

Elemental

Elementalists may draw spells from fire, earth, air, and water magic, all of which are subschools of elemental magic. In addition, there are spells that may only be used by elementalists, and not by any members of the subschools. Note that an elementalists may get points for casting the same spell from two different subschools (i.e., *detect magic* in both fire and earth magic), since the spells are not actually identical, but rather different approaches that accomplish the same result; each spell requires separate knowledge to cast (and the spell point costs may be different if the approach is more difficult in one class than in another).

Elemental magic is not available to witches.

Total Spells:	933 (combines fire, earth, air, water, and mixed elemental spells)
Spell Breakdown:	
1–5 points:	461
6–10 points:	132
11–15 points:	37
16–24 points:	51
25–34 points:	61
35–44 points:	39
45+ points:	150

The diamonds after each spell's cost indicate the number of times a wizard gets points for casting that spell.

The default ranges given for each spell can be adjusted downward at the same spell cost, though doing so will make casting take a little longer. In other words, a spell that costs 2/hour could be cast for 8 hours (for 16 points), for 1 hour (for 2 points) or for ½ hour (also for 2 points, as the caster chooses). And a spell with a 100-yard radius could be scaled down to cover a single house for the same cost.

Spells marked with ☞ are available to minstrel mages.

The following spells may be used by full elementalists only, since all of these spells span all 4 subschools of elemental

magic. Elementalists may also use fire, earth, air, and water spells.



delay variable delays a spell until a certain vague condition is met.

For example, a spell might be delayed until a creature passed through a door, etc. This *delay* can be used on spells within any of the subschools of elemental magic.

delay ◇◇◇◇ 11/year ☞

extended delay ◇◇◇◇ 33/10 years ☞

conditional delay 55 ◇◇◇◇ will permanently delay a spell until the conditions set on the spell have been reached. For example, a spell could be delayed indefinitely until a creature walked through a certain door. This spell can be used on spells within any of the subschools of elemental magic. ☞

conditional ensorcel 55 ◇◇◇◇ enchants an item in the same manner as an *ensorcel* spell, but allows a condition to be imposed on the ensorcelled item. A sword that could only be used against blue creatures, for example, would use conditional ensorcel. As with *ensorcel*, a *permanency* spell must be cast on the enchanted object within a month or the magic will fade. This *conditional ensorcel* can be used with spells from any of the subschools of elemental magic; in other words, an item enchanted this way could combine, for instance, fire and earth spells. ☞

ensorcel variable the preliminary spell used in creating a magic item.

This lays the initial enchantment on an inorganic object and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate. This *ensorcel* can be used with spells from any of the subschools of elemental magic; in other words, an item enchanted this way could combine, for instance, fire and earth spells.

ensorcel ◇◇◇◇ 55 ☞

extended ensorcel ◇◇◇◇ 83 (extends an ensorcel spell for a second month. An ensorcel can be extended only once.) ☞

extension ½ original spell cost + 1 point ◇◇◇ extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant (i.e. a one hour spell will be extended an additional hour for each extension cast). This *extension* can be used on spells within any of the subschools of elemental magic. ☞

firewater fountain 1/foot high/day ◇◇◇ creates a fountain display of multicolored fiery water. ☞

infinity 11 x original spell cost ◇◇◇◇ causes an effect of a magical item to become permanent—i.e. without charge. Effective only in conjunction with *ensorcel* and *permanency* spells. For instance a sword could be made to give off light whenever it was held (*light + infinity*). *Infinity* only works on spells that have a definite duration; it can't be used on one-shot spells like *fireball* or *shock-*

throw. This *infinity* can be used on spells within any of the subschools of elemental magic.

mirror sending 8 ◇◇◇◇ allows the spell caster to send an image of his or herself to a distant location where it can speak and act as the caster chooses. A mirror sending must be cast through a mirror or other reflective surface. It can, for example, be made to appear in a mirror, the surface of a lake, on a polished metal shield, etc. The wizard must be totally undisturbed and devote his or her entire concentration on the sending to maintain it. Sendings are insubstantial, and not quite opaque—always in the exact image of the caster. They can be cast anywhere within a range of (INT + magic level) miles. Maintaining a sending is draining, and a magician must spend one hour immediately afterward resting for each five minutes of time spent concentrating on the spell.

permanency 55 ◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. Normal extension and delay spells will not work with permanency. This *permanency* can be used with spells from any of the subschools of elemental magic; in other words, an item enchanted this way could combine, for instance, fire and earth spells. ☞

recharge 6 x original spell cost ◇◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a 3-point spell could be used to perform that effect once every 3 days. This spell is only effective in conjunction with *ensorcel* and *permanency* spells. This *recharge* can be used on spells within any of the subschools of elemental magic.

store magic 11/point ◇◇◇◇ creates a spell-storing item that can hold spells from any elemental subclass. Usable only in conjunction with *ensorcel* and *permanency* spells.