

2.X Elemental Magic

Magic of the four elements. These spells concern altering things around the character and shaping it to their uses. This is primarily used by those who's work is closely related with the elements, like craftsmen shaping stone, sailors who can always use skills in weather working, and fire breathers or other performers shaping flames.

Magic types:

Air- The powers of the winds and air. This can call upon many forces, including that of lightning and great storms.

Earth- The shaping and manipulation of the roots of the world. The power that this commands is awesome in its places, able to collapse caves or petrify foes. This is the most effective sort of magic when underground or dealing with large foes.

Fire- Dealing with flames and heat, this is the most useful type of magic for direct damage, especially against those vulnerable to catching on fire. Most all the damage it deals is **fire damage**, and thus it isn't especially useful against heavy armor and other things especially resistant to fire. A great deal of the magic that goes into these spells is used to make the flames. If fire already exists wherever the spell originates (near the caster for projectiles like fireball, and usually where cast if not, like the firewall spell) then the casting cost and upkeep are halved. This only concerns spells which magically create fire, not heat, smoke, or modify flames.

Water- Water magic concerns all liquids as well as its frozen counterpart and cold itself. Most spells deal with the manipulation of the element, but some create water and ice of their own. If this is the case, and unless stated otherwise, magically created water and ice will disappear a couple of rounds after the spell's effects end. For this reason, water magic has more lasting effects when by seas, rivers, and other bodies of water.

Order:	Name:	Type:	Effect:
1	Amalgamate	Earth	Melding and manipulation of gems.
	Plow	Earth	Rotation of the earth to clear paths and uproot plants.
	Flair	Fire	Creates a small ball of flames with various properties.
	Ignite	Fire	Causes a location to burst in flames.
	Create Water	Water	Makes lasting water.
	Currents	Water	Detects and alters currents and turbulence in bodies of water.
	Humidify	Water	Increases the humidity of an area.
	Permafrost	Water	Freezes a clump of earth solid.
	Ping	Water	Finds characteristics and allows searches through bodies of water.
	Voices of the Deep	Water	Allows speech underwater.
2	Whispering Winds	Air	A message floats along with the winds.
	Seismometer	Earth	Allows things underground to be seen.
	Drought	Fire	Makes a volume of water or other liquid vanish.
	Flash Point	Fire	Lowers the required temperature for things to catch on fire.
	Smoke	Fire	Forms a cloud of smoke to obscure an enemy's vision.
	Torch	Fire	Bathes an area in flames, igniting most things.
	Buoyancy	Water	Increases or decreases of something or someone in water.
	Chill	Water	Cools an area.
	Waterwalk	Water	Allows walking on the surfaces of water.
3	Levitate	Air	Causes something or someone to float.
	Lightning Bolt	Air	Lightning bolt strikes down at an enemy.
	Earthen Caltrops	Earth	Shapes the earth into a spiky surface.
	Etch	Earth	Allows the caster to carve through earth.
	Tremor	Earth	Sharp shock reverberates through the earth, shattering rigid surfaces.
	Dragon's Tongue	Fire	Infuses a weapon to burn.
	Eternal Flames	Fire	Causes an area of fire to be impossible to put out.
	Fireball	Fire	Creates a projectile of flames.
	Fire Breath	Fire	Caster breathes a jet of fire.
	Pyrogenesis	Fire	Allows control over the movements of fire.
	Flash Freeze	Water	Quickly freezes an area, coating it with frost.
	Frost Braid	Water	Infuses a weapon to freeze.
	Guills	Water	Allows breathing underwater.
4	Earthform	Earth	Senses the shape of the terrain.
	Flame Wave	Fire	Creates an arc of fire with a strength dependent on the magic put into it.
	Flood	Water	Expands water to flood an area.
5	Windwalk	Air	Allows those it effects to walk on air.
	Flow	Earth	Moves a body of earth.

	Stone Skin	Earth	Turns the skin of someone to stone.
	Immolation	Fire	Bathes the area around someone with flames.
	Glacial Spike	Water	Shoots a great needle of ice that explodes in numbing frost.
	Piercing Chill	Water	Causes someone to go numb with cold.
	Polar Monteau	Water	Forms a spiraling cloud of ice and snow.
6	Earthbound	Earth	Weights an enemy down, forcing fliers to the earth.
	Needle Rain	Earth	Shapes a stone roof into stalagmites that rain down.
	Faerie Fire	Fire	Creates multiple seeking bursts of fire.
	Fire Wall	Fire	Forms a wall of fire harming anyone who tries to pass through it.
	Arctic Blast	Water	Freezes an area with a burst of extreme cold.
7	Crag	Earth	Great spike shoots from the earth, dealing a great deal of harm to large beasts.
	Portcullis	Earth	Spikes shoot from the earth to imale those who are passing.
	Inferno	Fire	Incinerates a location with intense flames.
	Frozen Orb	Water	Launches an orb that sprays out darts of ice.
8	Flight	Air	Allows flight though the air.
	Fissure	Earth	Opens a gaping hole in the earth.
	Frozen Tomb	Water	Creeping ice that overcomes someone.
	Ice Mastery	Water	Allows the shaping of ice, crafting it into bridges, creatures, and the such.
9	Earthquake	Earth	Violent shakes the earth.
	Entomb	Earth	Forms a prison of earth.
	Medusa's Glare	Earth	Turns anyone who sees them to stone.
	Sub-Zero	Water	Creates an orb of immesurable cold.
	Winter	Water	Calls snow an cold for a large area.

Amalgamate

Order: 1

Type: Earth

Mana: 5 mana

Range: Touch

Target: Gems

When holding three gems of the same type and same quality the character may fuse them into one gem of the same type and the next higher quality. For an example three flawed garnets would become one flawless garnet.

Roll: Effect:

75 Rather than fusing gems together, this spell may be used to withdraw a gem from a socket without reducing its quality. However, the item may still suffer the harm described in section 2.X Gems.

100 A single gem of any quality higher than crude may be sundered into two gems of the same type but the next lower quality.

150 A single gem of any quality higher than crude may be sundered into three gems of the same type but the next lower quality.

Plow

Order: 1

Type: Earth

Mana: 3 mana / round

Range: 1 yard / level

Area: 1 inch radius / effect

Target: Locatoins

A body moves through the earth under the caster's direction, much as if it were a mole overturning the earth. Depending on how strongly things are tied to the earth this may overturn trees or topple foundations. The area of effect may move a fifth of the spell's effect in feet each round under the caster's direction.

Roll: Effect:

20 This may be cast on a number of targets equal to a tenth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Flair

Order: 1

Type: Fire (Projectile)

Mana: 2 mana

Duration: 2 rounds

Range: 25 yards / level

Target: Anything

This shoots a bright projectile from the caster's extended finger. It doesn't do any damage, nor can it catch anything on fire. It's meant to be used as a beacon, shot into the air or as a signal to others.

Roll: Effect:

7 The flair can be ended at any point in its flight so it only travels a certain height or distance.

10 The flair may leave a trail of smoke after shot, making it easier to follow in the day. If shot down a tunnel, small room,

or other small enclosed area it will lower visibility, subtracting from the accuracy of attacks. The amount is determined by the game master, based on the size of the area, time the flair spends in the area if movement of the flair can be controlled to keep it there, and amount of air flow).

12 The flair, when ended, may create a bright flash to help it to attract further attention. If flashed in a character or creature's face it'll daze them, **stunning (1r)**. Characters can avoid being **stunned** if they either can't or avoid seeing the flash. The character successfully diverts their gaze if they either expect it (have been dazed recently) or if their search and agility rolls both make a moderate (they manage to spot and close their eyes in time).

15 The flair may leave a tail of light rather than smoke making it easier to follow during the night. This light will fade with the spell's duration, unlike the smoke which will linger for a time.

15 The caster can direct the movement of the flair as long as it doesn't travel a distance over its range. This can be used with such precision that it can write words in the air.

30 The caster can cast this spell a number of times up to a fifteenth of its effect (round down). Each castings require that the mana cost is paid and are treated as separate spells. All castings still originate from roughly the same location, but may have different targets. If directing their movements, the caster can control a number of projectiles equal to a fifth of their willpower roll (round down).

Ignite

Order: 1

Type: Fire

Mana: 1 mana / inch radius

Range: 1 yard / level

Target: Anything

The caster can attempt to ignite an area, with a size depending on the amount of mana spent. The game master determines a difficulty based on the moisture and type of material the character's attempting to ignite. Because of the small area of effect, it is very unlikely for this to have any effect on catching characters or creatures on fire.

Roll: Effect:

20 This may be cast on a number of targets equal to a tenth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

20 The fires created with this spell have a minimum duration of a tenth of the spell's effect in rounds. This means that the flames will continue for a time, regardless of if they catch the substance on fire. This could allow the caster to create flames in midair for lighting or to give an fireproof substance the appearance of being on fire. Generally these fires are too small to deal any considerable amount of damage, can be still possible to extinguish by being blown or beaten out.

50 This can be cast as an interrupt. The ability to use this spell at any time makes it useful as a form of defense, incinerating arrows before they can reach their target or igniting an attacker's hands to make them drop their weapon unless they have a fair tolerance roll. When used as an interrupt, the range of the spell is reduced to a foot for every three levels, thus making it difficult to use as an offensive weapon this way.

70 When cast, the burst of flames is accompanied by a small explosion, much the size of a small firework. This makes a small kinetic force that can be useful to knock things over, startle enemies, or redirect attacks. This is especially useful when the spell is used as an interrupt in the character's defense, knocking projectiles aside, even if they aren't incinerated. The force created is based both on the spell's effect as well as the surface area over which the flame is created. Generally, though, this has about as much force as a light shove and won't impede a character's movements or melee attacks.

