

Conjure Sand Lion



Conjuration/Summoning, Province: Sand

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 4

Duration: 1d4 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

A wizard conjures a faithful female spotted lion when this spell is cast.

The sand lion roars when it first appears. It attacks only at the caster's direction. The caster can see through the creature's eyes, though his vision is otherwise unchanged. The caster does not have to maintain concentration to keep the cat in existence or under control. The sand lion fights to the death or until the spell ends, or until the caster dismisses the creature. It can serve as a steed (MY 9). It also can serve as a pack animal, carrying as much as a light horse and retaining a movement rate of 9.

Generally, spells of the enchantment/charm and necromancy schools do not affect the sand lion, nor do priest spells of the Animal, Healing, and Necromantic spheres. However, any spell that specifically affects creatures from the Elemental Plane of Earth, such as phase door, can harm the creature even if the spell belongs to a sphere or school previously listed.

The material component of this spell is a handful of sand, tossed into the air. The sand becomes the spotted lion.

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

Spotted Lion: AL N; AC 6; MV 12 (leap 30 feet); HD 6+2; THAC0 15; #AT 3; 1d3/1d3/1d2; SA rear claw rake if both fore-paws hit (2d4/2d4).