

**Fire Elemental Spell**[Index Sheet](#)

Spell Name	Spell Level	Sphere	Range	Area of Effect	Duration	Verbal	Effect
Create Fire	1	Fire	Touch	Touched Item	Special	Power of fire, powers of might, allow me to stay warm this night, Spellcasting Create Fire.	The caster must be touching the object he wishes to ignite while he speaks the power words. At the end of the words the object will burst in to flames. The flames will last as long as there is fuel for them or until they are put out. The flames do not count as magical.
Fire Light	1	Fire	Self	Caster	1 Encounter	Fire light, fire bright, light my way in darkest night, Spellcasting Fire Light.	This spell causes a ball of fire to appear in the casters hand. It creates enough light to see by but cannot be thrown or used to cause damage. If the caster puts the flame down or tries to wield anything in the hand the fire is in then the flame is extinguished and the spell ended.
Fire Write	1	Fire	Touch	Caster	1 Encounter	Fire strong, fire bright, grant me the power to write. Spellcasting Fire Write	Uses fire to write on to a combustible item, like wood for example. Not strong enough to set the item on fire.
Flash	1	Fire	LoS	One Target	Instant	I force this flame in to your mind, in order to make you completely blind, Spellcasting Flash.	This spell causes the target to be blinded by a small flash of light. The blindness only lasts for 5 seconds if used on a target in daylight or 20 seconds if used on someone at night or in darkness.
Hot Rock	1	Fire	Touch	One rock no larger than a football	1 Encounter	Power of fire, your magic is caught, take this rock and make it hot. Spellcasting Hot Rock.	It makes a rot hot, not enough to cause damage or to burn seriously but makes it very hot. Hot enough to cook on for example
Lesser Flame Touch	1	Fire	Touch	Touched Target	Instant	I call the power of fire to my hand, Spellcasting Lesser Flame Touch.	Whatever location the caster touches takes one point of THRU fire damage. As with all touch spell the caster has 30 seconds after the spell has been cast to touch the target or the spell is wasted.
Smoke Screen	1	Fire	Caster	10ft Circle centered on caster	1 Encounter	Powers of flame, your fires I stoke, bring me forth a cloud of smoke. Spellcasting Smoke screen.	Generates a smoke screen filling a 10ft cube. Quickly dispersed out doors or by air spells. People cannot see further than 1ft.
Will o the Wisp	1	Fire	Special	Special	1 Encounter	Powers of flame burning bright, bring forth a source of light. Spellcasting Will o the Wisp	Creates a small light source similar to the create light spell however it does not have to remain in the casters hand and will go out after a few minutes.
Fire Throw	1	Fire	LoS	One Normal Fire	Instant	By the powers of Fire and my strength of will Spellcasting Fire Throw	This spell allows a mage to take a small portion of a normal fire and throw it anywhere within his line of sight thereby igniting whatever it touches assuming what it lands on is flammable.
Arrows of Fire	2	Fire	Touch	One bow or crossbow	1 Encounter	Enchant this bow to ignite from afar, let its missiles be...spellcasting arrows of fire	Enchants a bow or crossbow so that any shots fired from it ignite whatever it is they strike in addition to causing damage. Obviously if the substance is not combustible the arrows have no additional effect. Someone wearing burning cloaths takes 1 hit to the lit location every 60 seconds. If the person rolls on the ground for 10 seconds then the fire is extinguished. Also, pouring a sensible quantity of water on to the lit location will extinguish the flames.
Cold Inversion	2	Fire	Touch	Encounter Area	1 Encounter	My blood is cold as ice, let it not get colder, protect me from such spells and make me a little bolder. Spellcasting Cold Inv	This inverts all cold effects making them fire effects. It does nothing to change the effects of the original spell but the effects now count as fire effects. For example a FREEZE effect would still freeze the target but it would count as a fire effect and not a cold effect. This spell was developed by the Lizard-Kin as cold effects do not last twice the normal duration for a Lizard-Kin protected by this spell.
