material component for the particular elemental. The power of the conjured greater elemental depends on the level of the caster. Only one greater elemental can be conjured in a day.

Greater elementals are both more powerful and more intelligent than the common elemental summoned by lesser spells. While they can be forced to serve in the same manner as lesser elements, a conjured greater elemental can be bargained with, if the caster can show how its actions will further Elemental Plane concerns. The caster must offer suitable inducements, or the greater elemental is 10% likely to depart to its home plane.

The material component of the spell (besides a great quantity of the element at hand) is a small amount of one of the following:

Air Elemental: Burning incense
Earth Elemental: Soft clay
Fire Elemental: Sulfur and phosphorus
Water Elemental: Water and sand

Special protection from elementals is available by means of a protection from evil spell.

Elemental specialists are restricted to elementals of their own element, but have a +1 Reaction roll advantage when negotiating with them.

Caster Level	Elemental Hit Dice*	Weapon to Hit
14	12	+2
18	16	+2
24+	21	+2

* Any casting is 5% likely to summon the next more powerful elemental. The greater elemental is 1% likely per Hit Die to be free-willed. A 24th level caster will summon a greater elemental of demi-power status, at least 24 Hit Dice and immune to weapons of less than +3 enchantment.

Free-willed elementals of these power levels can be negotiated with, but tend to be more hostile and less tractable. Spells such as exaction and oath binding might be useful.

Notes: Common for Elemental rnaages, otherwise uncommon.