

Air Elemental Spells

[Index Sheet](#)

Spell Name	Spell Level	Sphere	Range	Area of Effect	Duration	Verbal	Effect
Alarm	1	Air	NA	6m area around Item	24 Hours	Should anyone choose to trespass this space, let me know them face to face, Spellcasting Alarm.	This spell causes an alarm to be set on an object. If anyone or anything enters the area covered by the alarm spell then an alarm will go off. The alarm is defined by the caster during the casting and can be anything from an explosion of sound to a voice speaking. You should notify a REF when casting this spell.
Cushioned Feet	1	Air	Self	Caster	1 Encounter	By the powers of air and my strength of will Spellcasting Cushioned Feet	This spell allows the caster to move silently as per the skill.
Far Hear	1	Air	LoS	2m diameter circle	1 Encounter	Spirits of air, bring their voices near, listen to what they say, spellcasting far hear	This spell creates an area 5ft across. The caster can hear anything said within the circle. He can place the circle anywhere within his line of sight. A referee must be present for this spell to be used as the referee must relay what was said to the caster.
Float	1	Air	Touch	Touched target	1 Encounter	Instead of falling from high above, let my float like a feather from a dove, Spellcasting Float.	The recipient of this spell cannot fall. Instead they float to the ground at the speed of a feather falling from the sky.
Garble	1	Air	Touch	Touched Target	1 Encounter	I cast this spell on you today so others can't understand what you say, Spellcasting Garble.	This spell makes anything the target says incomprehensible. It does not however prevent spellcasting.
Halt	1	Air	LoS	One person	10 seconds or till struck	I need to stop my target now!, Spellcasting Halt.	The target of this spell finds themselves unable to move for the spells duration. If anyone attacks them then the spell is broken.
Sleep	1	Air	Touch	One Person	10 seconds/till woken	I think you really ought to sleep, please fall in to an untidy heap, Spellcasting sleep.	When cast the target falls asleep. For the first 10 seconds the target cannot be woken without causing them damage. Damaging the target will awaken them immediately. After the first ten seconds the target will continue to sleep unless woken but can be woken more easily.
Thunderclap	1	Air	LoS	One Person	1 Encounter	The air that causes my ropes to flat, deafen my foes with a thunderclap, Spellcasting Thunderclap.	This spell causes a thunderclap of sound to go off next to the targets ear. The sound deafens the target for 5 minutes. If several people have their heads close together then they can all be effected by a single spell.
Wind Fist	1	Air	LoS	One target	Instant	I call on the air to knock you away, Spellcasting Wind Fist.	This spell causes the target to be knocked back 10ft as per the knockback call.
Blink	2	Air	10m	Caster	Instant	Powers of air I call to you, I need to be away, some where over there will do, somewhere out of harms way. Spellcasting Blin	This spell causes the caster to disappear and re-appear a short distance away. The location you appear in cannot be chosen by the caster. To represent this when you cast the spell you vanish. The caster must then turn in a circle for 5 seconds with their eyes closed. When they stop they move 30ft in the direction they are facing and then re-appear. You cannot appear inside solid objects and you pass through any solid objects between you and your destination. It takes you as long to get there as it really does (no need to call time freeze).
Breath from Within	2	Air	Touch	Touched Target	1 Encounter	Powers of air around me come to me I ask. Infuse this person with you and allow him to do his task. Spellcasting Breath from	This spell creates oxygen in the targets lungs so he can happily survive in poisonous gasses or in an area with no oxygen.
Feed the Flame	2	Air	LoS	One Fire Spell	Instant	Fire fire burning bright, intensify your heat and light, the well fed flame lives half as long and quickly dies where once was strong. Spell casting Feed the Flame.	This spell causes any durational fire spell to burn out within half the normal time.
Heavy Air	2	Air	Touch	Touched Target	1 Encounter	I know where it is you want to go, this spell will make your journey slow, Spellcasting Heavy Air	The target of this spell can only move or attack at half speed. The target also cannot use any ability that depends on movement e.g. dodge.
Lightning Dragons Claw	2	Air	LoS	One Target	Instant	By the powers of Air and my strength of will spellcasting Lightning Dragons Claw	This spell is a ranged damage spell that does a base of one point of lightning damage to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 5 damage total.
Lung Grasp	2	Air	Touch	One person	1 Encounter	Powers of air affect the breath, bring this person close to death Spellcasting Lung Grasp	This spell squeezes the breath out of the target making it very difficult to breathe. The target cannot do anything but defend himself and choke for the spells duration. The spell lasts up to one encounter but ends if the caster stops concentrating on the effect.
Message	2	Air	NA	One person	NA	Spirits of air I beseech thee, take this message this I plea, Spellcasting Message	This spell must be cast in the presence of a REF. The caster must know the name of the person he wishes to send the message to and the message can be no longer than 12 words. When cast the REF will then radio the other REF's and ask them to deliver the message. If none of them can find the recipient at the time of casting then the spell fails however the caster does not know of this. As long as one of the REF's can find the target the message will be delivered.
