

# Elemental Earth Magic

Spell-focus for Earth Elementalism is a gnarled vine root fashioned into the shape of a staff.

Lvl	Spell	Range	Duration	Notes
1	<b>Abundance (p96)</b>	N/A	SER	Produce 1 fruit per round. <b>Darkness:</b> The fruit produced will contain a medium poison.
2	<b>Spider Magic</b>	10m	Instant	Conceal target, such as archway or path. <b>Darkness:</b> Concealment spreads at 1m per round, subject to SER. Touch causes 1 dam and -1AF.
3	<b>Forest Murmurs</b>	N/A	10 mins	Communicate with plants – 90% accurate. <b>Darkness:</b> Causes all uses of Forest Murmurs on the target to provide false information.
4	<b>Create Bog</b>	10m	SER	Speed 12. Target immobilised by sludge. <b>Darkness:</b> Creates bottomless pit of sludge.
5	<b>Roots</b>	20m	SER	Speed 16. Roots attempt to entangle targets within 2m radius of target. <b>Darkness:</b> Roots will strangle and crush as (d6, 4) weapon.
6	<b>Rock Wall (p97)</b>	10m	SER	Make a rock grow to 10 times its normal size. <b>Darkness:</b> Spell is permanent and not subject to an SER.
7	<b>Fissure</b>	1m	Instant	Speed 18 or fall in fissure. 3m wide, 5m long. <b>Darkness:</b> Falling into the fissure is fatal (SER applies).
8	<b>Give up the Dead</b>	10m	SER	Raise obedient human and animal skeletons within 10m radius. <b>Darkness:</b> Spell is permanent and not subject to an SER.
9	<b>Tremor (p98)</b>	20m	SER	Cause violent tremors in 5m radius for up to 6 rounds (subject to SER) causing incrementally more damage to people and structures. <b>Darkness:</b> Spell will run the full 6 rounds and is not subject to an SER.
10	<b>Summon the Man of Stone</b>	N/A	SER	Create titanic man of stone from free-standing rock to serve until SER made and last for 1 hour. <b>Darkness:</b> Stone Man is aggressive once freed from control.

# Elemental Air Magic

Spell-focus for Air Elementalism is an Aeolian Harp.

Lvl	Spell	Range	Duration	Notes
1	<b>Cutting Power of the Mind (p99)</b>	Self	SER	Intelligence rises to 18 (19 if it is already 18). +2 to attack with ranged weapons. <b>Darkness:</b> Additional +1 damage with ranged weapons.
2	<b>Stargaze</b>	Self	1 day	Survival spell to reduce impact of hunger, heat/cold, lack of air, etc. <b>Darkness:</b> Complete immunity to harm. Risk of evaporating.
3	<b>False Rumours</b>	N/A	SER	Create aural illusions. <b>Darkness:</b> Illusion is always of a demonic moan that causes a Fright Attack 14. Causes madness.
4	<b>Windwall</b>	Special	SER	Wall of wind 1m thick, 20m long (with caster at the centre). Causes 1d8 damage. <b>Darkness:</b> Wall can move up to 1m per round.
5	<b>Summon the Host of the Air</b>	1 mile	1 hour*	Summon insects or birds to attack\spy. <b>Darkness:</b> Always summon insects and a flight of birds of prey.
6	<b>Intangibility (p100)</b>	Self	SER	Pass through anything except enchanted metal. <b>Darkness:</b> May target an opponent with this spell (MA vs. MD applies).
7	<b>Garrote</b>	10m*	SER	Speed 19. Chokes target for 3HP per round. <b>Darkness:</b> Speed 19. 1d20 dam and deafens target.
8	<b>Flight</b>	Self	1 hour	Fly at double movement rate. <b>Darkness:</b> May target an opponent with this spell (MA vs. MD applies) and control their flight.
9	<b>Spin</b>	10m*	SER	Causes target to spin for 1d2 dam per round. <b>Darkness:</b> Dam increases to 1d6 dam per round.
10	<b>Banshee</b>	N/A	Special	Summons banshee for 5d10XP. Deafen everyone within 10m and single-mindedly pursue 1 target to the death. <b>Darkness:</b> Costs 10d10XP and Banshee will need 100 victims.

\* Values not provided in the rulebook and values given are based on my own house rules.

# Elemental Water Magic

Spell-focus for Water Elementalism is a crystal vial of purest spring water.

