

The Sorcerer

The Sorcerer is a master of elemental magic. Through long study and mystic rites they have learned to draw magical energy (mana) from the Elemental Planes, and to cast that mana in the form of spells. The act of casting a spell involves channelling mana through the caster's body (actually through the sigils, sorcerous marks tattooed on the Sorcerer's body). A Sorcerer's power depends not only on how much mana they can wield, but on how well they can wield it: even the smallest of spells will cost a Sorcerer some of his life essence, but the more skilled the Sorcerer, the less the spell will cost.

There are six elements: Fire, Water, Light, Darkness, Earth and Air. Each element has its own strengths and weaknesses: Fire excels at damaging spells, while Earth contains many defensive spells. Some Sorcerers concentrate on a single element (in addition to the Grey spells taught to all Sorcerers): others will study multiple elements to be more versatile.

Due to old traditions, no Sorcerer can study opposing elements (for example, both Light and Darkness): the college will simply not teach a student both. This is because of the old rivalries which still exist between the elemental Lords. Also, the more elements a Sorcerer learns, the greater the risk of him becoming a Sorcerer of Many Colours: tradition states that the closer a Sorcerer comes to learning all the elements, the further down the path of madness he descends!

SORCERER

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESISTANCE	Mana	CASTING MODIFIER	SKILL POINTS	CLASS ABILITIES
1	25 : 24	8	2	Single	1S / 1D	9	+2	2	Detect Magic Mana Gain Utilise Light Weapons Utilise Sorcerous Cantrips Utilise Sorcery
2	26 : 25	9	4		2S / 1D	16	+1	1	
3	27 : 26	10	6		2S / 2D	25	0	1	
4	28 : 27	11	8		2S / 2D	36	0	1	
5	29 : 28	12	10	+1 Skill	2S / 2D	49	-1	1	Discern Magic
6	30 : 29	13	12		2S / 3D	64	-2	0	Mastery of Primary Element
7	31 : 30	14	14	+1 Skill	3S / 3D	81	-3	2	
8	32 : 31	15	16		4S / 4D	100	-5	1	Make Mystic Item
9	33 : 32	16	18		4S / 4D	121	-7	2	
10	34 : 33	17	20	Double Handed	4S / 5D	144	-10	1	Grandmastery of Primary Element
11	36 : 35	19	23		5S / 5D	169	-12	2	
12	38 : 37	21	26		5S / 6D	196	-13	1	

*CHOICE OF: AMBIDEXTROUS, FIREARMS, THROWN

A HUMAN SORCERER GAINS 25:1 LIFE POINTS

AN ELVEN SORCERER GAINS 24:1 LIFE POINTS

Class Restrictions and Limitations

- Sorcerers are limited to 3 units of metal. Exceeding this limit means you forfeit your mana casting for 24 hours. However this limit may be increased by purchasing the Metal Tolerance skill.
- Sorcerers will lose any spiritual blesses as soon as they cast a sorcerous spell as the two powers are mutually exclusive.
- If a Sorcerer is struck by Starfire silver, they take double damage from anything which gets through their armour, and also lose their mana reserve for 24 hours. However, you may still cast spells using mana from mana stores and similar items.
- Sorcerers may not use a shield unless they purchase the Utilise Shield skill.
- Sorcerers may not learn missile weapon use.

Sorcerer Class Abilities

Detect Magic - By use of this ability a Sorcerer can feel the presence of magic on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Sorcerer.

Mana Gain - This skill gives the Sorcerer mana – see the column in the table for amount per level.

Utilise Light Weapon – This allows the Sorcerer to be able to use any Light Weapon (although the Sorcerer may also need Missile Skill or Thrown Skill to use the weapon effectively).

Utilise Sorcerous Cantrips – This allows the Sorcerer to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5xp each to a maximum of two per level. Please see the cantrips list for details of which are accessible to Sorcerers.

Utilise Sorcery - This skill represents training in the arts of elemental magic, typically through the School of Magic who train Sorcerers and research their spells. A Sorcerer is initially able to access spells that are 'Grey' (no specific element) and of one chosen element (Fire, Water, Light, Darkness, Earth or Air). This first chosen element is the Sorcerer's primary element.

At first level, a Sorcerer has a base sorcerous casting modifier of +2, this decreases as the Sorcerer goes up in level. (See Class table above.)

To cast a spell costs an amount of mana equal to the level of the spell to be cast and a number of life points (total body) equal to (the mana cost of the spell to be cast plus the casting modifier) squared. There always a minimum life point cost of 1, no matter what the Sorcerer's casting factor or the mana cost of the spell.

e.g. At level one, with a casting modifier of +2, a Sorcerer casts a 1 mana spell. This costs them 1 mana and $(1+2)^2 = 9$ life points.

A Sorcerer may cast known spells of levels up to two higher than their current casting rank. They may still enhance those spells with additional mana/life point costs as much as they want using the Extended Range/Duration rules or any additional specific rules a spell has.

Mastery of Primary Element – the Sorcerer now casts all their primary element's spells as if they are one level lower. They cannot be reduced to lower than 1st level. (Note: Also stacks with Elven racial modifier)

Discern Magic - By concentrating on one item at a time, the Sorcerer may greater understand the nature of a magical object or spell. This will work on one person, item or effect to a maximum range of 1" per level from the Sorcerer.

Under normal circumstances the level and element of enchantment may be discerned (ref's discretion).

Make Mystic Item - This allows the Sorcerer to make mystic items – Refer to Makes rules handbook.

Grandmastery of Primary Element – at this level, the Sorcerer may empower a single target spell that they can cast with an additional power based on their primary element. This can be used 1 per 2 levels per day.

These abilities do NOT change the elemental type of the spell being cast: the normal effect is still of the original spell's element and the additional effect is of the Sorcerer's primary element for any case where immunities may be relevant.

Air

Offensive: Fumbling Spell

Cause the target to fumble anything held in their hands and if they are non-spiritual items they are Pulled 10ft away from them.

Defensive: Floating Spell

Grant the target the ability to walk on air.

Darkness

Offensive: Disintegrating Spell

Disintegrate an item of the caster's choice that is on the target's person.

Defensive: Nightbound Spell

Put the target in a darkness that both target and caster can see through.

Earth

Offensive: Grounding Spell

Entangle the target.

Defensive: Earthbound Spell

Grant the target immunity to strikedown/knockback effects but if they leave the ground this effect and the empowered spell are immediately dispelled.

Fire

Offensive: Scorching Spell

Burn the target for 10 seconds, preventing spellcasting and dealing half the damage again to total body, rounded up, as Fire damage.

If the offensive spell does not deal damage as standard, the burning damage is 12lps (6 hits) Fire.

Defensive: Fiery Rebuke

Deal Fire damage equal in strength to the next two melee blows to strike the target back at the attacker.

Note: Not a reflection! The target is still struck by the blow.

Light

Offensive: Radiant Spell

Blind the target for 10 seconds and surround them with a Light spell (5 min)

Defensive: Bright spell

Cast a Light spell on the target and allow them to teleport once during the duration.

Water

Offensive: Chilling Spell

Chill the target, causing them to move at zombie speed for 60 seconds.
Note: Unlike *Frost* this is not removed when they are struck for damage.

Defensive: Frost-rimed Spell

Surround the target by a thin layer of frost granting an additional 2 magic AC. They also take half effect from Physical or Mantic 1 cold effects. (Excluding Spirit)

Sorcerer Skill Pick Tables

Table 1
Apprentice Alchemist
Apprentice Black Arts
Discern Alchemy
Discern Black Arts
Enhance Mana Reserve
Enhance Casting Modifier
Metal Tolerance 1

Table 2
Alchemist
Black Arts
Dodge
Utilise Other Element
Metal Tolerance 2
Reflex I
Utilise Light Armour
Talk to Primary Element

Table 3
Make Foci
Metal Tolerance 3
Quick Spell
Spiritual Enhancement
Stamina I
Strength I
Utilise Medium Armour
Utilise Medium Weapons

Table 4
Body Weaponry I
Dual Caster
Reflex II
Sigil Burn (1/day)
Stamina II
Utilise Heavy Armour
Utilise Heavy Weapons
Utilise Shield
Weapons Mastery I

Skill Descriptions

Table 1

Apprentice Alchemist – This allows the Sorcerer to make potions - Refer to Makes rules handbook.

Apprentice Black Arts – This allows the Sorcerer to make poisons, acids, etc - Refer to Makes rules handbook.

Discern Alchemy – this allows the Sorcerer to discern the various potions in the world - Refer to Makes rules handbook.

Discern Black Arts – this allows the Sorcerer to discern the various poisons, acids, etc in the world. - Refer to Makes rules handbook.

Enhance Mana Reserve - This skill permanently increases your mana reserve by a number of points equal to your current casting level. This increases as you gain levels. For example, if bought at the 6th rank, the skill would increase your mana reserve by +6 points. On gaining 7th rank, the increase will become +7 points instead.

Enhance Casting Modifier - Purchase of this skill improves the Sorcerer's casting modifier by one level. This skill may take the casting modifier above their class level and may be purchased no more than twice ever.

Metal Tolerance 1 – this gives the Sorcerer 3 additional metal points (6 total)

Table 2

Alchemist – this further enhances the Sorcerer's potion making skills - Refer to Makes rules handbook.

Black Arts – this further enhances the Sorcerer's poison, acid, etc making skills - Refer to Makes rules handbook.

Dodge – this allows the Sorcerer to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

Utilise Other Element – this gives the Sorcerer access to an additional element of magic. Buying this skill represents the Sorcerer continuing their studies at adventurers' college. The adventurers' college will not teach any Sorcerer elements opposing those they already know. There are other ways for a Sorcerer to learn additional elements without returning to their studies and purchasing this skill, but they are uncommon and often come with caveats or disadvantages.

Metal Tolerance 2 – this gives the Sorcerer 6 additional metal points (12 total). Requires Metal Tolerance 1 first.

Reflex 1 – this gives the Sorcerer 1 point of dexterity armour.

Utilise Light Armour – This allows the Sorcerer to be able to use any Light Armour: Soft Leather (base 2 AC), Fur (base 3 AC) or Rigid Leather (base 4 AC).

Talk to Primary Element – This permanent ability allows the Sorcerer to talk to Their primary element at will. They will gain variable answers depending on the size or mystical strength of the elemental source they are talking to. (Referee's discretion.)

Table 3

Make Foci – this skill allows the Sorcerer to make foci. They may make a maximum of their level in foci per weekend. This costs the Sorcerer the standard armoury cost for a dagger plus 20 GC per foci for the material and mystical materials used up while imbuing the dagger with magic.

Metal Tolerance 3 – this gives the Sorcerer 9 additional metal points (21 total). Requires Metal Tolerance 2 first.

Quick Spell – Allows the sorcerer to add an additional 3 words (for a total of 6) to any spell that they are casting in a time stop. If this would allow them to complete the spell they may cast it in the time stop. **This ability is usable 1 per 4 levels a day**

Spiritual Enhancement – This skill permanently grants the Sorcerer an additional 2 power. This skill may be purchased more than once.

Stamina 1 – this skill permanently raises the Sorcerer's total body by 3 LPs.

Strength 1 – this skill permanently grants the Sorcerer +3 points of strength.

Utilise Medium Armour – This allows the Sorcerer who already has Utilise Light Armour to be able to use any Medium Armour: Ring or Chain Mail (base 6 AC), Scale and Brigandine (base 8 AC).

Utilise Medium Weapon – This allows the Sorcerer who already has Utilise Light Weapon to be able to use any Medium Weapon (although the Sorcerer may also need Missile Skill or Thrown Skill or to use the weapon effectively).

Table 4

Body Weaponry 1 – this allows the Sorcerer to inflict damage with hands and feet – 6 LPs damage – **NB** anyone choosing this skill will be checked for safety in unarmed fighting.

Dual Caster – Allows the caster to have 2 durational magical bodily effect up at the same time. This effect is usable 1 per 6 levels per day

Reflex 2 – this gives the Sorcerer 2 points of dexterity armour. Requires *Reflex 1* first (gives total of 3 dexterity).

Sigil Burn The use of this ability activates one of the inscribed spell sygla on the Sorcerer to function as the spell itself. This has no mana cost and requires no vocals. Sigil Burn can be used to cast spells while the Sorcerer is impaled, bleeding or in any similar effect which normally prevents casting. Only spells that the Sorcerer could normally cast may be burnt in this manner.

eg. A 4th level Sorcerer with 28 life points and a -1 casting factor will be able to cast a maximum of a 6 mana spell as this would cost 25 life points to cast. This would make a 6th level spell the highest that can be used with this ability.

However, due to its nature the sygla itself is burned from the skin and as such the spell itself cannot be cast again until it has been re-inscribed. This can be done by returning to college and under normal circumstances would be resolved by the following event.

Stamina 2 – this gives the Sorcerer an additional permanent 6 LPs total body. Requires Stamina 1.

Utilise Heavy Armour – This allows the Sorcerer who already has Utilise Medium Armour to be able to use any Heavy Armour: for example Plate (base 12 AC).

Utilise Heavy Weapon – This allows the Sorcerer who already has Utilise Medium Weapon to be able to use any Heavy Weapon (although the Sorcerer may also need Missile Skill or Thrown Skill or to use the weapon effectively).

Utilise Shield – This allows the Sorcerer to use Shields of any size.

Weapon Mastery 1 – this give the Sorcerer plus 6 LPs damage with a favoured melee weapon type e.g. a long sword.

Metal Tolerance

All metal objects have a quantity of metal units associated with them, and the combined total of the metal units a character carries should never exceed his or her tolerance; psionics and mana casting will be lost temporarily. Carrying metal objects in a bag does not mitigate the carried metal units, although a character may give out the objects he or she may require to other characters so that he or she never come into contact with too many metal points by swapping the objects back and forth.

Disappeared or otherwise 'off-plane' metal objects do not count towards a character's metal units as these are not physically carried by him or her; the character must have enough metal tolerance to vanish or otherwise transport the object 'off-plane' in the first place, however, if the object must be carried or touched for the spell to affect.

Many mana or psionic casters buy bone, rare stone or ceramic items in order to circumvent the restrictions of metal tolerance. For everyday paraphernalia such as buttons, tankards, aglets, badges, hoops, cutlery, etc., wooden versions are available for very small cost.

Iron and steel equipment is +1 to the listed metal units. Daggers can always be made fine enough to be 1 metal unit.

Metal tolerance can be purchased using skill points (if the class has it listed) or XP. Metal Tolerance 1, 2 and 3 grant +3, +6 and +9 metal units tolerance respectively, for a total of 3 (no increased tolerance), 6, 12 and 21 metal tolerance. Buying Metal Tolerance 1, 2 and 3 with XP costs 10, 20 and 30XP respectively for a cumulative 10, 30 and 60XP spent.

Metal Point Listing

Weapons

Arrow Heads (20)	2	Halberd Head	2	Naginata	2
Axe	3	Hand axe	2	Pistol (1 barrel)	1
Bastard sword	4	Hand mace	3	Pistol (2 barrels)	2
Broadsword	3	Lance (metal)	6	Shodding	1
Cannon (4lb)	6	Long axe	4	Shot (10)	1
Crossbow (medium)	2	Long sword	3	Short sword	2
Dagger	1	Musket	3	Spear Head	1
Dart	1	Rifle	2	War mace	4

Armour

Ring Mail	Coif	1	Plate	Full Harness	14
	Shirt	3		Arm Harness	2
	Coif	1		Cuirass	3
	Coif with Aventail	2		Full Helm	2
	Gorget (standard)	1		Gorget w/ Bevor	1
Chain	Shirt	4	Small Shield	Greaves (2)	2
	Torso (byrnie)	3		Leg Harness	2
	Greaves	2		Skullcap	1
	Shirt	4		Vambraces (2)	2
	Torso	3		Metal	2
Brigandine or Scale	Vambraces	2	Medium Shield	Wooden	1
				Metal	3
				Wooden	1
				Metal	4
				Wooden	2
			Large Shield	Metal	5
				Wooden	3

Misc.

Coins (20)	1
Dish	1
Frying Pan/Wok	1
Holy Symbol	1
Lantern	1
Tankard	1

Sorcery

Sorcerous Casting

As a general rule, unless otherwise stated, it is only possible to have a single, durational, beneficial, magical effect active at one time.

Extending Range

To extend range 10ft costs 1 Mana.

E.g. To extend Ice Dart to 40ft range, the spell then costs 3 Mana, to extend Ice Dart to 50ft range, the spell then costs 4 Mana, Etc.

Extending Duration

To double the normal duration costs 1½ times the usual Mana cost. This can be done more than once on a cumulative basis.

E.g. A 5 min. duration Light spell costs 2 Mana. (normal cost and duration), a 10 min. duration Light spell costs 3 Mana. (2 Mana times 1½), a 20 min. duration Light spell costs 5 Mana. (3 Mana times 1½ rounding up), Etc.

If a spell description already states costs for extensions of range and/or duration then those must be used. These rules are only a general guide.

Extended Range or Duration does NOT increase the level of a spell, but does increase the mana and life point cost.