Control Flames	2	Fire	10ft	Special	Instant	Powers of flame, you I extole, grant me the power of fire control. Spellcasting Control Flames.	Enlarges or reduces natural fires, mana cost based on area. Casting Cost 2 + 2 per sq m the fire is enlarged/reduced by
Flame Touch	2	Fire	Touch	Touched Target	Instant	In to my hand I bind thee powers of life and heat, there I can deliver them to any foe I meet. Spellcasting Flame Touch	This spell is the same as Lesser Flame Touch however the damage is now two points of THRU fire damage to the location touched.
Illuminate	2	Fire	LoS	One target	1 Encounter	Power of fire, use your might, to stop this being hiding from sight. Spellcasting Illuminate	Creates an aura of flames around the target. The spell does no damage to the target but means they can always be seen. It prevents theives hiding in shadows and if the target turns invisible the flamez can still be seen.
Lesser Fire Flare	2	Fire	LoS	one target	Instant	power of fire powers of flame, powers that I must tame Spellcasting Lesser Fire Flare	A dart of elemental fire leaps from the casters hand and strikes the desired target inflicting one point of THRU fire damage. It strikes anywhere on the target the caster chooses e.g. leg, arm etc however both the damage and the location must be made clear to the target after the spell has been cast e.g. one point left leg.
Molton Boulder I	2	Fire	LoS	One target	Instant	Powers of fire, powers ever older, I call forth a molten boulder, Spellcasting Molton Boulder	The caster picks up a rock (a beanbag or something suitable should be used as a physrep) and then enchants it with fire magic depending on the level of this spell used. Molton Bolder 1 will knockdown any target the "rock" is thrown at as long as it strikes them. If it misses then it is wasted.
Wall of Fire	2	Fire	NA	5m x 5m wall	1 Encounter	Powers of flame my need is dire, I summon forth a wall of fire, Spellcasting Wall of Fire	This spell creates a wall of fire in front of the caster. Anyone who passes through the wall takes one point of THRU fire damage to all locations.
Spell Alteration I	2	Fire	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	Fire	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.
Fire Dragons Claw	2	Fire	LoS	One Target	Instant	By the powers of Fire and my Strength of will Spellcasting Fire Dragons Claw	This spell is a ranged damage spell that does a base of one point of fire 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.

Fire Brand	2	Fire	Touch	Touched Target	1 Event	By the powers of Fire and my Strength of will Spellcasting Fire Brand	This spell marks the target with a brand only visible to the caster or through a detect magic or similar ability. The mark can only be removed by a dispel magic and then only if the dispeller knows of its existence.
Cremation	3	Fire	Touch	Touched Corpse	Instant	Destroy this corpse with a firey immolation, I draw on the powers of fire, spellcasting cremation.	This spell will intantly creamate one corpse, turning it to ash. This spell will not effect animate undead or beings still within their death time.
Fire Aura	3	Fire	Self	Caster	1 Encounter	Powers of fire I invoke, cover me with a flaming cloak, Spellcasting Fire Aura	This spell causes the caster to be surrounded by an aura of magical flames. While this spell is in effect the caster can use Flash as per the spell at will to any target within 5ft of him. Once cast however the mage cannot move from his location or the spell ends.
Fire Flare	3	Fire	LoS	One target	Instant	Foes of mine beware, cross me and you shall despair, Spellcasting Fire Flare	This spell is the same as fire flare except that the damage inflicted is 2 points to the chosen location.
Firey Disruptor	3	Fire	LoS	One Spellcaster	Till Used	My call to the powers of fire abrupt, your spell and power I want to disrupt. Spellcasting, Fiery Disruptor	This spell hurls a small bolt of fire at the target of the spell. The bolt does no damage to the target however it will cause him to break concentration if he is trying to maintain a spell or it will cause him to interrupt casting a spell causing him to lose the spell as if he had been struck. Once cast the mage can hold it for as long as required.