Lvl Spell	Range	Duration	Notes
1 <b>Rain (p101)</b>	5m Radius	5 mins	Cause light rain. May extinguish small fires. <b>Darkness:</b> Rain is mildly acidic (treat as mild poison).
2 <b>Wave Mastery</b>	10m Radius	1 hour*	Propel any sized ship in any direction and halve wave height. <b>Darkness:</b> Can be used to direct other ships and create 6m waves to attack other ships.
3 <b>Icewall</b>	Special	Up to 6 hours	Surround caster or someone close to caster (Speed 10) in a wall of ice. <b>Darkness:</b> Ice does not melt and more resistant to damage.
4 <b>Walk on Water</b>	Self	SER	Elementalist may walk on water as if solid. <b>Darkness:</b> Duration increases to exactly 1 hour.
5 <b>Ice Spear</b>	Self	Instant	Conjure a spear of ice (d10, 8) to throw. Attack score of 20 with range penalties as if a javelin. <b>Darkness:</b> May cause paralysis (MA vs. MD applies).
6 <b>Breathe Under Water</b>	Self	10 mins	Breathe freely under water. <b>Darkness:</b> May be used offensively to make a target <i>only</i> be able to breathe water (MA vs. MD applies).
7 <b>Blizzard</b>	20m Radius	SER	Conjure a blizzard to reduce movement and visibility. <b>Darkness:</b> Blizzard causes 2HP or 1AF dam per round.
8 <b>Freeze (p102)</b>	60m	Instant	Speed 16. Immobilise target for 10 rounds. Must survive shock or die. <b>Darkness:</b> Speed 20.
9 <b>Lightning</b>	Special	Special	Charge a copper rod with lightning to use on various effects up to 3 times. <b>Darkness:</b> Rod has 5 charges and may be used to permanently create a zombie.
10 <b>Summon Tidal Wave</b>	Special	Special	Conjure 10m wall of water to sweep across ships and coastal/lakefront settlements. Costs 1d4 permanent HP. <b>Darkness:</b> Tidal wave will continue to move over land at 50m per round until SER made.

\* Duration not provided in the rulebook and value given is based on my own house rules.

# Elemental Fire Magic

Spell-focus for Fire Elementalism is an amulet of volcanic rock.

Lvl Spell	Range	Duration	Notes
1 <b>Candle</b>	10m Radius	1 hour	Light equivalent to torch only visible to caster. <b>Darkness:</b> Creates darkness instead of light (+3 Evasion and +3 Defence).
2 <b>Pyrotechnics</b>	20m*	SER	Create illusion involving light and fire. <b>Darkness:</b> Create monstrous illusions from shadows.
3 <b>Fire Arrow</b>	N/A	Instant	Enchants an arrow that the caster must shoot immediately. +5 Attack, (d10, 10) weapon. Sets target on fire (if combustible). <b>Darkness:</b> Conjure an arrow of darkness with same damage and attack bonus.
4 <b>Sheet of Flame</b>	Special	SER	Conjure wall of fire. May surround caster or opponent (Speed 14). <b>Darkness:</b> May move the <i>Sheet of Flame</i> at 1m per round.
5 <b>Protection from Fire (p104)</b>	Self	SER	Immunity to all fire damage. <b>Darkness:</b> Any fire-based attack spell rebounds on caster.
6 <b>Extinguish</b>	1-mile Radius	SER*	All lights and fires are extinguished. Elementalist can see as if daylight. <b>Darkness:</b> Additionally, area is dank and drizzly.
7 <b>Flash</b>	Line of Sight	Instant	Might cause temporary blindness to all in area. <b>Darkness:</b> Blindness is permanent.
8 <b>Fire Weapon</b>	20m	SER	Increase dam and ABR of target weapon by 2. <b>Darkness:</b> Weapon automatically bypasses armour.
9 <b>Conflagration</b>	1 mile	Instant	Cause a fire anywhere within range that he can see or has visited in the last week. <b>Darkness:</b> If fire created is indoors, all doors and windows will shut/jam/lock.
10 <b>Summon the Holocaust</b>	N/A	1 hour	Conjure a Holocaust to serve the caster. <b>Darkness:</b> Holocaust does not disappear after an hour, but is freed from elementalists' control and lasts for 1 day.

\* Values not provided in the rulebook and are based on my own house rules.

# Elemental Darkness Magic

Spell-focus for Darkness Elementalism is an orb of darkness.

