## Water Spells

Water magicians are interested in the properties of all liquids, but are especially drawn to the rivers and oceans of Jaern and Cahyali. Like the ocean, they seem timeless, with an inevitability to their actions.

**Water Magics** typifies the power of the element, in spells like *Well* and *Ocean Cold*, and the ability to manipulate the element.

**Wardings** provide abjuration and protection to creatures and objects. All spells in this group that require the mage to touch points to designate a warded area denote the minimum casting time of the spell. The mage can extend this casting time as long as their desire to designate a more complicated area.

**Changings** allow the magician or target to assume a different physical form.

**Frost Magics** draw upon the cold depths of the oceans and polar ice caps to freeze and slow enemies, allowing a water mage to tap into the power and cruelty of winter. All effects that reduce movement from this group can only stack up to a cap of half the target’s total movement speed. Effects can’t have a target lose more than 1/2 of their movement from these spells.

**Code of Riptide** channels storms and current, calling upon powerful forces within the oceans of the elemental plane of water and the turbulent wrath of the waves.

**Sanoakvo** calls upon purifying and healing properties of water.

**Storms** utilize the powerful forces behind the wind and rain, enabling the mage to alter the weather and use it to their advantage.This spell group is shared between air mages and water mages, and both can purchase the group at base cost.

**Charms** are used to impose the caster’s will on living creatures.

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| **5. Code of Riptide**  1 Abyssal Chains  2 Wellspring  3 Sea Spray  4 Brine  5 Change Current  6 Curse of Floodwater  7 Geyser Mines  8 High Tide  9 Into the Depths  10 Tide Wall  11 Rolling Surf  12 Roaring Current  13 Rising Pressure  14 Erosion  15 Ocean’s Reach  16 Tidal Singularity | **6. Sanoakvo**  1 Lesser Ocean’s Aid  2 Purify Surroundings  3 Dousing Tide  4 Ocean’s Aid  5 Purify Ally  6 Restorative Raindrop  7 Healing Wave  8 Font of the Living Sea  9 Bubble Deathward  10 Bubble Harmward  11 Tides’ Rejuvenation  12 Vestments of the Nereid  13 Sanafluctus  14 All Currents Lead Home  15 Wellspring Vitae  16 Great Torrent of Life | **7. Storms**  1 Umbrella  2 Forecast  3 Raincloud  4 Thunderstorm  5 Storm Sphere  6 Galestorm  7 Lightning Spear  8 Storm Step  9 Storm Whip  10 Stormo’kiraso  11 Icestrom  12 Maelstrom  13 Cyclone  14 Quell  15 Stormovoki  16 Pluvego | **8. Charms**  1 Distract  2 Rockabye  3 Repress Fear  3 Dismay  4 Frostfeet  5 Relax  5 Befriend  6 Regress  7 Witchy Sleep  7 Confusion  8 Repress Pain  9 Prevent  9 Neophyte  10 Betask  11 Desire  12 The Drowning  13 Nightmare  14 Bewitch  15 Uncanny Charisma  16 Chaotic Battlefield |
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##### Water Magics

