

Book of Magic



Book of Magic



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So welcome to the Balrog Gaming Book of Magic. This Tome is designed to give you a little more depth about the skills and abilities of Magic uses within the Balrog gaming system.

So let's start by looking at races that have the ability to become a magic user. Well basically all races within the system could use magic, but some will sufferer disadvantages because of their race.

The two main races affected are Fire Dwarves, and Frost Men:

Frost men are usually very heavy set and thus the dexterity required to cast the spells is very difficult. If you did wish to cast magic your trade off would be you would not have the natural thick skin that is attributable to this race.

Fire Dwarves on the other hand although been stout and thus not usually associated with been a magic user cannot use fire magic as their bodies absorb the fire instead of acting as a storage and conduit system.

Also think about the culture of your chosen race, would it shun the use of magic? Would they be associated with only certain types of magic? How then did you get to learn magic in a society that does not practice it?

So what of your alignment? Well you can be anything you wish; however as in real life, evil alignments are usually outlawed and punished by others, so your true self would have to remain hidden amongst normal folk.

So what is a Magic User?

Magic users (or Arcane spell casters) may go by any number of names, each one perhaps depicting how they have chosen to proceed down the art of Magic. You could be known as a Warlock, a Mage, a Sorcerer, or a Spell Caster just to name a few. Not all arcane magic users are aware of the differences in the names that are given, however this is open to discussion with the refs and character development team.

These people usually devote their life to the following of magic. The acquirement of magical knowledge can be dependant on the personality and alignment of that mage. He/she could spend most of their life trawling through tombs of magic, reasearching the art and fabric of magic itself. Or it could be they travel the land to acquire more spells and knowledge.

Usually the acquisition of magic means they will need some financing; they could do this by adventuring or perhaps sell their skills to others to gain money and wealth. Some guilds may pay for research, or even a Baron may wish a mage to have a more effective arsenal to use against his foes and thus finance his study.

What is arcane magic?

These are typically spells devoted to manipulating energy, converting one substance to another. For the magic user, these spells are generally committed to memory after a session of meditation upon a spellbook containing the details of the incantation; this is not always the case as some magic users may be experienced enough to remember the incantation. However what they may use a reference book for is the rituals required to store or channel the energy.

So how do you gain advancement as an arcane spell caster?

Magic is gained through experience. Because the mage has to absorb the power for a spell, he will have to learn how to draw the power for higher level spells. He/She will then have to understand how he/she can move this energy within him/herself and release this arcane power in the desired fashion. (See later for channelling)

For example take the spell "Trip" The mage will have to learn how the power of the earth stored in them needs to be fired into the ground causing that part of the ground to expand in the desired location. The ways of learning new spells may come from studying magic books explaining how to use the stored energies. Or it may be taught by another mage who can cast a particular spell.

MAGIC

There are five types of commonly known magic on this world, four of which apply to the four elements i.e.

- **FIRE**
- **EARTH**
- **WATER**
- **AIR**

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The fifth and most frowned upon is that of **NECROMANCY (For information on this particular power please refer to the “Tome of the dead”)**. There are two other types of magic power but they are extremely rare and practitioners of these are more myth than reality. (Refer to **“Scrolls of Light and Dark”** for information on these); only in exception circumstances will a PC be allowed to be one of these types of Magic users)

How Magic works in Yarm

All magic works on the conversion of energies, so the more powerful the energy source the more powerful the spell that can be enacted. The problem with the use of magic however is that the energy for the spell release has to be stored inside the mage, (or passes through the mage in the case of channelling) this means that dependant on the progression stage of the character depends on the amount of energy that can be stored (or passed through the body) safely. The longer a mage takes to release this energy the greater the time in which he/she has to recover after.

The release of that energy means that the mage will feel drained for a time period, feeling really weak and being unable to move fast, (They can still cast other spells however, but the recovery time is cumulative). Table 1 depicts the recovery time required for the energy stored over a time period. (Basically it takes 1 min of weakness per level of spell per hour stored, or a quarter of that if dropping into unconsciousness.)

How you role play this as a mage is up to you, the following table is a guideline on how long you will feel weak for. Dropping into unconsciousness instead of feeling weak can affect some mages. If role played like this the recovery times are quicker as the body has time to rest completely.

Basically it is up to you to role-play the way magic effects you. However the Game co-ordinators will monitor this to make sure it is being role-played honestly.