Illumination	3	Fire	Special	one room or area	Instant	Foes abound, hidden from sight, I call forth a blinding light. Spellcasting Illuminate	Reveals anything or anyone hiding in shadows within area of effect for one second before they are hidden again.
Mass Flash	3	Fire	20ft	20ft area centered on caster	Instant	Friends and foe's thy wills do clash, bring me forth an almighty flash. Spellcasting Mass Flash	As per the flash spell but everyone in the area is effected.
Molton Boulder II	3	Fire	LoS	One target	Instant	Powers of fire, powers ever older, I call forth a molten boulder, Spellcasting Molton Boulder	The caster picks up a rock (a beanbag or something suitable should be used as a physrep) and then enchants it with fire magic depending on the level of this spell used. Molton Bolder 2 will knockdown any target and do a single point of fire damage to the target the "rock" is thrown at as long as it strikes them. If it misses then it is wasted.
Wall of heat	3	Fire	na	5m x 5m wall	1 Encounter	Powers of water I need to delete, I summon forth a wall of heat, Spellcasting Wall of heat.	This spell does not actually harm anyone passing through the wall. Instead it extinguishes any water spell currently active on anyone passing through the wall.
Elemental Protection	3	Fire	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	Fire	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. Users of a weapon enchanted with this spell call FLAMING in addition to their normal damage call.
Lesser Spell Immunity	3	Fire	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.
Warp Metal	3	Fire	Touch	Touched Item	Instant	By the powers of Fire and my strength of will Spellcasting Warp Metal	This spell warps a metal item of up to breastplate size, it does not damage the items but it means the item cannot be used until it has been repaired by a smith.
Beacon	3	Fire	Touch	Touched Item	1 Encounter	By the powers of Fire and my strength of will Spellcasting Beacon	This spell causes the touched item to act as a beacon that lights up when there is someone invisible or hidden nearby, the Beacon will not aid in finding hidden items or creatures as it is either glowing or not.
Awesome Disarm	4	Fire	LoS	One target	Instant	Powers of fire, my foe wishes me harm, detonate his sword in an awesome disarm, Spellcasting Awesome disarm	This spell causes the item held by someone to explode in a burst of flames. The flames do not damage the item but cause 2 points of damage to the limb holding the item and makes the wielder drop the item
Afterclap	4	Fire	LoS	One target	Instant	Powers of fire, this spell I cast so my foe may feel the pain of spells last, Spellcasting Afterclap	This spell causes the target to take damage or to take an effect equal to the last elemental spell that struck him. The target must have been hit by a spell within the last hour for this spell to be effective.
Ashes	4	Fire	Touch	One combustable item	Instant	Powers of fire, in just a flash, turn this item in to nothing but ash, Spellcasting Ashes	This spell causes one item made of a combustibile material (paper, wood, material) of up to the size and weight of a light door to turn to ash. The item cannot be repaired.
Backfire	4	Fire	LoS	One target	Till Used	When my foe launches and attack, this fire spell will give it him back, Spellcasting Backfire	This spell causes the next spell the target casts to backfire on himself
Cloak of heat	4	Fire	Touch	Touched Target	1 Encounter	When the weathers bad and the wind is fleet, Let me retreat in to my cloak of heat, Spellcasting Cloak of Heat	The being protected by this spell is totally immune to the effects of natural cold. The spell also grants the user some protection against magical cold as well. Any duration cold effects last only half the normal duration and cold damage spells inflict –1 damage to all locations to a minimum of one.
Eyes of Wrath	4	Fire	5m	Caster	Till Used	Powers of flame, arise, arise and burn my foe with fire from my eyes, Spellcasting Eyes of Wrath	When this spell is cast the eyes of the fire mage glow with inner fire. At any time after the casting the mage can release the magic. When he releases the energy it does 3 points of fire damage to the chest. This spell can be cast by the mage multiple times.