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Spray** | |  |
| Time to Cast: | 1 round | *Spray* causes elemental water to spurt from the caster’s fingertips. The spray is very fine, and everyone in the area of effect who fails the resistance check is *Drenched* as if in a thunderstorm. Torch-sized fires are extinguished, and items susceptible to water damage might be harmed (GM discretion). |
| Resist Check: | 3d6 vs AGI negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | saturate |
|  |  |  |
| **1 – Splash** | |  |
| Time to Cast: | 1 round | The caster gathers elemental water into a fist-sized sphere between their hands, and launches it at a target at high speeds, dealing 1d6 of water damage. A *Splash* always hits the target, but magical resistance can negate or reduce the damage (GM’s discretion). |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | splash of water |
|  |  |  |
| **2 – Well** | |  |
| Time to Cast: | 1 minute | *Well* enables the caster to find potable water in any natural environment. They cause a 6 + 2/F’ radius area of natural ground to muddle and form a pool of potable drinking water. The water is real and can be stored for later use. |
| Resist Check: | none |
| Target: | LOS 40 + 10/F’ |
| Duration: | 10 + 5/F minutes |
| Area: | 6 + 2/F’ radius |
| Effect: | dig a well |
|  |  |  |
| **3 – Level** | |  |
| Time to Cast: | 1 round | *Level* allows the caster to control the level of any aqueous liquid up or down 4 + 2/F’ within the area indicated. The liquid is displaced, not created or destroyed. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 5/F’ radius |
| Effect: | raise/lower water level |
|  |  |  |
| **4 – Ice Ball** | |  |
| Time to Cast: | 1 round | This spell enables the caster to summon a snowball of ice and snow in their hand and throw it at a target within range each round of the duration (including the round that this spell is cast). The target of the snowball must make the resist check to halve 3d6 cold damage. Throwing another snowball takes an action. |
| Resist Check: | 3d6 vs AGI halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | launch snowball |
|  |  |  |
| **4 – Healing Waters** | |  |
| Time to Cast: | 2 rounds | *This spell must be cast upon a* Drenched *target, or it will have no effect.*  The caster pulls upon the elemental plane of water to enchant the water covering a *Drenched* creature with restorative energy, healing the target and closing small wounds. This heals the target 4d6 DP up to the target’s maximum DP. |
| Resist Check: | 3d6 vs WIL negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | heal with water |
|  |  |  |
| **5 – Gills** | |  |
| Time to Cast: | 1 round | *Gills* enables the recipient to extract oxygen from water. This spell grants the target(s) the *Water Breathing* creature ability for the duration. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/2F creatures |
| Effect: | grant waterbreathing |
|  |  |  |
| **5 – Bubble** | |  |
| Time to Cast: | 1 rounds | *Bubble* launches a sphere of elemental water at a target, and if they fail the resist check, it creates a shimmering bubble around the target, and they begin floating a few feet into the air. The affected creature is considered *Grappled* by the bubble, and the bubble rolls 3d6 to maintain the grapple. |
| Resist Check: | 4d6 vs AGI negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | suspension bubble |
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| **Elemental Spell Name and Details** | | **Description** |
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| **6 – Hot or Cold** | |  |
| Time to Cast: | 2 rounds | *Hot or Cold* enables the caster to control the temperature of the indicated volume of any aqueous substance, making it boil or freeze, or any temperature between. The desired temperature is maintained for the duration, after which the temperature normalizes according to the ambient air temperature. If a creature is in the area of effect and they fail a resistance check, they either take 6d6 points of heat damage while in the area (boiling) or are *Physically Paralyzed* in a ball of ice for the duration (freezing). |
| Resist Check: | 4d6 vs AGI negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | 4 + 2/F’ radius |
| Effect: | boil or freeze |
|  |  |  |
| **7 – Rain Dance** | |  |
| Time to Cast: | 1 minute | The mage who performs a *Rain Dance* can cause a heavy rain or heavy snow (depending on prevailing air temperature) to begin falling, or if cast during a rain or snowstorm, cause the precipitation to stop. The area is centered on the caster, and will move with them. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | 2000 + 1000/F’ radius |
| Effect: | control precipitation |
|  |  |  |
| **7 – Akvoblovo** | |  |
| Time to Cast: | 1 round | *Akvoblovo* opens a small opening to the elemental plane of water, from which torrents forth a blast of high pressure water in a cone. All in the area of effect must make the resist check to halve 6d6 water damage. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 10’ x 80’ cone |
| Effect: | high pressure water |
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| **8 – Hail** | |  |
| Time to Cast: | 1 round | *Hail* causes a blast of hail to strike the area indicated within range causing 2d6 cold damage to all within the area. The caster can choose a different area within range each round the spell is active for the hail to blast. |
| Resist Check: | none |
| Target: | LOS 60 + 20/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | blast of hail |
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| **8 – Control Water** | |  |
