

# Elemental Aura



**Abjuration, Evocation, Air, Earth, Fire, Water**

Level: 9

Range: 0

Components: V

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: The caster

Saving Throw: None

This spell has four very different effects depending on the type of elemental aura cast (air, earth, fire, water). The aura cannot be conferred upon another creature. It is not possible to benefit from more than one aura at one time. Elemental mages are restricted to the auras of their own element.

Each aura is three inches thick and covers the caster's entire body. An aura of air is hazy white in color, an aura of earth is dull gray, an aura of fire is flickering red, and an aura of water is shimmering blue. The auras have these effects.

## **AIR**

- immunity to gas and air-based attacks
- total protection from physical attacks by creatures of the elemental plane of Air
- ability to cast fly and protection from normal missiles, once each.

## **EARTH**

- immunity to attacks from non-magical weapons made of stone or metal
- immunity to physical attacks by creatures of the elemental plane of Earth
- ability to breathe and move at full movement rate within the element of earth
- ability to cast wall of stone once

## **FIRE**

- immunity to normal and magical fire
- total protection from physical attacks by creatures of the elemental plane of fire
- ability to breathe and move at full movement rate within the element of fire
- total protection from hostile environmental effects while traveling the plane of Fire
- ability to cast wall of fire once

## **WATER**

- immunity to water and cold-based attacks
- total protection from physical attacks by creatures of the plane of Water
- ability to breathe and move at full movement rate within the element of water
- ability to cast wall of ice once

## **WOOD (Oriental only)**

- Immunity to wooden weapons
- Total protection from plant-based attack (except mold and fungi)
- Ability to pass without a trace at will
- Ability to "plant" self in an area with sun and water, regaining 1 HP per hour
- Ability to speak with plants once

The auras do not restrict the caster in any way. The caster is free to move and act normally while under the influence of an aura.

Notes: Common for all Elemental mages; otherwise uncommon (ToM).