Animal Summoning III

Conjuration / Summoning

Range:	8"	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	8 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 6 Druid

Anti-Animal Shell

Abjuration

Range:	0	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	1 Round
Area of Effect:	2" radius hemisphere	**Saving Throw:**	None

Level 6 Druid

Conjure Fire Elemental

Conjuration / Summoning (Reversible)

Range:	8"	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	6 Rounds
Area of Effect:	Special	**Saving Throw:**	None

Level 6 Druid

Description

This spell is the same in duration and effect as the 4th level animal summoning I spell except that up to 4 animals of no more than 16 hit dice each can be summoned, or eight of no more than 8 hit dice, or 16 creatures of no more than 4 hit dice each can be summoned.

By means of this spell, the druid calls up to eight animals of whatever sort the druid names when the summoning is made, if such type are within spell range. These animals can have no more than four hit dice each. The animals summoned will aid the druid by whatever means they possess, staying until a fight is over, a specific mission is finished, the druid is safe, he or she sends them away, etc. The druid may try three times to summon three different sorts of animals, i.e. suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the druid calls for wild horses which may or may not be within summoning range. Your referee will determine probabilities if the presence of a summoned animal type is not known. Other than various sorts of giant animals, fantastic animals or monsters cannot be summoned by this spell, i.e. no chimerae, dragons, gorgons, manticores, etc.

Description

By casting this spell the druid brings into being a hemispherical force field which prevents the entrance of any sort of animal matter of normal (not magical) nature. Thus, a giant would be kept out, but undead could pass through the shell of force, as could such monsters as aerial servants, demons, devils, etc. The anti-animal shell lasts for 1 turn for each level of experience the druid has attained.

Description

Upon costing a conjure fire elemental spell, the druid opens a special gate to the Elemental Plane of Fire, and a strong fire elemental (see ADVANCED DUNGEONS L DRAGONS, MONSTER MANUAL) is summoned to the vicinity of the spell caster. It is 85% likely that a 16 die elemental will appear, 9% likely that 2 to 4 salamanders (q.v.) will come, a 4% chance exists that an efreeti (q.v.) will come, and a 2% chace exists that a huge fire elemental of 21 to 24 hit dice (d4 + 20) will appear. Because of the relationship of druids to natural and elemental forces, the conjuring druid need not fear that the elemental force summoned will turn on him or her, so concentration upon the activities of the fire elemental (or other creatures summoned) or the protection of a magic circle is not necessary. The elemental summoned will help the druid however possible, including attacking opponents of the druid. The fire elemental or other creature summoned remains for a maximum of 1 turn per level of the druid casting the spell - or until it is sent back by attack, a dispel magic spell or the reverse of the spell (dismiss fire elemental). Only a druid can dismiss summoned salamanders, efreeti, or ultra-powerful elementals.