| Time to Cast: | 1 round | The caster can manipulate a 20 + 10/F’ cube of water in one of the following ways, choosing the order that this occurs.   * The water instantaneously torrents 10 + 5/F feet in any direction. If this is directed towards a creature, the creature must make a 4d6 vs AGI check to halve 4d6 water damage. * The water forms simple shapes and animates to the caster’s whims. * The water freezes into ice, which will naturally begin to melt. If this is done while a creature is inside it, they must make a 4d6 vs STR resist checkor, they are *Physically Paralyzed* by the ice. They may reattempt the resist check at the end of each of their turns, ending the effect on a success. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 10 + 5/F’ cube |
| Effect: | manipulate water |
|  |  |  |
| **9 – Dam** | |  |
| Time to Cast: | 2 rounds | *Dam* creates an invisible wall of force which stops the flow of water in a stream or currents in a lake or sea. If the dam can touch land at both ends, it will hold back rising water. If land cannot be touched the water will flow around the *Dam* with increased force on either side. When the spell ends, any pent-up water is released. |
| Resist Check: | none |
| Target: | LOS 100 + 30/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 60 + 15/F’ radius |
| Effect: | stop water flow |
|  |  |  |
| **10 – Waterwalk** | |  |
| Time to Cast: | 1 minute | *Waterwolk* allows the caster and anyone he can touch during the casting time the ability to walk on water or any other liquid surface (such as mud, acid, quicksand, or lava) without sinking as if it were harmless solid ground.  If this spell is cast on submerged creatures, the spell carries them to the surface at a rate of 60’ per round, and protects them from any sort of depressurization effects. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | multitouch |
| Duration: | 30 + 10/F minutes |
| Area: | touched creatures |
| Effect: | walk on water |
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| **11 – Fulmfrosto** | |  |
| Time to Cast: | 2 rounds | *Fulmfrosto* causes latent moisture within the area of effect to suddenly freeze, totally collapsing and destroying most wooden or other porous objects (such as sandstone). Living creatures must make a 5d6 vs HEA check to halve 8d6 ice/cold damage. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 20 + 5/F’ radius |
| Effect: | destruction |
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| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **11 – Acid Spray** | |  |
| Time to Cast: | 2 rounds | The caster gathers elemental water and acidifies it, before blasting it in a 25’ x 50’ cone in front of them. Those in the area must make the 5d6 vs AGI resist check to halve 6d6 acid damage. Those that fail the resistance check are additionally covered in acid, and will take 3d6 more acid damage at the end of their next turn, unless they take an action to wipe the acid off. |
| Resist Check: | 5d6 vs AGI halves |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 25’ x 50’ cone |
| Effect: | spray acid |
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| **12 – Ocean Cold** | |  |
| Time to Cast: | 1 rounds | *Ocean Cold* puts the chill of the deepest oceans at the caster’s command. They spray a fine freezing mist in a cone extending from the caster’s outstretched hands. Any creature that starts their turn in the area must make the resist check to halve 3d6 cold damage. Creatures that fail additionally have their movement speed reduced by half. The caster can change the direction of the cone on their turn as a free action. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 10’ x 80’ cone |
| Effect: | torrent of cold water |
|  |  |  |
| **13 – Torrent** | |  |
| Time to Cast: | 1 minute | *Torrent* causes the sky to cloud over and unleash extreme flooding rain for the duration. Such a massive downpour of rain may cause structures to be damaged or even washed away (GM’s discretion). |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | 2000 + 1000/F’ radius |
| Effect: | torrential downpour |
|  |  |  |
| **14 – Divert** | |  |
| Time to Cast: | 1 minute | Divert enables the caster to change the course of a stream or river up to 100 + 50/F’ wide, redirecting the flow in any direction, even uphill. Using this spell to make a new channel is permanent, but directional changes (reversing normal flow direction, causing the river to stand still, etc.) will only last one day. |
| Resist Check: | none |
| Target: | LOS 120 + 30/F’ |
| Duration: | special\* |
| Area: | 100 + 50/F’ wide |
| Effect: | change course |
|  |  |  |
| **15 – Akvovoki** | |  |
| Time to Cast: | 4 rounds | *Akvovoki* summons 4 + 2/F water elementals from any water source (a cup of water is sufficient) within the target area.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | special\* |
| Effect: | water elementals |
|  |  |  |
| **16 – Tidal Wave** | |  |
| Time to Cast: | 2 rounds | *Tidal Wave* creates a vast wall of moving water on **a river, lake, or ocean** within range. The wall height will range from 1d4 times 10’ for a river, 1d10 times 10’ for a lake, or 1d20 times 10’ for the ocean. Once cast, the wave will strike in 1d12 rounds. All trees and structures are washed away (GM’s discretion on exceptionally strong stone structures). Creatures that cannot breathe underwater must succeed at a 5d6 vs HEA each round in the tidal wave or die until they can either escape the water or succeed at a 5d6 skill check against *Athletics: Swimming*. |
| Resist Check: | special\* |
| Target: | LOS 240 + 60/F’ |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | create tidal wave |
|  |  |  |