Lvl Spell	Range	Duration	Notes
1 <b>Catspaw (p104)</b>	Self	10 mins	+1 Stealth per 2 ranks. <b>Geas:</b> Absence of shadow is permanent after 10 uses.
2 <b>Darkeyes (p105)</b>	Self	1 hour	Grants panoptical vision. Can also see small movement. <b>Geas:</b> Sudden light blinds elementalists for 1d20 rounds.
3 <b>Benight</b>	5m Radius	SER	Speed 20. Causes darkness and an insanity (MA vs. MD applies). <b>Geas:</b> If no-one succumbs to the madness, the elementalists might.
4 <b>Curtain of Night</b>	Special	SER	Conjure wall of darkness through which the elementalists can see. Reflects hostile fire/light magic back at caster. <b>Geas:</b> Elementalists might die if he passes through his own <i>Curtain of Night</i> .
5 <b>Javelin of Darkness</b>	Self	Instant	Conjure a javelin to throw as a (d6, 3) weapon. Everyone within 10m of target may be blinded (MA vs. MD applies). <b>Geas:</b> 3 uses causes star-shaped sooty patch to appear on the elementalists' palm.
6 <b>Shadowfall</b>	1-mile Radius	Special	All targets subject to an attack of Phobia (p124) that lasts up to 2d6 hours. <b>Geas:</b> 3 uses causes intermittent sunlight phobia.
7 <b>Summon the Creatures of the Night</b>	Special	Special	Summon dire phantasms to serve the caster until an hour before sunrise. <b>Geas:</b> Might become a wraith.
8 <b>Eclipse of the Moon</b>	Line of sight	10 rounds	Anyone observing the moon subject to a fright attack of 12 or become phobic about darkness. <b>Geas:</b> 3 uses causes a shadowy half-moon to appear on the elementalists' forehead.
9 <b>Shadow Self (p106)</b>	Self	Instant	Flee as a shadow and reform when safe. <b>Geas:</b> Permanent loss of 1HP.
10 <b>Summon Balor, Prince of Darkness</b>	20m Radius	Instant	Inescapable death for everyone, including the elementalists.

## Player Quick Reference Sheet

# Elemental Air Magic

Spell-focus for Air Elementalism is an Aeolian Harp.

Lvl	Spell	Range	Duration	Notes
1	<b>Create Light Breeze</b>	10m	SER	Change wind direction to hear a whispered conversation, disperse gas, blow out candles, etc. <b>Darkness:</b> Breeze brings false rumours and conspiratorial whispering to the ears of the caster's choice.
2	<b>Stargaze</b>	Self	1 day	Survival spell to reduce impact of hunger, heat/cold, lack of air, etc. <b>Darkness:</b> Complete immunity to harm. Risk of evaporating. Create aural illusions.
3	<b>False Rumours</b>	N/A	SER	<b>Darkness:</b> Illusion is always of a demonic moan that causes a Fright Attack 14. Causes madness.
4	<b>Windwall</b>	Special	SER	Wall of wind 1m thick, 20m long (with caster at the centre). Causes 1d8 damage. <b>Darkness:</b> Wall can move up to 1m per round.
5	<b>Summon the Host of the Air</b>	1 mile	1 hour*	Summon insects or birds to attack\spy. <b>Darkness:</b> Always summon insects and a flight of birds of prey.
6	<b>Intangibility</b>	Self	SER	Pass through anything except enchanted metal. <b>Darkness:</b> May target an opponent with this spell (MA vs. MD applies).
7	<b>Garrote</b>	10m*	SER	Speed 19. Chokes target for 3HP per round. <b>Darkness:</b> Speed 19. 1d20 damage and deafens target.
8	<b>Flight</b>	Self	1 hour	Fly at double movement rate. <b>Darkness:</b> May target an opponent with this spell (MA vs. MD applies) and control their flight.
9	<b>Spin</b>	10m*	SER	Causes target to spin for 1d2 dam per round. <b>Darkness:</b> Damage increases to 1d6 per round.
10	<b>Banshee</b>	N/A	Special	Summons banshee for 5d10XP. Deafen everyone within 10m and single-mindedly pursue 1 target to the death. <b>Darkness:</b> Costs 10d10XP and Banshee will need 100 victims.

\* Values not provided in the rulebook and values given are based on my own house rules.

This sheet is for first edition elementalists. The second edition replaced the Air Elementalist's first rank spell.

## Player Quick Reference Sheet

# Exotic Elemental Magic (Air & Earth)

Exotic elemental spells are from the Players' Guide, page 95 onwards.

## Air

Lvl	Spell	Range	Duration	Origin	Notes
1	Leaf on the Wind	Self	SER	Mercanian Coast	Fall 10m per round for no damage. <b>Darkness:</b> Target another with this spell with a range of touch.
4	Chosen of Tor	Self	SER	Mercanian Coast	-4 penalty to attack the elemental. <b>Darkness:</b> Attackers also suffer an insanity (MA vs. MD applies).
6	Winds of Change	10m	SER	Desert of Songs	Change opinion of target. <b>Darkness:</b> May only induce a negative change of opinion.
8	Summon Rukh	100m	SER	Batubatan	Summon a Rukh (large flying bird). <b>Darkness:</b> Rukh's shadow causes a 1d6 fright attack (see p122).

