

# Elemental Studies:

Taps into the powers of the Elemental Magician. Once Elemental Studies has been purchased, a character can then proceed to purchase the actual spells and abilities of the Elemental Magician.

Modification Point cost: 2

# Prerequisites:

1. Seeker Abilities: "[Magical Prowess](#)".
2. Seeker Abilities: "[Nature Awareness](#)" (all).

# Elemental Strike, Air (Spell)

Buffeting a target harshly with a sudden burst of wind, knocking it back

Modification Point cost: 2

Prerequisites: None.

**Area of Effect:** All targets within 1 space (5') and all spaces surrounding it (15' diameter)

**Avoidance-roll:** Distance knocked back = UP TO  $\frac{1}{2}$  caster's strength (rounded down). An Avoidance-roll vs. "Coordination" must then be rolled for or targeted will fall (do not roll on falling chart; this is considered as the falling roll: "merely a fall no penalties")

**Casting time:** 1 turn (5 seconds)

**Damage:** None, but a target that is knocked into something may take damage (discretion of the G.M.)

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** Air will summon up an instant force of wind that will crash fiercely into a target, knocking it back.

**Hand movement:** One hand. Caster must point at the target.

**Healing:** None. If this spell is cast upon an Air Elemental, or a creature of air, it will heal it for 1D-4 points.

**Immunities:** Air Elementals, or a creature of air will not be knocked back, but will be healed (if damaged).

**Maximum adjustment:** Not applicable.

**Notes:** This spell will work on the weight of targets according to the caster level and strength as follows:

Level: Caster's strength:

0-10: x5

11-20: x10

21-30: x15

31-40: x20

41-50: x25

51-60: x30

61-70: x35

71-80: x40

81-90: x45

91+: x50

Even if this spell will not move an animated, non-living, or organic (plant) target, it will cause 3-D6 -3 damage.

**Range:** 4 spaces (20')

**Resting time:** None.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 2

**Susceptibilities:** None.

**Value:** Scroll: 800 white-gold / Spell-rune: 8 white-gold

# Elemental Strike, Earth (Spell)

This spell will shower a target with earthen materials, causing a heavy downpour upon it.

Modification Point cost: 2

Prerequisites: None.

**Area of Effect:** 1 space and all spaces surrounding it (15' diameter)

**Avoidance-roll:** While target(s) is being pummeled by earthen materials it will be hard to breath. Oxygen-points will be lost at a rate of 1-D12 per turn unless a successful avoidance-roll vs. "Breath" is rolled. If the avoidance-roll is successful oxygen-point loss will still occur, yet only at a rate of 1-D6 per turn.

See: "Susceptibilities".

**Casting time:** 1 turn (5 seconds)

**Damage:** See: "Avoidance-roll"

**Duration:** 1 turn (5 seconds) + 1 turn per 5 levels of the caster.

**Effect time:** Instant.

**Explanation:** While in the "Area of Effect" a target will gain a -10 to strike and defend.

**Hand movement:** See: "Spell Preparation"

**Healing:** None. If this spell is cast upon an Animated creature, or Earth Elemental, or any creature constructed of earthen material, it will heal 1D-4 points in all areas.

**Immunities:** Animated creatures.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 4 spaces (20')

**Resting time:** None.

**Special:** Possibly pinning it for 1-D4+1 turns. A creature caught within the Area of Effect must make a successful avoidance-roll vs. "Strength"

**Spell Preparation:** Throw one handful of dirt into the air and cast the spell.

**Spell-points to cast:** 2

**Susceptibilities:** Amphibians: 1. Must successfully make the avoidance-roll vs. "Strength" TWICE to avoid the pinning effects of this spell.  
2. Oxygen-point loss will be 3-D6 / 2-D6

**Value:** Scroll: 800 white-gold / Spell-rune: 8 white-gold

# Elemental Strike, Fire (Spell)

A burst of flame rises up from the ground, seering all within the “Area of Effect” with fire-dmage.

Modification Point cost: 2

Prerequisites: None.

**Area of Effect:** 1 space and all spaces surrounding it (15' diameter)

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** 3-D6 points of damage +1 damage per level advanced.

**Duration:** 1 turn (5 seconds) + 1 turn per 5 levels of the caster.

**Effect time:** Instant.

**Explanation:** This spell will cause flames to burst from from the surface of the intended target, Seering all within the “Area of Effect” with fire-damage.