##### Wardings

All spells in this group that require the mage to touch points to designate a warded area denote the minimum casting time of the spell. The mage can extend this casting time as long as their desire to designate a more complicated area.

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Forfend** | |  |
| Time to Cast: | 4 rounds | The magician must touch **at least three points** on the ground within the area to outline a two-dimensional shape (three would result in a triangle, but as many points as the caster desires can be selected) during the casting time to set the ward. Any person or creature attempting to enter the area must make the resistance check to do so. The ward extends 10 + 5/F’ above the ground, and is capped above. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | special\* |
| Duration: | 12 + 3/F hours |
| Area: | up to 20 + 5/F’ radius |
| Effect: | ward area from all |
|  |  |  |
| **2 – Vigla Fontano** | |  |
| Time to Cast: | 1 minute | *Fountain* can be cast on a source of water (a cup of water is sufficient). When an intruder enters the area, the water starts to bubble with a gentle burbling noise that awakens the caster, even from a magical sleep. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | 20 + 5/F’ radius |
| Effect: | fountain alarm |
|  |  |  |
| **3 – Poison Sight** | |  |
| Time to Cast: | 4 rounds | Poisonward reveals the presence of poisonous creatures or items in the target’s LOS. Such creatures or objects are highlighted with a green aura in the target’s vision. If the spell is finessed four times, the target additionally gains one rank of *Resist Poison* for the spell’s duration. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single creature |
| Effect: | reveal poisons |
|  |  |  |
| **4 – Stay** | |  |
| Time to Cast: | 4 rounds | The magician must touch **at least four corners of the area** to be warded during the casting time. Anyone can enter the warded area, but cannot leave unless the resistance check is made. The ward extends 10 + 5/F’ above the ground, and is capped above. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | special\* |
| Duration: | 12 + 3/F hours |
| Area: | up to 5 + 3/F’ radius |
| Effect: | prevent exit |
|  |  |  |
| **5 – Weapon Sight** | |  |
| Time to Cast: | 4 rounds | The target of *Weapon Sight* must be a willing target of the spell. The target is immediately forewarned of the location of weapons anywhere within 120 feet of their LOS. Anyone carrying weapons cannot approach within 5’ of the target unless a 3d6 vs WIL resist check is made. Any creatures already within the area when the spell is cast must make the resist check or immediately move out of the area on their turn. |
| Resist Check: | special\* |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature, 5’ radius |
| Effect: | reveal weapons |
|  |  |  |
| **6 – Ward of Alertness** | |  |
| Time to Cast: | 4 rounds | The caster touches multiple willing targets during the casting time, and for the spell’s duration, the touched individuals are protected from ambushes. The touched individuals automatically win the contested roll if they are being ambushed. |
| Resist Check: | willing targets |
| Target: | multitouch |
| Duration: | 6 + 2/F hours |
| Area: | touched targets |
| Effect: | proof against ambush |
|  |  |  |
| **7 – Monitor** | |  |
| Time to Cast: | 1 round | *Monitor* enables the caster to remotely monitor the condition of any wards they have set, finding out if they have expired or if they have been tested or breached. The caster establishes *Monitor* by touching the perimeter of a warded area or object and casts the spell. The caster can then go elsewhere. A number of wards equal to the caster’s INT/5 may be simultaneously monitored through multiple uses of this spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | caster |
| Effect: | remotely monitor wards |
|  |  |  |
| **8 – Selective Ward** | |  |
| Time to Cast: | 4 rounds | *Selective Ward* gives the caster control over what creature types may enter the warded area. The ward is set by touching **at least four corners of the area** during the casting time while stating 1 + 1/F creature types (Dragons/Drakos, Genies, Elementals, Giants, Undead, or Demons) are excluded. Creatures of the selected type(s) must make the resistance check to enter; others may pass freely. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | special\* |
| Duration: | 12 + 3/F hours |
| Area: | up to 20 + 5/F’ radius |
| Effect: | bar creature types |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Claw Ward** | |  |
| Time to Cast: | 4 rounds | The target of this spell must be willing. Creatures with claws, fangs, or other natural weapons attacking the recipient of *Claw Ward* must make a 4d6 vs WIL resistance check before attempting the blow. If the resistance check is failed, no attack can be made on the target creature that round (the creature must target a different target, or their attacks may be wasted). The creature must attempt the resistance check each round they attempt to attack the target. |
| Resist Check: | special\* |
| Target: | special\* |
| Duration: | 6 + 2/F hours |
| Area: | single creature |
| Effect: | abjure natural weapons |
|  |  |  |
| **10 – Akvo’kiraso** | |  |
| Time to Cast: | 2 rounds | The target is granted armor of swirling water. While wearing the armor, the target is considered *Drenched*, gains a swimming speed of 60’ per round, and is immune to any penalties from being submerged underwater.  Additionally, any creature that hits the target with a combat attack becomes *Drenched* as the armor splashes back on the attacker. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F minute |
| Area: | single creature |
| Effect: | water armor |
|  |  |  |
| **11 – Magic Ward** | |  |
| Time to Cast: | 4 rounds | The magician must touch **at least four corners of the area** to be warded during the casting time. If a spell is cast and targeted into the warded area, the opposing caster must roll a number of dice equal to the rank of the spell. The caster of this ward then rolls 11 dice. If the opposing caster’s roll is higher, the spell functions normally, otherwise, the spell does not function but the units for casting the spell are still spent. |
| Resist Check: | special\* |
| Target: | special\* |
| Duration: | 6 + 2/F hours |
| Area: | up to 30 + 10/F’ radius |
| Effect: | shield against spells |
|  |  |  |
| **12 – Master Ward** | |  |
| Time to Cast: | 4 rounds | *Master Ward* enables the caster to set up any spell they can cast as the penalty for breaching a ward. The ward is set by touching the **at least four corners of the area** to create the *Master Ward*, and casting the penalty spell (including any allowable finesses) into it. There is a 5d6 vs PWR resist check to enter the warded area. If this ward is breached, the second spell is triggered, and the infiltrator must make the resist check for this second spell immediately upon entering.  The penalty spell can be a touch spell which will target the creature that breaches the ward, otherwise targeting is determined from the center of the ward when the spell is cast. |
| Resist Check: | special\* |
| Target: | special\* |
| Duration: | 12 + 3/F hours |
| Area: | up to 30 + 10/F’ radius |
| Effect: | spellcasting ward |
|  |  |  |
| **13 – Spirit Ward** | |  |
| Time to Cast: | 4 rounds | *Spirit Ward* is set by the caster by touching **at least four corners of the area** during the casting time. Spirits (including genies, ghosts, divine spirits, animal spirits, elemental spirits, nomadic guardian spirits, etc.) cannot enter the warded area unless the resistance check is made. Additionally, any spirits that pass the resistance check and enter the area are treated as material while they remain in the area. Creatures with *Spirit Armor* lose any benefits from it while in the area. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | special\* |
| Duration: | 12 +3/F hours |
| Area: | up to 30 + 10/F’ radius |
| Effect: | ward against spirits |
|  |  |  |
| **14 – Ward of Obfuscation** | |  |
| Time to Cast: | 4 rounds | The caster sets *Ward of Obfuscation* by touching **at least four corners of the area** during the casting time while designating 1 + 1/F **inanimate items in the area**. At the end of the casting time, those items become invisible, and can only be seen from within the area by creatures making the indicated resistance check. Any creature that enters the area makes the resist check, but are unaware that they are making it if they fail. |
| Resist Check: | 5d6 vs PER negates |
| Target: | special\* |
| Duration: | permanent |
| Area: | up to 30 + 10/F’ radius |
| Effect: | obfuscate items |
|  |  |  |
| **15 – Akvo’morto** | |  |
| Time to Cast: | 4 rounds | The caster sets *Akvo’morto* by touching **at least four corners of the area** during the casting time. If the resistance check is failed the creature’s lungs fill with poisonous water, causing death in four rounds if the drowning and poison is not remedied. |
| Resist Check: | 5d6 vs HEA negates |
| Target: | special\* |
| Duration: | 12 + 3/F hours |
| Area: | up to 30 + 10/F’ radius |
| Effect: | lethal ward |
|  |  |  |
| **16 – Multi Ward** | |  |
| Time to Cast: | 1 round | *Multi Ward* is cast on another warding spell cast by the caster. It forces an additional 1 + 1/F resistance check(s) to be made to breach the ward. The duration and area of the ward is not extended by this spell.  *Multi Ward* can only be cast on any single ward once. |
| Resist Check: | none |
| Target: | special\* |
| Duration: | special\* |
| Area: | one ward |
| Effect: | make ward stronger |
|  |  |  |