Glyphs

Glyphs act as a special kind of warding. Glyphs are a way for a caster to set up a delayed effect spell to protect an item, or prevent passage through a door etc. They work simply by the caster casting the appropriate Glyph of spell (as many times as needed for the desired effect with stackable spells) and inscribing the Glyph onto the item or area with special inks that can be obtained from the Armory, the Glyphs therefore cost 5 Gold Crowns per point of mana in the Glyph. The mana used in casting a glyph is semi - permanent, i.e. the caster loses the mana in the glyph until 8 hours after the glyph has been breached or dispelled.

Glyphs are set off when they are breached, therefore they can be set to activate, for example:

1. When stepped on/passed by (if in a doorway or corridor),
2. When the item they are on is opened or unlocked (e.g. a book, window or a chest),
3. If the person they are on is hit for damage,
4. If the item the Glyph is on is destroyed.

Glyphs are the same element/mantic as the base spell and can be dispelled on a level versus level basis, although each Glyph *can* be dispelled singly (if several glyphs are stacked onto one item).

Example: Our Sorcerer of Galzar decides he needs to protect a valuable book and so puts a Glyph of Freeze 10 Levels on to the book. To do this he must cast Glyph of Freeze (7 mana) twice (5 + 5 = 10 levels) expending 14 mana (permanently until the glyph is breached) and spend (14 x 5 =) 70 Gold Crowns to inscribe the Glyph. Anyone that opens the book will suffer a nasty surprise.

A rival Sorcerer then finds the book and cleverly Recognises Magic on it. This reveals the Glyph of Freeze and what level it is at, the Sorcerer casts Dispel Magic 7, twice (expending 14 mana) to destroy the Glyph and safely opens the book.

Elementals

The specific details for summoned elementals are listed below, although the following basic rules apply to *all* Elementals unless specifically stated in the Elemental's description.

- Unless controlled to the contrary, the summoned Elemental is under the command of the summoner
- Elementals are Immune to Mind Influencing effects and Psionics
- Elementals are Immune to Spirit and higher forms of Spirit

Sorcerous Spells

	Air	Darkness	Earth
1	Pull	Extinguish	Locate Inanimate Mend
2	Feather-Fall Self Fumble Shatter Range	Disintegrate Touch Shadow Dart	Mend Range Warp Range
3	Dumbness Feather-Fall Inanimate Feather-Fall Other Jump Self Plate Self	Darkness Range Disintegrate Range Passwall Shield of Darkness	Chameleon Self Entangle Identify Magical Item Magic Missile
4	Conceal Inanimate Dismiss Childe of Air Jump Other Plate Other Speak with Air Scarecrow Thunderclap Walk on Air Self	Conceal Inanimate Dismiss Childe of Darkness Passwall Other Speak with Darkness Walk on Darkness Self	Chameleon Other Dismiss Childe of Earth Earthdoor Invulnerability Magnetise Metal Scarecrow Speak with Earth Walk on Earth Self
5	Walk on Air Other	Blackblade Blindness V Levels Shadow Blast Walk on Darkness Other	Invulnerability Other Touch Glass Walk on Earth Other
6	Compression Field 1 Dismiss Sylph of Air Fumblejinx Sonic Blast Spin Summon Air Childe	Catalepsy V Levels Dismiss Daemon of Darkness Glyph of Blindness Summon Darkness Childe Shadow Bolt	Dismiss Gnome of Earth Heat Sink Quicksand Stonefist Summon Earth Childe
7	Sonic Ward	Glyph of Catalepsy Unseen	Dust
8	Compression Field 2 Conceal Animate Dismiss Knight of Air Summon Sylph Whirlwind Gaol	Conceal Animate Dancing Sword of Darkness Disintegrate Animate 1 Dismiss Knight of Darkness Summon Daemon	Dismiss Knight of Earth Stone Armour Summon Gnome
9			
10	Compression Field 3 Shatter Touch Durational Summon Knight of Air Storm	Disintegrate Animate 2 Summon Knight of Darkness Shadow Storm	Earthquake Petrify Stone Armour Other Summon Knight of Earth

	Fire	Light	Water
1	Ignite	Unlock	Frost
2	Fire Dart Firelight Shock	Feather-Fall Self Laser Dart Lightning Dart Reform Touch	Ice Dart Lightning Dart Rust
3	Incendiary Childe Magic Missile Melt Metal	Feather-Fall Inanimate Feather-Fall Other Light Range Reform Range Teleport Inanimate	Crystal Brittle 1 Glue Plate Self Rust Range
4	Dismiss Childe of Fire Fireball Firebrand Incendiary Salamander Speak with Fire Walk on Fire Self	Dismiss Childe of Light Speak with Light Walk on Light Self	Chill Metal Dismiss Childe of Water Plate Other Speak with Water Thunderclap Walk on Water Self
5	Fire Blast Incendiary Knight Remote Incendiary 1 Walk on Fire Other	Blindness V Levels Flash of Light Laser Blast Lightning Blast Walk on Light Other	Crystal Brittle 2 Ice Blast Lightning Blast Walk on Water Other
6	Dismiss Salamander of Fire Fire Bolt Heat Sink Summon Fire Childe	Dismiss Sprite of Light Glyph of Blindness Laser Bolt Lightning Bolt Summon Light Childe Sword of Searing Light 1	Dismiss Undine of Water Ice Bolt Lightning Bolt Summon Water Childe Freeze V Levels
7	Super Shock	Teleport Unseen	Cold Snap Glyph of Freeze
8	Dismiss Knight of Fire Disruption Summon Salamander Wall of Fire	Dismiss Knight of Light Summon Sprite Wall of Lightning	Crystal Brittle 3 Dismiss Knight of Water Summon Undine Wall of Lightning
9			
10	Fire Storm Remote Incendiary 2 Shock Durational Self Summon Knight of Fire Super Disruption	Laser Storm Lightning Storm Summon Knight of Light Sword of Searing Light 2 Teleport Durational Self	Ice Storm Lightning Storm Summon Knight of Water

Grey

- | | |
|----|-------------------------------------------------------------------------------------|
| 1 | Dispel Magic
Lock
Push
Shatter |
| 2 | Call Elemental
Darkness
Deafness
Dispel Magic 2
Fumble
Light
Trip |
| 3 | Dispel Magic 3
Walk Through Element Self |
| 4 | Berserker Childe
Dispel Magic 4
Walk Through Element
Other |
| 5 | Dispel Magic 5
Sleep V Levels |
| 6 | Berserker Elemental
Dispel Magic 6
Glyph of Sleep |
| 7 | Dispel Magic 7 |
| 8 | Berserker Knight
Dispel Magic 8 |
| 9 | |
| 10 | Dispel Magic 10
Gate Bar |

Alphabetical Listing

Berserker Childe	G 4 th	Freeze V Levels	W 6 th	Speak with Water	W 4 th
Berserker Elemental	G 6 th	Fumble	A/G 2 nd	Spin	A 6 th
Berserker Knight	G 8 th	Fumblejinx	A 6 th	Stone Armour	E 8 th
Blackblade	D 5 th	Gate Bar	G 10 th	Stone Armour Other	E 10 th
Blindness V Levels	D/L 5 th	Glue	W 3 rd	Stonefist	E 6 th
Call Elemental	G 2 nd	Glyph of Blindness	D 6 th	Storm	A 10 th
Catalepsy V Levels	D 6 th	Glyph of Catalepsy	D 7 th	Summon Air Childe	A 6 th
Chameleon Other	E 4 th	Glyph of Freeze	W 7 th	Summon Darkness Childe	D 6 th
Chameleon Self	E 3 rd	Glyph of Sleep	G 6 th	Summon Daemon	D 8 th
Chill Metal	W 4 th	Heat Sink	E&F 6 th	Summon Earth Childe	E 6 th
Cold Snap	W 7 th	Ice Blast	W 5 th	Summon Fire Childe	F 6 th
Compression Field 1	A 6 th	Ice Bolt	W 6 th	Summon Gnome	E 8 th
Compression Field 2	A 8 th	Ice Dart	W 2 nd	Summon Knight of Air	A 10 th
Compression Field 3	A 10 th	Ice Storm	W 10 th	Summon Knight of Darkness	D 10 th
Conceal Animate	A&D 8 th	Identify Magical Item	E 3 rd	Summon Knight of Earth	E 10 th
Conceal Inanimate	A&D 4 th	Ignite	F 1 st	Summon Knight of Fire	F 10 th
Crystal Brittle 1	W 3 rd	Incendiary Childe	F 3 rd	Summon Knight of Light	L 10 th
Crystal Brittle 2	W 5 th	Incendiary Knight	F 5 th	Summon Knight of Water	W 10 th
Crystal Brittle 3	W 8 th	Incendiary Salamander	F 4 th	Summon Light Childe	L 6 th
Dancing Sword of Darkness	D 8 th	Invulnerability	E 4 th	Summon Salamander	F 8 th
Darkness	G 2 nd	Invulnerability Other	E 5 th	Summon Sprite	L 8 th
Darkness Range	D 3 rd	Jump Other	A 4 th	Summon Sylph	A 8 th
Deafness	G 2 nd	Jump Self	A 3 rd	Summon Undine	W 8 th
Disintegrate Animate 1	D 8 th	Laser Blast	L 5 th	Summon Water Childe	W 6 th
Disintegrate Animate 2	D 10 th	Laser Bolt	L 6 th	Super Disruption	F 10 th
Disintegrate Range	D 3 rd	Laser Dart	L 2 nd	Super Shock	F 7 th
Disintegrate Touch	D 2 nd	Laser Storm	L 10 th	Sword of Searing Light 1	L 6 th
Dismiss Childe of Air	A 4 th	Light	G 2 nd	Sword of Searing Light 2	L 10 th
Dismiss Childe of Darkness	D 4 th	Light Range	L 3 rd	Teleport	L 7 th
Dismiss Childe of Earth	E 4 th	Lightning Blast	L&W 5 th	Teleport Durational Self	L 10 th
Dismiss Childe of Fire	F 4 th	Lightning Bolt	L&W 6 th	Teleport Inanimate	L 3 rd
Dismiss Childe of Light	L 4 th	Lightning Dart	L&W 2 nd	Thunderclap	A&W 4 th
Dismiss Childe of Water	W 4 th	Lightning Storm	L&W 10 th	Touch Glass	E 5 th
Dismiss Daemon of Darkness	D 6 th	Locate Inanimate	E 1 st	Trip	G 2 nd
Dismiss Gnome of the Earth	E 6 th	Lock	G 1 st	Unlock	L 1 st
Dismiss Knight of Air	A 8 th	Magic Missile	E&F 3 rd	Unseen	D/L 7 th
Dismiss Knight of Darkness	D 8 th	Magnetise Metal	E 4 th	Walk on Air Other	A 5 th
Dismiss Knight of Earth	E 8 th	Melt	F 5 th	Walk on Air Self	A 4 th
Dismiss Knight of Fire	F 8 th	Mend	E 1 st	Walk on Darkness Self	D 4 th
Dismiss Knight of Light	L 8 th	Mend Range	E 2 nd	Walk on Darkness Other	D 5 th
Dismiss Knight of Water	W 8 th	Passwall	D 3 rd	Walk on Earth Self	E 4 th
Dismiss Salamander of Fire	F 6 th	Passwall Other	D 4 th	Walk on Earth Other	E 5 th
Dismiss Sprite of Light	L 6 th	Petrify	E 10 th	Walk on Fire Self	F 4 th
Dismiss Sylph of Air	A 6 th	Plate Other	A/W 4 th	Walk on Fire Other	F 5 th
Dismiss Undine of Water	W 6 th	Plate Self	A/W 3 rd	Walk on Light Other	L 5 th
Disintegrate Animate	D 10 th	Pull	A 1 st	Walk on Light Self	L 4 th
Dispel Magic	G 1 st	Push	G 1 st	Walk on Water Other	W 5 th
Dispel Magic 2	G 2 nd	Quicksand	E 6 th	Walk on Water Self	W 4 th
Dispel Magic 3	G 3 rd	Reform Range	L 3 rd	Walk Through Element Other	G 4 th
Dispel Magic 4	G 4 th	Reform Touch	L 2 nd	Walk Through Element Self	G 3 rd
Dispel Magic 5	G 5 th	Remote Incendiary 1	F 5 th	Wall of Fire	F 8 th
Dispel Magic 6	G 6 th	Remote Incendiary 2	F 10 th	Wall of Lightning	L&W 8 th
Dispel Magic 7	G 7 th	Rust	W 2 nd	Warp Range	E 2 nd
Dispel Magic 8	G 8 th	Rust Range	W 3 rd	Whirlwind Gaol	A 8 th
Dispel Magic 10	G 10 th	Scarecrow	A/E 4 th		
Disruption	F 8 th	Shadow Blast	D 5 th		
Dumbness	A 3 rd	Shadow Bolt	D 6 th		
Dust	E 7 th	Shadow Dart	D 2 nd		
Earthdoor	E 4 th	Shadow Storm	D 10 th		
Earthquake	E 10 th	Shatter	G 1 st		
Entangle	E 3 rd	Shatter Range	A 2 nd		
Extinguish	D 1 st	Shatter Touch Durational	A 10 th		
Feather-Fall Inanimate	A/L 3 rd	Shield of Darkness	D 3 rd		
Feather-Fall Other	A/L 3 rd	Shock	F 2 nd		
Feather-Fall Self	A/L 2 nd	Shock Durational Self	F 10 th		
Fireball	F 4 th	Sleep V Levels	G 5 th		
Fire Blast	F 5 th	Sonic Blast	A 6 th		
Fire Bolt	F 6 th	Sonic Ward	A 7 th		
Firebrand	F 4 th	Speak with Air	A 4 th		
Fire Dart	F 2 nd	Speak with Darkness	D 4 th		
Firelight	F 2 nd	Speak with Earth	E 4 th		
Fire Storm	F 10 th	Speak with Fire	F 4 th		
Flash of Light	L 5 th	Speak with Light	L 4 th		

Air – Ebonair

1st Level

Pull

Level: 1 [Air]

Duration: Instant

Range: 30ft

Vocal: "Sylphs of the Air, bring me that..."

Mind Influencing: No

Description: This spell will pull the target person (not giant sized) or object (e.g. sword, book, chair etc.) 10ft directly towards the caster.

Push

Level: 1 [Air/Grey]

Duration: Instant

Range: 30ft

Vocal: "By my might I push thee (this...) hence"

Mind Influencing: No

Description: This spell will push the target person (not giant sized) or object (e.g. sword, book, chair etc.) 10ft directly away from the caster.

Shatter

Level: 1 [Air/Grey]

Duration: Instant

Range: Touch

Vocal: "I cause this.... to be shattered."

Mind Influencing: No

Description: Will cause up to 2 cubic feet of inanimate, non-enchanted matter to shatter into small fragments. Refs discretion applies.

2nd Level

Feather-fall Self

Level: 2 [Air/Light]

Duration: 5 minutes

Range: Touch

Vocal: "Light as feathers fall soft as down."

Mind Influencing: No

Description: This spell's primary function is as a counter spell, it causes the caster to sustain No Damage from falls of any distance for the next 5 minutes (1 encounter) – the caster merely floats down any drops. The spell will also counter one *Trip* spell if cast at the Sorcerer during the duration of this spell (the spell will only counter one *Trip* and will then be discharged).

Fumble

Level: 2 [Air/Grey]

Duration: Instant

Range: 30ft

Vocal: "Winds blow, hands are slow, Fumble that..."

Mind Influencing: No

Description: The target of this spell must immediately drop the item targeted by the caster to the ground. They may pick it up again immediately. This spell affects the wielder of the object and can therefore even cause the dropping of self weapons or otherwise enchanted weapons (even if the object is immune to magic itself).

Shatter Range

Level: 2 [Air]

Duration: Instant

Range: 30ft

Vocal: "Sylphs of the Air, flow forth and shatter that ..."

Mind Influencing: No

Description: Will cause up to 2 cubic feet of inanimate, non-enchanted matter to shatter into small fragments at a range of up to 30 feet. Refs discretion applies.

3rd Level

Dumbness

Level: 3 [Air]

Duration: 5 minutes

Range: 30ft

Vocal: "Silence, I bid thee be quiet."

Mind Influencing: No

Description: The target of this spell cannot incant vocals, communicate or make any other vocal noise for the duration.

Feather-fall Inanimate

Level: 3 [Air/Light]

Duration: 5 minutes

Range: 30ft

Vocal: "Soft as a feather, all fall down."

Mind Influencing: No

Description: The effects of this spell are twofold:

EITHER it can be used to soften the fall of up to 2 cubic feet of inanimate material so that, for example, potions can be dropped to the bottom of cliffs etc.,

OR, if cast against an opponent's non-enchanted weapon this spell will remove 6 LPs of damage (1 HIT). This effect can be stacked, is not obvious to the wielder, and can reduce damage to 0 LPs.

Feather-fall Other

Level: 3 [Air/Light]

Duration: 5 minutes

Range: Touch

Vocal: "Light as feathers fall soft as down."

