

**Fire Elemental Spell**

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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.
Sacrifice	1	Fire	NA	Caster	NA	Mana oh Mana I desperately need, I cast this spell my mana to feed., Spellcasting Sacrifice.	This spell creates a link between the casters life and the magic. This spell allows the mage to cast any spell from his life force instead of his mana. At the cost of one point of loc. for every mana point needed for the spell, the mage can cast any spell he knows even if he has no mana left. The mage can choose which locations sustain the damage, however the damage is treated as temporary level drains which means only high level curing or 8 hour uninterrupted sleep will heal the damage.
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 10ft.
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.
Cauterize wounds	2	Fire	Touch	Touched Target	Instant	This persons wounds are bleeding, his need is truly dire. By my powers I infuse him and show the radiance of fire. Spellcasti	This spell causes all wounds on the touched location to be seared closed by magical fire. The spell heals one point of damage to the touched location but causes extreme pain to the target for 30 seconds in doing so. This spell also renders first aid skills useless on the healed wounds and those wounds may only be healed by magic. Multiple castings of Cauterise Wounds have no additional effect.
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 thieves hiding in shadows and if the target turns invisible the flame 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.
Circle of Fire	3	Fire	NA	5m radius around caster	1 Encounter	Powers of flame, I am deep in the mire, surround me now with a circle of fire, Spellcasting Circle of Fire	When this spell is cast the caster is surrounded by a wall of fire. Anyone passing through the wall takes two points of THRU fire damage
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.
Fire Seeds	3	Fire	Touch	Up to three items	Till Used	To help me complete my mighty deeds, I plant these tiny fire seeds, Spellcasting Fire Seeds	This spell enchants three items with magical fire. They then can be triggered at any time thereafter with a command word set during the casting of the spell. Each object can be given a different command work or they can all be given the same one. Be careful in giving all the items the same command word as they may all detonate at the same time when used. The mage can trigger the items from up to 20ft away. Any items used in this spell are consumed in the detonation. Each object will inflict one point of damage when they detonate.
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.
Heat Metal	3	Fire	Touch	Touched Item	1 Encounter	make them sweat, make them perspire, heat the metal by the power of fire, Spellcasting Heat Metal.	This spell causes a piece of metal to heat up to high temperatures very quickly, it does not however effect magical metals. For the first 60 seconds the target feels the metal getting hotter and hotter. After 60 seconds they take 1 point of damage to the location touching the metal item. If the target continues to hold on to/wear the metal item they take additional damage every 60 seconds there after. E.g. after 2 minutes they take 2 points of damage, after 3 minutes they take 3 points of damage and so on until they take 5 points at 5 minutes and then the spell ends.
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.

Magic Staff	3	Fire	Touch	Touched Staff	Till Used	By the power of Fire 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.
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 combustible 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 combustible 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.
Double Attack	4	Fire	Touch	Touched Target	1 Encounter	Powers of magic thee I bestow, On to a weapon so it may strike a mighty blow, Spellcasting Double Attack	This spell doubles the base damage done by any character. Any bonuses for other magical spells or bonuses from items are not doubled. Only effects one weapon per casting.
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.
Incendiary cloud	4	Fire	Special	10ft circle centered on caster	1 Encounter	Powers of fire in an almighty flash, summon forth burning ash. Spellcasting Incendiary Cloud.	As per smoke screen by the smoke also contains burning ash. Anyone in the area of effect EXCEPT the caster takes 1 hit all over every 20 seconds they are in the area.
Lesser Detonate Mana	4	Fire	Caster	20ft Circle centered on caster	Instant	Powers of fire I see my doom, I sacrifice myself to power this spell, my life I consume. Spellcasting Lesser Detonate Mana	A last ditch attack made buy the fire mage. It has a 20ft area of effect centred on the caster. It does 1 all over to everyone in the area of effect for every 1 all over the character sacrifices to the spell. Plus an additional 1 all over for every 4 mana the caster sacrifices to the spell. Note that the caster also takes the damage. Damage inflicted is fire damage and strikes THRU armour
Melt	4	Fire	Touch	Touched 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.
Spell Burn	4	Fire	Self	Caster	Till used	Powers of flame, your favour I earn, help me now, this magic burn. Spellcasting Spell Burn	Defends the Spell caster by burning the next spell cast on the user into mana equal to the half level of the spell cast. It affects beneficial spells as well.
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 drawbacks, 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 it 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.
Drawer on Element	5	Fire	NA	Next Spell	NA	Power of magic I hold you in awe. On you now I must urgently call, Spellcasting Draw on Element	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.  If they meditate for one minute then subsequent spells cast for the next encounter will do +1 damage or have +50% duration.  If they meditate for two minutes then subsequent spells cast for the next encounter will do +2 damage or have +100% duration.  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.
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.