**Hand movement:** One hand.

**Healing:** None.

**Immunities:** Fire-using creatures that can cause equal to, or higher fire damage with their natural abilities.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 4 spaces (20')

**Resting time:** None.

**Special:** x2 damage vs. water-using creatures, and x2 damage on amphibians.

**Spell Preparation:** None.

**Spell-points to cast:** 2

**Susceptibilities:** None.

**Value:** Scroll: 800 white-gold / Spell-rune: 8 white-gold

# Elemental Strike, Water (Spell)

A heavy, choking, downpour of heavy water.

Modification Point cost: 2

Prerequisites: None.

**Area of Effect:** 1 space and all spaces surrounding it (15' diameter)

**Avoidance-roll:** Avoidance-roll vs. "Breath" will decrease oxygen-point loss for the "Duration". See: "Special".

**Casting time:** 1 turn (5 seconds)

**Damage:** Successful Avoidance-roll vs. "Breath": 2-D6 points of oxygen-point damage +1 damage per 5 levels advanced. See: "Special"

**Unsuccessful Avoidance-roll vs. "Breath":** 4-D6 points of oxygen-point damage +1 damage per 5 levels advanced. See: "Special"

**Duration:** 1 turn (5 seconds) + 1 turn per 5 levels of the caster.

**Effect time:** Instant.

**Explanation:** This spell will cause water to cascade in a heavy downpour, choking all target's in the "Area of Effect".

See: "Special"

**Hand movement:** One hand.

**Healing:** None.

**Immunities:** Water-using creatures (i.e., fish and other water-breathing creatures).

**Maximum adjustment:** None. See: "Special"

**Notes:** None.

**Range:** 4 spaces (20')

**Resting time:** None.

**Special:** The water used from this spell must be taken from a water source in order for it to work.

**Spell Preparation:** None.

**Spell-points to cast:** 2

**Susceptibilities:** None.

**Value:** Scroll: 800 white-gold / Spell-rune: 8 white-gold

# Manipulation (Spell)

This spell will strengthen or weaken one of the following elements: Ice, Rock, Snow, Soil, Steel, Wood.

Modification Point cost: 2

Prerequisites: Trade-Skills: "Geological Studies".

**Area of Effect:** 10' x 10' surface area, + 10' x 10' per 5 levels advanced. Maximum area = None.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 1 hour (720 turns) +1 hour per level advanced. Maximum "Duration" = 24 hours.

**Effect time:** This spell will spread across the Area of Effect at a rate of 10' x 10' per 1 turn (5 seconds)

**Explanation:** Manipulation will cause a surface to become harder and supportive, so that it can bear more weight, or be less likely to break, etc. It can also be reversed to do just the opposite, making the surface Area of Effect less stable; more likely to break through.

There will be a +1% or -1% adjustment to a % roll check, +1% or -1% per level advanced. This spell makes the targeted surface either more supportive or weakened, which will be stated by the caster as the spell is placed upon the target. **Example:** The G.M. tells the group they have come to a bend in a high mountain pass, where the trail spans around a sheer cliff face. The Elemental Magician does not like the fact that only the small pathway-ledge will be supporting her weight as she travels across it. If the ledge is unstable, and gives way, there would be nothing short of a miracle that could save her. She casts Manipulation upon the trail, stating she will strengthen and support it (not weaken it). Her adjustment is +5, which will be added to the % dice-roll check for the precarious path to remain stable (should there be a check). The G.M. has predetermined the trail will collapse on a roll of 01-09% when traversed by any creature over 50 lbs. Since the caster has fortified it with Manipulation, the ledge would now only collapse on a % roll to 01-04%, and then only with more than 100 lbs. on it. The group passes over the fragile ledge safely.

As they get to the safety of the other side, the Elemental Magician decides to weaken the ledge with the same spell, reversing the stability and increasing the chance for it to collapse; she knows they are being followed. It would then only support a total of 25 lbs. at any given time. More weight than this would cause a % check, which would now be an increased chance of 01-14% roll (if the dice-roll is 01-14%, the ledge will collapse).

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** The Elemental Magician must know the surface the spell will target. If the composition of the surface is not known to the caster, it will simply fail and spell-points will be lost. The caster does not need to know the surface fully (as does the Alchemist and his concoctions created). **Example:** The caster must know what oak-wood is for this spell to work on it. The caster needs only to recognize the type of wood it is for this spell to work.

**Maximum adjustment:** +6 or -6.

**Notes:** None.

**Range:** 1 space (5') x caster's awareness

**Resting time:** None.

**Special:** None.

**Spell Preparation:** Only that the caster recognize the surface targeted.

**Spell-points to cast:** 2

**Susceptibilities:** None.

**Value:** Scroll: 1,000 white-gold / Spell-rune: 10 white-gold.