Mind Influencing: No

Description: This spell's primary function is as a counter spell, it causes the recipient to sustain No Damage from falls of any distance for the next 5 minutes (1 encounter) – the person merely floats down any drops. The spell will also counter one *Trip* spell if cast at the recipient during the duration of this spell (the spell will only counter one *Trip* and will then be discharged).

Jump Self

Level: 3 [Air]

Duration: Instant

Range: 30ft

Vocal: "Sylphs of the Air, take me there."

Mind Influencing: No

Description: The casting of this spell turns the next directional movement of the caster into a 30ft leap (with a safe landing at the other end!).

Plate Self

Level: 3 [Air/Water]

Duration: 5 minutes

Range: Self

Vocal: "Powers at my command, plate me with thy defences."

Mind Influencing: No

Description: The casting of this spell causes a shield to appear around the caster giving them 6 Magical AC for the duration or until dispelled. If, whilst Plated, the caster is the victim of a *Blindness*, *Freeze*, *Catalepsy* or *Sleep* spell, the Plate and the offensive spell will cancel each other out (causing the Plate's protection to be lost).

Walk Through Element Self

Level: 3 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant me the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the caster completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make a Sorcerer immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a *Darkness* spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

Who you call upon depends upon the element you wish to be immune to.

4th Level

Conceal Inanimate

Level: 4 [Air & Darkness]

Duration: 5 minutes

Range: Touch

Vocal: "Sylphs of Air & Dæmons of Darkness protect this ... from prying eyes."

Mind Influencing: No

Description: The caster may hide up to 1 cubic foot of non-magical inanimate material per level of casting experience. Anything affected in this way is still present in reality, so a building cannot be collapsed when a pillar disappears.

Dismiss Childe of Air

Level: 4 [Air]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplunar and temporal elementals.

Jump Other

Level: 4 [Air]

Duration: Instant

Range: 30ft

Vocal: "Sylphs of the Air, take him / her there."

Mind Influencing: No

Description: The casting of this spell turns the next directional movement of the willing recipient into a 30ft leap (with a safe landing at the other end!).

Plate Other

Level: 4 [Air/Water]

Duration: 5 minutes

Range: Touch

Vocal: "Powers at my command, plate him / her with thy defences."

Mind Influencing: No

Description: The casting of this spell causes a shield to appear around the recipient giving him 6 Magical AC for the duration or until dispelled. If, whilst Plated, the recipient is the victim of a *Blindness*, *Freeze*, *Catalepsy* or *Sleep* spell, the Plate and the offensive spell will cancel each other out (causing the Plate's protection to be lost).

Scarecrow

Level: 4 [Air/Earth]

Duration: 5 minutes

Range: Touch

Vocal: "By my power I call a Scarecrow to arise"

Mind Influencing: No

Description: After providing suitable materials (e.g. wood, string and a pumpkin head), a scarecrow may be animated upon the casting of this spell. The scarecrow must stay within 30ft of the caster.

Scarecrow

1. Has 7 Hits,
2. Takes half damage from Bladed,
3. Does damage per weapon type, 6LPs Physical damage with a single-handed weapon, 12LPs Physical damage with a two-handed weapon,
4. Cannot speak and are only able to understand simple commands,
5. Are destroyed by a *Shatter* spell,
6. Are totally healed by a *Mend* spell,
7. Are Irrevocably destroyed by Fire or *Disintegrate*.

Speak With Air

Level: 4 [Air]

Duration: 5 minutes

Range: 30ft

Vocal: "Sylphs of the Air I command thee answer my questions."

Mind Influencing: No

Description: This spell allows the caster to ask questions of air sources be they lesser elementals (6 and 8 Mana) usually unable to speak or merely the air around them or the wind that passes the caster's face. The element will usually only give 'yes' and 'no' answers, but cannot lie.

Thunderclap

Level: 4 [Air & Water]

Duration: Instant/5 minutes

Range: 30ft

Vocal: "Sylphs of the Air and Undines of Water crash and grind to bring me here a thunderclap."

Mind Influencing: No

Description: To cast this spell, the caster must be holding no weapons and must clap his hands together as he finishes his vocals. This causes a massive thunderclap, which can effect in one of two ways:

EITHER, everyone except the caster in a 30ft radius about an indicated point (which can be up to 30ft away) is knocked to the ground, they can then pick themselves back up immediately (NOTE: any creatures flying in the area of effect immediately plummet to the ground in a dead fall [6 LPs (3 Hits) damage through all per 10ft fallen],

OR, if centred on one target, it causes that being to fall to the ground and lay still for 5 minutes. The target can still speak and spell cast (as long as pointing or complicated hand gestures are not required). If the target is attacked - whether it affects or not - the spell is broken. Thunderclap will only affect normal to slightly larger creatures (e.g. it will affect trolls, but not Balrogs, Giants or Dragons, etc.).

Walk On Air Self

Level: 4 [Air]

Duration: 5 minutes

Range: Self

Vocal: "Sylphs of the Air, grant me the grace to walk on air."

Mind Influencing: No

Description: The effects of this spell are to allow the caster to literally walk on air, this will allow a caster of Ebonair to walk on air as if they were walking on the ground. However, this spell DOES NOT make the caster immune to any of the effects of the element.

Walk Through Element Other

Level: 4 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant him / her the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the recipient completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make the recipient immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a *Darkness* spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

5th Level

Walk On Air Other

Level: 5 [Air]

Duration: 5 minutes

Range: Touch

Vocal: "Sylphs of air, grant this... before me the grace to walk on air."

Mind Influencing: No

Description: The effects of this spell are to allow the recipient to literally walk on air as if they were walking on the ground. Remember, this spell DOES NOT make the recipient immune to any of the effects of the element.

6th Level

Compression Field 1

Level: 6 [Air]

Duration: 5 minutes

Range: Self

Vocal: "Let the air about grow dense and at my command compress!"

Mind Influencing: No

Description: Air is compressed in a tight shield about the caster giving +3 Magical AC. In addition this creates a 10ft distance between the caster and everything else in physical space. Despite the fact they are stood 15ft away, spells cast at them, shots fired etc. now have to travel 25ft. Should a spell cast at the Sorcerer affected by the *Compression Fields* increased range still reach, it will not be reduced by the AC granted by this spell. N.B. Spiritual miracles and spells of a mantic level higher than the mantic level of the compression field are unaffected by the magical compression.

The caster will appear to be no further away than they actually are. The caster's spells and shots are affected exactly the same way as his enemies.

The increase in armour class works as *Amorata* and as such allows effective AC to a maximum of 15.

Dismiss Sylph of the Air

Level: 6 [Air]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplunar and temporal elementals.

Fumblejinx

Level: 6 [Air]

Duration: 5 minutes

Range: 30ft

Vocal: "Slip and stumble, trip and tumble, fumble jumble, fumblejinx."

Mind Influencing: No

Description: The target of this spell is effectively beset by a Durational Fumble, therefore cannot pick up anything for the duration (or until the effect is dispelled). As per the *Fumble* spell, this spell affects the wielder of the object(s) and therefore, Self weapons and otherwise enchanted weapons (although themselves immune to magic) can be Fumbled by this spell.

Sonic Blast

Level: 6 [Air]

Duration: Instant

Range: 30ft

Vocal: "Heavens roll and thunder crack, strike this my foe with a sonic attack."

Mind Influencing: No

Description: The effects of this spell are like crashing a pair of large cymbals around the head of the target. The target takes 12 LPs (6 Hits) Magic [Air] to the head, is knocked down and suffers the effects of a *Deafness* spell (2 Mana).

Spin

Level: 6 [Air]

Duration: Instant

Range: 30ft

Vocal: "Spin."

Mind Influencing: No

Description: Causes one individual (not giant sized) who is not immune to air magic to spin 6 times on the spot. They will do this until they have completed the six turns or have been harmed. *Halt, Stasis & Voice Of Power* miracles and *Dispel Magic* are also known to disrupt the effects.

Summon Air Childe

Level: 6 [Air]

Duration: 5 minutes

Range: 30ft

Vocal: "I call upon a childe of Air and by my power bring them forth and bid them now appear."

Mind Influencing: No

Description: This spell summons a minor elemental from the elemental plane of Air. The elemental will follow simple commands and is under the control of the summoning Sorcerer as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Air Childe

1. Is an Elemental,
2. Has 10 Hits,
3. Does 6 LPs (singles) Magic [Air] damage with their claws.
4. Is not intelligent and will not communicate.

7th Level

Sonic Ward (Glyph)

Level: 7 [Air]

Duration: Special

Range: Hearing

Vocal: "Come forth at my bidding oh Masters of Thunder. A house and a home I scribe now in wards. I put this before thee, to bind in your oars and make here now powered a Sonic Ward."

Mind Influencing: No

Description: By inscribing the appropriate glyph on the ground, a doorway, a window etc., a ward line is caused to radiate out 7½' in either direction. This glyph will remain there until either detonated, dispelled or a lunar month has passed causing the ink to dissolve. Anyone crossing the Ward will cause it to detonate and issue up to 3 sonic booms (one per crossing) causing 6LPs (3HITS to monsters) Magic [Air] to the head to all in hearing range. They will also as a result fall over.

For an extra 2 Mana the caster may bind an additional sonic boom to the glyph. There is no limit to the number of booms that may be bound. Also for an extra 2 Mana the Sorcerer may cause the length of the ward to be double in both directions from the glyph. This can also be performed multiple times. If desired the caster may both bind additional sonic booms and extend the length of the warding in the same casting.

8th Level

Compression Field 2

Level: 8 [Air]

Duration: 5 minutes

Range: Self

Vocal: "Let the air about grow dense and at my command compress!"

Mind Influencing: No

Description: Air is compressed in a tight shield about the caster giving +6 Magical AC. In addition this creates a 20ft distance between the caster and everything else in physical space. Despite the fact they are stood 15ft away, spells cast at them, shots fired etc. now have to travel 35ft. Should a spell cast at the Sorcerer affected by the *Compression Fields* increased range still reach, it will not be reduced by the AC granted by this spell. N.B. Spiritual miracles and spells of a mantic level higher than the mantic level of the compression field are unaffected by the magical compression.

The caster will appear to be no further away than they actually are. The caster's spells and shots are affected exactly the same way as his enemies.

The increase in armour class works as *Armorata* and as such allows effective AC a maximum of 18.

Conceal Animate

Level: 8 [Air & Darkness]

Duration: 5 minutes

Range: Touch

Vocal: "I call upon the Sylphs of the Air and the Dæmons of Darkness to conceal me (him/her) from mortal sight."

Mind Influencing: No

Description: The caster may render himself, or one willing person, invisible to physical sight. Should the recipient make any loud or obvious noises (including talking) then the enchantment is immediately broken.

Dismiss Knight of Air

Level: 8 [Air]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplannar and temporal elementals.

Summon Sylph

Level: 8 [Air]

Duration: 5 minutes

Range: 30ft

Vocal: "I call forth a Sylph of the Air and bid thee now appear before me to do my bidding."

Mind Influencing: No

Description: This spell summons an elemental from the elemental plane of Air. The elemental will follow simple commands and is under the control of the summoning Sorcerer as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Sylph

1. Is an Elemental,
2. Has 15 Hits,
3. Does 9 LPs (doubles) Magic [Air] damage with their claws.
4. Is reasonably intelligent but cannot communicate.

Whirlwind Gaol

Level: 8 [Air]

Duration: 5 minutes

Range: 30ft, 5ft Radius

Vocal: "I conjure forth the rage of winds, I lock you now inside, Whirlwind Gaol."

Mind Influencing: No

Description: When this spell is cast a powerful mini whirlwind springs up around the victim(s). This may be a maximum of 3 people. The wall of wind which narrows to impassable at the top causes anyone attempting to exit the Gaol to be flung back inside, while sustaining 14 LPs (7 Hits) Magic [Air] which is split as 2 points to each location. The Gaol will do this a maximum of eight times after which the whirlwind dissipates. Anyone attempting to enter the Gaol is knocked back 5ft. The only ways to escape the Gaol are either to use a shift of higher mantic level than the Gaol has been cast at, or a Spiritual transport spell e.g. *Planeshift*, or to *Dispel* the effect.

10th Level

Compression Field 3

Level: 10 [Air]

Duration: 5 minutes

Range: Self

Vocal: "Let the air about grow dense and at my command compress!"

Mind Influencing: No

Description: Air is compressed in a tight shield about the caster giving +9 Magical AC. In addition this creates a 30ft distance between the caster and everything else in physical space. Despite the fact they are stood 15ft away, spells cast at them, shots fired etc. now have to travel 45ft. Should a spell cast at the Sorcerer affected by the *Compression Fields* increased range still reach, it will not be reduced by the AC granted by this spell. N.B. Spiritual miracles and spells of a mantic level higher than the mantic level of the compression field are unaffected by the magical compression.

The caster will appear to be no further away than they actually are. The caster's spells and shots are affected exactly the same way as his enemies.

The increase in armour class works as *Amorata* and as such allows effective AC a maximum of 21.

Shatter Touch Durational

Level: 10 [Air]

Duration: 5 minutes

Range: Touch

Vocal: "By my power and by my might I will shatter all in sight."

Mind Influencing: No

Description: This spell makes the caster's hands into machines of destruction, each touch for the next 5 minutes (or until the spell is dispelled) will cause up to 2 cubic feet of inanimate, non-enchanted matter to shatter into small fragments. Refs discretion applies.

Storm

Level: 10 [Air]

Duration: 5 minutes

Range: 30ft, 30ft Radius

Vocal: "Sylphs of the Air strike down with all thy rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Mind Influencing: No

Description: This is one of the most powerful, and closely guarded, spells at the caster's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28 LPs (14 Hits) Magic [Air], and then 6 LPs (3 Hits) Magic [Air] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the *Storm* are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Summon Knight of Air

Level: 10 [Air]

Duration: 5 minutes

Range: 30ft

Vocal: "I beseech a Knight of Air to hear this, my request, and through my power I conjure it forth here and now to do my will."

Mind Influencing: No

Description: This spell summons a Major elemental from the elemental plane of Air. Only one elemental Knight will heed a caster's call at any one time. The elemental will follow complex commands and is under the control of the summoning Sorcerer as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Knight of Air

1. Is an Elemental,
 2. Have 25 Hits,
 3. Does 12 LPs (doubles) Magic [Air] damage with their claws, Through.
 4. They also have Air shift at will,
 5. Is highly intelligent and can freely communicate.
- No lesser elemental, regardless of element or control, will attack a Major elemental.

Air Shift

Using this ability instantly transports the Knight up to 30ft in the direction desired. The Knight cannot change facing, but escaping from Entangle or through non-enchanted walls and doors is possible. The Knight must be in contact with Air at the destination point in order for this spell to work.

Darkness – Seth

1st Level

Extinguish

Level: 1 [Darkness]

Duration: Instant

Range: 30ft

Vocal: "Unbidden light I destroy thee."

Mind Influencing: No

Description: Extinguish a flame or small fire (including *Ignite* spells and Fire Elf Auras of Flame). Will negate a *Light* spell (including a Light Elf's *Shimmer* ability). Will destroy a 6 Mana Elemental of Fire or Light.

Lock

Level: 1 [Darkness/Grey]

Duration: 5 minutes

Range: 30ft

Vocal: "Lock be locked."

Mind Influencing: No

Description: Will cause to lock one device that the caster can see that has a locking nature, e.g. doors, windows, belt buckles etc. The lock is then magically locked for the duration of the spell (or until *Dispel Magic* or an *Unlock* spell is cast).

2nd Level

Darkness

Level: 2 [Darkness/Grey]

Duration: 5 minutes

Range: Touch, 15ft Radius

Vocal: "Here and now I reveal the heart of darkness."

Mind Influencing: No

Description: Causes a globe of magical darkness deeper than the darkest night to materialise around the caster or an object touched by the caster. The caster can always see in their own *Darkness*.

Disintegrate Touch

Level: 2 [Darkness]

Duration: Instant

Range: Touch

Vocal: "I disintegrate this... here before me."

Mind Influencing: No

Description: This spell will destroy the next non-enchanted or Mantic 1 (excluding Spirit) item (up to 2 cubic feet) touched by the caster, turning it to dust. The counter spell to this is *Reform*.

Shadow Dart

Level: 2 [Darkness]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Darkness, Shadow Dart."

Mind Influencing: No

Description: This spell causes a dart of darkness to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Shadow Dart* inflicts 7LPs (4 Hits) Magic [Darkness] which is split as 1 point to each location.

3rd Level

Darkness Range

Level: 3 [Darkness]

Duration: 5 minutes

Range: 30ft, 15ft Radius

Vocal: "Here and now I reveal the heart of darkness."

Mind Influencing: No

Description: Causes a 15' radius globe of magical darkness deeper than the darkest night to materialise around the caster or an inanimate object within 30ft of the caster. The caster can always see in their own *Darkness*.