120 Rather than its normal effects, this spell can be made to torch everything around the caster, igniting a large area. The flames have a much weaker intensity than this spell would have with its normal effect, but this ignites everything within a third of the spell's normal range around the caster.

Create Water

Order: 1

Type: Water

Mana: 1 mana / cubic foot

Range: 2 yards / level

Target: Location

This makes water out of thin air at a location of the caster's choosing. This water is permanent, not disappearing when the spell's effect ends. This can, at most, make a number of cubic feet of water equal to a third of the spell's effect.

Roll: Effect:

25 This spell can split up the water, creating it in many locations. The total volume of the water is whatever the caster paid the mana for. This can be very useful, sprinkling water to put out fires or splitting it up to douse torches.

Currents

Order: 1

Type: Water

Mana: 2 mana / round

Range: 10 yards / level

Area: 1 foot radius / effect

Location: Body of water

This is a powerful spell for sailors or for when the caster has the need to cross water. With it, the caster is able to see the flow and strength of currents easily, as well as manipulate them. When altering currents, it is far more effective in larger bodies of water, where the the spell can shift and manipulate large volumes of water. Rather than having all of the effects up to the spell's effect, the caster only choses one of the effects up to that rolled.

Roll: Effect:

- 5 A character is able to see the progress of the currents, able to judge their strength and direction. Both surface as well as underwater currents are revealed. This can be helpful in navigating waters, helping ships avoid currents that would pull them toward rocks. This is also useful to judge waters before entering, determining if there is a strong undertow, riptide, or other such hazard.
- 10 The caster is able to instantly tell the trends of the tides if on a coastline. They can determine the direction and speed with which the tides are changing as well as where the average high and low tides would be.
- 15 The caster may shift the tides to be whatever they want. The tide can't be above or below the average high and low tides. This takes a little bit of time, moving the water by a third of the spell's effect in feet each round. After the spell's effect ends, the tide will slowly return to normal (about a foot a round).
- 20 This makes a strong current in a body of water in any direction the caster wishes. If there is a natural current, then this either strengthens or works to counter that current (depending on the direction). This will move ships, sea monsters, and other large things in the water at the rate of a fifth of the spell's effect in feet per round. Very skillful steering of ships can negate much of this effect. This is too general to effect individuals in the water, and has relatively little effect on small vessels like rowboats (about a fourth of its normal effect). This has no effect on things that the spell doesn't fully encompass.
- 25 The spell has the ability to manipulate localized currents to effect characters, either helping them to tread water or forming riptides to pull them down. When used this way, the spell's area of effect is only a tenth of what it would usually be. This way, a third of the spell's effect either adds or subtracts from the physique rolls for swimming of those effected.
- 30 The spell can either calm or increase the turbulence of a body of water. The choppiness of the water has a greater effect on smaller things (rowboats or swimmers), though especially intense turbulence can capsize ships at open sea. This modifies the natural amount of turbulence and has a maximum amount of turbulence based on how large and deep the water is. The game master determines the maximum turbulence and interprets the effect of the spell results.
- 40 The spell can develop an undertow or make those effected buoyant. The spell's area of effect is reduced to a tenth of its normal amount. For anything or anyone effected they will feel that they have either gained or lost a number of pounds equal to the spell's effect (depending on what the spell is designed to do). The game master should interpret this weight change in terms of ease of swimming (making characters lighter makes it herder to swim down, and vice versa).
- 50 The caster may attempt to scuttle a ship. The game master determines the difficulty of this based on the ship's size (the larger, the harder), the size of the body of water (larger, the easier), the turbulence of the water (easier in choppy waters), skill of the captain, and anything the game master feels is relevant.

Humidify

Order: 1

Type: Water

Mana: 1 mana / 3 rounds of duration

Range: 3 yards / level

Area: 5 foot radius / level

Target: Locations

This causes the air to fill with moisture, raising the relative humidity. This does little to change the temperature and, though it may create fog, visibility isn't substantially diminished. The relative humidity (where 100% is fully saturated) is at most raised to double the spell's effect in percent within the area of effect. This will most likely form dew over the ground, and may also cause a light sprinkling of rain or haze.

Roll: Effect:

- 20 This may be cast on a number of targets equal to a tenth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Permafrost

Order: 1

Type: Water

Mana: 2 mana

Range: 1 yard / level

Area: 1 foot radius / 5 effect

Target: Locations

The soil that falls under the spell grows hard and unyielding with a deep freeze. This makes it very difficult to dig through the surface, causing dirt or mud to have the consistency of a soft stone. If the effect is high enough it may also make surfaces able to support a character's weight, such as quicksand, mud, or petebogs. The game master will need to interpret this effect.

Roll: Effect:

- 20 This may be cast on a number of targets equal to a tenth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Ping

Order: 1

Mana: 7 mana

Target: Body of water

Type: Water

Area: 1 mile radius / 10 effect

The caster, by touching the water, sends a ripple through the water to judge many things about it. It takes a round or two for the caster to learn anything, during which they must maintain contact with the water. The caster figures out all the properties up to the spell's effect. This works on any liquid, not just water.

Roll: Effect:

- 5 The caster is able to determine the depth below the point on the water that they're touching. This is useful if needing to dive into the water, finding the depth below a floating platform or to the bottom of a well.
- 10 The caster is able to determine the shape of the surface of the water within the spell's area of effect. This is useful for mapping coastlines or finding river outlets and the such.
- 15 The caster may specify a generic object to look for. If it is within the water, within a area of effect, then the caster will sense it. They will know at what point on the water is above it, and how deep. This may need to be used multiple times for precision if the character is trying to go to this place, especially if there aren't any evident surface features. Whatever is being searched for must have a distinct shape. For an example, the caster could search for a demi-human or sword, but not specify an elf or gladius.
- 20 The caster is able to see through the water clearly with their own eyes. This eliminates glare and blurry as long as the parts of the caster that's touching the water remains motionless. For the caster, it is much as if all the water turns perfectly invisible, revealing everything in it.
- 25 The caster is instantly able to pick up disturbances in the surface of the water. This might indicate characters or creatures entering or leaving the water, as well as natural phenomena. When detected, the character will know where the disturbance was made as well as how large it was (such as the size of a fish verses that of a merfolk). This can't be used in rain or when there is otherwise a great deal of disturbances in the water. The spell's effect will last as long as whatever part of them is in contact with the water doesn't move.
- 30 The caster may chose not to touch the water, rather staying a couple of feet away. They can't sense as many things this way, but occasionally liquids are dangerous to touch and thus, this may be a safer thing to do. When used this way, the caster is able to find out if the liquid would deal damage or in any other way threaten their health and well being. This won't reveal hazards in the water (like a giant squid), but would reveal if the liquid is, say, acidic or cursed to kill those that touch it. They can sense this sort of thing if they touch the liquid. Other attributes that can be sensed at a distance like this specifically say so.
- 40 The caster is able to determine the composition of a liquid. Very useful to detect poisons, this can also be used to determine the individual ingredients in potions and other such things. This can also determine what magic, if any, is in effect and what it does. This can be used without touching the liquid.
- 50 The caster is able to close their eyes and see though the water with their mind's eye. This way, they can look from any perspective in the water up to the spell's area of effect. This is much as if there is a quick wandering eye moving through the water that the caster is seeing though. They can only see silhouettes and outlines, like a bat's sonar. This makes it of limited use since they are only able to recognize very distinct shapes and see very few details about what they see. The character uses their wisdom subskill to interpret what they find. This may take a very long time to search even a small body of water if the character doesn't know where to look. The spell's effect will last as long as whatever part of them is in contact with the water doesn't move.

Voice of the Deep

Order: 1

Mana: 1 mana / 2 rounds of duration

Target: Characters or creatures

Type: Water

Range: 2 yards / level

This allows those enchanted to make clear speech underwater, much like the merfolk. The range at which the character can be heard is a number of feet equal to half the spell's effect. Outside of water characters sound like a high pitched voice (much like someone who has breathed helium). Effected characters can shed the spell's effects at a moment's notice if desired.

Roll: Effect:

- 20 This may be cast on a number of targets equal to a tenth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.
- 50 (Enchantment) By spending fifteen mana permanently (or until the spell's effects end), the effects of this may be made to last until the target's head emerges from the water. This may only be cast on those who are already submerged.

Whispering Winds

40 This may be cast on a number of targets equal to a twentieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Smoke

Order: 2

Mana: 10 mana

Range: 2 yards / level

Target: Locations

Type: Fire

Duration: 1 round / 3 levels

Area: 2 foot radius / 5 effect

This creates a cloud of smoke that bellows from a certain location. This is useful to hide in or obscure an enemy's vision. The character won't suffer any ill effects for the first couple of rounds, but after this they begin coughing and to have difficulty breathing. This will interrupt actions that require much concentration. Outdoors the smoke will dissipate roughly two rounds after the duration ends (longer if in an enclosed space and shorter if there's wind). Strong winds may cause this spell to barely work at all. In this case, the game master determines how much it limits a character's vision and what loss there is to accuracy. The smoke expands at a rate equal to a fifth the spell's effect in yards each round, though the farther it travels, the thinner it is. The area where it is cast is perfectly obscured, unable to be seen though at all.

Roll: Effect:

15 If the caster wishes, the smoke that's created can be perfectly breathable, making it more useful to hide in.

25 This spell can be used to create a smoke screen, a line of smoke rather than have it bellow from a certain area. The length of the line can be up to the spell's effect in feet. All parts of the line must be within the range of the spell. This can be very useful for creating a path of safety from ranged attackers when in the open.