LEVEL OF SPELL	TIME ENERGY STORED IS RELEASED	TIME PERIOD FOR RECOVERY (Feeling weak)	TIME PERIOD FOR REGAINING CONCIUSNESS
1	1-4 hr	1 to 4 mins	15 secs to 1 min
1	4-8 hr	4 to 8 mins	1 min to 2 min
1	8-16 hr	8 to 16 mins	2 min to 4 min
1	16-24 hr	16 to 24 mins	4 min to 6 min
2	1-4 hr	2 to 8 mins	30 secs to 2 min
2	4-8 hr	8 to 16 mins	2 min to 4 min
2	8-16 hr	16 to 32 mins	4 min to 8 min
2	16-24 hr	32 mins to 48mins	8 min to 12 min
3	1-4 hr	3 to 12 min	45 secs to 3 min
3	4-16 hr	12 to 48 mins	3 min to 16 min
3	16-24 hr	48 mins to 72 mins	16 min to 24 mins

Table 1

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If the energy is stored past 24 hours then the magic within consumes the mage turning them into that from which the energy was taken.

Channelling

Unlike the storing of energy, this method of arcane magic manipulation means the magic user acts a conduit for the energy, manipulating it as it passes through their body. This requires them to be near the source of the energy to be able to cast. The further from the source the weaker the energy and thus the weaker the spell they can cast. See **Table 1b** for distances and spell level. The power source level will be given by the Game co-ordinator.

It is not just a simple case of been near the magic source, that source and the caster require a ritual to prepare both caster and source so the energy can be released from the source and channelled through him/herself. Once completed that stays in place for 24 hours. However the channelling magic user will still suffer the same fatigue as listed above in **Table 1**.

Power source Level	Distance from source	Top level of spell	Number of spells before depletion
Low	1m	1	5 total 1 st level
Low	10m	1	4 total 1 st level
Low	100m	1	3 total 1 st level
Medium	1m	3	20 total 5 3 rd max
Medium	10m	3	20 total 4 3 rd max
Medium	100m	3	20 total 3 3 rd max
High	1m	6	50 total 5 6 th max
High	10m	6	50 total 4 6 th max
High	100m	6	50 total 3 6 th max

Table 1b

The only generally known channellers are the Yarhulls as the magic sources are so rich that they are never far from a large source, however their spells they use requiring channelling are not your standard spells, and they are spells that imbue apparatus to perform job functions. The Yarhulls also have the ability to store magic as the sources they have come across external to their lands would not support the magic's they normally cast.

There are other channellers, that of Light and Dark, but as stated before these are more a myth than the norm, and in game terms are usually NPC's (Non Player Characters). Please refer to "The scrolls of Light and Dark".

How to draw energy for magic

This is done by the mage enacting a ritual both verbal and semantic; the effectiveness of this will be down to the game co-ordinator. The time period to draw the power will vary on how much energy has to be stored. Table 2 below shows how long it takes to store power providing the ritual is good enough and the power source adequate. Not

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only is the time longer for higher level spells but the energy source must be greater. For example using the elemental magic of water a mage wishes to learn a first and a third level spell. The first level spell would need water that is moving slightly e.g. a small ambling brook, but for the third level spell energy the mage would need a small waterfall (For the exact requirements consult the game/campaign co-ordinator).

There is also a problem attached to the drawing of energies, there is a chance that all the power will be drawn off thus causing the source not to exist. For example an earth mage tries to draw power for a third level spell, but the ground from which it is drawn is not in its most fertile state i.e. winter, this causes all the life in the ground to be extinguished. The land for a large radius is dead never again being able to support life. Again consult the game co-ordinator for exact effects.

SPELL POINTS	TIME SPENT ACCUMULATING POWER
1	6 MIN
2	12 MIN
3	18 MIN
4	24 MIN
5	30 MIN
6	36 MIN
7	42 MIN
8	48 MIN
9	54 MIN
10	60 MIN

Table 2

Table 3 below shows what maximum spell levels can be learnt at what mage level. A mage can only retain enough energy for 10 spells altogether, for example Mandrake is a 4th level mage he has the capability to store 3 second level plus 7 first level, or he could choose to store 2 second level and 8 first, his final option is to store 1 second and 9 first. 1 spell point equals 1 spell no matter what level.

