

Elemental Form



Alteration, Province: Flame. Sand, Sea, Wind

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 turn + 1 turn/level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell has four forms, one for each element. The caster must choose which form will be assumed when memorizing the spell: air, earth, fire, or water. In each form, the recipient can move and act without hindrance in a specific elemental environment at a rate of 12. The creature retains its hit points, THACO, and any spellcasting ability. It also gains a minimum base Armor Class of 4 and an element-based hand-to-hand attack for 1d8 points of damage. Magical weapons are required to hit the creature. Unwilling creatures are entitled to a saving throw vs. spell.

A small vial of the essence of the appropriate type of elemental is required to cast the spell; this must either be researched and distilled as a potion or bargained for with the genies.

Notes: Common in Arabian settings; very rare elsewhere, but most likely in the hands of Elemental mages.