

Call to the Winds

This spell allows the wizard to summon an air elemental. The elemental will be friendly toward the caster (at least initially) and is generally willing to at least listen to him. To use the spell, the caster must have drawn a circle of summoning, and must be in a large room or outdoors.

College: Forces

Philosophy: Summoning

Side Effects: Arcane Magic, Forces, Summoning, Elemental Magic, Air Magic

Effect: Summon Air Elemental

Casting Time: 1 Turn

Target/Area Affected: Single Air Elemental

Duration: Instant

Range: No Range

Active Cost: 121

Skill Roll Penalty: -6

Real Cost: 27

END Cost: 14

Call to the Winds: *Summon One Air Elemental Built On Up To 485 Points - Friendly (+1/4)(121 Active Points); OIF: Summoning Diagram (Very Difficult To Obtain, Fragile; -1), Extra Time (1 Turn; Only To Activate; Character May Take No Other Actions; -3/4), Requires A Power Skill: Summoning Magic Roll (-1/2), Spell (-1/2), Concentration (1/2 DCV; -1/4), Gestures (-1/4), Incantations (-1/4).*

Spell created by Jack Butler

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Last update: **2009/08/31 21:28**