Greater Flame Touch	4	Fire	Touch	Touched Target	Instant	Powers of fire, thy magic I claim, to injure my foe with enchanted flame, Spellcasting Greater Flame touch	This spell is exactly the same as the other versions of this spell except that it now inflicts three points of damage to the touched location.
Melt	4	Fire	Touch	Touced Metal Item	Instant	Problems are things with which must be dealt, this time an item I wish to melt, Spellcasting Melt	This spell causes one metallic item of up to breastplate/shield size to melt in to a pile of useless metal. The effected item cannot be repaired. However it only effects one item so if it was used on chain mail then only one link would melt not the entire suit. Magical items are unaffected by this spell

Molton Boulder III	4	Fire	LoS	One target	Instant	Powers of fire, powers ever older, I call forth a molten boulder, Spellcasting Molton Boulder	The caster picks up a rock (a beanbag or something suitable should be used as a physrep) and then enchants it with fire magic depending on the level of this spell used. Molton Bolder 3 will knockdown any target and do a double of fire damage to the target the "rock" is thrown at as long as it strikes them. If it misses then it is wasted.
Elemental Indifference	4	Fire	Self	Caster	1 Encounter	Spirits of magic to thee I implore, Your servant is someone I need to ignore, Spellcasting Elemental Indifference	All Fire 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.
Nemesis	4	Fire	Touch	Caster	1 Encounter	By the powers of Fire and my strength of will Spellcasting Nemesis	This spell empowers the caster against a single target, the caster must touch the target to be affected during the casting of this spell but once this is done the caster gains +1 damage to his spells against the being that was touched. No bonus is given against other similar beings or anything but the one person or thing that was touched during the casting.
Thermal Vision	4	Fire	Self	Caster	1 Encounter	By the powers of Fire and my strength of will Spellcasting Thermal Vision	This spell allows the caster to see in a different spectrum to normal. This spell allows the caster to see via heat instead of light. The spell does confer any ability to see or detect people or creatures who are using abilities to hide but means the caster is unaffected by light levels or by some spells that prevent sight by certain means. The character can recognise individuals without difficulty and easily negotiate obstacles. However the spell comes with two drawback, firstly looking at a source of extreme heat such as looking at the sun, a pool of lava or even a burning torch can cause pain or temporary blindness. Secondly undead do not radiate any heat and are effectively the same temperature as their surroundings rendering them invisible to someone using this spell. Note that while this spell is in effect the caster cannot see using his normal vision.
Fire Dragons Bite	4	Fire	LoS	One Target	Instant	By the powers of Fire and my strength of will Spellcasting Fire Dragons Bite	This spell is a ranged damage spell that does a base of two points of fire 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.
Fire Trap	5	Fire	Touch	One item	Till Used	Powers of magic on this you are bestowed. If anyone touches it you shall explode Spellcasting Fire Trap	This spell causes the item it is cast upon to explode when someone other than the caster touches it. The spell causes four points of THRU fire damage to the chest of the target. Once cast the spell will remain until one of the following happens. 1: someone sets it off, 2: it is dispelled or 3: a thief of sufficient skill disarms it.
Flaming Bands	5	Fire	LoS	one target	1 Encounter	Powers of fire your powers refined, I disable my foe with a blaming Bind, Spellcasting Flaming Bands	This spell causes a ring of fire to come into existence around the targets arms or legs at the choice of the caster. If used on the arms, the target cannot move his arms or fight but may run freely and cast spells normally. If used on the legs then the target cannot move his legs but can use his arms and cast spells normally. Any attempt to move the bound locations causes pain for 30 seconds.