35 The location where this spell's cast or line on which the spell's cast can be moved at will as long as the location it's being moved to is within the casting range of the spell. It can thus be used to protect the caster and allies as they move, rather than needing to recast the spell.

40 This may be cast on a number of targets equal to a twentieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

50 The spell may be cast so it no longer has a target location. Instead, all the air up to the caster's range turns to smoke, lowering the visibility to half the character's search rolls in feet for the first round cast. Every round the spell continues, the visibility is lowered by a foot and attacks suffer a -4 accuracy loss for the obstruction. For an example, a character with the search roll of 21, three rounds after the spell was cast (if the spell's duration is at least three rounds), would have the visibility of eight feet and accuracy within this range reduced by twelve.

Torch

Order: 2

Mana: 3 mana / 10 effect

Area: 1 foot radius / 2 levels

Type: Fire (Direct)

Range: 1 yard / level

Target: Anything

Flames burst, creating a ball of flames scorching the area around. This deals neglectable amounts of damage, but will ignite anything within the area of effect that's flammable. This is most effective against tightly packed enemies, scorching a whole group at one time. This causes characters, creatures, and things within the area of effect to burn for a fifth of the spell's effect in dice (see fire damage under general mechanics, section 1.4).

Roll: Effect:

30 Rather than creating a ball of flames, an area can be scorched in a single burst of heat. This is too fast to see, only appearing as a flash. It will cook the area of effect, turning most things brown and brittle, much as if in an oven for several minutes. This is painful for characters and creatures within the area of effect, causing an even burn over their whole body. It doesn't, however, deal any damage.

40 This may be cast on a number of targets equal to a twentieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Buoyancy

Order: 2

Mana: 2 mana / round

Target: Characters, creatures, or things

Type: Water

Range: 2 yards / level

This causes whatever it effects to either grow lighter or heavier as long as it is touching water. With this the caster can either save or drown others who are out in the water, or even capsize ships if the effect is high enough. The change in weight is equal to half of the spell's effect, either adding or subtracting a third of this amount from the difficulty to stay afloat.

Roll: Effect:

40 This may be cast on a number of targets equal to a twentieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

60 (Sorcery) By spending a minute and fifty mana this spell may be used with an area of effect equal to the caster's level

in yards, forcing up most anything and anyone that might be hiding below the surface or sinking it to the bottom.

Chill

Order: 2

Type: Water

Mana: 3 mana / round

Area: 1 yard / level

The area around the caster cools by their level in degrees Celven up to the spell's effect. In addition to the obvious effects (making those around shiver and go numb) this also reduces any fire magic effects by half the degree drop in percent. This is of very little practical use in combat, for it may take minutes before the cold has a chance to impare an enemy's ability to fight.

Waterwalk

Order: 2

Type: Water

Mana: 3 mana / round

Range: 1 yard / level

Target: Characters or creatures

This allows those under the spell to walk on the surface of water as long as they do so lightly. This means that movement over water tends to be slow, about the speed of sneaking. It is up to a character's skill and balance if they wish to attempt this with rough water, for the spell has no effect when the character's foot falls below the surface. If they do so, the character rolls their agility verses a difficulty set by the game master to stay on the surface.

Roll: Effect:

40 This may be cast on a number of targets equal to a twentieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

45 The water can support quick pulses of force or weight, such as that of jumping on its surface.

Levitate

Order: 3

Type: Air

Mana: 7 mana / round

Range: 1 yard / level

Target: Characters, creatures, or things

The target of this spell is released of the effects of gravity, meaning that if left alone it (or they) would be motionless in the air. Air still provides some friction, slowing any movement to a stop after ten rounds or so, making this useless for flight. However, it can be useful for a variety of situations such as when a cave is about to collapse on an ally, if someone was pushed off a cliff, etc.

Roll: Effect:

40 If cast on a projectile weapon then it goes five times the spell's effect in percent further. This can be very useful in striking down flying enemies that are staying out of bowshot.

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

60 (Instant) For an additional ten mana this may be cast with greater haste, making it more useful in emergencies.

Lightning Bolt

Order: 3

Type: Air

Mana: 10 mana

Range: 5 yards / level

Target: Anything

A bolt of lightning comes striking down roughly where the caster instructs (this can't be used in covered areas). This has a percent chance of hitting its target equal to the caster's level, plus ten percent for each of the following conditions: the target is covered in metal (most likely armor), they are the tallest thing within a fifty yard radius (plus twenty percent if it's a hundred yard radius and plus thirty percent if they are high in the air), or the skies are naturally stormy. If struck, the bolt does **electrical damage (1d10 times the spell's effect)**.

Roll: Effect:

50 The caster can cast this spell a number of times up to a twenty fifth of its original effect (round down). Each casting requirs that the mana cost is paid and are treated as separate spells. Each casting may have a different target.

Earthen Caltrops

Order: 3

Type: Earth

Mana: 5 mana / round

Range: 1 yard / level

Area: 1 inch radius / effect

Target: Locations

Within the area of effect the earth's surface turns to harsh spikes. This takes a round to form, giving this much time for anyone on the effected surface to move off it. Afterward, movement over this surface wounds the feet of anyone passing, dealing an amount of damage dependent on how far they move. This deals an amount of harm to their feet equal to the distance they

traveled (in feet) times a third of the spell's effect. If the character's foot defense is higher than the toughness of the ground, then there isn't any effect.

Roll: Effect:

40 When first made the caster may dictate which areas within the area of effect are spikes and which aren't. This way they can leave a path or hollow the center to keep a foe from escaping unscathed.

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

65 The caster can control where the spikes are present each round, making this useful as a trap (making spikes emerge around a foe to stop them) or as a means of escape (lowering the spikes to allow themselves to pass).

75 The spikes can be thrust up to a foot from the ground, even harming those who stand still. This deals an amount of damage equal to the spell's effect each round. If this is done to moving enemies, then it deals the full spell's effect in damage unless they move over three feet (in which case it does the normal, higher damage).

Etch

Order: 3

Type: Earth

Mana: 3 mana / round

Range: 1 yard / level

Target: Locations

The target finds that stone, metal, and other hard materials melt at their finger's touch, allowing them to write or draw in hard surfaces with ease. **Indestructible** and most enchanted surfaces are immune to this.

Roll: Effect:

50 Their whole hands are able to shape hard surfaces as if it was wet clay, able to craft them how they please. They may use their craft discipline, if they wish, to make useful things like bowls or sculptures (without the discipline, any attempt will be crude, if useful at all).

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

75 (Enchant) By spending twenty five mana and two rounds in casting, this may be placed on any bladed melee weapon, allowing it to pass up to a fifth of the spell's effect in inches of any non-tempered or conditioned material (so, not metal, leather, treated wood, and other manmade things) as if it were mud. In other words, this doesn't have an effect against swords, armor, or most other equipment (unless they are an artifact of natural composition, such as stone armor). Cutting through materials still requires a deliberate strike with the weapon, but not much force (so it won't happen on accident or by setting the weapon down). The weapon can still be easily removed and this doesn't harm it at all. This can be used for things like cutting through doors, breaking supporting pillars, slicing through golems or earth elementals (unless the magic in them prevents it), etc. The enchantment's effects end if the weapon touches any living flesh.

100 Enchanted weapons deal an additional damage equal to half the spell's effect if they strike any non-living material, even if they can't cut through it (such as against shields or when attacking an enemy's weapons).

Tremor

Order: 3

Type: Earth

Mana: 40 mana

Range: Touch

Area: 1 foot radius / level

Target: Locations

By casting the spell while touching a surface a violent pulse is sent through the earth, shattering stone and splintering rock. The destructive extent of this spell is dependent on how rigid the surfaces are (this might only make a ripple in mud, but crumble a stone statue). The game master will need to interpret the spell's effects versus the durability and rigidity of whatever it affects.

Indestructible and most enchanted surfaces are immune to this.

Roll: Effect:

40 This causes any earth to settle, filling most air pockets, shaking down weak tunnels, etc.

50 For an additional ten mana the pulse may be located up to the caster's level in feet away, making it more useful for collapsing caves or crumbling bridges under their enemies.

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

75 The violent shock harms things underground within the spell's effect. These things must be entirely covered by earth, such as burrowed creatures. This deals an amount equal to the spell's effect divided by the distance (in yards) from the creature. No defense is applied.

Dragon's Tongue

Order: 3

Type: Fire

Mana: 5 mana / round

Range: 1 yard / level

Target: Any weapon (including fists)

This causes an ally's weapon to glow a shifting red with the torching power of an unquenchable flame. A percent of the weapon's damage equal to double the spell's effect is converted to **fire damage**. If higher than a hundred percent then the treat the extra as a bonus when figuring the effects of the fire damage (not as additional damage).

Roll: Effect:

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Eternal Flames

Order: 3

Type: Fire

Mana: 2 mana / 3 square feet

Duration: 1 round / 5 levels

Range: 1 yards / level

Area: 1 foot radius / level

Target: Body of fire

This modifies an area of pre-existing flames, causing them to become impossible to put out. If cast on a humans the spell costs roughly ten mana (use this to determine the cost on other races and creatures). They can be suppressed by water, rolling, or other such methods but when these actions are stopped the flames will immediately resume with the same intensity as before. The number of dice of burning damage can't go down but can still increase.