MAGE LEVEL	HIGHEST NUMBER OF SPELL LEVEL THAT CAN BE STORED
1	10 x 1st
2	1 x 2nd
3	2 x 2nd
4	3 x 2nd
5	1 x 3rd
6	2 x 3rd
7	3 x 3rd
8	1 x 4th
9	2 x 4th

How to cast magic

To cast the stored energy in the form of a spell the caster must follow the procedure laid out below;

1. Draw upon the stored energies (Up to the individual how they want to role play this)
2. State the element from which the energy belongs (e.g. "By the power of the earth.....")
3. Name of the spell (e.g. "trip")
4. Point to the individual or item effected
5. If there is a location then state the location (e.g. "right arm")
6. If there is damage state the damage (i.e. "one point")

For example Charleston is a fire mage; an Orc wielding a wooden club is bearing down on him, he concentrates summoning the power within him points at the club in the Orcs hand and says "By the power of fire Ignite club right hand". The club bursts into flames, the Orc being stupid just looks at it and suffers a point of damage to his right hand, this renders the hand useless, and it retreats screaming in agony.

Magic Resistance

Everyone has a chance to be immune to the magic that is cast at them. Certain races have the ability to be immune to magic of particular elemental energies, for example some Elves are resistant to some earth related spells where it states there is a save. Other individuals will be resistant to certain magic where saves apply dependant on their background. This will be disclosed during character creation and development.

Ethos behind all the magic areas

Only one sphere of magic is open to an individual, the way in which the body has to store or channel the energy does not make it possible to accept more than one energy transference and conversion. There are however two races that can use two magical spheres, these can be found under the "Beast Men/women" heading in the core rule book.

Earth magic

Mages who follow this element become attuned to particular types of land, they can read the land, and they are usually at one with nature, and consider it a sacrilege to destroy the land. This applies to the majority, but there is a minority that will strip the land of its life purely to feed their need for power. If these two factions ever meet and they are aware of each other's beliefs then usually bloodshed ensues.

It is said that the elemental of earth was created by the earth mother to enable her followers to be able to rejoice in the power that she is willing to share.

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The predominant followers of earth magic are the Elven races as they have such close contact with this element, and the earth mother. They however will locate and kill all those who use this elemental power to destroy the earth.

Fire magic

This is one of the most destructive and damaging magic elements, but the power required to use this is large because of its destructive force. It is said that the magic of this element was first encountered in the volcanic region of "Simoshull", but the Narhills use its lesser magic to enact light generating spells, and have done for thousands of years, so there is no historical evidence as to where this elemental magic originated.

Those who follow this magical sphere tend to be very cautious on their use of the magic due to its volatile destructive nature. Although there are those that create wanton destruction, but these individuals unless they have a source for the energy, tend to keep their practising a secret, as they tend to be vulnerable for large amounts of time after casting.

Water magic

This magic is said to be life giving, as water is needed to feed life. The followers believe that they gave the life to the earth, so that water magic is more the controlling force, which sometimes leads to arrogance of Mages who follow this area of magic. They believe that fire is their only true opposition and shun anyone who practices fire magic.

Air magic

This magic needs the movement of air to transfer energy to the mage; this can be anything from a light breeze, to a full blown hurricane. The obvious problem with the hurricane is the proximity that the mage has to be to draw off the power; usually they will enact some form of protection from a lower level spell to allow them to draw the greater energy of the hurricane.

It is said that this magic was first enacted by a now extinct race of mountain people who constructed wings and used the power given to them by the air elemental to fly amongst the mountains to hunt.

This magic only tends to be prolific in windy climates for obvious reasons. People who tend to follow this line of magic tend to become wanderers, they like their freedom as they see the air elemental from which they draw their power as a free spirit blowing throughout the world whenever it pleases.

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Necromantic magic

This magic is frowned upon and feared by most races as the power that it uses is from living beings/animals. It unlike the other magic's takes all the life force from the subject for energy transferral and conversion. In other words it kills the individual/creature from which the power is drawn. Because of this complete power absorption that takes place the mage can be overloaded with energy which their body cannot handle. Therefore they have to practice extreme caution, and take the energy from a individual/creature that possesses only the right amount of energy, consequently most practices of this art have learnt how far to destroy a individuals/creatures life-force before enacting the ritual to transfer the energy.

This magic is relatively young in the world of Yarm and is said to originate from the followers of "Garthos" who enacted sadistic rituals of pain and suffering on their people, all in the name of their god. It is believed that this religious faction has however been removed from the world of Yarm, but some believe it may have just gone underground to avoid persecution.