Shocking Grasp	2	Air	Touch	Touched Target	Instant	Powers of air, to my hand flock, give this person a nasty shock, Spellcasting Shocking Grasp.	This spell inflicts two points of THRU electrical damage to the touched location. Because this is an electrical spell the damage can be delivered through a metal object. E.g. if you touched a warriors sword while he was holding it then he would take the 2 points to his sword arm.
Spell Alteration I	2	Air	NA	Next Spell	NA	powers of magic, powers of mine, extend my spells running time, Spellcasting Spell Alteration 1	This spell alters the next spell cast to double its duration. The caster may choose any already existing spell or the next spell he casts. The spell must be of the casters level or below for the caster to be able to affect it. Instant spells remain instant.
Spell Alteration II	2	Air	NA	Next Spell	NA	Powers of magic, casting perfect, change my spells area effect, Spellcasting Spell Alteration 2	This spell alters the next spell cast to double its area of effect. The caster may choose any already existing spell or the next spell he casts. The spell must be of the casters level or below for the caster to be able to affect it.

Trace	2	Air	Touch	Touched Target	24 hours	Powers of air, please give chase, wherever my foe tries to race, Spellcasting Trace.	For the duration of the spell the caster can find the target wherever he goes. The caster always knows which direction he is in but not necessarily how far away he is. If cast on multiple targets the caster cannot determine which target it which except by going and finding each one until he finds the right one.
Wall of Air	2	Air	NA	3m x 3m wall	1 Encounter	Cause my foe to have a care, I summon forth a wall of air, Spellcasting Wall of Air	This spell creates a wall of near solid Air at the feet of the caster. The wall will last for 5 minutes and no-one can cross the wall unless they are carrying a very heavy weight. Spells pass through normally but melee blows and missiles do not.
Sonar	2	Air	Self	Encounter Area	Instant	By the powers of air and my strength of will Spellcasting Sonar	This spell allows the air mage to fire off a sort of sonar ping allowing him to tell if there is anything or anyone hidden within the area. The caster will not be able to tell where the hidden thing is but he will be able to tell how many there are. Caster requires a bell or similar to make the noise pulse which allows him to tell if anything is hidden near by.
Air Aura	3	Air	Self	Caster	1 Encounter	Powers of air I plead to thee, use your strength to protect me, Spellcasting Air Aura	This spell surrounds the caster with high-speed winds from the elemental plane of Air. While this spell is in effect the caster can use wind fist (knockback 10ft) at will but only on targets within 5 feet of him. Once cast however the mage cannot move from his location or the spell ends.
Air Blades	3	Air	Touch	Touched bladed weapon	1 Encounter	Powers of air grant me aid, use your powers to enchant this blade, Spellcasting Air Blade	This spell makes one bladed weapon insubstantial so it can pass through armour and strike locations directly. In game terms this spell allows a weapon to do thru damage.
Barrier of Air	3	Air	5m	One person	1 Encounter	Powers of air I offer a prayer, protect me with a barrier of air, Spellcasting Barrier of Air.	This spell creates a barrier of air between you and the target. The target cannot approach closer than 20ft to the caster. Blink/translocate/teleport magics will bypass the barrier but otherwise the target cannot get close to the caster for the spells duration. The spell will not repulse someone it just stops them approaching.
Capacitor	3	Air	Touch	One item	Till Used	Protect this item whether small or large, when someone touches it let the power discharge, Spellcasting capacitor.	This spell causes the touched item to become a capacitor, which will hold an electrical charge. The caster must then cast an electrical spell on the item, which will be stored by the capacitor effect. After the spell has been cast only the caster can touch the item without the electrical spell discharging at the person who touched the item. Only one electrical spell can be stored by the capacitor spell but it can be of any level.
Deafness	3	Air	Touch	Touched Target	1 Encounter	By the powers of air and my strength of will Spellcasting Deafness	Makes the touched target deaf for the duration of the spell
Elemental Protection	3	Air	Touch	Touched Target	Till Used	Powers of magic from whatever section, I call on your powers to grant me protection, Spellcasting Elemental Protection.	This spell protects the target from 6 points of elemental damage.
Elemental Weapon	3	Air	Touch	Touched Weapon	1 Encounter	Powers of magic I tap into your source, Make this weapon a powerful force, Spellcasting Elemental Weapon.	This spell temporarily enchants one non-magical weapon with Elemental magic. This does not allow the weapon to do extra damage but does mean the weapon counts as magical. Weapons enchanted with this spell allow the user to call LIGHTNING in addition to their normal damage call.
Enchanted Missiles	3	Air	Touch	one bow or crossbow or 6 throwing weapons.	1 Encounter	These arrows I take the time to prepare, enchanting them with the power of air, Spellcasting Enchanted Missiles.	This spell enchants a bow so any missile fired from it gain the enchantment of AIR. All missiles fired during the spells duration count as magical however it does not allow them to do additional damage. This spell can, instead enchant up to six thrown weapons to do the same.
