

## Call Animal

This skill is known only to Elven Beastfriends. They refuse to teach it to any others, out of fear that it might be misused. When a Beastfriend is in a region (usually a forest) where their befriended species lives, they may call out in the language of that species in an attempt to gain the attention of allies. The Beastfriend makes a **Ld** test, and if the test is successful, the animals will appear within 2d10 minutes, in the following numbers:

<b>Creature</b>	<b>Number</b>
Bear	1
Boar	D3
Hawk	1
Horse	1
Hound	D3
Wildcat	D3

The animals should be treated as NPCs, and controlled by the GM. Beastfriends usually call animals when they need their help. Whether or not this help is given will depend on the risk involved to the animal, the extent to which the Beastfriend's plans fit the animal's needs, and so on. Requests to be lead to food or shelter are almost always granted; calls to battle may well be refused, unless the foes threatened the forest or relatives of the animal involved. Beastfriends who abuse this skill in an attempt to gain expendable troops may well find themselves shunned by the animals and cursed by Kurnuous.