Roll: Effect:

40 This may be cast on a number of targets equal to a twentieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Fireball

Order: 3

Type: Fire (Projectile)

Mana: 15 mana

Duration: 1 round / 3 levels

Range: 3 yards / level

Target: Anything

This forms a ball of flames to blast enemies to cinders. It deals a number of ten sided dice of **fire damage** equal to a fifth of the spell's effect and the caster's level is added to the damage. After it strikes its initial target, any left over damage (if this deals more damage than those hit have hit points) is dealt to whoever or whatever's behind the target.

Roll: Effect:

30 The caster can direct the movement of the fireball as long as it doesn't travel a distance over its range. The caster loses control over the fireball's movement after the ball of flames hits its first target. This new control can be used to position the ball to strike a row of enemies that the caster would be otherwise unable hit.

40 The fireball can be especially expanded to have an area of effect, better damage to multiple targets in a row, and higher chance of igniting whoever it hits. If this is done then the fireball deals its damage in d8s rather than d10s. It does, however, have a radius equal to a fifth of the spell's effect in feet and can't be parried (even by most weapons that can usually stop magic projectiles) or blocked by shields. It deals the minimum of half its damage to whatever's behind its initial target. Double the **fire damage** when figuring how many dice of burning damage the target is ignited with. The high surface area causes the fireball to have half of its normal range.

50 The fireball can be condensed, making a more focused and powerful projectile. In this case it deals its damage in d12s rather than d10s, but it lacks the chance of catching whatever it hits on fire and excess damage isn't passed on to whatever's behind the enemy that's hit. The fireball travels much faster, adding double the caster's level to both its accuracy and damage but also burns itself out faster, causing it to have half of its normal range.

60 The caster can cast this spell a number of times up to a thirtieth of its effect (round down). Each castings require that the mana cost is paid and are treated as separate spells. All castings still originate from roughly the same location, but may have different targets. If directing their movements, the caster can control a number of projectiles equal to a fifth of their willpower roll (round down).

Fire Breath

Order: 3

Type: Fire (Direct)

Mana: 5 mana / round

Range: 2 yards / level

Target: Characters or creatures

This spell allows the target character to breath a jet of fire, very similar to a flamethrower. This deals **fire damage (the spell's effect)** and will increase by half the spell's effect for each turn it's held on an enemy (with the maximum amount of triple the spell's effect). The fire's range is equal to a fifth of the spell's effect in feet.

Roll: Effect:

35 Rather than focusing the jet of flames on a single enemy, a spray of flames can be made, hitting anyone who's standing within that arc and within the spell's range. This only deals the initial **fire damage** of the spell's effect, not being able to increase the damage beyond that. However, this is still very effective at igniting enemies, increasing the **fire damage** by the spell's effect per a round held on them when figuring the amount of burning damage (up to five times the spell's

effect).

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Pyrokenesis

Order: 3 Type: Fire
Mana: 5 mana / round Range: 1 yard / level
Area: 1 inch radius / 5 effect Target: Locations

This allows the caster to shape fire any way they wish, forming figures or controlling where flames spread to.

Roll: Effect:

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

100 The caster may shape the flames into creatures or small balls of flames that they can send where they will. They deal **fire damage** to whatever they touch. While only enough single characters, they can easily move about and catch towns and cities on fire.

Flash Freeze

Order: 3 Type: Water (Instant)
Mana: 6 mana Range: 1 yard / level
Area: 1 inch radius / 10 effect Target: Locations

This causes an area to quickly crust over with a thin coat of frost. This can have many useful applications such as to make enemies slip, make an enemy's joints rigid (causing pain depending on the spell's effect and joint's sensitivity), form camouflage in snow, inflicting frostbite with a high effect, make papers, grasses, or other light materials rigid and easily broken, etc.

Roll: Effect:

40 This can cause any liquid to instantly turn to ice, selectively freezing or leaving areas unfrozen to form whatever shapes the caster desires.

60 This may be cast on a number of targets equal to a sixtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

80 (Interrupt) For an additional four mana this spell may be cast with even greater speed.

Frost Braid

Order: 3 Type: Water
Mana: 5 mana / round Range: 1 yard / level
Target: Any weapon (including fists)

This causes an ally's weapon to glow a pale blue with the numbing power of the arctic. A percent of the weapon's damage equal to double the spell's effect is converted to **cold damage**. If higher than a hundred percent then treat the extra as a bonus when figuring the effects of the cold damage (not as additional damage).

Roll: Effect:

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Gulls

Order: 3 Type: Water
Mana: 3 mana / round Range: 1 yard / level
Target: Characters or creatures

Gulls grow behind the ears of those that this spell affects, allowing them to breathe in water as long as they keep moving (much like a shark). Characters can still breathe air as well.

Roll: Effect:

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

80 For an additional two mana per round those under this spell may stay motionless in water yet still breathe.

100 (Enchantment) By spending twenty five mana permanently (or until the spell's effects end), the effects of this may be made to last until the target's head emerges from the water. This may only be cast on those who are already submerged.

Earthform

Order: 4 Type: Earth

Mana: 15 mana / round

Range: 3 feet / effect

Target: Characters or creatures

By touching the ground, the target can sense the shape of the terrain up to the spell's range, regardless of if they can see it or not. This can be helpful in following a path in fog, avoiding pit traps covered with leaves, upcoming twists and turns through tunnels, etc.

Roll: Effect:

80 This may be cast on a number of targets equal to a fourtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Flame Wave

Order: 4

Type: Fire

Range: 1 foot / level

Target: Anything

With a wave of their hand the caster sends out an arc of flames, torching groups of their enemies. The damage is dependent on how much of their mana the caster wishes to expend, inflicting **fire damage (triple the spell's effect in percent of the mana spent)**. The wave covers a degree radius equal to five times the caster's level (up to 360 degrees).

Roll: Effect:

80 This may be cast on a number of targets equal to a fourth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Flood

Order: 4

Type: Water

Mana: 10 mana / round

Range: 3 yards / level

Target: Body of water

A body of water expands by a fifth of the spell's effect in percent each round (up to double the spell's effect in cubic feet). This makes it very useful when used on large bodies of water where the spell's full effect can be realized. If limited water is available then it is also more effective the longer the spell is continued, for the spell expands the real water with any that the spell created. When the spell ends the water recedes over a period of time equal to however long the spell had been continued.

Roll: Effect:

80 This may be cast on a number of targets equal to a fourtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

180 For an additional fifteen mana each round the water that's made by this spell is real, not vanishing when the spell ends.

Windwalk

Order: 5

Type: Air

Mana: 12 mana / round

Range: 1 yard / 2 levels

Target: Characters or creatures

Those under this spell may walk on air just as well as solid ground. They don't have control over their altitude, unable to go up or down. Since the magic is the only thing holding them up, the character lacks the stability that they would on the ground. Anything that would knock them around, like being struck with a large stone, will cause the spell to lose its effects (it can't be recast on them for three rounds).

Roll: Effect:

50 Those under the spell's effects can walk on the surfaces of clouds just as well as if it was solid ground, no longer subject to losing their stability if knocked about. Their altitude is subject to the cloud, requiring them to climb up or jump down with it. If this spell is originally cast with the intention that the characters will only be walking on clouds then it costs a third as much mana as it usually would.

100 This may be cast on a number of targets equal to a fiftieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Flow

Order: 5

Type: Earth

Mana: 10 mana / round

Range: 1 yard / level

Target: Locations

This allows for the movement of up to a tenth of the spell's effect in cubic feet of earth, regardless of its toughness. It can't be lifted off the ground, but it can be molded and shaped to the caster's design. It can be moved up to a third the caster's level in feet each round, so if quick enough and hard enough it may be able to cover an enemy's feet or fold a cave wall onto them. This can't move up a degree slope higher than the caster's level (so the stone is unable to climb up a character to completely cover them).

Roll: Effect:
100 This may be cast on a number of targets equal to a fiftieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Stone Skin

Order: 5 Type: Earth
Mana: 10 mana / round Range: 1 yard / level
Target: Characters or creatures

This turns the skin of those it effects to stone, helping it to turn blade and arrow. The earth itself lends its strength to the character, so the stronger the earth is where cast, the better the character's defense. However, by having such tough skin characters find it more difficult to move quickly and with ease. While this doesn't hamper their ability to fight (accuracy, hit x, and such), it does halve their agility and physique rolls (when used to move). They are also excessively heavy, making it so they can't do certain things like swim or fly (including levitate, even if by magic). This can't effect those who resist the spell's effects.

This provides a defense bonus equal to double the spell's effect in percent of the material over which the character is standing (when it first takes effect- see section 2.X Fantasy Rules). For an example, if cast with an effect of 62 on a character that's standing on gravel (let's say its toughness is 33), the defense bonus would be 1.24 x 33 which is 41.

Roll: Effect:

- 35 Those affected are also granted the spell's effect in percent resistance from **electrical damage** (up to 100%).
100 This may be cast on a number of targets equal to a fiftieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.
150 (Enchantment) By spending seventy five mana and three rounds casting, the effects of this spell may be made to last as long as target is touching especially hard surfaces (anything other than dirt, mud, and the such). The granted defense continually changes to match the earth over which they are standing.
200 For an additional forty mana each round, those affected may be made **invulnerable** to physical harm. The ground over which this is initially cast must, at least, have the toughness of fifty.

Immolation

Order: 5 Type: Fire
Mana: 10 mana / round Range: 1 yard / level
Area: 1 foot radius / 25 effect
Target: Characters or creatures

This forms a spiraling flame that towers many feet high about its target, but leaves them unscathed. This scorches everyone nearby with **fire damage (a tenth of the caster's level times the spell's effect)**.