Fatigue	3	Air	Touch	Touched Target	1 Encounter	By the powers of air and my strength of will Spellcasting Fatigue	This spell makes the target feel very VERY tired. In game terms their weapon damage drops by one to a minimum of 1. Has no effect on special damage calls such as mortal or crush.
Improved Blink	3	Air	10m	Caster	Instant	Here to there in just a wink, powers of air, make a link, spellcasting Improved Blink	This spell is the same as blink except for the fact you can choose which direction you move in.
Lesser Spell Immunity	3	Air	Touch	Touched Target	1 Encounter	I call the powers to magic unity and grant the power of spell immunity, Spellcasting Lesser Spell Immunity	For the duration of this spell the target is protected from the effects of one spell specified during the casting of this spell. The spell must be of first or second level but can be of any element.
Magic Staff	3	Air	Touch	Touched Staff	Till Used	By the powers of Air and my strength of will, Spellcasting Magic Staff	A mage can prepare a staff to store spells for a certain length of time, he can store the same levels of spells as his mental discipline level within the prepared staff. So if he had MD level 5 he could store a fifth level spell or five first level spells in his staff. The downside of this spell is that if the staff is shattered or broken then the spell energy is released, all spells effecting the mage that was carrying the staff, the mage also takes 1 damage all over from the release of the energy. This spell cannot be used on magical or indestructible staves as during the preparation the mage needs to scribe mystical lettering in to the staff. The spell takes 5 minutes to cast but once the spells are stored they remain there until used, until the staff is broken or until the end of the event. A mage can have no more than one magic staff spell in effect at one time.
Mass Halt	3	Air	N/A	20ft radius circle around caster	Instant	By the powers of air and my strength of will Spellcasting Mass Halt	Everyone within the area except the caster is halted as per the level 1 halt spell.
Mass Wind Fist	3	Air	N/A	20ft radius circle around caster	Instant	By the powers of air and my strength of will Spellcasting Mass Wind Fist	As per Wind fist but affects a 20ft radius circle centred on caster
Seeker	3	Air	Touch	one bow or crossbow or 6 thrown weapons	1 Encounter	From the bow the arrow streak, imbued with power its target it seeks, Spellcasting Seeker	This spell enchants a bow or crossbow so that as long as the user actually hits his target he can specify which location he actually struck. E.g. if he hits the target in the leg he can call that the shot hit the chest.
Silence	3	Air	Touch	One person	1 Encounter	Amid the sounds of war and riot, give me a little peace and quiet, Spellcasting Silence	This spell prevents the target from making ANY sound. It stops spell casters from casting spells or using scrolls, it also stops floorboards from squeaking when the target steps on them.

Storm Dragons Claw	3	Air	LoS	One Target	Instant	By the powers of Air and my strength of will spellcasting Storm Dragons Claw	This spell is a ranged damage spell that does a base of one point of lightning damage to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 5 damage total. In addition to the damage the target is knocked back as per the wind fist spell.
Switch	3	Air	30ft	One Target	Instant	By the powers of air and my strength of will Spellcasting Switch	This spell allows the caster to switch places with their target. No time freeze should be called but both parties should put their hands in the air and swap places as quickly as possible.
Vacuum	3	Air	NA	NA	1 Encounter	Powers of air, with which I am entwined, clear the air with a powerful wind, Spellcasting Vacuum	This spell creates a small vortex which sucks in all harmful gasses within 20ft of the caster. This allows anyone within the area of effect to breath normally without ill effect.
Elemental Indifference	4	Air	Self	Caster	1 Encounter	Spirits of magic to thee I implore, Your servant is someone I need to ignore, Spellcasting Elemental Indifference	All Air elementals will completely ignore the presence of the caster of this spell unless the caster attacks, provokes or steals from them then the protection will be broken.
Gaseous Form	4	Air	Touch	Touched Target	1 Encounter	Powers of air, let me transform, Let me become a gaseous form, Spellcasting Gaseous form	This spell causes the target to become a cloud of gas. The target can move at a slow walking pace and can pass through gaps that are normally too small for him. However he cannot move anything or pick anything up while the spell is in effect. He also cannot attack people or cast spells at them. In return he cannot be harmed by non-magical weapons although spells effect him normally except fire spells which cause +1 damage.
Improved Heavy Air	4	Air	LoS	One Target	1 Encounter	By the powers of air and my strength of will Spellcasting Improved Heavy Air	This spell slows the target to half their normal speed for the duration.
Insulated	4	Air	Self	Caster	1 Encounter	Powers of air and this magical invocation, protect me from thy powers with electrical insulation, Spellcating Insulated	This spell causes the caster to become insulated which prevents electrical attacks from effecting him. Instead he becomes a storage device for the electrical charge. The caster must discharge the built up charge before the spell ends or he will sustain the total amount of damage he was protected from when the spell ends and the electricity discharges. He must discharge the charge by touching another person who will take the total damage the caster has stored at the time he touches the person.