Firey Disk	5	Fire	NA	Casters Shield Arm	1 Encounter	In batte with foes I am at greatest risk, protect me with a flaming disk. Spellcasting Firey Disk.	This spell creates a flaming shield on the casters arm which they may freely use even if they do not have the use shield skill. Any wooden weapon (including arrows) that hits the shield is destroyed on touch (as per the ashes spell)
Flaming Fists	5	Fire	Touch	Touched Target	1 Encounter	I stand now in my foes midst, and summon forth a flaming fist, Spellcasting Flaming Fists	This spell causes the targets hands to burst in to flames. The target cannot hold anything in his hands during this spell otherwise it will burn/melt/be destroyed but is does allow the target to inflict 2 points of THRU fire damage just by touching a target with either hand.
Greater Fire Flare	5	Fire	LoS	One target	Instant	I delve in to the fire as far as I dare, and pull from it a great fire flare, Spellcasting Greater Fire Flare	This spell is the same as the lesser versions of this spell except that it now inflicts three points of damage to the chosen location.
Molton Boulder IV	5	Fire	LoS	One target	Instant	Powers of fire, powers ever older, I call forth a molten boulder, Spellcasting Molton Boulder	The caster picks up a rock (a beanbag or something suitable should be used as a physrep) and then enchants it with fire magic depending on the level of this spell used. Molton Bolder 4 will knockdown any target and do a triple of fire damage to the target the "rock" is thrown at as long as it strikes them. If it misses then it is wasted.
Revenge	5	Fire	LoS	One Target	Instant	Powers of fire, powers so great, channel my rage in to the person I hate, Spellcasting Revenge	This spell causes the target of the spell to sustain identical wounds as the caster has at the time of casting. The target of the revenge spell must have inflicted at least one of the injuries the caster has at the time of casting. It should also be noted that the wounds are not transferred, just duplicated onto the target
Caster Shield	5	Fire	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.
Enhanced Elemental Protection	5	Fire	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.
Improved Elemental Weapon	5	Fire	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 the elemental Fire magic. Fire weapons inflict +2 damage and adds the call of FLAMING to the normal damage call of the user.
Flashburn	5	Fire	LoS	One Target	Instant	By the powers of Fire and my strength of will Spellcasting Flashburn	This spell hits the target with a very brief but very intense burst of fire, in game terms it inflicts one point of damage to all locations and sets all flammable items upon the target ablaze.
Improved Melt	5	Fire	LoS	One Target	Instant	By the powers of Fire and my strength of will Spellcasting Improved Melt	This spell works exactly like the melt spell except the effect is ranged rather than touch

Improved Ashes	5	Fire	LoS	One Target	Instant	By the powers of Fire and my strength of will Spellcasting Improved Ashes	This spell works exactly like the ashes spell except the effect is ranged rather than touch
Rage	5	Fire	Touch	Touched Target	1 Encounter	By the powers of Fire and my strength of will Spellcasting Rage	This spell causes the target to go in to a killing rage. In game terms they berserk as per the ability and need to rest afterwards as per the ability. However if the target is already a berserker and is berzerking then this spell means their hits become blows and they do +1 damage for the remainder of their berserk.
Lesser Water Bane	5	Fire	Touch	Touched Item	1 Encounter	By the powers of Fire and my strength of will Spellcasting Lesser Water Bane	This spell allows a weapon to inflict additional damage vs water based creatures. For the duration of the encounter the enchanted weapon will do +1 damage against creatures of Water.
Bane	5	Fire	Touch	Touched Item	1 Encounter	By the powers of Fire and my strength of will Spellcasting Bane	This spell allows a weapon to inflict additional damage vs one race of the opponents choosing such a elves, orcs or ogres. Undead are broken down by types e.g. zombies, skeletons, incorporeal etc. For the duration of the encounter the enchanted weapon will do +1 damage against creatures of the type chosen by the caster.
Fire Burst	6	Fire	LoS	5m radius centered on the fire	Instant	Spirits of fire, I feel your thirst. Target that fire and make it burst. Spellcasting Fire Burst	This spell causes one fire either magical or normal to explode violently. Anyone within 20ft of the fire takes one point of damage to all locations.