Roll: Effect:

- 50 The target may chose when the flames are present and when they aren't, possibly luring enemies to attack that usually wouldn't. There are still signs that the spell is present that the perceptive will notice, such as a circle of cinders where the edge of the spell lies and the ripple of heat about the target.
70 This reduces most projectiles to cinders before they can reach the target. Any wooden projectiles are certainly incinerated, while the game master will need to judge the fire resistance of any others.
100 This may be cast on a number of targets equal to a fiftieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Glacial Spike

Order: 5 Type: Water (Projectile)
Mana: 30 mana Range: 1 yard / 2 levels
Area: 1 foot radius / 10 effect Target: Anything

This forms a great needle of numbing cold that explodes on contact into a frosty cloud that freezes those in it. This is an unweildy spell, halving the character's normal accuracy. On contact it deals cold damage (spell's effect) and against those within the cloud they are inflicted with the effects of **cold damage (spell's effect)**, but not dealt any actual damage.

Roll: Effect:

- 70 The caster can cast this spell a number of times up to a thirty five of its original effect (round down). Each casting requirs that the mana cost is paid and are treated as separate spells. All castings still originate from roughly the same location, but may have different targets.

Piercing Chill

Order: 5 Type: Water
Mana: 15 mana / round Range: 1 yard / 2 levels
Target: Characters or creatures

The skin of the target instantly turns blue, goes numb, and they are overcome with shivering. Treat those effected as if they were inflicted with the effects of **cold damage** for the spell's effect minus the target's constitution versus the target's current vitality.

Roll: Effect:

100 This may be cast on a number of targets equal to a fiftieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Polar Monteau

Order: 5

Type: Water

Mana: 12 mana / round

Range: 1 yard / level

Target: Characters or creatures

The target of this spell are surrounded by a spiraling cloud of snow and ice, harming anyone that comes within a four foot radius with **cold damage (the spell's effect)**. If struck by fire then this cancels an amount of fire damage equal to the spell's effect, but the spell's effect is permanently reduced by that much as well.

Roll: Effect:

40 Projectiles passing through the spell are frozen, potentially making them weaker or too brittle to deal any harm (the game master will need to interpret this effect).

75 Anyone harmed by this spell are inflicted with a minimum cold effect of the spell's effect versus their maximum vitality.

100 This may be cast on a number of targets equal to a fiftieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Earthbound

Order: 6

Type: Earth

Mana: 15 mana / round

Range: 10 yards / level

Target: Characters or creatures

The target gains the spell's effect in pounds, weighing them down. This gain, and the loss when the spell's effect ends, is gradual, gaining or losing no more than ten pounds each round. Against foes in the air, this can easily cause them to lose the ability to fly. If already on the ground, treat them as if they were carrying an additional number of pounds of weight equal to a tenth of the pounds gained. Disregard this extra weight when determining the maximum weight that the character can carry.

Roll: Effect:

85 This may be used on equipment as well as characters, increasing its required strength by a twenty fifth of the spell's effect. If used on armor, then the character will suffer a dice loss from any subskill requiring movement equal to the amount that the required strength is over the character's actual strength.

100 This may be used to the benefit of allies, increasing the weight (and thus the momentum) of their weapons when they strike blows. No weight is added during other times, not increasing the required strength. The weapon has a percentage likelihood of **stunning (1/50 spell's effect in rounds)** those they strike equal to the damage dealt (after defense has been applied). This can affect both melee and missile weapons, causing any to have the shocking force like that of striking with a sledgehammer.

120 This may be cast on a number of targets equal to a sixtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Needle Rain

Order: 6

Type: Earth

Mana: 25 mana / round

Range: 2 yards / level

Area: 1 foot radius / level

Target: Locations

When covered by a roof of earth, the caster may shape stalactites and make them rain down on their enemies. Each round foes within the area of effect are struck by 1d4 times a twenty fifth of the spell's effect of these spikes. Each deals the ground's toughness to whatever it falls on.

Roll: Effect:

120 This may be cast on a number of targets equal to a sixtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Faerie Fire

Order: 6

Type: Fire (Direct)

Mana: 10 mana / round

Range: 1 yard / level

Target: Characters or creatures

The target of this spell is surrounded by small, candle sized flames that hover around them. These flames number a fifth of the

spell's effect and if any are extinguished, they are replacement a round later. If enemies draw within the range of the target, the candle flames expand into fiery orbs and dart at them. These orbs have the diameter of an inch and look like semi-transparent red pool balls with a few sputtering flames.

The shots will distribute themselves to strike as many enemies as possible (neither the caster, nor the target have any control over who is hit with how many). At most, an orb will strike an each individual enemy once each round. Each flame goes through this cycle: change from a candle to an orb, fire, appear again as a candle. Thus, each orb is essentially fire 1/3 (shoots every third round). The orbs can be parried like missile weapons and if they are, they will still have ignite the defender, just as if it wasn't blocked. Each orb deals **fire damage (third of the spell's effect)** and has accuracy equal to a third the spell's effect.

Roll: Effect:

- 30 The orbs expand to be ready to fire a round before enemies have a chance to enter into their maximum range, thus reducing the time it takes to start firing on the enemy once they enter rather than a round after.
- 40 The orbs will automatically try to dodge shields and bend slightly around corners if a character dodges behind something. Treat the projectiles like a character's attack. For an example, with shields the orb's accuracy would be reduced by five for trying to get around the shield, then any extra over what it needed to hit would subtract from the shield's percentage chance to block.
- 50 This can be cast on any number of characters by spending the mana cost for each casting.
- 50 If there are fewer enemies than there are orbs, then more than a single orb may go after the individual enemies.
- 60 If the caster wants, the flames stay the size of candles, only changing their intensity (each candle is still fire 1/3). The fire shoots out a straight, focused dart of flames that won't have any chance of catching the enemy on fire. The harm it causes is in the form of a narrow burn mark similar to if the character had touched a very hot and straight piece of mettle. It deals **fire damage (one and a half times the spell's effect)** but only has the maximum damage of the caster's level. This form may be necessary to harm enemies with high defense.
- 75 The orbs will fire normally but if they miss then they'll circle around to make another attack. This won't work in confined places since the flames won't have room to turn around. They'll dodge shields, trees, and other barriers but crash if there's no easy way of getting to the enemy (like on the other side of a door). The flames won't regenerate around the character until the fiery orb hits something.
- 120 This may be cast on a number of targets equal to a sixtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Fire Wall

Order: 6

Mana: 8 mana / round

Area: 1 yard / level

Type: Fire

Range: 1 yard / level

Target: Location

This creates a wall of flames that isn't easily passed without being dealt a great deal of damage. This harms anyone who passes though for **fire damage (five times the spell's effect)**. The wall is so hot that it doesn't leave any smoke and will leave deep scorch marks wherever it was. The wall's is cast in a straight line, stretching the length of the area parameter. The wall's a number of feet tall and wide equal to a tenth of the spell's effect but it's so hot that it will still harm anyone and anything up to three feet away from the flames. While moving through the wall characters are slowed by the intense heat. If the wall's very thick then it may take more than one round to pass (characters pass though a number of feet equal to a third of their physique roll). While this can be cast where someone's standing, they'll have a full round to get to one side or the other before taking damage.

Roll: Effect:

- 45 The fire wall may be cast to appear as a thin, candle sized line of flames on the ground rather than the full wall. Though it's unlikely that normal character's won't be able to see it, giants, very fast moving or distracted characters, and other unusual situations may cause a character to enter the firewall without knowing it. When anything or anyone crosses over that candle sized flame, the firewall instantly bursts to its full intensity, incinerating whatever crossed it.
- 60 The caster can raise and lower the wall at will to allow characters or creatures to pass. When lowered it's only a few embers on the ground marking where it is. It takes a full round to raise again, giving anyone standing in its path time to get out of the way, making it impossible to harm an enemy by raising the wall around them.
- 70 The line on which the fire is made can bend and turn any way the caster wants, even passing over itself in parts. This is very useful, allowing the spell to be cast so that it surrounds a character or creature.
- 120 This may be cast on a number of targets equal to a sixtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Arctic Blast

Order: 6

Type: Water

This creates a flashfreeze originating from the caster's palm, having a degree of effect equal to the mana spent (must be at least twenty) and a range equal to a third of the mana spent in feet. Anyone caught within the blast are dealt **cold damage (the spell's**

effect), but when considering the cold effects treat the spell as if it did twice as much damage.

Crag

Order: 7

Mana: 50 mana

Area: 1 foot radius / 3 levels

Type: Earth

Range: 3 yards / level

Target: Locations

A great spike shoots out of the earth, impaling whoever it is cast on. Though this has an area of effect, it only harms a single target (whoever the point strikes). This spell has effectiveness depending on both the ground's toughness as well as the size of whatever is being struck. Against dragons, giants, and other such creatures this can be among the most dangerous spell there is, for they are stabbed with the full stake. However, it would be difficult to deal significant harm to a human or halfling for, though they may be startled, they would mostly be lifted off the ground rather than impaled.

This deals an amount of damage equal to the spell's effect times the radius over which the target covers (a human would be about one foot, while a dragon may be ten feet or more). If a creature's armor (natural or not) is over double the ground's toughness, then this doesn't have an effect.

Roll: Effect:

90 The caster can cast this spell a number of times up to a fourth of its original effect (round down). Each casting requires that the mana cost is paid and are treated as separate spells. Each casting must have a different target.

100 If the caster is aware of harder earth below the surface (such as a boulder or clay bed lying underneath a swamp) they may bring that harder material to the surface and shape the crag out of it. This can't be more than a third of the spell's effect in feet deep.