Item Bind	4	Air	Touch	Touched Item	Till Used	By the powers of Air and my strength of will Spellcasting Item Bind	This spell allows a mage to call the target item to had once, once used the spell is expended.
Lightning Dragons Bite	4	Air	LoS	One Target	Instant	By the powers of Air and my strength of will Spellcasting Lightning Dragons Bite	This spell is a ranged damage spell that does a base of two points of lightning damage thru armour to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 6 damage total.
Multiply Missiles	4	Air	Touch	Touched Item	1 Encounter	By the powers of air and my strength of will Spellcasting Multiply Missiles	Once a bow or crossbow is enchanted with this spell for every shot it fires, two shots will soar forth. The first will strike the intended target as normal, the second will strike the closest foe to the target in the same location. Bow user will have to call the damage to both targets.
Repulsive air	4	Air	10m	One target	1 Encounter	Space with this person I don't want to share, Powers I cast repulsive air. Spellcasting Repulsive air.	This spell forces the target away from you up to 10m. He cannot get close to you again until the spell ends unless he has blink/teleport/translocation type magics.
Shield of Wind	4	Air	Touch	Touched Target	1 Encounter	When I need to take to the field, power of air grant me a shield, Spellcasting Shield of Wind	This Spell surrounds the target with high speed winds. The winds protect the target from all missile fired from bows/crossbows or thrown weapons. Spells pass through normally as do melee weapons.
Starlight	4	Air	Encounter Area	Encounter Area	1 Encounter	By the powers of Air and my strengh of will Spellcasting Starlight	This spell illuminates a dark area as if lit by starlight. It is not bright enough to make out details but means people are able to see shapes and recognise friend from foe.
Vacuum Trap	4	Air	Touch	One room or object	24 hours	Power of air, this place please enwrap, make it in to a powerful trap. Spellcasting Vacuum Trap	This spell can only be used on a room with doors and windows that can be closed or on an object that can be closed. During the casting all doors and windows should be closed and anyone who does not want to be trapped in the room should leave. Once cast anyone who opens a door or window gets sucked in to the room and the door or windows is sucked close behind them. None of the exits can be opened while the spell is in effect and only a dispel magic will allow someone trapped in the room to escape before the spell ends. This spell is really nasty if something horrible lives in the room. This spell can also be used on an object like a trunk. In this case the person who opens the trunk gets sucked inside and the lid is sealed until the spell runs out. Obviously the trunk must be large enough for a person to get inside or the spell will fail.
Tongues	4	Air	Self	Caster	1 Encounter	By the powers of air and my strength of will Spellcasting Tongues	This spell allows the caster to speak and understand any one language he can hear at the time of casting. This spell confers no ability to read or write the language and after the spell is over there is no lingering knowledge that may help the mage understand the language.
Air of Holding	5	Air	5m	One target	1 Encounter	Powers of air, powers so old, I ask you to this person hold, Spellcasting Air of Holding	This spell causes the target to be held. The target cannot move or fight normally but they can cast spells. The caster MUST concentrate for as long as the spell is active otherwise the target will be freed.
Blink Other	5	Air	LoS	One Target	Instant	By the powers of Air and my strength of will Spellcasting Blink Other	The target of this spell is moved 10 feet in the direction of the casters choosing. The caster cannot choose to move the target in to solid objects and the target must move in a straight line.
Caster Shield	5	Air	Self	Next Spell	NA	Powers of magic I ask I am sealed, within a magical force field, Spellcasting Caster Shield	This spell makes it impossible for the caster to be interrupted during the casting of his next spell. Any damage inflicted upon the caster while he is casting his next spell is added up and the caster takes the total after his spell is cast. However whatever spell he was casting goes off normally.

Conduit	5	Air	Touch	One item	24 hours	Powers of air this verbal I chant, this item I ask you to enchant, Spellcasting Conduit	This spell allows the caster to temporarily enchant an item to deliver touch spells for him. E.g. if he cast Conduit on a sword then he could touch someone with the sword to deliver the touch spell instead of having to use his hand.
Drawer on Element	5	Air	NA	Next Spell	NA	Power of magic I hold you in awe. On you now I must urgently call, Spellcasting Draw on Element	<p>In order for this spell to work the caster must either have some of his element or a suitable representation of his element in his hands at the time of casting. Once this spell is cast the caster must meditate in order to build power.</p> <p>If they meditate for one minute then subsequent spells cast for the next encounter will do +1 damage or have +50% duration.</p> <p>If they meditate for two minutes then subsequent spells cast for the next encounter will do +2 damage or have +100% duration.</p> <p>This spell can be cast before the encounter in preparation for a big fight, however once cast, the caster may not move faster than a walk speed, if they are struck the spell is broken and they must maintain a constant chant to keep their magic focused. The effects of this spell last until the end of the following encounter or until it is broken by one of the above means.</p>
Enhanced Elemental Protection	5	Air	Touch	One Target	Till Used	Powers of magic, powers advanced, I ask for elemental protection enhanced, Spellcasting Enhanced Elemental Protection	This spell is the same as the lower level version except that it protects against 12 points of elemental damage.