##### Changings

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Distill** | |  |
| Time to Cast: | 1 round | *Distill* allows the caster to change **any aqueous liquid** into another aqueous liquid. The magical properties of the liquid (if any) are unaltered. Magical liquids that succeed on a resistance check of 3d6 vs PWR are not affected. The caster needs to have tasted the created liquid, which must be non-poisonous and non-magical. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 2 + 1/F pints |
| Effect: | change liquid |
|  |  |  |
| **2 – Blade Oil** | |  |
| Time to Cast: | 1 round | *Blade Oil* covers the weapon in a sticky corrosive substance. Targeted weapons deal extra 1d4 acid damage on every hit.  This spell can be combined with *Damage Alteration* to change its damage type, with acid damage replacing water or cold in the rotation. |
| Resist Check: | none |
| Target: | multitouch |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/2F weapons |
| Effect: | increase damage |
|  |  |  |
| **3 – Mend Flesh** | |  |
| Time to Cast: | 1 round | The target of *Mend Flesh* heals 3d6 damage points. For every two finesses, one limb/organ has its functions restored if damaged within the last hour. |
| Resist Check: | willing target |
| Target: | multitouch |
| Duration: | instantaneous |
| Area: | 1 + 1/2F creatures |
| Effect: | heal |
|  |  |  |
| **4 – Harm Transmutation** | |  |
| Time to Cast: | reaction | *Harm Transmutation* allows the caster to change one incoming damage source to another damage type. Damage type is transformed to the next type in following order:  Earth → Fire/Heat → Lightning → Water or Cold → Earth  For every 2 finesses the type is transformed one step further. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 1 source of damage |
| Effect: | change damage type |
|  |  |  |
| **5 – Damage Alteration** | |  |
| Time to Cast: | none | *Damage Alteration* allows the caster to change damage type of one spell when used in conjunction with a damaging spell. Damage type is transformed to the next type in following order:  Earth → Fire/heat → Lightning → Water or Cold → Earth  For every 2 finesses the type is transformed one step further. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 1 spell |
| Effect: | change damage type |
|  |  |  |
| **6 – Elemental Mastery** | |  |
| Time to Cast: | 2 rounds | *Elemental Mastery* enables the magician to convert **the indicated volume of one element** (fire, air, water, or earth) to another. Element is transformed to the next element in following order:  Earth → Fire → Air → Water/Ice → Earth  For every 2 finesses the element is transformed one step further. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | 1 + 1/2F’ cube |
| Effect: | change element |
|  |  |  |
| **7 – Malform** | |  |
| Time to Cast: | 1 round | The caster uses *Malform* to temporarily reshape the target into a less efficient form. They can choose one Inferior Attribute, Susceptibility or Disability to bestow upon the creature for the duration. A creature can be affected multiple times, but granted disability must be different between castings. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/2F creatures |
| Effect: | impose disability |
|  |  |  |
| **8 – Disguise** | |  |
| Time to Cast: | 4 rounds | *Disguise* allows the caster to alter the appearance of the target to within 10% of the same height and weight. Gender, hair, and eye color, etc. may be freely changed. This does not change any creature abilities or racial abilities, and changes are purely aesthetic. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | touch |
| Duration: | 6 + 2/F hours |
| Area: | single creature |
| Effect: | change appearance |
|  |  |  |
| **9 – Elements to Flesh** | |  |
| Time to Cast: | 1 round | Once affected, the target may activate this effect as a reaction to being hit by a source of earth, fire/heat, lightning, water or cold damage. Instead of taking damage, the target is healed for half the damage they would take. Resistances do not reduce this healing. The spell then ends. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | heal |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **10 – Augment** | |  |
| Time to Cast: | 2 rounds | For the duration of the spell the caster makes 1 + 1/2F changes to the creature following Mutation mechanics. At the end of duration any experience or HEA points used to pay for the changes are refunded. A creature can only have one instance of this effect active.  Detailed *Mutation* mechanics and a table of creature abilities are provided in *Appendix E*. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single target |
| Effect: | temporary improvement |
|  |  |  |
| **11 – Enmass/Endwarf** | |  |
| Time to Cast: | 4 rounds | This spell allows the caster to greatly alter the size of the target. At the time of casting the caster chooses one of the two effects.  **Enmass:** the target is greatly increased in size. They become stronger, can traverse great distances with ease, land devastating strikes and take less weapon damage. This however comes at the cost of reduced agility and limited stealth abilities.  **Endwarf:** the target shrinks into a tiny version of itself. They get more agile and harder to spot. As a trade off, their physical strength suffers, their blows become much weaker, they take more weapon damage and they don’t move as fast.  These effects can be further amplified with finesses. A detailed table of these effects is located in *Appendix D*. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | touch |
| Duration: | 6 + 2/F hours |
| Area: | single creature |
| Effect: | make bigger |
|  |  |  |
| **12 – Reflect Elements** | |  |
| Time to Cast: | 1 round | *Reflect Elements* allows the caster to use some elemental energy hitting them for a revenge attack. When this spell is active, the caster may as a reaction to any source of earth, fire/heat, lightning, water/cold damage transform that energy and deal half as much damage to the attacker. Damage type is transformed to the next type in following order:  Earth → Fire/Heat → Lightning → Water or Cold → Earth |
| Resist Check: | special |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | throw elements back |
|  |  |  |
| **13 – Alter Age** | |  |
| Time to Cast: | 2 rounds | The target of *Age* who fails the resistance check, instantly and permanently becomes 1d20 + 4/F years older/younger (the caster’s discretion). However, no creature may be made younger than 14 years old. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | change age |
|  |  |  |
| **14 – Mutate** | |  |
| Time to Cast: | 4 rounds | *Mutate* empowers the caster to make changes or “improvements” to a species. Extra arms or legs can be added or removed, eye position and number changed, skeletal shape altered, etc. One change can be made with the base spell, plus one change for every two finesses.  Detailed *Mutation* mechanics and a table of creature abilities are provided in *Appendix E*.  The use of this spell should be recorded by the GM similarly to a created magic item. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | “improve” species |
|  |  |  |
| **15 – Dissipate Elements** | |  |
| Time to Cast: | 2 rounds | The caster picks one damage type between earth, fire/heat, lightning, water, or cold damage. *Dissipate Elements* causes any sources of chosen type damage hitting the caster to instead deal no damage. Area of effect sources of damage only have the caster excluded.  The caster may choose a different damage type at the beginning of every round. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | negate damage |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **16 – Shaper of Creation** | |  |
| Time to Cast: | 1 round | The caster of this spell is in tune with the elements around them. *Shaper of Creation* allows them to do the following:   * *Mend Flesh* is either fully finessed for the number of targets at no additional unit cost **or** can be used as a fifth. In addition its target distance is changed to LOS 60’. * *Harm Transmutation* can be applied to 1 damage source affecting any creature within the area of 60’ centered on the caster. The type of damage can be freely chosen from normal rotation. * *Damage Alteration* can be used for no unit cost. The type of damage can be freely chosen from normal rotation. * *Elemental Mastery*’s casting time is reduced to fifth and can target matter within 60’ of the caster. * *Malform*’s resistance check is increased to 5d6 vs PWR. * *Elements to Flesh* can be casted as a reaction on a creature within 60’. It is then immediately activated. * *Reflect Elements* can be used on instances of elemental damage hitting creatures within 60’ of the caster. * *Dissipate Elements* can grant immunity to two more damage types from the list **or** grant immunity to the current active element to 2 creatures within 60’. The choice is made at the beginning of the round. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self, 60’ radius |
| Effect: | master of elements |
|  |  |  |