Portcullis

Order: 7

Mana: 65 mana

Area: 1 foot radius / 2 levels

Type: Earth (Enchantment)

Range: 1 yard / level

Target: Locations

A useful underground trap against groups of foes (this may only be cast in an area in which there's an earthen or stone roof or walls). When movement passes roughly where the center of the area of effect lies, spikes shoot from all the enchanted surfaces, impaling the caster's enemies. Everyone in the area of effect are struck with a number of spikes equal to a fiftieth of the spell's effect, each dealing 1d20 times the terrain's toughness to a random area of their body. After the spikes deal their damage the trap loses its magic, leaving the spikes where they are to obstruct the character's passage. This takes a full minute to cast.

Inferno

Order: 7

Mana: 35 mana

Range: 1 yard / level

Type: Fire

Duration: 1 round / 10 levels

Area: 1 foot radius / 10 effect

This creates a blast of extremely intense fires around a target. It's an elegantly simple spell, able to reduce most enemies to ash. Due to the abrupt intensity of the flames this won't catch what it hits on fire, though it will certainly singe what it burns. It deals **fire damage (triple the spell's effect)** and will increase by the spell's effect for each round its held on its target (up to the spell's duration). The force of the flames around them holds the character at the center (if cast to be directly on an individual) in place unless their physique is greater than half the damage (after defense has been applied). This has a small area of effect, making it especially powerful when blasting a group of enemies.

Roll: Effect:

40 The area of effect can be increased at the cost to damage in order to make the spell effect more enemies. For each foot the radius is increased, a twentieth of the damage is lost.

60 This can be cast on any number of locations by spending the mana cost for each casting.

75 Such control is held over the fire that the flames can be shaped into an intricate, spiral pattern. This amplifies the effects, doubling the damage. However, this controlled vortex is limited to dealing the maximum damage of double the caster's level. This makes the flames harder to escape and far more effective against enemies with high defense.

140 This may be cast on a number of targets equal to a seventh of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Frozen Orb

Order: 7

Mana: 18 mana / round

Target: Anything

Type: Water (Projectile)

Area: 20 foot radius

This crafts a spiraling orb that sprays out icy darts harming everyone (except the caster) that's nearby. The orb travels five feet each round, hitting everyone within the area of effect with a number of needles equal to 1d20 minus their distance from the orb.

Each needle deals **cold damage (1/3 the spell's effect)**.

Roll: Effect:

90 The caster can cast this spell a number of times up to a fourth of its original effect (round down). Each casting requires that the mana cost is paid and are treated as separate spells. All castings still originate from roughly the same location, but may have different targets.

Flight

Order: 8

Type: Air

Mana: 20 mana / round

Range: 2 yards / level

Target: Characters or creatures

Those who the spell effects can **fly** with a grace and skill equal to a fifth of the spell's effect in d6s. This is a very costly spell to use making it of little use for travel.

Roll: Effect:

160 This may be cast on a number of targets equal to an eighth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Fissure

Order: 8

Type: Earth

Mana: 60 mana

Range: 2 yards / level

Target: Locations

In an instant this opens a great hole into the ground, a third of the effect in feet deep, a twentieth of the effect in feet wide, and a seventh of the effect in feet long. Unless characters make an agility roll higher than three times the distance (in feet) to the nearest edge, they are swallowed up by the fissure. The game master will need to determine the harm that comes from falling.

Roll: Effect:

150 The fissure may be made to close slowly over a minute, burring those who fell alive.

160 This may be cast on a number of targets equal to an eighth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

300 (Sorcery) By spending a week in meditation, this may be cast to make a great rift in the earth, swallowing villages, sundering castles, or splitting a mountain in two. The cubic feet of displaced earth can't be greater than a thousand times the spell's effect.

Frozen Tomb

Order: 8

Type: Water

Mana: 40 mana / round

Range: 1 yard / 3 levels

Target: Characters or creatures

This forms a creeping cold that climbs an enemy, eventually entombing them in ice. This starts with their feet, climbing up their body by a third of the caster's level in inches each round. Once completely frozen treat the character as if they were in suspended animation. Use the freeze effect for the spell's effect versus the target's vitality (this doesn't deal damage), thus most likely fully immobilizing areas as it flows through them. Once fully frozen they may be left to naturally thaw, which may take hours depending on the temperature. Frozen areas are coated with a thick, protective layer of ice, treating them as if they had an additional amount of defense equal to the spell's effect. However, if enough of the ice is broken through so that they can live (able to breath and the such) then the character instantly awakens (though areas covered by ice are still immobile).

Roll: Effect:

160 This may be cast on a number of targets equal to an eighth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

180 (Enchantment) By spending an additional twenty mana permanently (or until the spell's effect ends) the ice can be made so that it will never naturally melt, regardless of the temperature. Eternal flames, anti-freezing potions, and other things like that may still melt though it.

Ice Mastery

Order: 8

Type: Water

Mana: 15 mana / round

Range: 3 yards / level

Area: 1 foot radius / 10 effect

Target: Locations

The caster may craft the shape and form of any ice within the area of effect. They can do this to make bridges, spikes, sculptures, or anything else their mind can imagine. Up to a fifth of the spell's effect in cubic feet may move each round, potentially flowing over an immobilizing enemies. This can't move up a degree slope higher than the caster's level (so the ice can't climb walls or up a character to completely cover them).

Roll: Effect:

150 This can be used to make creatures out of the ice. They are easily shattered if attacked, but they can be made to have sharp claws and deal **cold damage**. Their movement (in feet) each round is equal to half of the caster's level and their damage is equal to a fifth of the spell's effect. However, what they lack in strength they can make up for in numbers, swarming enemies if there is enough ice around. Since they are all under the direct control of the caster treat them as if they had the coordinate attack discipline (with a minimum rank of one, but higher if the caster has it).

160 This may be cast on a number of targets equal to an eightieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

250 (Enchantment) By spending an additional minute casting and permanently losing fifteen mana (until the spell's effects end) the caster may make the frozen creatures they create permanent. The spell ends if they are all destroyed or melt.

Earthquake

Order: 9

Type: Earth (Sorcery)

Area: 1 mile radius / level

By spending a week in meditation they may cast this spell at no mana cost, but otherwise it costs a hundred mana per day that the casting time is reduced (down to a single day). This inflicts the land with an earthquake of a magnitude of a fiftieth of the spell's effect. The caster should be sure to pick a place away from trees and such hazards, for they are at the earthquake's epicenter. The earthquake lasts for 1d20 hours.

Entomb

Order: 9

Type: Earth

Mana: 75 mana

Range: 1 yard / level

Target: Characters or creatures

The target of this spell finds the earth rising to swallow them up. Unless they make an agility roll that's higher than a fifth of the spell's effect when first cast or a physique roll of a third the earth's toughness when in it to break out, they are doomed to sit in their earthen prison. The spell can't cover a character so completely as to suffocate them, but any holes are small, slanted, and scattered making them very difficult to see or hear noises though.

Roll: Effect:

180 This may be cast on a number of targets equal to a ninth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

250 (Sorcery) After an enemy is trapped, by spending an hour the earthen cage can be made **invulnerable** to harm, keeping those inside trapped until they die or are somehow rescued.

Medusa's Glare

Order: 9

Type: Earth

Mana: 60 mana

Range: 1 yard / level

Target: Characters or creatures

For a round the target is afflicted with the curse of Medusa, that anyone who looks upon them will turn to stone. Anyone looking at the character has a fifth of the spell's effect in percent chance of becoming **petrified** until cured.

Roll: Effect:

180 This may be cast on a number of targets equal to a ninth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

500 (Enchantment) By spending three days in meditation, a target is permanently afflicted with the curse of the medusa. There is a 100% minus any earth resistance chance that anyone looking on the character will become **petrified**.

Sub-Zero

Order: 9

Type: Water (Projectile)

Mana: 75 mana

Range: 1 yard / level

Area: 1 foot radius / 2 levels

Target: Anything

This is a very slow spell, representing the very depths of cold. For the first three rounds that this spell takes place a dome of frost gradually expands from the caster to its maximum area of effect. Anything that touches this blue dome instantly freezes solid. This is permanent until they are healed in some way. Anything that can freeze in the dome does, and moisture condenses to slick frost over the ground. The caster, however, remains unharmed.

After the dome has expanded to its full extent it contracts again over five rounds, forming into a sphere in the caster's cupped hands. This appears as a perfect sphere of ice, glowing with the power that it holds. Once fully formed (and the dome is gone) this may be shot at an enemy to instantly freeze them, much as if they had been fully enclosed by the dome. Unless they are **invulnerable** or **immortal**, they can be shattered like their form was made of a sturdy glass.

Winter

Order: 9

Type: Water (Sorcery)

Area: 1 mile radius / level

This sends the surrounding countryside into the depths of winter. The temperature drops by a seventh of the spell's effect each day (up to the full spell's effect), thus turning rain to snow and withering plants under ground frost.

Roll: Effect:

150 The spell may be made so that it is always snowing, and thus perilous to be in the area for long unless others wish to be buried in snow. The maximum height of the snow depends on the final temperature and sort of environment (the game master will need to interpret this), for an example, temperate areas like places by the sea wouldn't get as much as a highland pass.
250 (Enchantment) By spending a month casting this spell and permanently losing fifty from their maximum mana (or until the spell is stopped) the caster can make a permanent freeze come over a land. The temperature drop isn't as extensive, only reducing the temperature by a third of the spell's effect.

Scourge Magic Spells

Spectral- This magic presides over all aspects of death: the terror of its presence, the closing of life, and the bones and souls it sunders forever. Despite that it is not evil in itself, all beings fear it and thus it is darkened. Many of these spells require that bones are present, and if they don't specify large bones then it would benefit casters of this magic to keep some small bones with them for their casting.