Gust of Wind	5	Air	10m	180 degree arc	Instant	Forces of air, pure and just, I use your powers to summon a gust, Spellcasting Gust of wind	Anyone within the area of effect is knocked back 20ft by a huge gust of wind.
Improved Elemental Weapon	5	Air	Touch	One weapon	1 Encounter	Spirits of magic help my crusade, use your powers to enchant my blade. Spellcasting Improved Elemental weapon	This spell enchants a weapon with Air elemental magic. The exact effects depends on the element: Air weapons inflict +1 damage and adds the call of AIR to the normal damage call of the user. In addition, the weapon inflicts THRU damage.
Lesser Earth Bane	5	Air	Touch	Touched Target	1 Encounter	By the powers of Air and my strength of will Spellcasting Lesser Earth Bane	This spell allows a weapon to inflict additional damage vs Earth based creatures. For the duration of the encounter the enchanted weapon will do +1 damage against creatures of Earth.
Levitation	5	Air	Self	Caster	1 Encounter	By the powers of Air and my strength of will Spellcasting Levitate	The caster of this spell will hover around 10 centimetres in the air for the duration of the spell. This means he may easily pass over surfaces like water or other liquids as if they were solid ground. Even walking on rough slopes is easier as the casters footing will always be stable. It should be noted that this spell will not allow a character to walk up vertical walls or over obstacles that he would not normally be able to get over.
Lightning Bolt	5	Air	LoS	One target	Instant	My skill in the powers of air is heightening, I call forth a bolt of lightning, Spellcasting Lightning Bolt	This spell causes 2 points of THRU electrical damage to the chest of the target unless they are wearing metal armour on the chest then it does 1 point of THRU electrical damage to all armoured locations.
Lightning Rod	5	Air	Touch	Touched Target	1 Encounter	I call on powers at taught by my instructor, to turn this person in to a lightning conductor. Spellcasting Lightning Rod	This spell causes all ranged electrical attacks to be attracted to the target of this spell. The spells do not effect the stated target instead it effects the person effected by this spell.
Mass Float	5	Air	N/A	Encounter Area	1 Encounter	By the powers of air and my strength of will Spellcasting Mass Float	This spell allows anyone in the area to fall weightlessly as per the float spell.
Spell Echo	5	Air	Self	Caster	Till Used	By the powers of Air and my strength of will Spellcasting Spell Echo	Whatever spell is next cast by the caster he will get two of to do with as he chooses instead of the normal one. The two spells must be used within seconds of one another but they do not need to be used on the same target.
Storm Dragons Bite	5	Air	LoS	One Target	Instant	By the powers of Air and my strength of will Spellcasting Storm Dragons Bite	This spell is a ranged damage spell that does a base of two points of lightning damage thru armour to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 6 damage total. In addition to the damage the target is knocked back as per the wind fist spell.
Target Link	5	Air	Touch	Touched Target	1 Encounter	By the powers of Air and my strength of will Spellcasting Target Link	Once this spell is cast on a target then the caster may freely choose to use touch or ranged spells on the target no matter how far they are from the caster.
Translocate	5	Air	Self	Caster	Instant	Powers of air, time and space distort, Use your powers to make me transport. Spellcasting Translocate	This spell allows the caster to disappear and re-appear anywhere within his line of sight. It takes as long to get to the dest
Wail of the Damned	5	Air	Self	30ft radius	Instant	By the powers of air and my strength of will Spellcasting Wail of the Damned	This spell creates a wailing scream that will affect everyone within the area of effect except the caster. The scream is so loud that it is painful to hear everyone with the area is affected by the pain call.
Air Armour	6	Air	Touch	One Target	1 Encounter	Powers of air, fly true and straight, relieve my target of his armours weight. Spellcasting Air Armour	This spell turns the targets armour to air. This has two effects, firstly they cannot remove, repair or adjust it, its just dead weight. Secondly, it provides no protection whatsoever! The verbal was designed to trick people in to allowing a mage to cast it on them.

Air Ball	6	Air	LoS	One Target	Instant	By the powers of air and my strength of will Spellcasting Air Ball	This spell causes a ball of air to explode around one target, the target itself is unharmed although suffers deafness for the rest of the encounter, however anyone within 20ft of them is knocked away from the target a further 20 ft.
Contingency	6	Air	NA	Next Spell	Till Used	Foes of mine I say beware, for I use my time carefully to prepare. Spellcasting Contingency	This spell allows the caster to cast a second spell, which will come into effect under specific circumstances. The circumstances are set at the time of casting the contingency spell. You may have no more than one contingency in effect per 2 levels of Mental discipline. Therefore a character with Mental discipline level 4 could have 2 Contingencies in effect.
