

Elemental Turning



Abjuration

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 4+1d4 rds.

Area of Effect: 60-ft. radius

Saving Throw: Neg.

This spell allows the wu jen to drive off elementals by uttering a fearsome spell that is their bane. Before casting the spell, the wu jen must determine the type of elemental that is affected. When the spell is cast, all elementals of that type within the area of effect must make a saving throw vs. spell. If the save is successful, the creature can ignore the spell effect. If the saving throw is failed, the creature flees the area of effect and does not enter it again for the duration of the spell.

The spell centers about the wu jen and moves with him. If the elemental creature is forced into a position where it cannot escape the area of the spell, it disappears to its own plane instead of remaining. The spell does not break the concentration of any creature controlling the elemental.

The material component for this spell is a pinch of the element opposed to the type being turned, fire for water elementals, earth for air elementals, a puff of breath for earth elementals, and a drop of water for fire elementals.

Notes: Common in oriental settings; uncommon for Elemental mages elsewhere; otherwise very rare.