Please see the "Tome of the dead" for more on Necromantic magic

Rune casting:

All arcane magic users of the 4 main elements have the capability of placing a Rune on an individual including themselves. The player has to learn these runes from others or from their character development, they cannot simply just gain them as they gain a level, they have to be taught and practiced.

To cast a rune it still has the effect of draining on the wizard that draws the rune. The power release in this form is more painful to the spell caster as the power is almost dragged out of them and imbued into the ink of the Rune.

Generic


Level 1


These are the generic runes that can easily be learned by each elemental wizard (Except Necromancy; see Tome of the dead).

These Runes will have **one use in one combat**. They will fade after 12 hours

Strength: (Adds 1 extra to damage on arm rune given too). {This is derived from the Earth element but can be transposed to any}

Extra hit: on one location (Rune location). {This is derived from the Water element but can be transposed to any}


 **Parry:** Allows free limb to parry an airborne light weapon for one combat {This is derived from the Air element but can be transposed to any}


 **Immune to fire:** makes limb immune to normal fire for one combat. {This is derived from the Fire element but can be transposed to any}


Level 2


Level 1 Runes cast at level 2 will last for a whole combat.

All Runes cast at 2nd level will only last for 6 hours; level 2 runes will have **one use in one combat.**

 **Strength:** (Adds 2 extra to damage on arm rune given too). {This is derived from the Earth element but can be transposed to any}

 **Extra 2 hits:** on one location (Rune location). {This is derived from the Water element but can be transposed to any}

 **Parry:** Allows free limb to parry an airborne light weapon for one combat {This is derived from the Air element but can be transposed to any}

 **Immune to fire:** makes 1 limb and torso immune to normal fire for one combat. {This is derived from the Fire element but can be transposed to any}

Specialist

First level runes - Take the power of a first level spell

These Runes can replicate a spell or resist a named spell (once), in other words the rune will allow the person cast on to replicate that spell at a target for 1 combat. It lasts for 15 mins from been drawn, or one combat whichever is the sooner.

The rune wearer casts the spell as would the mage but they do not suffer effects of draining the spell caster would. They will however feel a reaction when casting the rune as a spell.

Earth; will be like a thump in that location

Air; will be momentarily make the person wheeze

Fire; they will be a burning as though they have had a cinder fall on their skin

Water; Their mouth will fill with flem

 **Earth**

trip / immunity/cast

 **Air**

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Spin / Immunity/cast



Fire

Ignite / immunity/cast



Water

Mist / Immunity/cast

Second level runes. - Take the power of a second level spell

These Runes can replicate a spell or resist a named spell (once), in other words the rune will allow the person cast on to replicate that spell at a target for 1 combat. It lasts for 1 hour from been drawn, or one combat. The rune wearer casts the spell as would the mage but they do not suffer effects of draining the spell caster would. They will however feel a reaction when casting the rune as a spell.

Earth; There rune location will be knocked back

Air; will gasp for air for 5 secs

Fire; That part of the limb cast on will feel like it's on fire for 5 secs

Water; They will involuntary throw up once

If they use a second level specialist spell to cast a 1stlevel specialist rune, the rune will last for 3 hours as apposed to 15 mins if cast at first.



Earth

Entangle 1 / immunity/ cast



Air

Gust / Immunity (Triggered by 1st combat)/ cast



Fire

Flash finger / immunity (Triggered by any combat)/ cast



Water

Waterblast / Immunity(Triggered by any combat)/ cast

Earth Spells

1st Level

1. **DETECT MAGIC:-** This enables the caster to detect if there is any magic cast on a particular item, it will immediately tell the caster if the sphere of magic is Earth or from the god "Julan" It only works on one object and the caster has to touch that object

Range: Touch **Save:** N/A

Duration: immediate

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2. **TRIP** -The target is tripped by the subtle moulding of the ground, falling flat on his/her face, as from an unexpected fall

Range: 20 paces

Save: none

Duration: Immediate

3. **ENTANGLE 1** – This entangles an opponent, the roots are roots such as brambles etc they have 2 hp so they can be cut with 2 swipes of a sword for example.

Range: 5 paces

Save: Non

Duration: till cut free

2nd Level

1. **EARTHMASTER** - Causes the ground to mould around 1 targets legs, can't move for 60 count.