Crushing Air	6	Air	10m	One target	1 Encounter	Spirits of air with your magical flare, bring me forth a hand of crushing air. Spellcasting Crushing Air	This spell is almost exactly the same as Air of Holding except for the fact the caster has the option of inflicting up to 6 points of damage to the target during the spells duration. He can use them all at one or one at a time and apply them to any location he desires. He can inflict them with a mere thought but does not have to use them if he does not want to.
Lightning Cage	6	Air	LoS	One person	1 Encounter	Powers of air I bind your rage, in to a magical lighting cage. Spellcasting Lightning Cage	This spell creates a cage of pure lightning which traps the target inside. If the trapped person moves they take one point of electrical damage to all locations. The target can still cast spells but cannot fight. If anyone tries to free the occupant of the cage without using a dispel magic then both the person trying to free the target and the target take one point of THRU electrical damage to all locations.
Lightning Shield	6	Air	Touch	Touched Shield	1 Encounter	By the powers of air and my strength of will Spellcasting Lightning Shield	This spell enchants a metal shield with electricity so that anyone who strikes it with a weapon takes 1 hit point of THRU lightning damage.
mana Shield	6	Air	Self	Caster	1 Encounter	Powers of magic, be alert, tap my power to protect me from hurt. Spellcasting Mana Shield	This spell allows the caster to take melee damage from his mana instead of his locations as normal. When struck the caster deducts one mana for every point of damage inflicted. E.g. a double would cause the caster to lose two mana. The spell absorbs normal melee damage and spells. Any special melee call that strikes the caster (mortal, crush etc) will end the spell and reduce the casters mana to zero however it will protect him from the damage. The spell ends when the caster runs out of mana or the duration expires. If the caster does not have enough mana remaining to absorb a damage call then the spell ends, the caster loses his remaining mana and the caster takes the damage normally.
Spell Immunity	6	Air	Touch	Touched Target	1 Encounter	Powers of magic I treat thee well. Please protect me from my chosen spell. Spellcasting Spell Immunity	This spell is the same as the lesser version except with this spell the chosen spell can be of 5th or lower level.
Storm Wall	6	Air	NA	5m x 5m wall	1 Encounter	Powers of magic, your raw strength I call. I bind that strength in to a magical wall	This spell is much the same as the lower level wall of air spell except that anyone passing through this wall takes 3 points of THRU electrical damage to all locations.
Tornado Fist	6	Air	LoS	One Target	Instant	By the powers of air and my strength of will Spellcasting Tornado Fist	This spell is a greatly up powered version of wind fist. When cast the target is struck in the chest by a violent gust of wind that carries him 100ft away from the caster.
Wail of the Banshee	6	Air	Self	30 ft radius	Instant	By the powers of air and my strength of will Spellcasting Wail of the Banshee	This spell creates a scream so loud and painful that everyone (except the caster) within the area of effect take a point of damage straight to the head.
Earth Bane	7	Air	Touch	Touched Target	1 Encounter	By the powers of Air and my strength of will Spellcasting Earth Bane	This spell allows a weapon to inflict additional damage vs Earth based creatures. For the duration of the encounter the enchanted weapon will do +2 damage against creatures of Earth.
Greater Lightning Bolt	7	Air	LoS	One target	Instant	Powers of air, so mighty, so fast. Bring me forth a magical blast. Spellcasting Greater Lightning bolt	This spell inflicts two points of THRU lightning damage to all locations on the target unless they are wearing metal armour then it is three points of thru lightning damage to all armoured locations.
Pressure Bubble	7	Air	LoS	5m radius from target	Instant	Power of air end my trouble. I summon forth a pressure bubble. Spellcasting Pressure Bubble	This spell causes a ball of high pressure air to explode over the target. The target of the spell takes three points of damage to all locations but suffers no other effects. Everyone within 20ft of the target gets knocked back 20ft.
Pure Elemental Weapon	7	Air	Self	Caster	1 Encounter	Power of magic I ask thee CREATE! A magical weapon of powers so great. Spellcasting Pure Elemental Weapon	This spell brings in to existence a weapon of pure elemental Air. The weapon can be of any size or shape the caster chooses and inflicts +2 points of damage per blow thru armor. Pure Air weapons add the calls LIGHTNING, THRU and KNOCKBACK 10FT to their normal damage calls in addition to the above.
Storm Dragon Breath	7	Air	20ft	30 Degree cone in front of caster	Instant	By the powers of air and my strength of will Spellcasting Storm Dragon Breath	This spell allows the caster to exhale a deadly breath of wind and lighting that hurts everyone in the area in front of him and sends them flying. In game terms everyone in the area takes 1 point of lightning damage to all locations and is knocked back 10ft
Storm Manacles	7	Air	Touch	Touched Target	1 Section	By the powers of air and my strength of will Spellcasting Storm Manacles	This spell created manacles around the hands and feet of the touched target. The manacles do not inhibit movement in any way however if the target attempts a hostile act then they take 1 hit of THRU lightning damage to both arms and both legs.