Lantern Light	5	Fire	Touch	Touched Lantern	1 Encounter	By the powers of Fire and my strength of will Spellcasting Lantern Light	In order to use this spell the caster must have some sort of directional light source. The spell enchants the light source so that anything it shines upon cannot hide either through the use of the hide in abilities or through spells such as invisibility. It should be noted however that users of the water camouflage spells or similar abilities are not revealed by this spell. As long as the light is shined upon a target the target cannot hide or turn invisible. The spell lasts until the lantern is extinguished or its duration expires. Note that this spell only functions in the dark or in low light when the lanterns light is actually visible.
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.
Spell Echo	5	Fire	Self	Caster	Till Used	By the powers of Fire 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.
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.

Fire Tail	6	Fire	Touch	One Target	1 Day	By the powers of Fire and my strength of will Spellcasting Fire Tail	The target of this spell leaves a trail of fire behind them as they move, the trail is only visible to the caster but using this spell the caster may easily follow the target. However the tail only works as long as the target is walking. If they use any other form of movement then the tail will stop until the target begins to walk again. Therefore spells like translocate would cause the trail to break at the point of departure and start again from where he arrived.
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.
Flame Wave	7	Fire	10m	45 degree arc	Instant	Powers of fire, powers so grave, bring me forth a mighty flame wave. Spellcasting Flame Wave.	Anyone within the 45 degree arc and less then 40ft from the caster takes one point of Fire damage all over and gets knocked to the ground as per the knockdown call.
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.
Pure Elemental Weapon	7	Fire	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 Fire. The weapon can be of any size or shape the caster chooses and inflicts +2 points of damage per blow thru armor. Pure Fire weapons add the call FLAMING and THRU to their normal damage call and inflict +3 damage instead of +2.
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.
Plane Portal	8	Fire	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	Fire	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 natrual creature there.
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.
Detonate Mana	9	Fire	Caster	20ft Circle centered on caster	Instant	Powers of fire I see my doom, I sacrifice myself to power this spell, my life I consume. Spellcasting Detonate Mana	A suicide attack which consumes the mage and all his mana with explosive results. 20ft Area of effect – damage is 2 all over per loc the caster has + 2 for every 5 mana the caster has. This will kill the caster. Damage inflicted is THRU damage
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.
Fire Storm	9	Fire	Self	10m radius around caster	1 Encounter	Powers of fire grant me a storm, by these rites of magic performed. Spellcasting Fire Storm	This spell brings in to effect a black cloud over the caster. A single meteor strikes in the area every 15 seconds and the caster may direct where it strikes. The storm moves with the caster and only those within 20ft of him can be effected by the meteors. The first meteor strikes 15 seconds after the spell has been cast. Each meteor does 2 points of damage to the target on the location the mage states.
Immolation	9	Fire	na	5m radius around caster	instant	Powers of fire heed my calls and cover this area with fireballs. Spellcasting 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 Boulder 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.
Dismiss Elemental	9	Fire	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.
Rune Armour	9	Fire	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	Fire	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.
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 meleé 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.

Internal Combustion	10	Fire	Touch	Touched Target	Special	Powers of fire, you have my trust, make this target internally combust. Spellcasting Internal Combustion.	"This spell causes the target to burst in to flames. Every 10 seconds the target takes one point to every location until he or she falls unconscious. Once unconscious the fire stops burning and appears to go out. If anyone heals the target again then fire will re-appear after 10 seconds and start its effects again. The fire can be extinguished by any of the following means: 1: Any water spell 2: Any cold effect 3: A large quantity of liquid (equal to about 4 waterskins) Of course the caster can end the spell at any time. It should be noted that the flames can only be extinguished while they are active. Only the dispel magic will prevent the flames returning if used on the target when they are unconscious."
Phoenix Nest	10	Fire	NA	Caster	NA	This is not a time in spell and therefore there is no verbal as such.	The casting takes so long because the mage must prepare a nest for himself in a special location chosen by the mage before the spells casting begins. The caster may include anything he desires in the construction of the nest and often protective magics are employed because if the nest is disturbed then the spell is broken. Once cast the spell can not be dispelled and can only be broken by smashing the nest. Should the caster of the spell ever be killed while the phoenix spell is in effect then his body and anything he was carrying/wearing (including magical items) are consumed in a scorching hot fire. The burning takes 5 minutes to complete. During that time no-one can approach the body as the flames are simply too hot. Once the burning is complete and all the possessions the mage carried destroyed then an egg appears in the prepared nest. After 2 weeks the egg hatches and the mage emerges alive and well if completely naked.
Control Elemental	10	Fire	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.
Elemental Transformation	10	Fire	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 Water magic and spells Caster gains the pure Fire elemental weapon effect Caster gains Fire Aura effect
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.
Duel Casting	10	Fire	Self	Caster	1 Encounter	By the powers of Fire 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.
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	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: Can move in and through fire or lava with no ill effects or movement penalties Gains the Fire Aura spell Can survive on the elemental plane of fire Takes -1 damage from all elemental magic except fire (to a minimum of one) Takes -2 damage from elemental fire (no minimum)