Disintegrate Range

Level: 3 [Darkness]

Duration: Instant

Range: 30ft

Vocal: "By my power I destroy that ... "

Mind Influencing: No

Description: This spell will destroy the non-enchanted or Mantic 1 (excluding Spirit) item (up to 2 cubic feet) indicated by the caster, turning it to dust. The counter spell to this is *Reform*.

Passwall

Level: 3 [Darkness]

Duration: 5 minutes

Range: Self

Vocal: "Dæmons of Darkness, give me the power to pass through the spaces between."

Mind Influencing: No

Description: Upon casting this spell, the caster, over the duration, may now walk through a maximum of 30ft of walls, doors or solid rock. NOTE: When travelling through the floor, it is very easy to get lost and lose track of where you are (the spell allows you to travel through rock, but NOT the ability to see through it!). Should the caster be inside a solid object when the spell expires (or when they have travelled over 30ft), they will die as the system shock of 'becoming one with the wall' hits them. The caster is aware when the spell is about to expire.

Shield of Darkness

Level: 3 [Darkness]

Duration: 10 minutes

Range: Touch

Vocal: "Lords of Darkness throw forth a shield to ward this, thy vassal."

Mind Influencing: No

Description: Upon casting, a caster of Seth creates a physical shield between 9" and 12" in radius. For all intents and purposes it will function as a physical master-crafted shield with magical enhancements of +0. Therefore unlike a physical shield it will take a seven hit instead of a five hit blow to break. The caster can enlarge the shield by paying 1 extra mana per additional 6" radius. 1 Mana extra may also allow another than the caster to carry it.

N.B. the person wielding the shield requires the Utilise Shield skill.

Walk Through Element Self

Level: 3 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant me the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the caster completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make a Sorcerer immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

Who you call upon depends upon the element you wish to be immune to.

4th Level

Conceal Inanimate

Level: 4 [Air & Darkness]

Duration: 5 minutes

Range: Touch

Vocal: "Sylphs of Air & Dæmons of Darkness protect this ... from prying eyes."

Mind Influencing: No

Description: The caster may hide up to 1 cubic foot of non-magical inanimate material per level of casting experience. Anything affected in this way is still present in reality, so a building cannot be collapsed when a pillar disappears.

Dismiss Childe of Darkness

Level: 4 [Darkness]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplannar and temporal elementals.

Passwall Other

Level: 4 [Darkness]

Duration: 5 minutes

Range: Touch

Vocal: "Dæmons of Darkness, give him/her the power to pass through the spaces between."

Mind Influencing: No

Description: Upon casting this spell, the willing recipient, over the duration, may now walk through up to a maximum of 30ft of walls, doors or solid rock. NOTE: When travelling through the floor, it is very easy to get lost and lose track of where you are (the spell allows travel through rock, but NOT the ability to see through it!). Should the recipient be inside a solid object when the spell expires (or when he has travelled over 30ft), he will die as the system shock of 'becoming one with the wall' hits him.

Speak With Darkness

Level: 4 [Darkness]

Duration: 5 minutes

Range: 30ft

Vocal: "Dæmons of Darkness I command thee answer my questions."

Mind Influencing: No

Description: This spell allows the caster to ask questions of the dark be they lesser elementals (6 and 8 Mana) usually unable to speak or merely the darkest of caves. The element will usually only give 'yes' and 'no' answers, but cannot lie.

Walk On Darkness Self

Level: 4 [Darkness]

Duration: 5 minutes

Range: Self

Vocal: "Dæmons of Darkness, grant me the grace to walk on darkness."

Mind Influencing: No

Description: The effects of this spell are to allow the caster to literally walk on darkness, this will allow a caster of Seth to walk on darkness as if they were walking on the ground. However, this spell DOES NOT make the caster immune to any of the effects of the element.

Walk Through Element Other

Level: 4 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant him / her the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the recipient completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make the recipient immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a Darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

5th Level

Black Blade

Level: 5 [Darkness]

Duration: 5 minutes

Range: Touch

Vocal: "Dæmons of the Deeper Dark aid me, for I abjure the light and call upon thee to imbue this blade with darkness and harm to all."

Mind Influencing: No

Description: Upon casting this spell and touching any non-enchanted bladed weapon, the spell adds an extra 6LPs Magical Darkness damage to the normal damage of a bladed weapon. Black Blade can only be stacked on the caster's weapon, and each casting of the spell on to a weapon adds a further 6LPs Magical damage. This damage is limited by the system maximum.

Blindness V Levels

Level: 5 [Darkness/Light]

Duration: 5 min

Range: 30ft

Vocal: "Dæmons of Darkness and Sprites of Light come forth at my command and steal this sight."

Mind Influencing: No

Description: When cast, this spell physically and magically blinds up to 5 levels of character (20 Hits of monster). The spell can be stacked by repeated castings (before releasing the spell – the caster has 30 seconds in which to do this) to affect more levels.

e.g. to affect a 10th level character (40 Hits of monster), a caster needs to cast *Blindness* twice (5 + 5 levels) before throwing the spell at the target, thus using a total of 10 Mana.

Shadow Blast

Level: 5 [Darkness]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Darkness, Shadow Blast."

Mind Influencing: No

Description: This spell causes a blast of Darkness to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Shadow Blast* inflicts 14LPs (7 Hits) Magic [Darkness] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10 feet.

Walk On Darkness Other

Level: 5 [Darkness]

Duration: 5 minutes

Range: Touch

Vocal: "Daemons of Darkness, grant this... before me the grace to walk on darkness."

Mind Influencing: No

Description: The effects of this spell are to allow the recipient to literally walk on darkness as if they were walking on the ground. Remember, this spell DOES NOT make the recipient immune to any of the effects of the element.

6th Level

Catalepsy V Levels

Level: 6 [Darkness]

Duration: 5 minutes

Range: 30ft

Vocal: "Sleep like the dead, Catalepsy."

Mind Influencing: No

Description: This spell causes the target to fall into a death like (catatonic) state in which they cannot be woken from for the duration (unless dispelled) and will discern as dead to Discern Nature of Wounds. The initial casting will affect up to 5 levels of character (20 Hits of monster). This spell is stackable to affect higher levels (before releasing the spell – the Sorcerer has 30 seconds in which to do this).

e.g. to affect a 10th level character (40 Hits of monster), a caster needs to cast *Catalepsy* twice (5 + 5 levels) before throwing the spell at the target, thus using a total of 12 Mana.

Dismiss Daemon of Darkness

Level: 6 [Darkness]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, parapsplanar and temporal elementals.

Glyph Of Blindness

Level: 6 [Darkness/Light]

Duration: Special

Range: Special

Vocal: Special

Mind Influencing: No

Description: As per *Blindness V Levels* (5 Mana) in casting and effect, but can be inscribed into a glyph – See Glyphs Section.

Shadow Bolt

Level: 6 [Darkness]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Darkness, Shadow Bolt."

Mind Influencing: No

Description: This spell causes a bolt of Shadow to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Shadow Bolt* inflicts 28LPs (14 Hits) Magic [Darkness] which is split as 4 points to each location.

Summon Darkness Childe

Level: 6 [Darkness]

Duration: 5 minutes

Range: 30ft

Vocal: "I call upon a childe of Darkness and by my power bring them forth and bid them now appear."

Mind Influencing: No

Description: This spell summons a minor elemental from the elemental plane of Darkness. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Darkness Childe

1. Is an Elemental,
2. Has 10 Hits,
3. Does 6 LPs (singles) Magic [Darkness] damage with their claws.
4. Is not intelligent and will not communicate.

7th Level

Glyph Of Catalepsy

Level: 7 [Darkness]

Duration: Special

Range: Special

Vocal: Special

Mind Influencing: No

Description: As per *Catalepsy V Levels* (6 Mana) in casting and effect, but can be inscribed into a glyph – See Glyphs Section.

Unseen

Level: 7 [Darkness/Light]

Duration: 5mins

Range: Touch

Vocal: “Now you see me, now you don’t.”

Mind Influencing: No

Description: This spell makes the caster invisible to both physical and magical sight for the duration so long as they do not move (breathing heavily is allowable). Unlike *Chameleon* (3 Mana), the caster can be anywhere and need not be against a solid object or lying down etc.

8th Level

Conceal Animate

Level: 8 [Air & Darkness]

Duration: 5 minutes

Range: Touch

Vocal: “I call upon the Sylphs of the Air and the Dæmons of Darkness to conceal me (him/her) from mortal sight.”

Mind Influencing: No

Description: The caster may render himself, or one willing person, invisible to physical sight. Should the recipient make any loud or obvious noises (including talking) then the enchantment is immediately broken.

Dancing Sword of Darkness

Level: 8 [Darkness]

Duration: 5 minutes

Range: 30ft/LOS

Vocal: “Dæmons of the Deepest Dark I abjure the light and call upon thee, come forth and imbue this blade with harm smite down my foes and dance for me.”

Mind Influencing: No

Description: This spell works on any non-enchanted single handed sword, and has a twofold effect:

Firstly it is enhanced like a *Black Blade* spell (+6LPs damage), and secondly it will animate the weapon to fight for the caster. The weapon fights as if wielded by a normal human and requires the caster’s total concentration to remain animated. Should the caster stop concentrating on the weapon for any reason, or should it move out of LOS of the caster, it will drop lifeless to the floor. If the Sorcerer can regain concentration (or LOS) within the duration of the spell, it will reanimate and float ready to fight again. The sword damage may be increased, as per *Black Blade*, by recasting *Dancing Sword of Darkness*.

Disintegrate Animate 1

Level: 8 [Darkness]

Duration: Instant

Range: 30ft

Vocal: “I smite thee with the void of night and disintegrate that ...”

Mind Influencing: No

Description: This spell is much the same as a *Shadow Bolt*. This particular type being an explosive, negative type of energy, it has two attack forms:

It can be used to deliver 24LPs (12 Hits) Magic [Darkness] to any location chosen at the stated range by the caster upon an opponent,

OR

It will knock a limb out on an opponent. This is still a Magic [Darkness] damaging effect.

Referees discretion presides with all monster and NPC relative attacks.

Dismiss Knight of Darkness

Level: 8 [Darkness]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplunar and temporal elementals.

Summon Dæmon

Level: 8 [Darkness]

Duration: 5 minutes

Range: 30ft

Vocal: "I call forth a Dæmon of Darkness and bid thee now appear before me to do my bidding."

Mind Influencing: No

Description: This spell summons an elemental from the elemental plane of Darkness. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Dæmon

1. Is an Elemental,
2. Has 15 Hits,
3. Does 9 LPs (doubles) Magic [Darkness] damage with their claws.
4. Is reasonably intelligent but cannot communicate.

10th Level

Disintegrate Animate 2

Level: 10 [Darkness]

Duration: Instant

Range: 30ft

Vocal: "I smite thee with the void of night and disintegrate that..."

Mind Influencing: No

Description: This spell is much the same as a *Shadow Bolt*, this particular type being an explosive, negative type of energy, which will completely disintegrate a limb or render the victim unconscious if directed against a vital location (the location being taken to zero life points). This is still a Magic [Darkness] damaging effect.

Referees discretion presides with all monster and NPC relative attacks.

Shadow Storm

Level: 10 [Darkness]

Duration: 5 minutes

Range: 30ft, 30ft Radius

Vocal: "Dæmons of the Dark strike down with all thy rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Mind Influencing: No

Description: This is one of the most powerful, and closely guarded, spells at the caster's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28 LPs (14 Hits) Magic [Darkness] and then 6 LPs (3 Hits) Magic [Darkness] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Summon Knight of Darkness

Level: 10 [Darkness]

Duration: 5mins

Range: 30ft

Vocal: "I beseech a Knight of Darkness to hear this, my request, and through my power I conjure it forth here and now to do my will."

Mind Influencing: No

Description: This spell summons a Major elemental from the elemental plane of Darkness. Only one elemental Knight will heed a caster's call at any one time. The elemental will follow complex commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Knight of Darkness

1. Is an Elemental,
 2. Have 25 Hits,
 3. Does 12 LPs (doubles) Magic [Darkness] damage with their claws, Through.
 4. They also have Shadow shift at will,
 5. Is highly intelligent and can freely communicate.
- No lesser elemental, regardless of element or control, will attack a Major elemental.

Shadow Shift

Using this ability instantly transports the Knight up to 30ft in the direction desired. The Knight cannot change facing, but escaping from Entangle or through non-enchanted walls and doors is possible. The Knight must be in contact with Darkness at the destination point in order for this spell to work.

Earth – Nin

1st Level

Locate Inanimate

Level: 1 [Earth]

Duration: Instant

Range: 30ft

Vocal: "All senses, reveal to me now the whereabouts of..."

Mind Influencing: No

Description: This spell will reveal the whereabouts of all specified inanimate objects within the area of effect. They will show up as a 'radar blip' to the caster. Examples of things detectable include specific treasure, cure potions, poisons, swords, etc. The spell will not reveal the whereabouts of any enchanted items or those considered animate.

Mend

Level: 1 [Earth]

Duration: Instant

Range: Touch

Vocal: "Gnomes of the Earth, mend this ..."

Mind Influencing: No

Description: This spell restores shattered swords, snapped bowstrings, broken doors and the like. Its primary use is to counter a *Shatter* spell. *Mend* has No Effect on items destroyed by the *Warp* or *Disintegrate* spells.

2nd Level

Mend Range

Level: 2 [Earth]

Duration: Instant

Range: 30ft

Vocal: "Gnomes of the Earth, mend that ..."

Mind Influencing: No

Description: This spell restores shattered swords, snapped bowstrings, broken doors and the like. Its primary use is to counter a *Shatter* spell. *Mend* has No Effect on items destroyed by the *Warp* or *Disintegrate* spells.

Trip

Level: 2 [Earth/Grey]

Duration: Instant

Range: 30ft

Vocal: "Slip, trip, over you go."

Mind Influencing: No

Description: This spell has the effect of causing a moving victim to fall flat on his face (the victim must lie fully down on the ground before he can get back up again – you cannot break-fall or combat roll out of the effect of this spell). Large creatures and Undead are immune to the effects of this spell.

Warp Range

Level: 2 [Earth]

Duration: Instant

Range: 30ft

Vocal: "Gnomes of the Earth, warp that ..."

Mind Influencing: No

Description: This will cause one piece of wood (e.g. spear shaft, axe handle, plank of wood, door frame, etc.) to elongate, twist and turn, rendering it useless to its previous task – warped weapons must be dropped, warped doors pop out of their frames, etc.

3rd Level

Chameleon Self

Level: 3 [Earth]

Duration: 5 minutes

Range: Self

Vocal: "Chameleon ... now!"

Mind Influencing: No

Description: This spell makes the caster magically blend with his background as long as they are standing against a wall / tree, or lying on the floor. The caster is invisible to both physical and magical sight for the duration so long as they do not move (breathing heavily is allowable).

Entangle

Level: 3 [Earth]

Duration: 5 minutes

Range: 30ft

Vocal: "With leaf and tree I entangle thee."

Mind Influencing: No

Description: On casting this spell, the plant matter around the target's feet grows and entraps the feet and lower legs for the duration. Attempting to cut oneself free will merely cause more plant growth to take the place of that which is cut. Undead, fire creatures, ethereal beings and large creatures (trolls, giants etc.) are unaffected.

Identify Magical Item

Level: 3 [Earth]

Duration: 5 minutes

Range: Touch

Vocal: "Gnomes of Earth reveal the secrets of this "

Mind Influencing: No

Description: On casting this spell, the Sorcerer may then spend the next 5 minutes concentrating on a **magical** item. At the end of the spell the caster will then be able to understand its purpose and functionality, including any remaining charges. If the Sorcerer's concentration during this period is lost, the mana is spent and no information is obtained.

Magic Missile

Level: 3 [Earth & Fire]

Duration: Instant

Range: 30ft

Vocal: "I call forth fire to imbue this rock with power."

Mind Influencing: No

Description: This spell will create a fist-sized searing ball of fire to engulf a rock, which is to be fired at the target by the Sorcerer. The caster has 30 seconds in which to use the spell, which will discharge doing 12LPs (6 Hits) Magic [Earth & Fire].

Walk Through Element Self

Level: 3 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant me the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the caster completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make a Sorcerer immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

Who you call upon depends upon the element you wish to be immune to.

4th Level

Chameleon Other

Level: 4 [Earth]

Duration: 5 minutes

Range: Touch

Vocal: "Chameleon... now!"

Mind Influencing: No

Description: This spell makes the willing recipient magically blend with his background as long as he is standing against a wall / tree, or lying on the floor. The recipient is invisible to both physical and magical sight for the duration so long as he does not move (breathing heavily is allowable).

Dismiss Childe of Earth

Level: 4 [Earth]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplantar and temporal elementals.

Earthdoor

Level: 4 [Earth]

Duration: 5 minutes

Range: Touch

Vocal: "Gnomes before me part here a door in this deep earth."

Mind Influencing: No

Description: By touching a normal wall, doorway, area of rock or earth, the caster opens a passage roughly 5' high, 3' wide, 4' deep or any other dimensions summing to 60 cubic feet. The earth or rock affected by this spell cannot be enchanted in any way. A section of wall with even one sigla upon it will not allow an *Earthdoor* to open. The caster can dispel *Earthdoor* in a word. Anyone inside the opening when it closes will be expelled to the nearest safe end.