Range: 10 paces

Save: Applies - negates

Duration: 60 count

2. **CAMOUFLAGE** – You can blend into the background for up to 3 mins without any detrimental effect. The background has to be natural and not constructed. You can be detected by either smell or touch. If you remain in camouflage for longer than 3 mins, for every 30 secs above that you loose a Hit point. This is only recovered 1 every 24 hours.

Range: Touch

Save: N/A

Duration: 3 mins

3. **ENTANGLE 2** – This entangles an opponent, the roots are roots such as small trees etc they have 3 hp for an **Axe** so they can be cut with 3 swipes of an axe. a sword will require 6 hits.

Range: 5 paces

Save: Non

Duration: till cut free

3rd Level

1. **ERUPTION** - The caster causes the ground beneath a foes feet to explode upwards. Failure to **Save** results in 1 hits being delivered to foes legs and loss of footing (fall over)

Range: 10 paces

Save: Applies - negates

Duration: Immediate

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2. **ENTANGLE 3** – This entangles an opponent, the roots are roots such as large trees etc they have 4 hp for an **Axe** so they can be cut with 4 swipes of an axe, a sword will require 12 hits.

Range: 5 paces

Save: Non

Duration: till cut free

4th Level

1. **MIND FORTIFICATION:** This enables the wizard to stop the effects of the magic drain for 60 mins, only one of these spells can be cast in a 24 hour period. After 60 mins, the mage has to lie down for 2 hours.

Range: Touch

Save: N/A

Duration: Immediate

2. **POISON CLOUD:** This causes a cloud of 10 foot radius which is poisons anyone in the cloud loose 1hp per 6 sec even if you leave. Cure poison cures

Range: 10 paces

Save: negates

Duration: till unconscious

5th Level

1. **ELEMENTAL FORM** – The Caster turns into a stone elemental. Possessing great Strength. The caster is immune to all arrows, swords and axes do half damage. Only hammers and crushing weapons can harm the caster unaffected. HP total now 30 hits. When hitting in close combat he can do “Double” Once every 60 Secs the caster can use “Sunder”.

Range: Caster only

Save: N / A

Duration: 3 minutes

Following the transformation the caster must rest for 1 hour and cannot cast anymore spells for 24 hours as the drain is too much.

Water Spells

1st Level

1. **DETECT MAGIC:-** This enables the caster to detect if there is any magic cast on a particular item, it will immediately tell the caster if the sphere of magic is Water or from the god “Mekos” It only works on one object and the caster has to touch that object

Range: Touch

Save: N/A

Duration: immediate

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2. **WATERBLAST**:- This causes a jet of water to emanate from the Mages hand which will knock an individual from their feet for a distance of 10 paces unless they manage to grab hold of a fixed object.

Range: 10 paces

Save: Applies - negates

Duration: immediate

3. **MIST**: - The Caster summons a momentary mist / fog that obscures the vision of a Single Target, giving the caster a few seconds of time to act. This is a diversionary tactic and if harmful acts are used against the target they will gain their sight immediately. (The target must close their eyes for a count of three)

Range: 30 paces

Save: Applies - negates

Duration: Immediate and lasts three seconds.

2nd Level

1. **WATER BLADE**: This enables the caster to make a magic weapon the size of a medium sword, magical for the length of a single combat. The blade also has the ability to extinguish small fires if it touches them for a 10 second period, once this is done however the magic is dispelled. The wielder of the sword must shout, "Enchanted water blade" on use.

Range: Touch

Save: N/A

Duration: 1 combat

2. **FREEZE**: – The spell caster causes the water vapour in the air to freeze round the torso or a limb of the target. Either an arm which will then be able to only move at a slow speed. A leg which will cause the target to hobble or hop, or the torso which has the effect of causing the caster to take 10 secs to cast. This spell cannot be used to target the head, too much warm air around to effectively freeze.

Range: 10 paces

Save: Applies Negates

Duration: 20 seconds

3. **SUMMON WATER**: The caster can summon water. About one litre in quantity, the water can be summoned into a container or use to spray from the casters hand.

Range: Caster

Save: N / A

Duration: Instant

3rd Level

1. **WHIRLPOOL:** This causes a whirlpool to envelop a target for duration of 1 minute. The individual in the whirlpool cannot see out or hear what is going on outside (They must close their eyes and hum or put their fingers in their ears till either the spell dissipates or it is dispelled). Any weapons/items thrust into the whirlpool from either side will be ripped out of the individual's hand; this weapon will fall to the ground when the spell dissipates.