Order:	Type:	Spell:
1	Spectral	Exhume
	Spectral	Sense Spirit
	Spectral	Shatter Soul
2	Spectral	Death Grasp
	Spectral	Perfidy
	Spectral	Touch of Death
3	Spectral	Penetrating Gaze
	Spectral	Soul Barrier
4	Spectral	Bone Prison
	Spectral	Terrorize
5	Spectral	Dark Banishing
	Spectral	Slain Guard
	Spectral	Turn Undead
6	Spectral	Death Ripple
7	Spectral	Age
	Spectral	Marrow Lance
	Spectral	Vendetta

Exhume

Order: 1

Type: Spectral (Enchantment)

Mana: 15 mana

Duration: 1 day / level

Range: 1 yard / level

Target: Deceased characters or creatures

A corpse is preserved from decay and corruption. Its soul is bound tightly with the body keeping it from passing onto the afterlife. As far as **revival** and **resurrection** spells and effects are concerned no time passes for the body as long as this enchantment is in place, making it very useful on allies when no healer is about. This spell loses its effects if the body is grievously harmed (the game master will need to interpret this).

Roll: Effect:

20 This may be cast on a number of targets equal to a tenth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

100 By spending a day weaving this spell's magic a corpse may be preserved without any set duration. It still loses its effects if the body is greatly harmed.

Sense Spirit

Order: 1

Type: Spectral

Mana: 2 mana / round

Range: 1 yard / level

Area: 5 feet / level

Target: Characters or creatures

Those effected by this spell are able to see all **naked souls** and spirits clearly (even if they are **shadow** or **invisible**). To the character they appear as glowing visages whos brightness or darkness is dependent on their alignment (good is light, dark is evil).

Roll: Effect:

20 This may be cast on a number of targets equal to a tenth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Shatter Soul

Order: 1 Type: Spectoral

Mana: 10 mana Range: 1 foot / level

Target: **Naked souls**

This is an attempt to permanently destroy a **naked soul**, either to permanently keeping a spirit from returning to life or to abolish beings like spectors and wraiths. This succeeds if a third of the spell's effect is higher than the spirit or soul's level.

Roll: Effect:

20 This may be cast on a number of targets equal to a tenth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

45 For an additional ten mana this spell can have a radius of effect equal to a third of the caster's level in feet.

80 (Enchantment) By spending an additional fifteen mana and five rounds any weapon may be made to have this effect against the souls of those it kills. This will last up to a number of days or kills equal to a tenth of the caster's level.

Death Grasp

Order: 2 Type: Spectoral

Mana: 4 mana / round Range: 1 yard / level

Area: 1 foot radius / 2 levels Target: Locations

Anywhere within the area of effect in which bones lie, a skelital hand emerges from the ground (numbering up to a tenth of the spell's effect). These hands will grasp at anything in which they sense life, holding on much as a dieing person might their last hope for survival. They each have vitality equal to the spell's effect (without any defense) and strength to hold the caster's enemies equal to double the levels of whoever the bones belonged to. Up to two hands can hold each individual (making the total of three times the bone owner's level).

Roll: Effect:

40 This may be cast on a number of targets equal to a twentieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

60 The hands have claws, dealing damage equal to a third of the spell's effect. This damage is only dealt when they first grab ahold, so the hands can either hold their victims (dealing their damage once) or repeatedly claw at them as they pass. Idle hands are no longer useless, now able to claw as other hands hold the victim fast.

80 (Enchantment) By spending ten rounds this spell may be laid as a trap. Bones lay dormant until anything living passes roughly the center of the area of effect. At this time all the hands emerge and begin clawing and grapping at whoever's passing. The hands will distribute themselves to grab or claw as many people as they can (they will only claw if the another hands already grabbing the victim). This costs ten mana for each round in which the trap is to last.

Perfidy

Order: 2 Type: Spectoral (Interrupt)

Mana: 5 mana Range: 1 yard / level

Target: Healing spell or effect

This spell withholds the power of healing, reducing the vitality recovered by double the spell's effect in percent. If this would reduce it below zero percent then it deals harm instead for that extra amount (no defense is applied). This effects all manner of vitality recovery (potoins, spells, abilities, etc). If the healing continues for multiple turns then this would need to be cast each turn to keep up its effect.

Roll: Effect:

40 This may be cast on a number of targets equal to a twentieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

80 (Enchantment) By spending ten rounds and thirty mana this spell may be lain on any healer, healing potion, etc. so that it will take effect the next time that thing is used to relieve harm or person takes an action to heal someone. This will wear off if not used after a number of days equal to a seventh of the caster's level.

Touch of Death

Order: 2 Type: Spectoral

Mana: 12 mana

Range: Touch

Target: Characters or creatures

Someone or something touched by the caster slips off into a peaceful, deep slumber and dies. This may only be used on characters or creatures that are below the vitality of one and has the effect of an **instant death**.

Roll: Effect:

20 If touching more than one being then this can be cast on any number of characters by spending the mana cost for each casting.

Penetrating Gaze

Order: 3

Type: Spectoral

Mana: 3 mana / round

Range: 1 yard / level

Target: Characters or creatures

Those effected go entirely color blind, viewing the world in black, white, and all greys inbetween. When looking at another person or creature their vision naturally skips up to a tenth of the spell's effect in feet of solid material to see marrow (essentially x-ray vision). With this they can 'see' broken bones, find shallowly buried bodies, as well as see other characters that would usually be hidden by fog, darkness, or thin obstructions. This can be very useful since it still allows for missile attacks even when they can't see their target. The maximum range this vision can sense is the target's level in yards.

Roll: Effect:

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

125 (Enchantment) By spending a half hour to cast as well as twenty five mana the spell's effects may be made to last until those effected see brilliant light that's bright enough to dampen their vision. This might be a flash spell or simply being awoken to have the sun in their eyes.

Soul Barrier

Order: 3

Type: Spectoral

Mana: 5 mana / round

Range: 1 yard / level

Area: 1 foot radius / 2 levels

Target: Locations

This creates a bubble in which no **naked soul** can exist. Any inside are violently shoved out or held inside (it is the caster's choice). This is effective at creating havens from wraiths, specters, and other such spirits. It also keeps resurrecting things like many undead from returning to life as long as the barrier lasts, as well as **revivals** and **resurrection**. Souls of a level higher than a third of the spell's effect aren't effected.

Roll: Effect:

60 This may be cast on a number of targets equal to a thirtieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

30 This may be cast on the caster or allies so that the bubble of protection moves with them.

75 (Interrupt) This spell may be started as an interrupt, costing an additional twenty mana. This can be especially useful to prevent the revival of an enemy as well as warding off malevolent souls. If used to interrupt a **revival** or **resurrection** then treat this as a counterspell.

150 (Enchantment) By spending five rounds and forty mana a permanent barrier may be lain around any soul, holding it in place until the caster releases it. If the soul is of a high enough level to break through the barrier then the spell is broken.

175 (Enchantment) By spending an hour and sixty mana a permanent ward may be made around a person. If made around a person then it will prevent spirits from being able to pass their flesh (stopping things like possessions). This will last a number of days equal to half the caster's level or until a spirit manages to break though the protection.

200 (Enchantment) By spending three days in meditaion this can be used to create a permanent haven from the naked soul. The spell's effects end if any soul manages to enter though the barrier.

Bone Prison

Order: 4

Type: Spectoral

Mana: 6 mana / round

Range: 1 yard / level

Area: 1 foot radius / 3 levels

Target: Locations

From any area with bones sprouts a cage of hardened marrow. These are curved bones, like tusks, bending to form a roof to fully enclose their victim(s). They are tightly rooted to the ground, and will break long before they are separated from the soil (they reach underground just as far as well). The bone has an amount of vitality equal to the spell's effect, and toughness equal to the

sum of the caster's level and the level of whoever the bones belonged to.

Roll: Effect:

80 This may be cast on a number of targets equal to a fortieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Terrorize

Order: 4

Type: Spectoral

Mana: 10 mana / round

Range: 1 yard / level

Target: Characters or creatures

This either amplifies terror or creates fear where there is none. This is most effective if used with someone that is naturally terrifying or when used against those who are already on edge. This improves any previous **fear** or intimidating effects by five times the spell's effect in percent. If there aren't any, then this inflicts **fear (a third of the spell's effect)**.

Roll: Effect:

80 This may be cast on a number of targets equal to a fortieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Dark Banishing

Order: 5

Type: Spectoral

Mana: 35 mana

Range: 1 yard / 2 levels

This is an attempt to forcefully remove the soul of an enemy from their body, inflicting them **instant death**. This is very difficult to use against strong foes, having a percentage chance of success equal to the spell's effect minus three times the target's level.

Roll: Effect:

100 This may be cast on a number of targets equal to a fiftieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Slain Guard

Order: 5

Type: Spectoral

Mana: 7 mana / round

Range: 1 yard / 3 levels

Target: Characters or creatures

From the corpses of the vanquished (within the area of effect) they can draw the bones and enchant them with dark arts. When they do this the bones take on an ethereal appearance and ever float about the target, rendering them protected from harm. When needed, the bones absorb the damage dealt by an enemy's attack and fall broken to the ground. At most the wall of bones can have fifteen times the target's level in vitality, and each blow against it has damage prevention equal to half the spell's effect (but no defense). From a single demi-human corpse they can get about fifty hit points worth of bones (game master will need to interpret amounts for larger or smaller corpses).