Invulnerability

Level: 4 [Earth]

Duration: 5 minutes

Range: Touch

Vocal: "Powers at my command, fortify me from harm."

Mind Influencing: No

Description: The casting of this spell causes a shield to appear around the Sorcerer giving them 12 Magical AC for the duration or until dispelled. If, whilst Invulnerable, the recipient is the victim of a *Blindness*, *Freeze*, *Catalepsy* or *Sleep* spell, this spell will cancel out the offensive spell but lose half it's potency in the process (i.e. 6 Magical AC) for the remainder of the duration, or until another *Blindness*, *Freeze*, *Catalepsy* or *Sleep* spell is cast, in which case the protection is lost when cancelling the effect of the offensive spell.

Magnetise Metal

Level: 4 [Earth]

Duration: 5 minutes

Range: 30ft

Vocal: "Lumbering giants of rock, hold this ... in thy grasp."

Mind Influencing: No

Description: This spell incredibly increases the magnetic attraction of one piece of metal (up to 2 cubic feet) and all those in direct contact with it. The piece of metal is pulled powerfully to the ground where it stays for the duration. Should this be a suit of armour then the wearer is likely to be stuck to the ground for the duration. A sword may obviously be dropped.

Scarecrow

Level: 4 [Air/Earth]

Duration: 5 minutes

Range: Touch

Vocal: "By my power I call a Scarecrow to arise"

Mind Influencing: No

Description: After providing suitable materials (e.g. wood, string and a pumpkin head), a scarecrow may be animated upon the casting of this spell. The scarecrow must stay within 30ft of the caster.

Scarecrow

1. Has 7 Hits,
2. Takes half damage from Bladed,
3. Does damage per weapon type, 6LPs Physical damage with a single-handed weapon, 12LPs Physical damage with a two-handed weapon,
4. Cannot speak and are only able to understand simple commands,
5. Are destroyed by a *Shatter* spell,
6. Are totally healed by a *Mend* spell,
7. Are Irrevocably destroyed by Fire or *Disintegrate*.

Speak With Earth

Level: 4 [Earth]

Duration: 5 minutes

Range: 30ft

Vocal: "Gnomes of the Earth I command thee answer my questions."

Mind Influencing: No

Description: This spell allows the caster to ask questions of earth sources be they lesser elementals (6 and 8 Mana) usually unable to speak or merely lumps of rock. The element will usually only give 'yes' and 'no' answers, but cannot lie.

Walk On Earth Self

Level: 4 [Earth]

Duration: 5 minutes

Range: Self

Vocal: "Gnomes of the Earth, grant me the grace to walk on earth."

Mind Influencing: No

Description: The effects of this spell are to allow the caster to literally walk on earth, this will allow a caster of Nin to walk up and over an Earth Wall, etc. However, this spell DOES NOT make the caster immune to any of the effects of the element.

Walk Through Element Other

Level: 4 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant him / her the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the recipient completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make the recipient immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a Darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

5th Level

Invulnerability Other

Level: 5 [Earth]

Duration: 5 minutes

Range: Touch

Vocal: "Powers at my command, fortify this creature from harm."

Mind Influencing: No

Description: The casting of this spell causes a shield to appear around the recipient giving him 12 Magical AC for the duration or until dispelled. If, whilst Invulnerable, the recipient is the victim of a *Blindness*, *Freeze*, *Catalepsy* or *Sleep* spell, this spell will cancel out the offensive spell but lose about half its potency in the process (i.e. 6 Magical AC) for the remainder of the duration, or until another *Blindness*, *Freeze*, *Catalepsy* or *Sleep* spell is cast, in which case the protection is lost when cancelling the effect of the offensive spell.

Touch Glass

Level: 5 [Earth]

Duration: 5 minutes

Range: Touch

Vocal: "Let me see."

Mind Influencing: No

Description: By touching a non-enchanted surface and incanting *Touch Glass*, the wall, table, floor etc. will become transparent as long as the section is only 10 square feet or less and made of a single component piece. Anything, which can physically see, can see through the wall etc. as if it were a large sheet of glass. For 1 Mana more the caster can make it so that only they and anyone they touch may see through. The caster touching the surface for a second time will dispel this.

Walk On Earth Other

Level: 5 [Earth]

Duration: 5 minutes

Range: Touch

Vocal: "Gnomes of Earth grant this... before me the grace to walk on Earth."

Mind Influencing: No

Description: The effects of this spell are to allow the recipient to literally walk on earth specified as if they were walking on the ground. Remember, this spell DOES NOT make the recipient immune to any of the effects of the element.

6th Level

Dismiss Gnome of the Earth

Level: 6 [Earth]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplannar and temporal elementals.

Heat Sink

Level: 6 [Earth & Fire]

Duration: 5 minutes

Range: 15ft Radius

Vocal: "I call upon the Gnomes of the Earth to grasp the Salamanders of Fire and calm their rage."

Mind Influencing: No

Description: This spell causes a heat-absorbing aura to surround the recipient. As such, any heat (or fire) that comes in contact with the aura will be reduced towards body temperature. All heat and fire based damage that touches the aura will be reduced by 25%. This includes spells (or spell like abilities) that cover an area (e.g. *Fireball*, reducing the damage of the entire spell) as well as single target spells targeted within the aura.

Stone Fist

Level: 6 [Earth]

Duration: 5 minutes

Range: Touch

Vocal: "Gnomes of the Deepest Earth grant strength and weight to this weapon."

Mind Influencing: No

Description: Upon casting this spell and touching any non-enchanted metal (or stone) blunt/crushing weapon, the spell adds an extra 12LPs Magic [Earth] damage to the normal damage of the weapon, and gives one Strikedown. Additional castings of *Stone Fist* stack, granting 2 additional Strikedowns per casting, but no additional damage enhancement.

Summon Earth Childe

Level: 6 [Earth]

Duration: 5 minutes

Range: 30ft

Vocal: "I call upon a child of Earth and by my power bring them forth and bid them now appear."

Mind Influencing: No

Description: This spell summons a minor elemental from the elemental plane of Earth. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Earth Childe

1. Is an Elemental,
2. Has 10 Hits,
3. Does 6 LPs (singles) Magic [Earth] damage with their claws.
4. Is not intelligent and will not communicate.

Quicksand

Level: 6 [Earth]

Duration: 5 minutes

Range: 30ft, 15ft radius

Vocal: "Tug and tangle, hold and hinder, grasp and grapple my foemen's feet."

Mind Influencing: No

Description: All those in the area at the moment of casting are slowed and restricted as if walking through an area of quicksand. This prevents the targets from running and/or leaving the ground by leaping or flying. *Quicksand* does not prevent shifting, but if the target returns to the ground within the duration they are still affected by *Quicksand*.

7th Level

Dust

Level: 7 [Earth]

Duration: 15 seconds

Range: Special

Vocal: "Let the dust of ages have life once more!"

Mind Influencing: No

Description: This spell causes a massive physical dust cloud to spin in the air during which any caught in the area of effect are physically and magically blinded for the duration. The spell has 2 areas of effect: either a 30ft cone in a 120° arc, or a 10ft radius around the caster. Only the caster and those people protected by a Walk through Earth are immune to the effects.

8th Level

Dismiss Knight of Earth

Level: 8 [Earth]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplanar and temporal elementals.

Stone Armour

Level: 8 [Earth]

Duration: 5 minutes

Range: Self

Vocal: "Gnomes of Earth at my command come forth, grant me stoney hide and shield me from harm."

Mind Influencing: No

Description: This spell causes stone to materialise around the caster much like a suit of plate armour. The armour will absorb the next mortal (non-spiritual) damage (MI-III) melee blow to strike the caster and will then be destroyed. Additional blows can be added to the armour at a cost of 2 additional mana per blow. Note that this armour will not stop any *Through* damage or any deathblow effect such as Decapitation, Coup de Grace, etc. It will stop a blow which would kill the caster due to a lack of life points.

Summon Gnome

Level: 8 [Earth]

Duration: 5 minutes

Range: 30ft

Vocal: "I call forth a Gnome of the Earth and bid thee now appear before me to do my bidding."

Mind Influencing: No

Description: This spell summons an elemental from the elemental plane of Earth. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Gnome

1. Is an Elemental,
2. Has 15 Hits,
3. Does 9 LPs (doubles) Magic [Earth] damage with their claws.
4. Is reasonably intelligent but cannot communicate.

10th Level

Earthquake

Level: 10 [Earth]

Duration: 5 minutes

Range: 30ft, 30ft Radius

Vocal: "Gnomes of the Earth strike down with all thy rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Mind Influencing: No

Description: This is one of the most powerful, and closely guarded, spells at the caster's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28 LPs (14 Hits) Magic [Earth], and then 6 LPs (3 Hits) Magic [Earth] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Petrify

Level: 10 [Earth]

Duration: 5 minutes

Range: Touch

Vocal: "Gnomes of the Earth I bid you rise to change this being before my eyes, form of stone instead of bone, cause flesh to harden, claim it as your own."

Mind Influencing: No

Description: This spell turns the victim and all they are carrying to stone for the duration of the spell. *Discern Wounds* on the statue will not show any signs of life. *Spirit Sight* or other mystical detects will reveal the truth. The statue is immune to effects as a Magical item and is therefore only affected by Mantic 1 or better breaking effects and Mantic 2 or better ranged effects. If the statue is broken and remains so when the spell expires, the victim dies.

Stone Armour Other

Level: 10 [Earth]

Duration: 5 minutes

Range: Touch

Vocal: "Gnomes of Earth at my command come forth, grant him/her stony hide and shield him/her from harm."

Mind Influencing: No

Description: This spell causes stone to materialise around the recipient much like a suit of plate armour. The armour will absorb the next mortal (non-spiritual) damage (MI-III) melee blow to strike the recipient and will then be destroyed. Additional blows can be added to the armour at a cost of 2 additional mana per blow. Note that this armour will not stop any *Through* damage or any deathblow effect such as Decapitation, Coup de Grace, etc. It will stop a blow which would kill the recipient due to a lack of life points.

Summon Knight of Earth

Level: 10 [Earth]

Duration: 5 minutes

Range: 30ft

Vocal: "I beseech a Knight of the Earth to hear this, my request, and through my power I conjure it forth here and now to do my will."

Mind Influencing: No

Description: This spell summons a Major elemental from the elemental plane of Earth. Only one elemental Knight will heed a caster's call at any one time. The elemental will follow complex commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Knight of Earth

1. Is an Elemental,
 2. Have 25 Hits,
 3. Does 12 LPs (doubles) Magic [Earth] damage with their claws, Through.
 4. They also have Earth shift at will,
 5. Is highly intelligent and can freely communicate.
- No lesser elemental, regardless of element or control, will attack a Major elemental.

Earth Shift

Using this ability instantly transports the Knight up to 30ft in the direction desired. The Knight cannot change facing, but escaping from Entangle or through non-enchanted walls and doors is possible. The Knight must be in contact with Earth at the destination point in order for this spell to work.

Fire – Ador

1st Level

Ignite

Level: 1 [Fire]

Duration: Instant

Range: Touch

Vocal: "By the Powers of Fire, ignite."

Mind Influencing: No

Description: Produces the effect of a match from the tip of the casters index finger. This will light candles, lanterns and fuses etc., but that's about it.

2nd Level

Fire Dart

Level: 2 [Fire]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Fire, Fire dart."

Mind Influencing: No

Description: This spell causes a dart of Fire to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Fire Dart* inflicts 7LPs (4 Hits) Magic [Fire] which is split as 1 point to each location.

Firelight

Level: 2 [Fire]

Duration: 5 minutes

Range: Touch

Vocal: "Through the power of fire now let there be light."

Mind Influencing: No

Description: By touching a staff or weapon of an inflammable nature (i.e. wood etc.) the caster ignites the device with magical fire. This then will duplicate a *Light* spell though it is not as bright (it has no effect on undead). Should it be extinguished (magically or otherwise) it may be re-lit for the rest of the duration with an *Ignite*.

Shock

Level: 2 [Fire]

Duration: Instant

Range: Touch

Vocal: "Into my hand I call forth flame ... Shock!"

Mind Influencing: No

Description: On casting this spell the caster's hand is surrounded in intense fire for the next 30 seconds or until discharged. The flame will discharge against the next being touched doing 12LPs (6 Hits) Magic [Fire] to the location touched.

3rd Level

Incendiary Childe

Level: 3 [Fire]

Duration: 5 minutes

Range: Touch

Vocal: "I call forth the touch of fire and bind it deep within thee."

Mind Influencing: No

Description: With this spell a caster can turn a minor fire elemental summoned (see 6 Mana *Summon Childe*) into an Incendiary. This can be ordered to use its new abilities automatically on the summoner's command word or be allowed to use them as it seems fit. The Incendiary can perform a 10ft Immolation doing 6LPs (2 Hits) Magic [Fire] for a cost of 2 Hits or 15' Immolation for a cost of 3 Hits to the Childe.

NOTE: Cannot be stacked with *Berserker*.

Magic Missile

Level: 3 [Earth & Fire]

Duration: Instant

Range: 30ft

Vocal: "I call forth fire to imbue this rock with power."

Mind Influencing: No

Description: This spell will create a fist-sized searing ball of fire to engulf a rock, which is to be fired at the target by the Sorcerer. The caster has 30 seconds in which to use the spell, which will discharge doing 12 LPs (6 Hits) Magic [Earth & Fire].

Melt Metal

Level: 3 [Fire]

Duration: Instant

Range: 30ft

Vocal: "Masters of Fire, melt this ... here before me."

Mind Influencing: No

Description: This spell causes the target piece of metal (up to 2 cubic feet) to instantly twist, melt and become useless. This rapid heating up causes minor damage to any living area touching it. (6LPs (3 Hits) Magic [Fire]) but the heat dissipates as swiftly as it built up leaving a cold lump of metal. A *Reform* spell or similar will repair the damage.

Walk Through Element Self

Level: 3 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant me the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the caster completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make a Sorcerer immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

Who you call upon depends upon the element you wish to be immune to.

4th Level

Dismiss Childe of Fire

Level: 4 [Fire]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, incendiaries, rogues, warp elementals, grues, paraplunar and temporal elementals.

Fireball

Level: 4 [Fire]

Duration: Instant

Range: 30ft, 15ft Radius

Vocal: "Salamanders of Fire, bring forth here a fireball."

Mind Influencing: No

Description: Upon casting, a bolt of flame flies from the caster's hand and explodes into a 15'R fireball at the target (up to 30ft away). The target (centre) takes 12LPs (6 Hits) Magic [Fire], everyone within 15' of the centre takes 6LPs (3 Hits) Magical [Fire].

Firebrand

Level: 4 [Fire]

Duration: 5 minutes

Range: Touch

Vocal: "Salamanders of Fire, imbue this weapon with a rage of flames."

Mind Influencing: No

Description: Upon casting this spell and touching any non-enchanted weapon, the Sorcerer causes a magical fire to envelop the weapon. The fire adds an extra 6 LPs Magical Fire damage to the normal damage of the weapon (this damage limited to systems maximum).

The *Firebrand* remains on the weapon for the duration or until *Dispelled* or *Extinguished*. Wounds inflicted by a *Firebrand* automatically cauterise (and so do not continue bleeding). This means that a weapon with *Firebrand* on cannot be used to throat slit, cut to bleed, etc. The fire gives too little illumination to be of any use except in the darkness of caves (it will not however penetrate a magical *Darkness*) and finally, whilst a *Firebrand* is in effect it will act as an *Ignite* spell if touched to inflammable materials (including fuses, oil, scarecrows etc.).

Incendiary Salamander

Level: 4 [Fire]

Duration: 5mins,

Range: Touch

Vocal: "I call forth the touch of fire and bind it deep within thee."

Mind Influencing: No

Description: With this spell a caster can turn a fire elemental summoned (see 8 Mana *Summon Salamander*) into an Incendiary. This can be ordered to use its new abilities automatically on the summoner's command word or be allowed to use them as it seems fit. The Incendiary can perform a 10ft Immolation doing 6LPs (2 Hits) Magic [Fire] for a cost of 2 Hits; 15' Immolation for cost of 3 Hits; 30ft Immolation for a cost of 4 Hits to the Salamander. They can also hurl a *Fireball* (as per the 4 Mana spell) for a cost of 4 Hits to the Salamander.

NOTE: Cannot be stacked with *Berserker*.

Speak With Fire

Level: 4 [Fire]

Duration: 5 minutes

Range: 30ft

Vocal: "Salamanders of Fire I command thee answer my questions."

Mind Influencing: No

Description: This spell allows the caster to ask questions of fire sources be they lesser elementals (6 and 8 Mana) usually unable to speak or merely small fires. The element will usually only give 'yes' and 'no' answers, but cannot lie.

Walk On Fire Self

Level: 4 [Fire]

Duration: 5 minutes

Range: Self

Vocal: "Salamanders of Fire, grant me the grace to walk on fire."