Major Flame Touch	6	Fire	Touch	Touched Target	Instant	Powers of Fire you help I claim. Let me burn my foe with a potent flame. Spellcasting Major Flame Touch	This spell is again much like the lower level spell however this spell inflicts two points of damage to ALL locations on the target.
Mana Burn	6	Fire	LoS	One Spellcaster	Instant	Powers of magic, I ask thee to return and make my foes magic burn .Spellcasting Mana Burn	This spell causes the target to sustain three points of damage to the head and chest as well as to lose 50% of their current mana. If the target does not have mana then the spell has no effect. Damage inflicted by this spell is THRU armour
Molton Boulder V	6	Fire	LoS	One target	Instant	Powers of fire, powers ever older, I call forth a molten boulder, Spellcasting Molton Boulder	The caster picks up a rock (a beanbag or something suitable should be used as a physrep) and then enchants it with fire magic depending on the level of this spell used. Molton Bolder 5 will knockdown any target and do a quad of fire damage to the target the "rock" is thrown at as long as it strikes them. If it misses then it is wasted.
Contingency	6	Fire	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.
mana Shield	6	Fire	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	Fire	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.
Fire Dragon Breath	6	Fire	20ft	30 degree cone in front of caster	Instant	By the powers of Fire and my strength of will Spellcasting Fire Dragon Breath	This spell allows the caster to exhale a deadly breath of flame that hurts everyone in the area in front of him. In game terms everyone in the area takes 1 point of fire damage to all locations.
Fire Charm	6	Fire	LoS	One Target	1 Encounter	By the powers of Fire and my strength of will Spellcasting Fire Charm	This spell must be cast on a perfectly normal camp fire or similar. Anyone within ten feet of the fire becomes automatically enthralled by the flames and is unaware of anything other than the fire for the duration of the spell. People beyond ten feet from the fire are only affected if they look directly at the fire during the duration of the spell. The effect is broken prematurely for a person if they take damage or if something or someone blocks their line of sight to the fire. Once the spell is broken for a person the flames no-longer have an effect unless the spell is re-cast.
Lava Dragons Claw	6	Fire	LoS	One Target	Instant	By the powers of Fire and my strength of will Spellcasting Lava Dragons Claw	This spell is a ranged damage spell that does a base of one point of fire 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 this spell destroys any armour on the damaged location.
Hearth to Hearth	7	Fire	Special	Caster	Instant	Powers of magic, by your grace, I'll use your powers to exit this place, spellcasting hearth to hearth	This spell allows a fire mage to enter one fire and exit from any other one. There is no limit to the range of this spell.
Lava Bolt	7	Fire	LoS	One Target	Instant	Powers of fire your secrets as known, I summon forth a molten stone. Spellcasting Lava Bolt.	This spell hurls a huge blot of lava at the target. The blob strikes the chest of the target and does 4 points THRU fire of damage. It also destroys all clothes and items worn on the chest. Magical items are unaffected.
Major Fire Flare	7	Fire	LoS	One Target	Instant	Powers of fire, your heat, your glare. Bind them in to a fire flare. Spellcasting Major Fire Flare.	This spell is the same as the other fire flare spells except this spell inflicts two points of damage to all locations.

Molton Boulder VI	7	Fire	LoS	One target	Instant	Powers of fire, powers ever older, I call forth a molten boulder, Spellcasting Molton Boulder	The caster picks up a rock (a beanbag or something suitable should be used as a physrep) and then enchants it with fire magic depending on the level of this spell used. Molton Bolder 6 will knockdown any target and do a quad of fire damage to the target and will affect anything it strikes with an ashes spell the "rock" is thrown at as long as it strikes them. If it misses then it is wasted.