| Mutation Ritual Gradually over time, the process of mutation of living or undead creatures moved from being a closely guarded secret of Mages’ Guild into a more of a common, but costly occurrence. Many psions, mages and priests joined their efforts to develop a ritual that would use rare ingredients, potions and reagents instead of straining the mind of the caster to change the targeted creature in the controlled way.  The ritual can be performed by any of the following:   * A Psion with at least one rank 12 Psychometabolism ability * A Water mage with at least 12 ranks of Changings group * A Priest of Osiris or Neptune with at least 12 ranks of Animal/Sea Form   Total cost of ingredients is 1500 gc for 1 change, 1800 gc for 2 changes, and 2100 gc for 3 changes to the target’s body following normal *Mutation* rules. |
| --- |

| Forging A quick ritual can be performed to turn raw materials into finished objects (small statues, tools, weapons, etc). The workmanship cannot exceed what the caster is capable of without the use of this ritual and all skill checks need to be attempted.  The ritual takes 1 minute to complete and affects up to 25 lbs of material. Once complete the objects are mundane and will retain their shape. The type of materials that can be affected is determined by the caster’s highest rank between *Earth Magics, Metallurgy* and *Changings* group:  1 Clay, Glass, Aluminum  2 Gold  3 Silver  4 Tin  5 Platinum  6 Copper  7 Brass  8 Bronze  9 Iron  10 Steel  11 Adamantite  12 Exotic Metals |
| --- |

## 

##### Frost Magics

All effects that reduce movement from this group can only stack up to a cap of half the target’s total movement speed. Effects can’t have a target lose more than 1/2 of their movement from these spells.