Mind Influencing: No

Description: The effects of this spell are to allow the caster to literally walk on Fire, this will allow a caster of Ador to walk on Fire as if they were walking on the ground. However, this spell DOES NOT make the caster immune to any of the effects of the element.

Walk Through Element Other

Level: 4 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant him / her the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the recipient completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make the recipient immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a *Darkness* spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

5th Level

Fire Blast

Level: 5 [Fire]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Fire, Fire blast."

Mind Influencing: No

Description: This spell causes a blast of Fire to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Fire Blast* inflicts 14LPs (7 Hits) Magic [Fire] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10 feet.

Incendiary Knight

Level: 5 [Fire]

Duration: 5 minutes

Range: Touch

Vocal: "I call forth the touch of fire and bind it deep within thee."

Mind Influencing: No

Description: With this spell a caster can turn a Major fire elemental summoned (see 10 Mana *Summon Knight*) into an Incendiary. This can be ordered to use its new abilities automatically on the summoner's command word or be allowed to use them as it seems fit. The Incendiary can perform a 10ft Immolation doing 6LPs (2 Hits) Magic [Fire] for a cost of 2 Hits; 15' Immolation for cost of 3 Hits; 30ft Immolation for a cost of 4 Hits; or a LOS Immolation for 8 Hits to the Knight. They can also hurl a *Fireball* (as per the 4 Mana spell) for a cost of 4 Hits to the Knight.

NOTE: Cannot be stacked with *Berserker*.

Remote Incendiary 1

Level: 5 [Fire]

Duration: Special

Range: Special, 15ft Radius

Vocal: "I call upon a ball of flames, but bid it, for now, sleep. Your trigger is ..."

Mind Influencing: No

Description: On incanting the spell a standard *Fireball* is conjured to hand except that it is inactive yet somewhat sentient. The next word spoken by the Sorcerer becomes the trigger word. This *Fireball* will stay inert for one hour or until the trigger word is spoken by the caster. The words may be spoken up to any distance LOS as long as a referee hears them. Should one hour expire the *Fireball* becomes permanently inert. This will cause 6LPs (3 Hits) Magic [Fire] to all within 15' unless actually being held in which case the damage is 12LPs (6 Hits) Magic [Fire]. An unexploded *Fireball* is approximately the size of a ping-pong ball.

Walk On Fire Other

Level: 5 [Fire]

Duration: 5 minutes

Range: Touch

Vocal: "Salamanders of fire grant this... before me the grace to walk on fire."

Mind Influencing: No

Description: The effects of this spell are to allow the recipient to literally walk on fire as if they were walking on the ground. Remember, this spell DOES NOT make the recipient immune to any of the effects of the element.

6th Level

Dismiss Salamander of Fire

Level: 6 [Fire]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, incendiaries, rogues, warp elementals, grues, paraplantar and temporal elementals.

Fire Bolt

Level: 6 [Fire]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Fire, Fire bolt."

Mind Influencing: No

Description: This spell causes a bolt of Fire to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Fire Bolt* inflicts 28LPs (14 Hits) Magic [Fire] which is split as 4 points to each location.

Heat Sink

Level: 6 [Earth & Fire]

Duration: 5 minutes

Range: 15ft Radius

Vocal: "I call upon the Gnomes of the Earth to grasp the Salamanders of Fire and calm their rage."

Mind Influencing: No

Description: This spell causes a heat-absorbing aura to surround the recipient. As such, any heat (or fire) that comes in contact with the aura will be reduced towards body temperature. All heat and fire based damage that touches the aura will be reduced by 25%. This includes spells (or spell like abilities) that cover an area (e.g. *Fireball*, reducing the damage of the entire spell) as well as single target spells targeted within the aura.

Summon Fire Childe

Level: 6 [Fire]

Duration: 5 minutes

Range: 30ft

Vocal: "I call upon a childe of Fire and by my power bring them forth and bid them now appear."

Mind Influencing: No

Description: This spell summons a Minor elemental from the elemental plane of Fire. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Fire Childe

1. Is an Elemental,
2. Has 10 Hits,
3. Does 6 LPs (singles) Magic [Fire] damage with their claws.
4. Is not intelligent and will not communicate.

7th Level

Shock, Super

Level: 7 [Fire]

Duration: Instant

Range: Touch

Vocal: "Into my hand I call forth the inferno ... Super Shock!"

Mind Influencing: No

Description: On casting this spell the caster's hand is surrounded in intense fire for the next 1 minute or until discharged. The flame will discharge against the next being touched doing 36LPs (18 Hits) Magic [Fire] damage to the location touched.

8th Level

Dismiss Knight of Fire

Level: 8 [Fire]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, incendiaries, rogues, warp elementals, grues, paraplunar and temporal elementals.

Disruption

Level: 8 [Fire]

Duration: Instant

Range: 30ft

Vocal: "By the Salamanders of Fire, Be charred, Be scorched, Be fired, Be burned ... Disruption!"

Mind Influencing: No

Description: This powerful and feared spell causes the target to be literally immolated in Magical Fire. The spell does 35LPs (18 Hits) Magic [Fire] which is split as 5 points to each location.

Summon Salamander

Level: 8 [Fire]

Duration: 5 minutes

Range: 30ft

Vocal: "I call forth a Salamander of Fire and bid thee now appear before me to do my bidding."

Mind Influencing: No

Description: This spell summons an elemental from the elemental plane of Fire. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Salamander

1. Is an Elemental,
2. Has 15 Hits,
3. Does 9 LPs (doubles) Magic [Fire] damage with their claws.
4. Is reasonably intelligent but cannot communicate.

Wall of Fire

Level: 8 [Fire]

Duration: 5 minutes

Range: Special

Vocal: "I call forth the Salamanders of Fire, let thy fury burn up into the sky and prevent my foes from passing by."

Mind Influencing: No

Description: Using a staff or chalk (on rock), the caster must first inscribe a line (up to 25 feet long) in any shape desired. He then incants the vocals and strikes the staff down hard on the end of the line drawn – this causes a rupture in the ground making fire spew skywards along the line. This is a Fire Wall! The effects of the wall on those that pass through are to cause 28LPs (14 Hits) Magic [Fire] for each pass through the wall. The wall cannot be seen through with physical or magical sight. The wall lasts the duration or until dispelled.

10th Level

Disruption, Super

Level: 10 [Fire]

Duration: Instant

Range: 30ft

Vocal: "By the Salamanders of Fire, Be charred, Be scorched, Be fired, Be burned ... Super Disruption!"

Mind Influencing: No

Description: This highly powerful spell is a more potent version of *Disruption* (8 Mana) and has a similarly devastating effect on the target. The spell causes the target to be literally immolated in Magical Fire. The spell does 77LPs (38 Hits) Magic [Fire] which is split as 11 points to each location.

Fire Storm

Level: 10 [Fire]

Duration: 5 minutes

Range: 30ft, 30ft Radius

Vocal: "Salamanders of Fire strike down with all thy rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Mind Influencing: No

Description: This is one of the most powerful, and closely guarded, spells at the caster's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28LPs (14 Hits) Magic [Fire] and then 6LPs (3 Hits) Magic [Fire] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Remote Incendiary 2

Level: 10 [Fire]

Duration: Special

Range: Special, 15f Radius

Vocal: "I call upon a ball of flames, but bid it, for now, sleep. Your trigger is ..."

Mind Influencing: No

Description: On incanting the spell a *Fireball* is conjured to hand except that it is inactive yet somewhat sentient. The next word spoken by the Sorcerer becomes the trigger word. This *Fireball* will stay inert for 24 hours or until the trigger words are spoken by the caster. It can be triggered from anywhere on the same plane as long as a source of fire is available to hear the trigger, also a referee is present and finally the player is in sight. This is twice the strength of a standard *Fireball* and as such will cause 12LPs (6 Hits) Magic [Fire] to all within 15' unless actually being held in which case the damage is 24LPs (12 Hits) Magic [Fire]. An unexploded *Fireball* is approximately the size of a ping-pong ball.

Shock Durational

Level: 10 [Fire]

Duration: 5 minutes

Range: Touch

Vocal: "Salamanders of Fire, grant me grace to pull from thy flames a handful of thy ever-burning fire."

(vocal per touch) "Shock!"

Mind Influencing: No

Description: On casting this spell both the caster's hands are surrounded in an intense fire for the next 5 minutes or until dispelled. The flames will discharge, but not be cancelled, against whatever is touched doing 12LPs (6 Hits) Magic [Fire] damage to the location.

Summon Knight of Fire

Level: 10 [Fire]

Duration: 5 minutes

Range: 30ft

Vocal: "I beseech a Knight of Fire to hear this, my request, and through my power I conjure it forth here and now to do my will."

Mind Influencing: No

Description: This spell summons a Major elemental from the elemental plane of Fire. Only one elemental Knight will heed a caster's call at any one time. The elemental will follow complex commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Knight of Fire

1. Is an Elemental,
 2. Have 25 Hits,
 3. Does 12 LPs (doubles) Magic [Fire] damage with their claws, Through.
 4. They also have Fire shift at will,
 5. Is highly intelligent and can freely communicate.
- No lesser elemental, regardless of element or control, will attack a Major elemental.

Fire Shift

Using this ability instantly transports the Knight up to 30ft in the direction desired. The Knight cannot change facing, but escaping from Entangle or through non-enchanted walls and doors is possible. The Knight must be in contact with Fire at the destination point in order for this spell to work.

Light – Arle

1st Level

Unlock

Level: 1 [Light]

Duration: Instant

Range: 30ft

Vocal: "Lock be broken."

Mind Influencing: No

Description: This spell opens locked doors, loosens a link in a chain, undoes a belt buckle, causes a window to fly open, undoes a knot in a rope etc. [This spell falls under ref.'s discretion as to whether it affects or not].

2nd Level

Feather-fall Self

Level: 2 [Air/Light]

Duration: 5 minutes

Range: Touch

Vocal: "Light as feathers fall soft as down."

Mind Influencing: No

Description: This spell's primary function is as a counter spell, it causes the caster to sustain No Damage from falls of any distance for the next 5 minutes (1 encounter) – the caster merely floats down any drops. The spell will also counter one *Trip* spell if cast at the Sorcerer during the duration of this spell (the spell will only counter one *Trip* and will then be discharged).

Laser Dart

Level: 2[Light]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Light, Laser Dart!"

Mind Influencing: This spell causes a dart of Light to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Laser Dart* inflicts 7LPs (4 Hits) Magic [Light] which is split as 1 point to each location.

Light

Level: 2 [Light/Grey]

Duration: 5 minutes

Range: Touch, 15ft Radius

Vocal: "Let there be light."

Mind Influencing: No

Description: Causes a 15' radius globe of magical light brighter than daylight to spring up around the caster or an item touched by the caster.

Lightning Dart

Level: 2 [Light & Water]

Duration: Instant

Range: 30ft

Vocal: "By the power of burning sky and rolling thunder I smite thee... Lightning Dart."

Mind Influencing: No

Description: This spell causes a dart of Lightning to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Lightning Dart* inflicts 7LPs (4 Hits) Magic [Lightning] which is split as 1 point to each location.

Reform Touch

Level: 2 [Light]

Duration: Instant

Range: Touch

Vocal: "Repair, reform and be whole."

Mind Influencing: No

Description: If all the pieces are collected together this spell will not only mend *Shattered* objects, but also it can restore *Warped*, *Disintegrated* and *Rusted* objects. Even if the original form is not known the spell will restore it if possible.

3rd Level

Feather-fall Inanimate

Level: 3 [Air/Light]

Duration: 5 minutes

Range: 30ft

Vocal: "Soft as a feather, all fall down."

Mind Influencing: No

Description: The effects of this spell are twofold:

EITHER it can be used to soften the fall of up to 2 cubic feet of inanimate material so that, for example, potions can be dropped to the bottom of cliffs etc.,

OR, if cast against an opponent's non-enchanted weapon this spell will remove 6 LPs of damage (1 HIT). This effect can be stacked, is not obvious to the wielder, and can reduce damage to 0 LPs.

Feather-fall Other

Level: 3 [Air/Light]

Duration: 5 minutes

Range: Touch

Vocal: "Light as feathers fall soft as down."

Mind Influencing: No

Description: This spell's primary function is as a counter spell, it causes the recipient to sustain No Damage from falls of any distance for the next 5 minutes (1 encounter) – the person merely floats down any drops. The spell will also counter one *Trip* spell if cast at the recipient during the duration of this spell (the spell will only counter one *Trip* and will then be discharged).

Light Range

Level: 3 [Light]

Duration: 5 minutes

Range: 30ft, 15ft Radius

Vocal: "Let there be light"

Mind Influencing: No

Description: Causes a 15' radius globe of magical light brighter than daylight to spring up around the caster or an inanimate touched object. When used at range it does not use an item as focus but can be used to dismiss a Shadow if targeted directly at one. This final use also dismisses the *Light* spell.

Reform Range

Level: 3 [Light]

Duration: Instant

Range: 30ft

Vocal: "Repair, reform and be whole."

Mind Influencing: No

Description: If all the pieces are collected together this spell will not only mend *Shattered* objects, but also it can restore *Warped*, *Disintegrated* and *Rusted* objects at up to 30ft range in exactly the same way as the touch spell.

Teleport Inanimate

Level: 3 [Light]

Duration: Instant

Range: 30ft

Vocal: "(Item) ... before me go hence."

Mind Influencing: No

Description: This spell will teleport up to 2 cubic feet of inanimate material (as a whole object – things cannot be chipped away using this spell!) up to 30ft away from the caster, e.g. through walls, across pits etc.

Walk Through Element Self

Level: 3 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant me the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the caster completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make a Sorcerer immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

Who you call upon depends upon the element you wish to be immune to.

4th Level

Dismiss Childe of Light

Level: 4 [Light]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplunar and temporal elementals.

Speak With Light

Level: 4 [Light]

Duration: 5 minutes

Range: 30ft

Vocal: "Sprites of Light I command thee answer my questions."

Mind Influencing: No

Description: This spell allows the caster to ask questions of light sources be they lesser elementals (6 and 8 Mana) usually unable to speak or merely the light given from a flame. The element will usually only give 'yes' and 'no' answers, but cannot lie.

Walk On Light Self

Level: 4 [Light]

Duration: 5 minutes

Range: Self

Vocal: "Sprites of Light, grant me the grace to walk on light."

Mind Influencing: No

Description: The effects of this spell are to allow the caster to literally walk on light, this will allow a caster or Arle to walk on light as if they were walking on the ground However, this spell DOES NOT make the caster immune to any of the effects of the element.

Walk Through Element Other

Level: 4 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant him / her the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the recipient completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make the recipient immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a Darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

5th Level

Blindness V Levels

Level: 5 [Darkness/Light]

Duration: 5 min

Range: 30ft

Vocal: "Dæmons of Darkness and Sprites of Light come forth at my command and steal this sight."

Mind Influencing: No

Description: When cast, this spell physically and magically blinds up to 5 levels of character (20 Hits of monster). The spell can be stacked by repeated castings (before releasing the spell – the caster has 30 seconds in which to do this) to affect more levels.

e.g. to affect a 10th level character (40 Hits of monster), a caster needs to cast *Blindness* twice (5 + 5 levels) before throwing the spell at the target, thus using a total of 10 Mana.

Flash of Light

Level: 5 [Light]

Duration: Instant

Range: LOS

Vocal: "Sprite of Light, bring me light with haste, and conjure me here a Lightning flash."

Mind Influencing: No

Description: Upon casting this spell, the caster summons a tremendous flash of light (like unto a Lightning strike, but without any of the effects save an intense light). ALL creatures within line of sight of the caster are blinded for 10 seconds. Only the caster is normally immune to the effects of the spell. Any minor dæmons of darkness (6 Mana) within LOS are instantly dismissed. Darkness creatures (e.g. Dark Elves, Drow, Black Dwarves, etc.) also take the effects of a dart spell (7/1 LPs TB/Locational (4 Hits) Magic [Light]). Effects on undead are at the referee's discretion, although it is suggested that Shadows are dismissed.

Laser Blast

Level: 5 [Light]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Light, Laser Blast!"

Mind Influencing: No

Description: This spell causes a blast of Laser Light to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Laser Blast* inflicts 14LPs (7 Hits) Magic [Light] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10ft.

Lightning Blast

Level: 5 [Light & Water]

Duration: Instant

Range: 30ft

Vocal: "By the powers of burning sky and rolling thunder I smite thee ... Lightning Blast."

Mind Influencing: No

Description: This spell causes a blast of Lightning to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Lightning Blast* inflicts 14LPs (7 Hits) Magic [Lightning] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10ft.

Walk On Light Other

Level: 5 [Light]

Duration: 5 minutes

Range: Touch

Vocal: "Sprites of light, grant this... before me the grace to walk on light."

Mind Influencing: No

Description: The effects of this spell are to allow the recipient to literally walk on light as if they were walking on the ground. Remember, this spell DOES NOT make the recipient immune to any of the effects of the element.

6th Level

Dismiss Sprite of Light

Level: 6 [Light]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplans and temporal elementals.

