

ELEMENTAL MAGIC TRANSFORMING THE TERRAIN



IN *ELEMENTS OF MAGIC*, THE TRANSFORMATION enhancements are mainly focused on creatures and objects. However, this versatile sphere of magic can be used to transform the very terrain on which the caster - or other creatures - stand. Such an effect is easily achieved by purchasing the appropriate area of effect and selecting a secret such as *transform lava*. This article details the effects of doing just this for a number of common secrets, along with five example spells (*entangling vines*, *greasepatch*, *lava field*, *vine chains*, and *watery grave*).

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COLOR ART SAVAGE MOJO

ELEMENTAL DAMAGE (0-1 MP)

Damage caused by transformed terrain can do up to 1 point of damage for free. By spending 1 MP, the damage can be increased to 1d6 damage of the appropriate type. This damage is automatic, and requires no attack roll. For more damage, *evocation* spells must be used instead.

Elements useful for damaging effects include *lava*, *acid*, *plants* (thorns), *earth* (jagged ground), and so on.

DIFFICULT TERRAIN (0 MP)

Most terrain transformations are able to create difficult terrain. Difficult terrain halves a creature's SPEED unless it has an ability which allows it to move normally in such terrain.

Difficult terrain can be caused by snow (*ice*), mud (*ooze* or *earth*), rubble (*earth*), swamp (*water*), deep undergrowth (*plant*), and more.

IMMOBILIZE (5 MP)

An immobilized creature suffers the severe Mobility status when it enters or starts its turn in the area. It can shake this off as normal. An immobilized creature cannot move from its spot on its own power (including flight) but is not paralyzed and can take actions normally.

A creature might be immobilized by sticky mud (*earth*), *ooze*, grasping *plants* or even freezing *ice*.

SLICK (2 MP)

Slick areas are more slippery even than slippery areas. While a slippery area is merely difficult terrain (half SPEED), a slick area is also almost impossible to stand on.

Creatures can move safely across slick terrain at a SPEED of 1. If they move faster than this SPEED, they must make a *Difficult* [16] AGI check or fall prone, ending their movement for that action. Note that slick areas are difficult terrain, too.

Remember that the "secret" part of a transformation spell is the resultant form, not the starting form. Transforming the floor from stone to ice is *transform ice*, not *transform stone*.

CREATION & SUMMONING

These effects can also be caused by *creation* spells. See *Elements of Magic* for the side-effects of creating different elements.

The *secret of plants* can be used to *create plant* (non-sentient plants can be created; sentient or semi-sentient creatures must be summoned, not created).

AREA DEPTH

The maximum depth/height of a terrain effect is 5'. Deeper effects can be achieved by layering areas.

ENTANGLING VINES

Transform Plant

Cost 6 MP; **Skills** *transformation*

Casting Time 2 actions

Duration 1 minute

Range 50'; **Target** 30' diameter

You cause plants to grow from the ground, covering a 30' diameter circle within 50' area in thorny vines and entangling foliage. The area becomes difficult terrain for 1 minute, and causes 1 point of piercing damage to any creature which enters or begins its turn in the area.

Costs 3 MP range, 3 MP area.

GREASEPATCH

Transform Ooze

Cost 5 MP; **Skills** *transformation 2*

Casting Time 2 actions

Duration 1 minute

Range 30'; **Target** 10' diameter

A 10' diameter area within 30' becomes slick with grease. Creatures can move safely across slick terrain at a SPEED of 1. If they move faster than this SPEED, they must make a *Difficult* [16] AGI check or fall prone, ending their movement for that action.

Costs 2 MP slick, 2 MP range, 1 MP area.

LAVA FIELD

Transform Lava

Cost 9 MP; **Skills** *transformation*

Casting Time 2 actions

Duration 1 minute

Range 100'; **Target** 50' diameter

An area 50' in diameter within 100' is transformed into boiling lava. Any creature which enters or begins its turn in the area suffers 1d6 fire damage. The area is difficult terrain.

Costs 1 MP elemental damage, 4 MP range, 4 MP area.

VINE CHAINS

Transform Plant

Cost 11 MP; **Skills** *transformation 5*

Casting Time 2 actions

Duration 1 minute

Range 50'; **Target** 30' diameter

An area 30' in diameter within 50' is turned into greedy, grasping vines which grab and anchor any creature which enters or begins its turn in the area. The creature is immobilized (the severe Mobility status). It can still take actions and defend itself, but it may not move from its spot.

Costs 5 MP immobilize, 3 MP range, 3 MP area.

AFFECTING CREATURES

Terrain effects affect creatures as soon as they enter the area, or at the start of their turn if they begin their turn within the area.

Difficult terrain affects creatures automatically. Unless the effect says otherwise (such as environmental Elemental Damage which is inflicted automatically), conditions like Immobilize require an attack roll as normal. The attack roll for a terrain effect is a melee attack roll, not a ranged one.

Remember that a spell's duration is the maximum amount of time an effect can be inflicted on a creature. Creatures can shake conditions off earlier.

WATERY GRAVE

Transform Water

Cost 8 MP; **Skills** *transformation*

Casting Time 2 actions

Duration 1 minute

Range 100'; **Target** 50' diameter

An area 50' in diameter within 100' is transformed into a lake of water 5' deep. Those within the area must swim or begin drowning.

Costs 4 MP range, 4 MP area.