Target Bow	7	Air	Touch	Touched target	1 Encounter	Powers of air I ask thee bestow, your powers on this person to lay him low, spellcasting Target Bow	This spell enchants a bow or crossbow to inflict extra damage to one particular target. The caster must touch the bow during the casting of the spell and once the casting time is over the mage has 30 seconds to touch the person or creature to be effected. The bow will effect everyone as a normal bow EXCEPT the touched target. When used against a touch target it counts as a magical weapon and inflicts double when it strikes the touched target. This can be combined with other enchantments.
Translocate Other	7	Air	LoS	One target	Instant	Powers of air, no me, I'd rather, use your power to transport another. Spellcasting Translocate other.	This spell is exactly the same as translocate except you can translocate another target instead of just the caster. The caster points at the person/thing to be transported as he casts the spell and the caster designates where it will appear

Wind Tunnel	7	Air	100m	Special	1 Encounter	Powers of air, to pass this ridge, I call forth an elemental bridge. Spellcasting Wind Tunnel	This spell creates a tunnel of wind 100 meters long next to the caster. The caster can designate where the other end of the tunnel will be created. The spell will allow people to walk through the tunnel of wind so it is useful for getting over canyons or crossing dodgy bridges safely.
Contingent Dispel Magic	8	Air	Self	Caster	Till Used	By the powers of Air and my strength of will Spellcasting Contingent Dispel Magic	This spell allows the caster to prepare a dispel magic that will go off under certain circumstances. He must cast this spell and spend as many mana points as he wants to use in the dispel at the same time as well as setting the conditions under which the dispel magic will go off.
Plane Portal	8	Air	NA	NA	1 Encounter	By my power I open a gate to take me to the plane I state. Spellcasting Plane Portal	This spell opens a portal to the elemental plane of the casters choosing, it remains open for 5 minutes and may be used by anyone or anything that walks through it. It may be wise to note that surviving in the elemental planes is not easy and protections will be needed for those wishing to enter the gate.
Protection from Elemental Plane	8	Air	Touch	Touched Target	1 Section	Planes of magic are like a raging storm, grant me protection for my delicate form. Spellcasting Protection from Elemental Plan	This spell allows any non elemental to survive on an elemental plane. The caster will need to state what element they will need protecting from at the time of casting. This spell provides no immunities to the recipient, it just allows them to survive in one of the elemental planes as if they were a natural creature there.
Spell Carriage	8	Air	Touch	One Target	Till Used	Powers of air, thee I impel, to make this item except this spell, Spellcasting Spell Carriage.	This spell is a variation of the contingency spell. However this spell allows the caster to enchant an item to accept a second spell. The caster can also set the conditions under which the second spell will take effect in the same way, as he would set the effects of a contingency spell.
Storm Dragon Breath 2	8	Air	20ft	30 Degree cone in front of caster	Instant	By the powers of air and my strength of will Spellcasting Storm Dragon Breath	This spell allows the caster to exhale a deadly breath of wind and lightning that hurts everyone in the area in front of him and sends them flying. In game terms everyone in the area takes 2 points of lightning damage to all locations and is knocked back 10ft
Teleport Trap	8	Air	Encounter Area	Encounter Area	Till Used	By the powers of Air and my strength of will spellcasting Teleport Trap	When cast this spell will allow a mage to cast up to ten additional levels of spells in to the teleport trap. Should anyone teleport, translocate or blink in to the area protected by the spell then the spells cast in to this trap will go off and target the arriving person.
Dismiss Elemental	9	Air	LoS	One elemental	Instant	Powers of magic your servant dismiss, send him home to the elemental abyss, Spellcasting Dismiss Elemental	This spell forces one elemental back to its home plane before its usual duration has expired. The caster can only dismiss elementals of his type.
Gas Ball	9	Air	LoS	5ft area centred on Target	Instant	By the powers of Air and my strength of will Spellcasting Gas Ball	This spell fires a ball of toxic elemental air that explodes on impact. Everyone within the area of effect takes one point of thru damage to all locations and is effected with a sickness call lasting 10 seconds.
Greater Earth Bane	9	Air	Touch	Touched target	1 Encounter	By the powers of air and my strength of will Spellcasting Greater Earth Bane	This spell allows a weapon to inflict additional damage vs Earth based creatures. For the duration of the encounter the enchanted weapon will do +3 damage against creatures of Earth.
Lightning Dragons Armour	9	Air	Self	Caster	1 Encounter	By the powers of Air and my strength of will Spellcasting Lightning Dragons Armour	This spell covers the body of the caster in scales similar to those of a dragon. The scales provide protection for the mage turning their hits to blows for the duration of the spell; this affects all melee and magical damage. The caster may also strike for Lightning double thru with his hands for the duration of the spell.