Glyph Of Blindness

Level: 6 [Darkness/Light]

Duration: Special

Range: Special

Vocal: Special

Mind Influencing: No

Description: As per *Blindness V Levels* (5 Mana) in casting and effect, but can be inscribed into a glyph – See Glyphs Section.

Laser Bolt

Level: 6 [Light]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Light, Laser Bolt!"

Mind Influencing: No

Description: This spell causes a bolt of Light to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Laser Bolt* inflicts 28LPs (14 Hits) Magic [Light] which is split as 4 points to each location.

Lightning Bolt

Level: 6 [Light & Water]

Duration: Instant

Range: 30ft

Vocal: "By the powers of burning sky and rolling thunder I smite thee ... Lightning Bolt."

Mind Influencing: No

Description: This spell causes a bolt of Lightning to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Lightning Bolt* inflicts 28LPs (14 Hits) Magic [Lightning] which is split as 4 points to each location.

Summon Light Childe

Level: 6 [Light]

Duration: 5 minutes

Range: 30ft

Vocal: "I call upon a childe of Light and by my power bring them forth and bid them now appear."

Mind Influencing: No

Description: This spell summons a minor elemental from the elemental plane of Light. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Light Childe

1. Is an Elemental,
2. Has 10 Hits,
3. Does 6 LPs (singles) Magic [Light] damage with their claws.
4. Is not intelligent and will not communicate.

Sword of Searing Light 1

Level: 6 [Light]

Duration: 5 minutes

Range: Touch

Vocal: "I bind to this blade the power of Searing Light, and cast back the powers of the deepest dark."

Mind Influencing: No

Description: When cast upon a normal sword, which the caster must hold throughout the duration of this spell (preventing any other casting unless the caster is ambidextrous), one of the following effects occurs to the blade: -

The sword becomes a +12LP magically enhanced blade, constantly shedding a *Light* spell which cannot be dispelled, but cannot be forced into a *Darkness* spell without losing the sword's enchantment;

The sword becomes a +6LP magically enhanced blade that will flash three times on command while striking a victim. No damage is done during this form of attack, instead the victim is blinded for 10 seconds.

7th Level

Teleport

Level: 7 [Light]

Duration: Instant

Range: 30ft

Vocal: "Teleport."

Mind Influencing: No

Description: Casting this spell instantly transports the caster up to 30ft in the direction desired. The caster can use this spell to escape from *Glues* or *Entangles* or through non-enchanted walls and doors is possible.

Unseen

Level: 7 [Darkness/Light]

Duration: 5mins

Range: Touch

Vocal: "Now you see me, now you don't."

Mind Influencing: No

Description: This spell makes the caster invisible to both physical and magical sight for the duration so long as they do not move (breathing heavily is allowable). Unlike *Chameleon* (3 Mana), the caster can be anywhere and need not be against a solid object or lying down etc.

8th Level

Dismiss Knight of Light

Level: 8 [Light]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplunar and temporal elementals.

Summon Sprite

Level: 8 [Light]

Duration: 5 minutes

Range: 30ft

Vocal: "I call forth a Sprite of Light and bid thee now appear before me to do my bidding."

Mind Influencing: No

Description: This spell summons an elemental from the elemental plane of Light. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Sprite

1. Is an Elemental,
2. Has 15 Hits,
3. Does 9 LPs (doubles) Magic [Light] damage with their claws.
4. Is reasonably intelligent but cannot communicate.

Wall of Lightning

Level: 8 [Light & Water]

Duration: 5 minutes

Range: Special

Vocal: "Sprites of Light and Undines of Water, hear my plea, hear my call, let cascades of Lightning Fall."

Mind Influencing: No

Description: Using a staff or chalk (on rock), the caster must first inscribe a line (up to 25 feet long) in any shape desired. He then incants the vocals and strikes the staff down hard on the end of the line drawn – this will cause sheets of Lightning to fall along the line creating a wall impenetrable to physical, and magical sight. Those that bravely pass through the wall take 28 LPs (14 Hits) Magic [Lightning].

10th Level

Laser Storm

Level: 10 [Light]

Duration: 5 minutes

Range: 30ft, 30ft Radius

Vocal: "Sprites of Light strike down with all thy rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Mind Influencing: No

Description: This is one of the most powerful, and closely guarded, spells at the caster's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28LPs (14 Hits) Magic [Light] and then 6 LPs (3 Hits) Magic [Light] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Lightning Storm

Level: 10 [Light & Water]

Duration: 5 minutes

Range: 30ft, 30ft Radius

Vocal: "May the powers of burning sky and rolling thunder strike down with all their rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Mind Influencing: No

Description: This is one of the most powerful, and closely guarded, spells at the caster's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28LPs (14 Hits) Magic [Lightning] and then 6LPs (3 Hits) Magic [Lightning] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Summon Knight of Light

Level: 10 [Light]

Duration: 5 minutes

Range: 30ft

Vocal: "I beseech a Knight of Light to hear this, my request, and through my power I conjure it forth here and now to do my will."

Mind Influencing: No

Description: This spell summons a Major elemental from the elemental plane of Light. Only one elemental Knight will heed a caster's call at any one time. The elemental will follow complex commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Knight of Light

1. Is an Elemental,
 2. Have 25 Hits,
 3. Does 12 LPs (doubles) Magic [Light] damage with their claws, Through.
 4. They also have Light shift at will,
 5. Is highly intelligent and can freely communicate.
- No lesser elemental, regardless of element or control, will attack a Major elemental.

Light Shift

Using this ability instantly transports the Knight up to 30ft in the direction desired. The Knight cannot change facing, but escaping from Entangle or through non-enchanted walls and doors is possible. The Knight must be in contact with Light at the destination point in order for this spell to work.

Sword of Searing Light 2

Level: 10 [Light]

Duration: 5 minutes

Range: Touch

Vocal: "I summon this blade of Searing Light, and cast back the powers of the deepest dark."

Mind Influencing: No

Description: The casting of this higher version of the spell creates a sword made of pure light doing 24LPs Magic [Light] Through Physical. Should the sword be dropped then the spell will dissipate, however it cannot be disarmed by normal means. It will shed a continual *Light* spell and will also dispel a Child of Darkness on touch.

As well as this the sword will also be able to do one of the following functions: -

Lightning Blast – as per the 5 Mana spell (x3)

Location Out (x3)

N.B. The caster must be able to Utilise Light weapons to wield the summoned blade.

Teleport Durational Self

Level: 10 [Light]

Duration: 5 minutes

Range: Special

Vocal: "I call upon the Sprites of Light to send me swiftly on my way."

Mind Influencing: No

Description: This spell allows the caster to *Teleport* at will for the duration of the spell. Once the initial vocals are said, the caster need only say '*Teleport*' to shift again. The caster can use this spell to escape from *Glues* or *Entangles* or through non-enchanted walls and doors is possible.

Water – Galzar

1st Level

Frost

Level: 1 [Water]

Duration: 30 seconds

Range: 30ft

Vocal: "Undines slow with frost"

Mind Influencing: No

Description: This spell coats the target in a thin, magical layer of ice, slowing them to zombie speed for 30 seconds or until struck for damage.

2nd Level

Ice Dart

Level: 2 [Water]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Water, Ice dart."

Mind Influencing: No

Description: This spell causes a dart of Ice to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). An *Ice Dart* inflicts 7LPs (4 Hits) Magic [Water] which is split as 1 point to each location.

Lightning Dart

Level: 2 [Light & Water]

Duration: Instant

Range: 30ft

Vocal: "By the power of burning sky and rolling thunder I smite thee... Lightning Dart."

Mind Influencing: No

Description: This spell causes a dart of lightning to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Lightning Dart* inflicts 7LPs (4 Hits) Magic [Lightning] which is split as 1 point to each location.

Rust

Level: 2 [Water]

Duration: Instant

Range: Touch

Vocal: "I command this rust and be done."

Mind Influencing: No

Description: This causes one non-enchanted piece of metal (e.g. a sword, a helmet, a breastplate) to rust away to nothing within seconds.

3rd Level

Crystal Brittle 1

Level: 3 [Water]

Duration: 5 minutes

Range: Touch

Vocal: "By my power I freeze this... and render it Crystal Brittle."

Mind Influencing: No

Description: Upon touch, one rigid item will be frozen to the point of shattering. Should it strike anything, be struck or dropped then it will immediately shatter. Should the wielder of the item (or the item itself) be the target of a *Thunderclap* then it is automatically shattered. Once the duration has expired the item will again warm to room temperature.

Glue

Level: 3 [Water]

Duration: 5 minutes

Range: 30ft

Vocal: "I bind ... and ... with glue."

Mind Influencing: No

Description: This spell causes two inanimate objects to bind to each other irremovably for the duration (e.g. boots to floor, or shirt to wall etc.). Undead, ethereal beings and large creatures (trolls, giants etc.) are unaffected. The best way to get out of a *Glue* is to magically shift away or to *Dispel* the effect.

Rust Range

Level: 3 [Water]

Duration: Instant

Range: 30ft

Vocal: "I command that rust and be done."

Mind Influencing: No

Description: This causes one non-enchanted piece of metal (e.g. a sword, a helmet, a breastplate) to rust away to nothing within seconds.

Plate Self

Level: 3 [Air/Water]

Duration: 5 minutes

Range: Self

Vocal: "Powers at my command, plate me with thy defences."

Mind Influencing: No

Description: The casting of this spell causes a shield to appear around the caster giving them 6 Magical AC for the duration or until dispelled. If, whilst Plated, the caster is the victim of a *Blindness*, *Freeze*, *Catalepsy* or *Sleep* spell, the plate and the offensive spell will cancel each other out (causing the Plate's protection to be lost).

Walk Through Element Self

Level: 3 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant me the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the caster completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make a Sorcerer immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

Who you call upon depends upon the element you wish to be immune to.

4th Level

Chill Metal

Level: 4 [Water]

Duration: 5 minutes

Range: 30ft

Vocal: "Grinding Ice Lords, touch this ... before thee."

Mind Influencing: No

Description: This spell causes the target piece of metal (up to 2 cubic feet) to begin to freeze. The object will cool until it becomes brittle and shatters at 5 minutes. Any living area in contact with the metal as it cools down takes 1 LP Magic [Water] every 20 seconds (3LPs (2 Hits) Magic [Water] per minute). However, although the damage taken is less than for *Heat Metal*, after 1 minute the metal is stuck to whatever it is touching until it shatters.

Dismiss Childe of Water

Level: 4 [Water]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplanar and temporal elementals.

Plate Other

Level: 4 [Air/Water]

Duration: 5 minutes

Range: Touch

Vocal: "Powers at my command, plate him / her with thy defences."

Mind Influencing: No

Description: The casting of this spell causes a shield to appear around the recipient giving him 6 Magical AC for the duration or until dispelled. If, whilst Plated, the recipient is the victim of a *Blindness*, *Freeze*, *Catalepsy* or *Sleep* spell, the Plate and the offensive spell will cancel each other out (causing the Plate's protection to be lost).

Speak With Water

Level: 4 [Water]

Duration: 5 minutes

Range: 30ft

Vocal: "Undines of Water I command thee answer my questions."

Mind Influencing: No

Description: This spell allows the caster to ask questions of water sources be they lesser elementals (6 and 8 Mana) usually unable to speak or merely a cup of water. The element will usually only give 'yes' and 'no' answers, but cannot lie.

Thunderclap

Level: 4 [Air & Water]

Duration: Instant/5 minutes

Range: 30ft

Vocal: "Sylphs of the Air and Undines of Water crash and grind to bring me here a thunderclap."

Mind Influencing: No

Description: To cast this spell, the caster must be holding no weapons and must clap his hands together as he finishes his vocals. This causes a massive thunderclap, which can effect in one of two ways:

EITHER, everyone except the caster in a 30ft radius about an indicated point (which can be up to 30ft away) is knocked to the ground, they can then pick themselves back up immediately (NOTE: any creatures flying in the area of effect immediately plummet to the ground in a dead fall [6 LPs (3 Hits) damage through all per 10ft fallen],

OR, if centred on one target, it causes that being to fall to the ground and lay still for 5 minutes. The target can still speak and spell cast (as long as pointing or complicated hand gestures are not required). If the target is attacked – whether it affects or not – the spell is broken.

Thunderclap will only affect normal to slightly larger creatures (e.g. it will affect trolls, but not Balrogs, Giants or Dragons, etc.).

Walk On Water Self

Level: 4 [Water]

Duration: 5 minutes

Range: Self

Vocal: "Undines of Water, grant me the grace to walk on water."

Mind Influencing: No

Description: The effects of this spell are to allow the caster to literally walk on water, this will allow a caster of Galzar to walk on water (or ice) as if they were walking on the ground. However, this spell DOES NOT make the caster immune to any of the effects of the element.

Walk Through Element Other

Level: 4 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant him / her the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the recipient completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make the recipient immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a Darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

5th Level

Crystal Brittle 2

Level: 5 [Water]

Duration: 5 minutes

Range: 30ft

Vocal: "Grinding Ice Lords freeze that... and render it Crystal Brittle"

Mind Influencing: No

Description: Now at range, one rigid item may be frozen to the point of shattering. Should it strike anything, be struck or dropped then it will immediately shatter. Should the wielder of the item (or the item itself) be the target of a *Thunderclap* then it is automatically shattered. Once the duration has expired the item will again warm to room temperature.

Ice Blast

Level: 5 [Water]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Water, Ice Blast."

Mind Influencing: No

Description: This spell causes a blast of Ice to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). An *Ice Blast* inflicts 14LPs (7 Hits) Magic [Water] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10 feet.

Lightning Blast

Level: 5 [Light & Water]

Duration: Instant

Range: 30ft

Vocal: "By the powers of burning sky and rolling thunder I smite thee ... Lightning Blast."

Mind Influencing: No

Description: This spell causes a blast of Lightning to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Lightning Blast* inflicts 14LPs (7 Hits) Magic [Lightning] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10 feet.

Walk On Water Other

Level: 5 [Water]

Duration: 5 minutes

Range: Touch

Vocal: "Undines of water, grant this... before me the grace to walk on water."

Mind Influencing: No

Description: The effects of this spell are to allow the recipient to literally walk on water as if they were walking on the ground. Remember, this spell DOES NOT make the recipient immune to any of the effects of the element.

6th Level

Dismiss Undine of Water

Level: 6 [Water]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplunar and temporal elementals.

Freeze V Levels

Level: 6 [Water]

Duration: 5 minutes

Range: 30ft

Vocal: "Undines of Water come forth and chill thee to the bone."

Mind Influencing: No

Description: When cast, spell freezes the victim solid for the duration (or until dispelled). The victim is held immobile no matter what damage is done to it. Any fire based creatures so Frozen ALSO take 7LPs (4 Hits) Damage to TB for each minute they are 'on ice'. The initial casting will affect up to 5 levels of character (20 Hits of monster). The spell can be stacked by repeated castings (before releasing the spell – the caster has 30 seconds in which to do this) to affect more levels.

e.g. to affect a 10th level character (40 Hits of monster), a caster needs to cast *Freeze* twice times (5 + 5 levels) before throwing the spell at the target, thus using a total of 12 mana.

Ice Bolt

Level: 6 [Water]

Duration: Instant

Range: 30ft

Vocal: "I smite thee now with the power of Water, Ice Bolt."

Mind Influencing: No

Description: This spell causes a bolt of Ice to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). An *Ice Bolt* inflicts 28LPs (14 Hits) Magic [Water] which is split as 4 points to each location.

Lightning Bolt

Level: 6 [Light & Water]

Duration: Instant

Range: 30ft

Vocal: "By the powers of burning sky and rolling thunder I smite thee ... Lightning Bolt."

Mind Influencing: No

Description: This spell causes a bolt of Lightning to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Lightning Bolt* inflicts 28LPs (14 Hits) Magic [Lightning] which is split as 4 points to each location.

Summon Water Childe

Level: 6 [Water]

Duration: 5 minutes

Range: 30ft

Vocal: "I call upon a childe of Water and by my power bring them forth and bid them now appear."

Mind Influencing: No

Description: This spell summons a minor elemental from the elemental plane of Water. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Water Childe

1. Is an Elemental,
2. Has 10 Hits,
3. Does 6 LPs (singles) Magic [Water] damage with their claws.
4. Is not intelligent and will not communicate.

7th Level

Cold Snap

Level: 7 [Water]

Duration: 15 seconds

Range: 30ft Radius

Vocal: "Let the chill of ice spread out in waves of frost"

Mind Influencing: No

Description: A wave of frost spreads out from the caster in all horizontal directions to 30ft. This will freeze all that it contacts for the duration. Any victim is immediately released should they be struck or harmed in any way. Only the caster, fire creatures, those protected by *Walk Through Water* and those carrying flaming weapons will not be frozen. All durational flaming weapons will be dispelled by this spell (though the wielder will resist the freeze effect). Fire creatures (e.g. Fire Elves, Fire Elementals, etc) will take 12LPs (6 Hits) Magic [Water] damage due to the cold.