Roll: Effect:

100 This may be cast on a number of targets equal to a fiftieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

60 The wall of bones may be made to float further than the immediate vicinity around the target. The maximum radius that it can be is a twentieth of the spell's effect in feet. This may allow allies to use the protection the wall may offer.

Turn Undead

Order: 5

Type: Spectoral

Mana: 12 mana / round

Area: 1 foot radius / level

Target: Characters or creatures

This forms a ward about the caster in which no undead may enter. If they try or are forced into the area protected by the spell then the undead senses its soul being sundered from its body, dealing half the spell's effect in damage (no defense is applied) each round. Any undead destroyed this way won't revive. Undead of a level lower than the caster also collapse with paralysis, no longer of danger to the caster and their allies.

Roll: Effect:

80 (Enchantment) By spending up to their level in rounds the caster may bestow this spell on any object they are touching. The magic will last a number of rounds equal to however long it was cast for, costing fifteen mana per round to enchant.

100 This may be cast on a number of targets equal to a fiftieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

Death Ripple

Order: 6

Mana: 20 mana / round

Type: Spectoral

Area: 1 yard radius / level

A spell of the dead, this robs the life from anyone living in the area around the caster (including the caster themselves if alive). Best used by the undead legions, this will leave any dead untouched. This deals half of the spell's effect in damage each round (no defense is applied).

Age

Order: 7

Mana: 20 mana / round

Type: Spectoral

Range: Touch

Target: Characters or creatures

A sinister spell, with this the caster is able to drain the youth from their unresisting victim. Those touched grow older by a tenth of the spell's effect in years each round while the caster grows younger by a twentyfifth of the spell's effect. Victims die when they reach their natural life span, making it so the caster will often need to sap the youth of many victims to recover a significant number of years.

Marrow Lance

Order: 7

Mana: 45 mana

Type: Spectoral

Range: 2 yards / 3 levels

Target: Anything

From the bones and the soul of the fallen the caster may craft a deadly weapon. The bone must be long, such as a leg of a large beast or a man's spine. The end is sharpened into a spear and imbued with a recently departed soul (may only be used if within ten yards of a death that's happened within the last three rounds). Guided by the soul, the spear may be sent at a foe with accuracy equal to five times the soul's level.

As it passes it leaves a dark cloud of smoke within a radius of a fifth of the caster's level. Any who touch this smoke are dealt **void damage (half the spell's effect)**. As for whoever is struck with the spear, they are dealt **void damage (the spell's effect)** and have a percentage chance of falling to an **instant death** equal to the damage dealt minus double their level.

Vendetta

Order: 7

Mana: 45 mana

Type: Spectoral

Duration: 1 round / 5 effect

Target: Deceased character or creature

A creature or character that has died within the caster's level in rounds returns to life to take vengeance for wrongs against them. This might be against whoever killed them, or the foes they had hated in life. This can't be used on any corpse that doesn't feel strong hatred against someone present and once performed on a corpse this spell can't be used again. For the duration of the spell's effects the corpse comes back to life with all of the attributes, strength, and abilities it had in life (though the wounds that killed them, like lost limbs, may still hamper them). The corpses is immune to **instant death**, mind altering effects, and can't be stopped unless the body is totally pulverised. Once they have fulfilled their vengeance or been totally demolished the corpse again falls lifeless.

Roll: Effect:

140 This may be cast on a number of targets equal to a seventieth of the spell's effect. Treat each additional casting as a separate spell, having the full mana cost.

2.X Techs

These are spells in which more than one magic user is contributing to the spell. They tend to be much more powerful than normal spells, having the combined strength of all that contribute. Like making coordinated attacks (see the coordinated attack discipline), the spell casters must pass their turns and wait so that they all take a single turn. The total effect of the spell is like damages with multiple attacks (the largest amount, plus half of all the rest).

Casters can work together to cast normal spells with disciplines, but the techs are different. Each is a mix of multiple types of magic, blending the themes to have a different effect. These spells don't need to be learned, but characters can still gain an expertise in them by finding scrolls of their casting or other methods. Rather, the casters involved must be able to cast up to a certain order of the types of magic. Some techs lean toward one magic type or another, requiring an especially skillful caster of one type and a novice of another. There are techs that can be cast with as many as five people with appropriate names (double tech for two, triple techs for three, quad techs for four, and penta techs for five). Spells that game masters make could have more. Any attributes of the spell based on the casters is the sum of that attribute among them (such as 'level' would be the sum of the caster's levels). Concentration rolls, minimum rolls, and other things based on the spell's order only concern the individual

Roll: Effect:
50 This can make any number of creatures by spending the mana cost for each casting.

Earth Elemental

1st Type: Nature (Summon) Order: 3
Mana: 5 mana / round Upkeep: 2 mana / round
2nd Type: Elemental (Earth) Order: 2
Mana: 4 mana / round Upkeep: 2 mana / round

Range: 2 yards / level

This summons an earth elemental, having a level equal to a third of the nature magic roll. Fortified by strong magic, the earth magic has damage resistance equal to the elemental magic roll in percent. Its arms are either mauls or blades, lent great strength and laced with the earth magic. There is a percentage chance **petrifying (1 hour)** equal to half the elemental magic roll.

Earth Elemental Stats:

Attacks	Damage: 1d4+8 / level
Crit: 19 (Damage x 3)	Hit x: 22
Melee	1d6+3 / 2 levels
Defense	1d12+5 / 6 levels
Elem. (Earth) Resistance	20% / level
Physique	1d10 / 3 levels
General Stats	1d6 / 5 levels
Hit Points	Level x 12

Roll: Effect:
50 This can make any number of creatures by spending the mana cost for each casting.

Fire Elemental

1st Type: Nature (Summon) Order: 3
Mana: 5 mana / round Upkeep: 2 mana / round
2nd Type: Elemental (Fire) Order: 2
Mana: 4 mana / round Upkeep: 2 mana / round

Range: 2 yards / level

This summons a fire elemental, having a level equal to a third of the nature magic roll. These spirits of flame hover over the ground, torching anything around them and dealing **fire damage (half of the elemental magic roll)** without defense being applied to those within a five foot radius. They leave a line of flames that deals this damage to anyone that crosses it for 1d10 rounds after the elemental's passing. Their assaults are fearsome to face, for the heat they strike with grows and grows until their enemy can no longer endure it. If attacking the same enemy as the round before, then the damage is increased by the elemental magic's roll in percent of the previous round's damage.

Fire Elemental Stats:

Attacks	Damage: Fire Damage (1d12+6 / 2 levels)
Crit: 17 (Damage x 2)	Hit x: 15
Melee	1d8+2 / 3 levels
Defense	1d12+4 / 8 levels
Elem. (Fire) Resistance	20% / level
Agility (Speed)	1d8 / 2 levels
General Stats	1d6 / 5 levels
Hit Points	Level x 10

Roll: Effect:
50 This can make any number of creatures by spending the mana cost for each casting.

Water Elemental

1st Type: Nature (Summon) Order: 3
Mana: 5 mana / round Upkeep: 2 mana / round
2nd Type: Elemental (Water) Order: 2
Mana: 4 mana / round Upkeep: 2 mana / round

Range: 2 yards / level

This summons a water elemental, having a level equal to a third of the nature magic roll. Water elementals lean more heavily toward their frozen component, the higher the elemental magic roll is. They are very effective against groups of enemies, having a frosty breath that covers a degree radius equal to the elemental magic roll, with a ten foot range. Anyone that strikes the elemental with a melee weapon are dealt **cold damage (double elemental magic roll in percent of the attacker's damage,**

before defense).

Water Elemental Stats:

Attacks	Damage: Cold Damage (1d6+2 / level)	Crit: 16 (Damage x 2)	Hit x: 25
Missile Weapons	1d8+1 / 2 levels	Defense	1d6+2 / 5 levels
Elem. (Water) Resistance	20% / level	Swimming	1d6 / level
General Stats	1d6 / 5 levels	Hit Points	Level x 7

Roll: Effect:

50 This can make any number of creatures by spending the mana cost for each casting.

Corpse Explosion

1st Type: Elemental (Fire) Order: 3 Mana: 10 mana Upkeep: 2 mana / round

2nd Type: Scourge (Specter) Order: 2 Mana: 4 mana Upkeep: 3 mana / round

Range: 1 foot / level Area: 1 foot / 5 levels

This makes a dead body burst in a fiery and gory explosion. Depending on the strength of the spell and the corpse this can cause a great deal of damage to those within the area of effect. This can only be used on bodies that are completely dead. This can't work if they are in the process of resurrecting (like a phoenix), if they're animated (generally undead), or in the process of being revived. The first few effects can't make use of the upkeep (having a single round of effect).

Roll: Effect:

20 This destroys the body that the spell is cast on, bursting it to pieces and ruining any hope of reviving though most means. Unless magically enchanted or especially strong in some other way, this will ruin clothes and armor that they are wearing (most other things will be left in a messy, but intact condition).

35 This deals, to those within the area of effect, damage equal to the spell's effect in percent of the corpse's maximum number of hit points.

65 Bodies blow up in a chain reaction, quickly becoming incredibly destructive if there are a large number of corpses around. After each round of the spell's effect, two random bodies for each corpse that exploded within the spell's range of that corpse are designated to explode the next round if the upkeep is paid. These bodies can be those that died that very round. This quickly builds up in places like crypts, under ideal circumstances doubling the explosions every round.

70 The casters can initially cast this spell a number of times up to a thirty-fifth of its effect (round down). Each castings require that the mana cost is paid and are treated as separate spells. Each casting must have a separate corpse to take effect on.