Fire Dragon Breath 2	7	Fire	20ft	30 degree cone in front of caster	Instant	By the powers of Fire and my strength of will Spellcasting Fire Dragon Breath	This spell allows the caster to exhale a deadly breath of flame that hurts everyone in the area in front of him. In game terms everyone in the area takes 2 points of fire damage to all locations
Water Bane	7	Fire	Touch	Touched Item	1 Encounter	By the powers of Fire and my strength of will Spellcasting Water Bane	This spell allows a weapon to inflict additional damage vs water based creatures. For the duration of the encounter the enchanted weapon will do +2 damage against creatures of Water.
Lava Dragons Bite	7	Fire	LoS	One Target	Instant	By the powers of Fire and my strength of will Spellcasting Lava Dragons Bite	This spell is a ranged damage spell that does a base of two points of fire 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 6 damage total. In addition this spell destroys any armour on the damaged location and sets the target ablaze.
Grand Fire Flare	8	Fire	LoS	One Target	Instant	Foes of fire be aware for I am armed with a grand fire flare, Spellcasting Grand Fire Flare	This spell is the same as the other fire flare spells except that it does three points of damage to all locations on the target
Lesser Fire Ball	8	Fire	LoS	5ft radius centred on target	Instant	Powers great and powers small, I call forth a fire ball, Spellcasting Lesser Fire Ball	This spell fires a ball of elemental fire which explodes on impact. Everyone within the area of effect takes one point of THRU Fire damage to all locations.
Molton Boulder VII	8	Fire	LoS	One target	Instant	Powers of fire, powers ever older, I call forth a molten boulder, Spellcasting Molton Boulder	The caster picks up a rock (a beanbag or something suitable should be used as a physrep) and then enchants it with fire magic depending on the level of this spell used. Molton Bolder 6 will knockdown any target and do a quad of fire damage to the target and will affect anything it strikes with an ashes spell AND a Melt Spell the "rock" is thrown at as long as it strikes them. If it misses then it is wasted.
Greater Nemesis	8	Fire	Touch	Caster	1 Encounter	By the powers of Fire and my strength of will Spellcasting Greater Nemesis	This spell empowers the caster against a single target, the caster must touch the target to be affected during the casting of this spell but once this is done the casters spells do double damage against the being that was touched. No bonus is given against other similar beings or anything but the one person or thing that was touched during the casting.
Fire Dragon Breath 3	8	Fire	20ft	30 degree cone in front of caster	Instant	By the powers of Fire and my strength of will Spellcasting Fire Dragon Breath	This spell allows the caster to exhale a deadly breath of flame that hurts everyone in the area in front of him. In game terms everyone in the area takes 3 points of fire damage to all locations
Contingent Dispel Magic	8	Fire	Self	Caster	Till Used	By the powers of Fire 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.
Fire Ball	9	Fire	LoS	10ft radius centred on target	Instant	Foes before me I seek to maul, with the power of a fire ball, Spellcasting Fire ball	This spell is the same as the lower level spell except that it inflicts two points of damage to all locations on all those in the area of effect.
Immolation	9	Fire	na	5m radius around caster	instant	Powers of fire heed my calls and cover this area with fireballs. Spellcasing Immolation	This spell causes 2 points of damage to everyone within 20ft of the caster as multiple balls of fire explode outwards from the caster.
Molton Boulder VIII	9	Fire	LoS	One target	Instant	Powers of fire, powers ever older, I call forth a molten boulder, Spellcasting Molton Boulder	The caster picks up a rock (a beanbag or something suitable should be used as a physrep) and then enchants it with fire magic depending on the level of this spell used. Molton Bolder 6 will knockdown any target and do a Mortal effect to the target and will affect anything it strikes with an ashes spell AND a Melt Spell the "rock" is thrown at as long as it strikes them. If it misses then it is wasted.
Wall of Lava	9	Fire	NA	5m x 5m wall	1 Encounter	This passage way I want to block, I call upon molten rock, Spellcasting Wall of Lava	This spell creates a wall of lava in front of the caster. Anyone who walks through takes four points of THRU Fire damage to all locations as well as all equipment they are wearing is destroyed unless they resist.
