

Air Elemental Spells

Create Mild Wind (2 mph/3.2 km)

Level: 1

Range: 320 foot radius

Duration: Four melees per level of the warlock

Saving Throw: None

P.P.E.: Four

This spell conjures up a mild wind of about two mph. The warlock can control the wind's direction and can direct it up to 400 feet away (122 m).

Thunder Clap

Level: 1

Range: Directly affects the immediate area (30 feet/9.1 m) around the spellcaster, but can be heard up to a mile (1.6 km) away.

Duration: Instant boom. Penalties last for two melee rounds.

Saving Throw: Save vs. Horror Factor.

P.P.E.: 2

The Warlock is able to create a booming clap of thunder that is so loud that it seems to make the air vibrate. This is an effective method of intimidation, showing others anger, power, or simple theatrics. It provides the Warlock with initiative (over all) and a bonus of +1 to strike, parry and dodge, and creates a Horror Factor of 10 (+1 at levels 3, 5, 7, 9, 11, 13, and 15).

The Thunder Clap startles all of the Warlock's opponents, automatically giving him the initiative against even those who Save vs. Horror Factor. These bonuses last for two melee rounds (30 seconds) before the unnerved opponents regain their composure and fight at full strength.

Change Wind Direction

Level: 2

Range: 300 foot (91.5 m) radius

Duration: Four melees per level of the warlock

Saving Throw: None

P.P.E.: Six

This spell enables the warlock to change the direction of the wind to any direction he wants, as often as he wants, within the spell's duration period.

Earth Elemental Spells

Identify Plants

Level: 1

Range: 10 feet (3 m) by sight.

Duration: Three minutes per level of the warlock.

Saving Throw: None

P.P.E.: Three

The warlock is endowed with the ability to recognize all types of plants, fruits, molds, and even processed herbs in powders and potions/poison in which plants are a primary component.

Sand Storm

Level: 4

Range: 120 feet (36.6 m) plus 20 feet (6 m) per level of the warlock. Affects a 20 foot (6 m) area.

Duration: One minute (4 melees) per level of the warlock.

Saving Throw: None

P.P.E.: 15

The warlock can cast a sand storm up to 120 feet (36.6 m) away. Victims caught in the storm will find their vision impaired (both nightvision and normal) to a distance of about five feet (1.5 m), and the stinging sand hurts unprotected eyes and flesh. Victims lose initiative, two melee attacks, -5 to strike, parry, and dodge (partially blinded and radar and motion detectors are temporarily obliterated), speed is reduced by 75%, talking without covering the mouth is impossible, hearing is reduced by half because of the loud sound of rushing and battering sand, and 1D4 S.D.C. is inflicted every melee (when applicable).

Travel Through Walls

Level: 5

Range: Self

Duration: 2 minutes (8 melees) per level of the warlock.

Saving Throw: None

P.P.E.: 20

This spell enables the warlock to travel/walk right through solid earth, dirt, sand, clay, wood or stone that is no thicker than 60 feet (18.3m). The warlock can pass through earth substances like a ghost through a wall, but cannot travel through plastic, artificial substances, or mega-damage material. Rate of travel is 60 feet per melee. If in the earth when the spell duration elapses the warlock will materialize and die instantly. He cannot cast spells or speak while traveling through solid matter.