

Elemental Control



Abjuration, Air, Earth, Fire, Water

Level: 5

Range: 10 yds. + 1 yd./level

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 elemental or elemental-kin

Saving Throw: Special

This spell allows the wizard to seize control of an elemental summoned by someone else. This is determined by the outcome of a special control check, described later.

The wizard can make only one attempt per elemental; if the wizard does not seize control, no future efforts by the wizard to control that elemental will succeed until the wizard gains an experience level. If the effort is successful, the elemental obeys the wizard for the remainder of its stay on the physical plane.

Control Check: The wizard rolls 1d20 and adds his Wisdom bonus. Add +1 per five levels the wizard has more than the elemental Hit Dice (drop fractions). The DM rolls 1d20 and adds the Wisdom bonus of the elemental summoner. He adds +1 for every five Hit Dice the elemental has more than the wizard's level (drop fractions).

If the wizard has a higher total, then he has seized control. If the rolls are tied, the wizard can wrestle for control (taking no other action the next round) or abandon the control attempt. If he wrestles for control, then the elemental loses all actions except melee attacks and the tie is re-rolled at the end of the next round. If the summoner has the higher total, then the control elemental spell fails.

Notes: Uncommon for abjurers and Elemental mages; otherwise rare. (Updated from DRAGON Magazine.)