Air Burn	9	Fire	LoS	1 room or enclosed space	Instant	By the powers of Fire and my strength of will Spellcasting Air Burn	This spell rapidly burns all the oxygen from the air within a room or other confined space (does not work outdoors) anyone within the area of affect is unable to breath and passes out as per the subdue call.
Fire Dragon Breath 4	9	Fire	20ft	30 degree cone in front of caster	Instant	By the powers of Fire and my strength of will Spellcasting Fire Dragon Breath	This spell allows the caster to exhale a deadly breath of flame that hurts everyone in the area in front of him. In game terms everyone in the area takes 4 points of fire damage to all locations
Lava Dragon Breath	9	Fire	20ft	30 degree cone in front of caster	Instant	By the powers of Fire and my strength of will Spellcasting Lava Dragon Breath	This spell allows the caster to exhale a deadly breath of lava that hurts everyone in the area in front of him and destroys their belongings. In game terms everyone in the area takes 1 point of fire damage to all locations and their equipment is hit with a melt or ashes effect.
Greater Water Bane	9	Fire	Touch	Touched Item	1 Encounter	By the powers of Fire and my strength of will Spellcasting Greater Water Bane	This spell allows a weapon to inflict additional damage vs water based creatures. For the duration of the encounter the enchanted weapon will do +3 damage against creatures of Water.
Greater Bane	9	Fire	Touch	Touched Item	1 Encounter	By the powers of Fire and my Strength of will Spellcasting Greater Bane	This spell allows a weapon to inflict additional damage vs one race of the opponents choosing such a elves, orcs or ogres. Undead are broken down by types e.g. zombies, skeletons, incorporeal etc. For the duration of the encounter the enchanted weapon will do +2 damage against creatures of the type chosen by the caster.
Fire Dragons Armour	9	Fire	Self	Caster	1 Encounter	By the powers of Fire and my strength of will Spellcasting Fire 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 flaming double thru with his hands for the duration of the spell.
Greater Fireball	10	Fire	LoS	15ft radius centered on target	Instant	Powers of fire with which I brawl, throw the spell of fire ball, Spellcasting Greater fire ball	As per the lesser fire ball spells but the targets takes three points of damage to all locations.

Elemental Ward	10	Fire	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 Fire magic. Water elementals, water based creatures and water spells cannot enter the warded area. Water Mages can still enter the area but they cannot cast.
Lava Dragon Breath 2	10	Fire	20ft	30 degree cone in front of caster	Instant	By the powers of Fire and my strength of will Spellcasting Lava Dragon Breath	This spell allows the caster to exhale a deadly breath of lava that hurts everyone in the area in front of him and destroys their belongings. In game terms everyone in the area takes 2 point of fire damage to all locations and their equipment is hit with a melt or ashes effect.
Lava Ball	10	Fire	LoS	5ft area centred on target	Instant	By the powers of Fire and my strength of will spellcasting Lava Ball	This spell fires a concentrated ball of elemental fire that explodes on impact. Everyone within the area of effect takes one point of fire damage to all locations thru armour and any armour on the targets is destroyed.
Fire Dragons Wings	10	Fire	Self	Caster	1 Encounter	By the powers of Fire and my Strength of will Spellcasting Fire Dragons Wings	<p>This spell calls in to effect a set of ethereal wings of fire that wrap themselves around the caster. While the spell is in effect the caster gains the following bonuses:</p> <ul style="list-style-type: none"> <li>Can move in and through fire or lava with no ill effects or movement penalties</li> <li>Gains the Fire Aura spell</li> <li>Can survive on the elemental plane of fire</li> <li>Takes -1 damage from all elemental magic except fire (to a minimum of one)</li> <li>Takes -2 damage from elemental fire (no minimum)</li> </ul>