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Frost** | |  |
| Time to Cast: | 2 rounds | The caster coasts the indicated surface area in a layer of frost, killing most smaller plant life, and weakening objects and structures, effectively losing 8 points of STR. Magical structures and items must make a 3d6 vs PWR resist check to negate this effect. |
| Resist Check: | none |
| Target: | LOS 100’ |
| Duration: | 4 + 2/F rounds |
| Area: | 20 + 5/F’ radius |
| Effect: | frost over things |
|  |  |  |
| **2 – Frost Cloud** | |  |
| Time to Cast: | 1 round | The caster summons cold air and wraps it around targets and those that fail the resistance check lose 30 feet of movement (up to half their total movement speed) for 3 rounds. |
| Resist Check: | 4d6 vs AGI negates |
| Target: | LOS 120 + 30/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 1 + 1/2F creatures |
| Effect: | slow |
|  |  |  |
| **3 – Ice Bubble** | |  |
| Time to Cast: | 1 round | An aura of intense cold in a 10+5/F’ radius surrounds the caster, those inside the radius gain 2 ranks of *Resist Fire*. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | grant fire resist |
|  |  |  |
| **4 – Frost Wall** | |  |
| Time to Cast: | 1 round | The caster creates a wall of ice in front of them, blocking or creating an obstacle. The wall is translucent, LOS spells may be targeted through it with a 2d6 *Arcana* check.  The wall has 10 + 5/2F DP and can be destroyed with 4d6 vs STR check. |
| Resist Check: | none |
| Target: | LOS 5’ |
| Duration: | 1 + 1/F minutes |
| Area: | 5’ x 7’ x 2” |
| Effect: | wall of ice |
|  |  |  |
| **5 – Field of Ice** | |  |
| Time to Cast: | 1 round | The caster coats the indicated area of ground in a thin, slippery layer of ice. Any creature moving more than 10’ per round through this area needs to make the resistance check or fall prone. This can be used to make a layer of ice on a surface of a liquid such as a lake. |
| Resist Check: | 4d6 vs AGI negates |
| Target: | LOS 120 + 30/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 20 + 5/F’ radius |
| Effect: | area of frost |
|  |  |  |
| **6 – Frostmourne** | |  |
| Time to Cast: | 2 rounds | The caster enchants a weapon with cold. The attacks do an additional 1d6 of cold damage and on a hit, the target loses 5 + 5/F‘ of movement for 3 rounds if they fail the resist check, which occurs on each hit. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single weapon |
| Effect: | frosty attack |
|  |  |  |
| **7 – Glacio’kiraso** | |  |
| Time to Cast: | 1 rounds | The target is granted armor of chilling frost. All that engage in melee combat against the target take (1 + 1/4F)d6 of cold damage and lose 5+5/2F’ of movement speed per strike on the target. This loss lasts 3 rounds. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | frost armor |
|  |  |  |
| **8 – Frost Ball** | |  |
| Time to Cast: | 1 round | The caster launches a ball of frost that explodes at the target point, damaging all inside the effect for 6d6 cold damage and reducing their movement speeds by 20’ for 3 rounds. Passing the resist check will halve the damage and prevent movement speed loss. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 20 + 5/F’ radius |
| Effect: | icy explosion |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Chilly Wind** | |  |
| Time to Cast: | 1 round | The caster blows a gust of cold air at the target(s), those that fail are chilled by the cold air and gain 1 + 1/2F ranks of *Susceptible to Cold*. |
| Resist Check: | 5d6 vs HEA negates |
| Target: | LOS 100’ |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/2F creatures |
| Effect: | susceptibility to cold |
|  |  |  |
| **10 – Ice Lance** | |  |
| Time to Cast: | 1 round | The caster launches a giant spear of ice from their hands, dealing 9d6 of cold damage in a 4 + 1/F’ wide line between them and the target point. Any creature that fails the resist check also loses 1/5 of their movement speed for 3 rounds. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 80 + 20/F’ |
| Duration: | instantaneous |
| Area: | 4 + 1/F’ wide line |
| Effect: | spear of ice |
|  |  |  |
| **11 – Weakening Air** | |  |
| Time to Cast: | 1 round | The caster sends a blast of chilling air. The target creatures gain Inferior STR, HEA **or** AGI for the duration. For every two finesses, grant a rank of a different Inferior Attribute. |
| Resist Check: | 5d6 vs HEA negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 2 + 1/2F creatures |
| Effect: | weaken foes |
|  |  |  |
| **12 – Permafrost** | |  |
| Time to Cast: | 2 rounds | The caster freezes a target. They are *Magically Paralyzed* while encased in the ice. The ice has a Damage Point pool of 50. Upon hitting 0, the ice shatters and the target is unfrozen. |
| Resist Check: | 5d6 vs HEA negates |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | encase in ice |
|  |  |  |
| **13 – Cold Heart** | |  |
| Time to Cast: | 1 minute | The caster gains 1+1/4F ranks of *Resist Cold*. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 year |
| Area: | self |
| Effect: | resist cold |
|  |  |  |
| **14 – Frost Walk** | |  |
| Time to Cast: | 1 round | Caster enchants the beings that they touch. The targets can freeze the air at the bottom of their feet, allowing them to move about in such a way that they can walk on air. If they are knocked prone while they are in the air, they can cause the air beneath them to freeze and they will remain at their current altitude. |
| Resist Check: | willing target |
| Target: | multitouch |
| Duration: | 2 + 1/F hours |
| Area: | touched creatures |
| Effect: | walk on air |
|  |  |  |
| **15 – Preserve** | |  |
| Time to Cast: | 3 rounds | The caster freezes an entity if they fail the resist check, which *Magically Paralyzes* them. Then, if the caster desires, they may have the target make an additional 6d6 vs HEA resist check or die. Otherwise, the target is magically preserved, preventing decay and keeping the target alive if it is alive. The target is not aware of time passing if kept alive in this state. |
| Resist Check: | 6d6 vs HEA negates |
| Target: | touch |
| Duration: | permanent |
| Area: | single target |
| Effect: | preserve in ice |
|  |  |  |
| **16 – Frost Beam** | |  |
| Time to Cast: | 2 rounds | The caster fires a beam of ice that deals 10d6 cold damage in a 10’ wide line to a target. Then at that point, in a 20 + 5/F’ radius, an explosion of 14d6 cold damage occurs. The resist check is applied for both sources of damages, so only 1 roll is necessary. A creature in the overlapping area only takes 14d6 cold damage, not 24d6. |
| Resist Check: | 6d6 vs HEA halves |
| Target: | LOS 100’ |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | freezing beam |
|  |  |  |