Range: 10 paces

Save: Applies -negates

Duration: Immediate

2. **FREEZE 2:-** The greater version of the Freeze spell can cover more of the target's body and make those parts motionless as if frozen solid. You can only target either target arms or legs, not one of each due to the distance between them and the air needs to be frozen. If you target both arms together the target would not be able to fight effectively (but can run away), If you target both legs together, it stops the target's movement but allowing the target to fight or defend itself. The caster must specify the limbs affected

Range: 10 paces

Save: Applies Negates

Duration: 20 seconds

4th Level

1. **MIND FORTIFICATION:** This enables the wizard to stop the effects of the magic drain for 60 mins, only one of these spells can be cast in a 24 hour period. After 60 mins, the mage has to lie down for 2 hours.

Range: Touch

Save: N/A

Duration: Immediate

2. **DROWNING:** This fills lungs with water, causing the victim to collapse, they lose 1HP per sec till they hit zero.

Range: 10 paces

Save: negates

Duration: till unconscious

5th Level

1. **ELEMENTAL FORM:-** The Caster turns into a water elemental. Able to travel in bodies of water and flow like water. The caster is immune to all solid weapons as they enter the body itself and cause no damage. Enchanted weapons cause 1 hit.

The Elemental is immune to all water spells, However Freeze spells cause pain and slows the caster down to a walking speed.

HP total now 20 hits. When hitting in close combat the caster does no damage, However he can grab and drag a person into its body. Causing the same effect as the drowning spell.

Range: Caster only

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Save: N / A

Duration: 3 minutes

Air Spells

1st Level

1. **DETECT MAGIC:-** This enables the caster to detect if there is any magic cast on a particular item, it will immediately tell the caster if the sphere of magic is Air or from the god "Shakra" It only works on one object and the caster has to touch that object

Range: Touch

Save: N/A

Duration: Immediate

2. **SPIN-** The caster causes a specific target to whirl at extreme speed. The target loses anything held as s/he spins (throws them outward). The target spins for a 20 count.

Range: 10 paces

Save: Applies - negates

Duration: 20 count

3. **PARRY:** - The caster can summon a small movement of air to intercept incoming **Ranged** attacks. It only works on light weight **Ranged** attacks (small throwing knife, arrow, crossbow bolt) and the small incantation is not enough to incur the usual penalties for casting a spell, you can cast it three times before you incur the penalties. The spell only works on **Ranged** attacks; it has no effect on close combat weapons. (In game terms any arrow or smaller thrown weapon that is fired at the caster after the spells completion will be claimed as a miss. Regardless of whether the actual hit took place; one missile per casting) It can be used to parry for another person that is next to the caster, however the normal penalties for casting will take effect and can only parry one projectile aimed at that person per casting.

Range: Caster only, or one nominated person next to the caster.

Save: N / A

Duration: The next counting ranged attack

2nd Level

1. **GUST** - The caster causes a powerful gust of wind, they are blown back 10 paces unless they can grab hold of a fixed object. Any in range to the front of the caster must **Save** or be knocked from their feet.

Range : 30 paces

Save : Applies - negates

Duration : Immediate

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2. **ARMOUR:-** The Caster is surrounded by strong gusts of wind. These cause the arrows of would be attackers to be cast away. Directed spells will go through the armour and affect normally. However the caster can only move at a slow walking speed while the armour is up, to avoid being hit by the winds themselves. If the caster runs they are assumed to be hit by the spell "Spin". Once the duration is up, the normal effects of casting a spell will take effect (feels fatigued)

Range: Caster only

Save: N/ A

Duration: 30 seconds

3. **VOICES:** - The Caster creates voices and noises on the wind that could distract a target or group of targets in close proximity. The sounds can only be heard in that close vicinity, so those outside it will assume the targeted creatures are mistaken.

Range: Targets within 30 paces

Save: Applies - Negates

Duration: 30 seconds

3rd Level

1. **TORNADO:** This causes a mini tornado to envelope a target for a duration of 1 minute. The individual in the tornado cannot see out or hear what is going on outside (They must close there eyes and hum or put their fingers in their ears till either the spell dissipates or it is dispelled). Any weapons/items thrust into the tornado from either side will be ripped out of the individuals hands and flung a distance of 20 paces in the opposite direction from which they entered

Range: 10 paces

Save: Applies -negates

Duration: Immediate

2. **ARMOUR 2:-** The Caster is surrounded by stronger gusts of wind. Casting aside arrows, and heavier thrown objects/weapons such as rocks and axes. It will also turn away a knife in close combat. Unlike the lesser spell the caster is able to control the winds to a greater effect and act normally during the spells duration. Once the spell has finished the caster will suffer the normal penalties from casting.

