

Elemental Guide



Conjuration/Summoning, Province: Flame, Sand, Sea, Wind

Level: 2
Range: 2 yds.
Components: V, S, M
Casting Time: 2
Duration: 1 turn/level
Area of Effect: 30-ft. radius
Saving Throw: None

Each elemental form of this spell is distinct, and must be learned and memorized separately.

This spell is much like an elemental form of the spell unseen servant. It conjures a tiny fire sprite, dust devil, pet rock, or a friendly puddle, which serves the caster exactly as an unseen servant does. The caster must conjure the guide from a small amount of the element: a candle flame, a handful of dust, a vial of water, etc. It can serve as a native guide to its own elemental plane, allowing the caster to move while on the plane without getting lost.

The guide is destroyed if dispelled, sent more than 30 feet from the caster, or if it takes more than 6 points of damage from a breath weapon, area effect spell, or similar attack.

The spell requires a golden bell and mallet, which are not consumed in the casting.

Notes: Common in arabian settings; uncommon for Elemental mages; rare for others.