Glyph of Freeze

Level: 7 [Water]

Duration: Special

Range: Special

Vocal: Special

Mind Influencing: No

Description: As per *Freeze V Levels* (6 Mana) in casting and effect, but can be inscribed into a glyph – See Glyphs Section.

8th Level

Crystal Brittle 3

Level: 8 [Water]

Duration: 5 minutes

Range: 30ft

Vocal: "Grinding Ice Lords freeze... and render all held Crystal Brittle."

Mind Influencing: No

Description: All rigid items on a person may be frozen to the point of shattering. Should any of them strike anything, be struck or dropped then each will immediately shatter. Should the wielder of the items be the target of a *Thunderclap* then they are automatically shattered. Once the duration has expired the items will again warm to room temperature.

Dismiss Knight of Water

Level: 8 [Water]

Duration: Instant

Range: 30ft

Vocal: "Be gone – I command thee."

Mind Influencing: No

Description: The somatic is to snapping ones fingers in the direction of the elemental to be dismissed. This will affect elementals summoned by Sorcerers, druids and demonists, but NOT berserkers, rogues, warp elementals, grues, paraplunar and temporal elementals.

Summon Undine

Level: 8 [Water]

Duration: 5 minutes

Range: 30ft

Vocal: "I call forth an Undine of Water and bid thee now appear before me to do my bidding."

Mind Influencing: No

Description: This spell summons an elemental from the elemental plane of Water. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Undine

1. Is an Elemental,
2. Has 15 Hits,
3. Does 9 LPs (doubles) Magic [Water] damage with their claws.
4. Is reasonably intelligent but cannot communicate.

Wall of Lightning

Level: 8 [Light & Water]

Duration: 5 minutes

Range: Special

Vocal: "Sprites of Light and Undines of Water, hear my plea, hear my call, let cascades of Lightning Fall."

Mind Influencing: No

Description: Using a staff or chalk (on rock), the caster must first inscribe a line (up to 25 feet long) in any shape desired. He then incants the vocals and strikes the staff down hard on the end of the line drawn – this will cause sheets of Lightning to fall along the line creating a wall impenetrable to physical, and magical sight. Those that bravely pass through the wall take 28LPs (14 Hits) Magic [Lightning].

10th Level

Ice Storm

Level: 10 [Water]

Duration: 5 minutes

Range: 30ft, 30ft Radius

Vocal: "Grinding Lords of Ice strike down with all thy rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Mind Influencing: No

Description: This is one of the most powerful, and closely guarded, spells at the caster's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28LPs (14 Hits) Magic [Water] and then 6LPs (3 Hits) Magic [Water] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Lightning Storm

Level: 10 [Light & Water]

Duration: 5 minutes

Range: 30ft, 30ft Radius

Vocal: "May the powers of burning sky and rolling thunder strike down with all their rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Mind Influencing: No

Description: This is one of the most powerful, and closely guarded, spells at the caster's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28LPs (14 Hits) Magic [Lightning] and then 6 LPs (3 Hits) Magic [Lightning] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Summon Knight of Water

Level: 10 [Water]

Duration: 5 minutes

Range: 30ft

Vocal: "I beseech a Knight of Water to hear this, my request, and through my power I conjure it forth here and now to do my will."

Mind Influencing: No

Description: This spell summons a Major elemental from the elemental plane of Water. Only one elemental Knight will heed a caster's call at any one time. The elemental will follow complex commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Knight of Water

1. Is an Elemental,
 2. Have 25 Hits,
 3. Does 12 LPs (doubles) Magic [Water] damage with their claws, Through.
 4. They also have Water shift at will,
 5. Is highly intelligent and can freely communicate.
- No lesser elemental, regardless of element or control, will attack a Major elemental.

Water Shift

Using this ability instantly transports the Knight up to 30ft in the direction desired. The Knight cannot change facing, but escaping from Entangle or through non-enchanted walls and doors is possible. The Knight must be in contact with Water at the destination point in order for this spell to work.

Grey

1st Level

Dispel Magic

Level: 1 [Grey]

Duration: Varies

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 1."

Mind Influencing: No

Description: This spell counters 1 Mana of magic (or Mana-cast spell). It has several modes of operation:

It can be cast onto an object to foil spells cast against that object, e.g. a *Dispel Magic 1* on a hidden object will counter one casting of *Detect Inanimate*, or will foil a *Shatter Touch* etc. (Duration 5 min.).

It can be pre-cast on a person (self / other) to absorb levels of spell directed at that person, e.g. a *Dispel Magic 1* will counter a *Push* spell (Duration 5 min.).

It can be directed at an active durational spell to counter the effects of that spell. E.g. *Dispel Magic 1* will remove a *Lock* spell (Duration Instant).

Lesser dispels have Absolutely No Effect on more powerful magics.

Lock

Level: 1 [Darkness/Grey]

Duration: 5 minutes

Range: 30ft

Vocal: "Lock be locked."

Mind Influencing: No

Description: Will cause to lock one device that the caster can see that has a locking nature, e.g. doors, windows, belt buckles etc. The lock is then magically locked for the duration of the spell (or until *Dispelled* or an *Unlock* spell is cast).

Push

Level: 1 [Air/Grey]

Duration: Instant

Range: 30ft

Vocal: "By my might I push thee (this...) hence"

Mind Influencing: No

Description: This spell will push the target person (not giant size) or object (e.g. sword, book, chair etc.) 10ft directly away from the caster.

Shatter

Level: 1 [Air/Grey]

Duration: Instant

Range: Touch

Vocal: "I cause this.... to be shattered."

Mind Influencing: No

Description: Will cause up to 2 cubic feet of inanimate, non-enchanted matter to shatter into small fragments. Refs discretion applies.

2nd Level

Call Elemental

Level: 2 [Grey]

Duration: 5 minutes

Range: Planar

Vocal: "Salamander/Gnome/Sylph/Undine/Dæmon/Sprite at my command come hither and now appear."

Mind Influencing: No

Description: Once cast this will allow a summoner to contact all his summoned elementals so long as they are not shielded and are on the same plane. The elemental once named will return from wherever it is. (Effectively a form of teleportation is affected).

Darkness

Level: 2 [Darkness/Grey]

Duration: 5 minutes

Range: Touch, 15ft Radius

Vocal: "Here and now I reveal the heart of darkness."

Mind Influencing: No

Description: Causes a globe of magical darkness deeper than the darkest night to materialise around the caster or an object touched by the caster. The caster can always see in their own darkness.

Deafness

Level: 2 [Grey]

Duration: 5 minutes

Range: 30ft

Vocal: "I bind thee now to hear no evil."

Mind Influencing: No

Description: This spell removes the target's physical sense of hearing for the duration of the spell. Spell casting is difficult under these conditions and the target's spells are reduced to half effect and duration due to inadequate vocalisation.

Dispel Magic 2

Level: 2 [Grey]

Duration: Varies

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 2."

Mind Influencing: No

Description: Vocals and effects as per *Dispel Magic 1*.

Fumble

Level: 2 [Air/Grey]

Duration: Instant

Range: 30ft

Vocal: "Winds blow, hands are slow, Fumble that..."

Mind Influencing: No

Description: The target of this spell must immediately drop the item targeted by the caster to the ground. They may pick it up again immediately. This spell affects the wielder of the object and can therefore even cause the dropping of self weapons or otherwise enchanted weapons (even if they are immune to magic themselves).

Light

Level: 2 [Light/Grey]

Duration: 5 minutes

Range: Touch, 15ft Radius

Vocal: "Let there be light."

Mind Influencing: No

Description: Causes a 15' radius globe of magical light brighter than daylight to spring up around the caster or an item touched by the caster.

Trip

Level: 2 [Earth/Grey]

Duration: Instant

Range: 30ft

Vocal: "Slip, trip, over you go."

Mind Influencing: No

Description: This spell has the effect of causing a moving victim to fall flat on his face (the victim must lay fully down on the ground before he can get back up again – you cannot break-fall or combat roll out of the affects of this spell). Large creatures and Undead are immune to the effects of this spell.

3rd Level

Dispel Magic 3

Level: 3 [Grey]

Duration: Varies

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 3."

Mind Influencing: No

Description: Vocals and effects as per *Dispel Magic 1*.

Walk Through Element Self

Level: 3 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant me the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the caster completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make a Sorcerer immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

Who you call upon depends upon the element you wish to be immune to.

4th Level

Berserker Childe

Level: 4 [Grey]

Duration: 5mins,

Range: Touch

Vocal: "Through the command of flame, I inspire thee with the rage of fire."

Mind Influencing: No

Description: When cast upon a summoned Childe, it effectively doubles their Hits and adds 6LPs damage so that they are then doing 12LPs physical damage with their claws and have 20 Hits. NOTE: once berserked the elemental must immediately be given a target(s) – the only orders it will then accept are new target(s) after the first has been dispatched. Also *Berserk* requires a *Dispel* to remove and then another *Dispel* to remove the elemental. A *Dismiss Elemental* will have no effect until the *Berserk* has been removed.

N.B. Cannot be stacked with *Incendiary*.

Dispel Magic 4

Level: 4 [Grey]

Duration: Varies

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 4."

Mind Influencing: No

Description: Vocals and effects as per *Dispel Magic 1*.

Walk Through Element Other

Level: 4 [All]

Duration: 5 minutes

Range: Touch

Vocal: "... of (element), grant him / her the power to walk through (element)."

Mind Influencing: No

Description: The effects of casting this spell are to make the recipient completely immune to the physical and magical effects of the desired element. For example a *Walk Through Fire* will make the recipient immune to *Fireballs*, *Disruptions*, the Fire damage portion of a *Fire Blade* and the attacks of Fire Elementals, however he will **not** be immune to the damage from a *Magic Missile* since this utilises both Fire and Earth magic.

Walk Through Darkness does **not** make you able to see through a Darkness spell.

Walk Through Earth does **not** allow you to walk through walls or survive a fall without a scratch.

5th Level

Dispel Magic 5

Level: 5 [Grey]

Duration: Varies

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 5."

Mind Influencing: No

Description: Vocals and effects as per *Dispel Magic 1*.

Sleep V Levels

Level: 5 [Grey]

Duration: 5 minutes

Range: 30ft

Vocal: "Let the Sandman's sand clog your eyes and put you into a deep, deep sleep."

Mind Influencing: No

Description: The effects of this spell are to put the target into a deep magical sleep. The victim cannot be woken for the duration unless hit for damage or the spell is dispelled. The initial casting will affect up to 5 levels of character (20 Hits of monster). The spell can be stacked by repeated castings (before releasing the spell – the caster has 30 seconds in which to do this) to affect more levels.

e.g. to affect a 10th level character (40 Hits of monster), a caster needs to cast *Sleep* twice (5 + 5 levels) before throwing the spell at the target, thus using a total of 10 mana.

6th Level

Berserker Elemental

Level: 6 [Grey]

Duration: 5 minutes

Range: Touch

Vocal: "Through the command of flame, I inspire thee with the rage of fire."

Mind Influencing: No

Description: When cast on a summoned standard elemental, it effectively doubles their Hits and adds 6LPs damage so that they are then doing 15 LPs physical damage with their claws and have 30 Hits. NOTE: once berserked the elemental must immediately be given a target(s) – the only orders it will then accept are new target(s) after the first has been dispatched. Also *Berserk* requires a *Dispel* to remove and then another *Dispel* to remove the elemental. A *Dismiss Elemental* will have no effect until the *Berserk* has been removed.

N.B. Cannot be stacked with *Incendiary*.

Dispel Magic 6

Level: 6 [Grey]

Duration: Varies

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 6."

Mind Influencing: No

Description: Vocals and effects as per *Dispel Magic 1*.

Glyph of Sleep

Level: 6 [Grey]

Duration: Special

Range: Special

Vocal: Special

Mind Influencing: No

Description: As per *Sleep V Levels* (5 Mana) in casting and effect, but can be inscribed into a glyph – See Glyphs Section.

7th Level

Dispel Magic 7

Level: 7 [Grey]

Duration: Varies

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 7."

Mind Influencing: No

Description: Vocals and effects as per *Dispel Magic 1*.

8th Level

Berserker Knight

Level: 8 [Grey]

Duration: 5 minutes

Range: Touch

Vocal: "Through the command of flame, I inspire thee with the rage of fire."

Mind Influencing: No

Description: When cast on a summoned elemental Knight, it effectively doubles their Hits and adds 6LPs damage so that they are then doing 18 LPs magic through damage with their claws and have 50 Hits. NOTE: once berserked the elemental must immediately be given a target(s) – the only orders it will then accept are new target(s) after the first has been dispatched. While berserk the Knight cannot use any of its' Shifts. Also *Berserk* requires a *Dispel* to remove and then another *Dispel* to remove the elemental. A *Dismiss Elemental* will have no effect until the *Berserk* has been removed.

N.B. Cannot be stacked with *Incendiary*.

Dispel Magic 8

Level: 8 [Grey]

Duration: Varies

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 8."

Mind Influencing: No

Description: Vocals and effects as per *Dispel Magic 1*.

10th Level

Dispel Magic 10

Level: 10 [Grey]

Duration: Varies

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 10."

Mind Influencing: No

Description: Vocals and effects as per *Dispel Magic 1*.

Gate Bar

Level: 10 [Grey]

Duration: Instant

Range: 30ft

Vocal: "Gate bar."

Mind Influencing: No

Description: Closes a *Gate* as it is formed. This affects ALL gates except Deific (personally opened by a god or one of their direct minions not a priest or demon summoned by a demonist) and technological (e.g. intercontinental gates). This must be cast immediately a *Gate* is opened. It will only affect the one *Gate* it is called against and will not stop another being immediately opened after it.

Sorcerous Cantrips

Catch Conceal It

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: When cast this cantrip will give a 'yes' or 'no' answer to whether there are any inanimate or 'non-living' things hidden from the caster within the area of effect.

Catch Conceal Them

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: When cast this cantrip will give a 'yes' or 'no' answer to whether there are any animate beings hidden from the caster within the area of effect.

Colour

Level: Cantrip

Duration: 1 minute

Range: Self

Mind Influence: No

Description: Once cast the wielder can choose to be invisible to a specific type of elemental for the duration. This must be of an element which the caster wields. Should the wielder attack the elementals the effect ends immediately.

Conceal Magic

Level: Cantrip

Duration: 1 minute

Range: Self/Touch

Mind Influence: No

Description: This cantrip can be cast on something or someone to prevent it/them from detecting as magic for the duration.

Find

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: Will locate a named single object or person within radius.

Glow

Level: Cantrip

Duration: 30 seconds

Range: 15ft

Mind Influence: No

Description: The caster points at the target (a person or object) and simply states "Glow". The person or object will begin to glow dimly. This causes them to still be visible even when they turn invisible, chameleon etc. as long as they are still on the same plane as the caster. This does not allow them to be seen through darknesses etc. which the caster could not normally see through.

Hide the Spoken Word

Level: Cantrip

Duration: Instant

Range: Other

Mind Influence: Yes - Lesser

Description: While talking to one person the caster can pass their hand over their mouth and say one short sentence that the person they are talking with does not hear but anyone else listening may.

Locate Magic

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: Gives the caster a radar blip of all magic items within 15ft radius of them.

Mini Blindness

Level: Cantrip

Duration: 10 seconds

Range: 15ft

Mind Influence: Yes - Lesser

Description: Causes one target to be blinded for 10 seconds, or until struck for damage.

Miss

Level: Cantrip

Duration: 10 seconds

Range: 15ft

Mind Influence: No

Description: Pointing at the projectile prior to firing/throwing and calling "Miss" will cause that projectile to miss if thrown/fired within 10 seconds of casting. The wielder may however reload or throw a different blade which will be unaffected by the cantrip.

Plane Bar

Level: Cantrip

Duration: 30 seconds

Range: 15ft

Mind Influence: No

Description: Pointing at a target and calling "Plane Bar" will cause the target's next attempt to mystically return to the plane where the cantrip was cast upon them to be blocked. This does not prevent them mystically leaving this plane. This will not affect the ability to D-jump as the caster does not leave the plane to move.

Repel Invisible

Level: Cantrip

Duration: Instant

Range: 15ft

Mind Influence: No

Description: When cast, any invisible or in anyway concealed beings within 15ft of the caster are pushed 10ft away. This does not reveal whether or not there are any such beings in the area unless the push causes them to reveal themselves by ending the hiding effect. As this is a radius effect it also affects creatures below ground.

Snuff

Level: Cantrip

Duration: Instant

Range: 15ft

Mind Influence: No

Description: Extinguishes small fires (i.e. candle flames, torches)

Stagger

Level: Cantrip

Duration: Instant

Range: 15ft

Mind Influence: Yes - Lesser

Description: The caster points at their opponent and calls "Stagger". The opponent stumbles and must drop to one knee. They may immediately stand up again.

Summon Servitor

Level: Cantrip

Duration: Instant

Range: Special

Mind Influence: No

Description: This will advise one currently summoned creature under the control of the caster that they are required to return to the caster. Intelligent and/or poorly controlled creatures may ignore this however.