## Earth

Lvl	Spell	Range	Duration	Origin	Notes
2	Feet of the Earth	Self	SER	Thuland	Caster cannot be moved unless willed and may walk up vertical earth/stone surfaces. <b>Darkness:</b> Kills plant life within 3m radius. Effect moves as caster does.
4	Skadi's Path	Self	Instant	Mercanian Coast	Transports caster to a location up to 30m away connected by stone ground. <b>Darkness:</b> Stone spikes shoot up within 3m radius. Speed 12. 2d6-AF HP damage.
5	Earth Mother's Womb	Touch	8 hours	Thuland and Mercania	Willing target entombed in earth for 8 hours heals 10HP. Elementalists so entombed also restore all of their Earth magic points. <b>Darkness:</b> Restore Darkness magic points instead of Earth magic points.
7	Master of Earth and Stone	20m	SER (Perm)	Thuland and Glissom	Sculpt 1 cubic metre of earth and stone per round. <b>Darkness:</b> Normal insects and animals will not approach the sculpted earth or stone.
10	Skadi's Fortress	Self	1 day	Thuland	Raise a fortress and cheval de frise from surrounding stone. <b>Darkness:</b> Characters below second rank may not approach or harm the fortress.

## Player Quick Reference Sheet

# Exotic Elemental Magic (Fire & Water)

Exotic elemental spells are from the Players' Guide, page 95 onwards.

## Fire

Lvl	Spell	Range	Duration	Origin	Notes
2	<b>Brigantia's Heart</b>	Touch	1 Night	Glissom	Bless a fire. +2HP for sleeping nearby. <b>Darkness:</b> Fire instead causes malignant smoke. 4 hours' exposure like medium poison (p122).
3	<b>Iffrit's Cloak</b>	Self	SER	Desert of Songs/Azure Coast	Blinds enemies within a 3m radius (-3 Attack and Defence). Ignite flammable materials within 2m. <b>Darkness:</b> Embers are Speed 12. Causes 1d8-AF HP damage.
5	<b>Fires of Purification</b>	Self	Instant	Khitai	Cure disease, poison and mental malady. <b>Darkness:</b> Transfers disease, poison, and/or madness to another target (MA vs. MD applies)
8	<b>Blood of Molten Fire</b>	Self	SER	Desert of Songs	Blood turns to magma. Speed 12 for 6HP damage if caster's skin is cut and destroys non-magical weapon (8HP damage if natural weapon). <b>Darkness:</b> No additional effect.
9	<b>Wrath of the Hearth Spirit</b>	Building	SER	Khitai	Strike intruder Speed 16, 10-AF HP damage. 1 target per round. <b>Darkness:</b> Hearth spirit goes insane and attacks at random.

## Water

Lvl	Spell	Range	Duration	Origin	Notes
1	<b>Marid's Gift</b>	Touch	Instant	Marid giants	Purifies water (including salt water). Up to 10m x 10m x 2m volume. <b>Darkness:</b> Reverse effect; polluting a like amount of water.
4	<b>Lyrr's Cleansing</b>	Touch	Instant	Unknown	Immerse target in running water to effect a <i>Dispel Magic</i> (p84). <b>Darkness:</b> Requires stagnant water, not running water.
6	<b>Ship of Fay</b>	10m	1 hour	Coastal Ellesland and Mercania	Summons longboat to carry 8 passengers, who remember nothing, 100 miles. <b>Darkness:</b> Passengers suffer two sleepless nights (-1 to all actions).
9	<b>Manannán's Due</b>	200m	Instant	Mercanian Coast	2d8 targets (no higher than 1 <sup>st</sup> rank) drown themselves (MA vs. MD applies) <b>Darkness:</b> Targets cannot be saved with a <i>Wave Mastery</i> spell.



# Exotic Elemental Magic (Darkness)

Exotic elemental spells are from the Players' Guide, page 95 onwards.

## Darkness

Lvl	Spell	Range	Duration	Origin	Notes
3	<b>Dark Thoughts</b>	10m	SER	Krarth	Target goes into a berserk, murderous rage. <b>Geas:</b> Upon first casting, the elementalists' closest friend or family member will betray him.
7	<b>Dark Rebirth</b>	Touch	Variable	Krarth	Temporarily resurrects the target, but without a soul, and slightly mad... <b>Geas:</b> Target can only be resurrected with this spell. No other forms of resurrection will work.
10	<b>Karach</b>	Touch	Perm	Special	Fashions a doppelganger of an individual from clay under his complete control. <b>Geas:</b> Caster loses 1d2 Looks on each casting.