Range: Caster only

Save: N/ A

Duration: 30 seconds

4th Level

1. **MIND FORTIFICATION:** This enables the wizard to stop the effects of the magic drain for 60 mins, only one of these spells can be cast in a 24 hour period. After 60 mins, the mage has to lie down for 2 hours.

Range: Touch

Save: N/A

Duration: Immediate

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2. **SUFFOCATION:** This forces air out of lungs causing the victim to collapse, they lose 1HP per sec till they hit zero.

Range: 10 paces

Save: negates

Duration: till unconscious

5th Level

1. **ELEMENTAL FORM:-** The Caster turns into an air elemental. Semi transparent and able to hide easily in the undergrowth unless attacking.

The caster becomes hard to target as the being is made up of fast moving air currents. Causing all ranged attacks to be useless and all small light close combat weapons to hit with great difficulty. (roleplay this)

Special attack the caster can use parry without ill effect to itself, parrying all ranged weapon attacks against it with a wave of its hand. Enchanted weapons cause 1 hit. The Elemental is immune to all Air spells.

HP total now 20 hits. When hitting in close combat the caster can drag a person into their body and the suffocation spell effects can take place. He can also cast Gust every ten seconds.

Range: Caster only

Save: N / A

Duration: 3 minutes

Following the transformation the caster must rest for 1 hour and cannot cast anymore spells for 24 hours as the drain is too much.

Fire Spells

1st Level

1. **DETECT MAGIC:-** This enables the caster to detect if there is any magic cast on a particular item, it will immediately tell the caster if the sphere of magic is Fire or from the god "Garthos" It only works on one object and the caster has to touch that object

Range : Touch

Save : N/A

Duration : immediate

2. **IGNITE-** This spell creates a violent volatile reaction of a combustible non living item- 1 object will begin to burn furiously. If held/worn it inflicts 1 points of damage per 2 count.

Range : 20 paces

Save : None

Duration : Up to a 20 count

2nd Level

1. **FLASH-FINGER -** The caster invokes a flame of 10 foot length, striking a single target for 1 points of mystic damage on a named location

Range : 10 feet

Save : Applies - negates

Duration : Immediate

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2. **LIGHT:** This produces a magical flame the same brightness as a single candle for a period of 15 mins (Prop needed). The light can appear in an area 15 ft from the mage. (This is done by calling a time freeze and placing the light source in the desired location).

Range : 15 ft

Save : N/A

Duration : 15 mins

3rd Level

1. **ENGULF** - Target is engulfed in flame taking 1 hit per location unless saving.
Range : 10 paces
Save : Applies - negates
Duration : Immediate
2. **COMBUSTION** - Starts a reaction in any living target (undead, etc. unaffected). The target begins to slowly burn taking 1 hit/loc. per 10 count, ignoring armour, until dead and ash remains unless totally covered by water or enveloped in ice etc. As long as the air is stopped getting to the body.
Range : 20 paces
Save : Applies - negates
Duration : Immediate

4th Level

1. **MIND FORTIFICATION:** This enables the wizard to stop the effects of the magic drain for 60 mins, only one of these spells can be cast in a 24 hour period. After 60 mins, the mage has to lie down for 2 hours.
Range : Touch
Save : N/A
Duration : Immediate
2. **NOVA:-** The Caster uses this spell as a last resort. This will cast Engulf on all targets, friend or foe within range of the caster. It is used only as a last resort when the Caster is surrounded by foes.
Range: 10 paces radius
Save : Negates
Duration: Instantaneous

5th Level

1. **ELEMENTAL FORM:** This turns the caster into a fire elemental, thus doing 1 hp of damage on touch and is immune to all fire. HP total now 25; Special Attacks: **Flame force;** this will produce a force which can be directed at an individual, it will knock the individual off their feet doing 1 point of subdual damage. This can be done every 10 secs. **Engulf;** If they hold on to a person they will ignite all combustible material and take 1 point of damage per 5 secs.
Range: Touch
Save N/A
Duration 3 mins

