Air spells (dodge and speed)

2 spells- 25% dodge chance

4 spells-

Water spells (healing)

2 spells –heals aoe heal for % healed

4 spells-

Earth spells (defence)

2 spells- gain 2 rock armour

4 spells-

Fire spells (damage)

2 spells- 25% bonus damage 10% damage to self

4 spells-

No spells (maybe no mana costs)