Rune Armour	9	Air	Touch	Touched Armour	Till Used	Powers of Earth I beckon thee, empower this Rune here to see, place a power deep within and bind it there, let it begin. <repeat 4 times> Spell casting Rune Armor.	The spell itself empowers a single set of armour so that when that armor is struck or the wearer wishes, a single spell effect will occur. Because of the nature of this spell it needs two people to cast. It must be done as follows; the primary caster must speak the power words whilst writing the Rune on the chosen armour. He must speak the entire verse four times without any sort of mistake, whilst at the same time writing the rune. Whilst this is happening the secondary caster must cast the spell and touch the rune, for each time he casts the spell the rune will work once, he must have finished casting before the rune caster completes his verbal. Once the casting of the spells has begun any mistake will cause all spells to fail and the spell points to be lost. Such mistakes can be deadly, as the rune may explode violently as the untrapped magics vent themselves from their part formed bindings. This means that this spell may only be cast in the presence of a referee that knows how the spell works.
Rune weapon	9	Air	Touch	Touched Weapon	Till Used	Powers of Earth I beckon thee, empower this Rune here to see, place a power deep within and bind it there, let it begin. <repeat 4 times> Spell casting Rune Sword	Exactly the same as Rune armor except works on weapons and the caster can choose whether the spell activates when the weapons strikes something or whether it activates when the user desires.
Storm Dragon Breath 3	9	Air	20ft	30 Degree cone in front of caster	Instant	By the powers of air and my strength of will Spellcasting Storm Dragon Breath	This spell allows the caster to exhale a deadly breath of wind and lightning that hurts everyone in the area in front of him and sends them flying. In game terms everyone in the area takes 3 points of lightning damage to all locations and is knocked back 10ft
Call Lightning	10	Air	LoS	5m radius from target	Instant	Powers of air your strength is frightening, I call forth a bolt of lightning. Spellcasting call lightning.	This spell calls a HUGE bolt of lightning from the sky. It must be centered on a person or a thing and everything within 5m of the center takes three points of THRU Lightning damage to every location (including the caster if he stands to close)

Control Elemental	10	Air	LoS	One elemental	Permanent	Power Words: Summoning your powers was someone's goal, now I wish to take control. Spellcasting Control Elemental	This spell allows the caster to take control of an elemental. The caster can only control elementals of his type. Be warned that mages using this carelessly have suffered harsh penalties at the hands of the elementals. Also be very sure you are not trying to use this on an elemental lord as it will not work.
Dancing Lightning	10	Air	N/A	20ft radius circle around caster	1 Encounter	By the powers of air and my strength of will Spellcasting Dancing Lightning	This spell causes lightning to arc and dance around the area around the caster. Anyone in the area takes 1 hit of THRU Lightning damage to all locations every 20 seconds. However if anyone is wearing metal or carrying a metal weapon they will take an additional point of damage to any location in contact with metal every 20 seconds.
Duel Casting	10	Air	Self	Caster	1 Encounter	By the powers of Air and my strength of will Spellcasting Duel Casting	This spell places a powerful enchantment on the caster, for the duration, for every spell that is cast the caster will in fact get two spells. The two spells must be used within seconds of one another but need not be used on the same target.
Elemental Transformation	10	Air	Self	Caster	1 Encounter	Spirits of magic for thee I perform, grant me your powers so I can transform, Spellcasting Elemental Transformation	This spell transforms the caster in to an elemental of his type. The spell grants the following bonuses: Caster multiplies his hit points by 20 Caster takes 10 times damage from magic Caster takes 20 times damage from Earth magic and spells Caster gains the pure Air elemental weapon effect Caster gains Air Aura effect
Elemental Ward	10	Air	NA	10m square area or one room	1 Encounter	Powers of magic over which you lord, bind this room with an elemental ward, Spellcasting Elemental Ward	This spell fills an area with concentrated elemental Air magic. Earth elementals, Earth based creatures and Earth spells cannot enter the warded area. Earth Mages can still enter the area but they cannot cast.
Lightning Dragons Wings	10	Air	Self	Caster	1 Encounter	By the powers of Air and my strength of will Spellcasting Lightning Dragons Wings	Effect: This spell calls in to effect a set of ethereal wings of Air that wrap themselves around the caster. While the spell is in effect the caster gains the following bonuses: Can move suffers no ill effects from gas or similar effects Moves as per the levitate spell Gains the Air Aura spell Can survive on the elemental plane of Air Takes -1 damage from all elemental magic except Air (to a minimum of one) Takes -2 damage from elemental Air (no minimum)
Storm Dragon Breath 4	10	Air	20ft	30 Degree cone in front of caster	Instant	By the powers of air and my strength of will Spellcasting Storm Dragon Breath	This spell allows the caster to exhale a deadly breath of wind and lightning that hurts everyone in the area in front of him and sends them flying. In game terms everyone in the area takes 3 points of lightning damage to all locations and is knocked back 10ft