##### Code of Riptide

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Abyssal Chains** | |  |
| Time to Cast: | 1 round | The caster thrusts out their arms, blasting a set of watery chains at a chosen target. If the target fails the resist check, the chains grab the target’s arms or any other appendage and the caster pulls it 10 + 5/F feet towards themselves. The chains disappear after the spell is cast regardless of the result. |
| Resist Check: | 3d6 vs AGI negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | yank |
|  |  |  |
| **2 – Wellspring** | |  |
| Time to Cast: | 1 round | The caster stomps one foot and generates a small geyser to erupt under the chosen target. If the target fails a 3d6 vs STR they are knocked prone. The geyser is 10’ high, and originates from the ground. |
| Resist Check: | 3d6 vs STR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | knock off balance |
|  |  |  |
| **3 – Sea Spray** | |  |
| Time to Cast: | 1 round | The caster shoots a fine mist of seawater at the target, clouding its vision and stinging its eyes. This reduces the target’s LOS distance to 60 - 5/F feet and subtracts 1 + 1/2F from all natural rolls-to-hit for 1 round. This spell does not affect enemies that do not rely on sight. |
| Resist Check: | 3d6 vs PER negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | cloud vision, eyes hurt |
|  |  |  |
| **4 – Brine** | |  |
| Time to Cast: | 1 round | The caster traces a circle in the air with their finger that opens up to release a high-pressure blast of briney water, *Drenching* a target and dealing 1d6 pain damage if that target has suffered edged or piercing damage within the last round. If no edged or piercing damage was taken, the target does not take the pain damage but they are still *Drenched*. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 1 + 1/2F targets |
| Effect: | salt in the wound |
|  |  |  |
| **5 – Change Current** | |  |
| Time to Cast: | 1 round | The caster influences water currents to push people and loose objects at the surface, tossing them about wildly. This effectively moves them 20 + 10/F feet in a chosen direction. Making a 4d6 vs STR nullifies the push of the currents. This spell only works on targets swimming, floating, or submerged in a body of water. |
| Resist Check: | 4d6 vs STR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 3 rounds |
| Area: | 10’ radius |
| Effect: | rough seas |
|  |  |  |
| **6 – Curse of Floodwater** | |  |
| Time to Cast: | 1 rounds | The caster fires a water jet at the ground, forming viscous pools of water and flooding the area. This lowers the speed of any creatures in the target area (**excluding** the caster) by 1/3 of its original value and grants an *Inferior AGI* when they are inside the area. |
| Resist Check: | 4d6 vs AGI negates |
| Target: | caster |
| Duration: | 2 rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | difficult terrain |
|  |  |  |
| **7 – Geyser Mines** | |  |
| Time to Cast: | 2 rounds | The caster stomps their foot after channeling, causing 4 geysers to erupt on the battlefield under and around enemies. Any enemy hit by a geyser must succeed a 4d6 vs AGI or be blasted 10 feet away from the caster and be knocked prone. Succeeding at the check will blast the target 10 feet away but they will not be knocked prone. Any target can only be hit once per round by this spell. Each geyser is 15’ high, and originates from the ground. |
| Resist Check: | 4d6 vs AGI partial\* |
| Target: | LOS 100’ |
| Duration: | instantaneous |
| Area: | 4 + 1/2F targets |
| Effect: | more geysers |
|  |  |  |
| **8 – High Tide** | |  |
| Time to Cast: | 1 round | The caster generates a prism of salty water and fires it at chosen target, dealing 4d6 pain damage (halved for resist) if they have been hit by edged or piercing damage within the last round. If no edged or piercing damage was taken, the target automatically succeeds the resist check but they are still *Drenched*. |
| Resist Check: | 4d6 vs AGI halves |
| Target: | LOS 100 + 20/F’ |
| Duration: | Instantaneous |
| Area: | single target |
| Effect: | more salt in more wounds |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Into the Depths** | |  |
| Time to Cast: | 1 rounds | The caster shoots a thin disc of water at the target’s face, surrounding it and inducing a hallucination that the target is floating deep below the surface in the open ocean. Upon panicking, the target must attempt the CSE resist check at the start of every round in order to take any action; taking damage from any source ends this effect immediately. This spell does not suffocate or deal any damage. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 100’ |
| Duration: | 4 + 1/F rounds |
| Area: | 1 + 1/4F targets |
| Effect: | deceive and frighten |
|  |  |  |
| **10 – Tide Wall** | |  |
| Time to Cast: | 2 rounds | The caster channels for 2 rounds, then summons a wall of turbulent water at a chosen location. The water appears to be falling in a motion similar to a waterfall, but stays within the confines of its dimensions; this rushing motion prevents any attempt to see through the wall. It is possible to move through the wall, taking 2d6 pain damage if they have been hit by edged or piercing damage within the last round (this will apply *Drenched*) but LOS targeting through the wall is not possible. If the caster chooses, they can impose a 4d6 vs STR check to pass through the wall. |
| Resist Check: | none\* |
| Target: | LOS 100’ |
| Duration: | 4 + 1/F rounds |
| Area: | 7’ tall x 5’ long x 2’ thick |
| Effect: | wall of solid water |
|  |  |  |
| **11 – Rolling Surf** | |  |
| Time to Cast: | 1 round | The caster summons a large wave that expands outward from their body in a cone, washing over and *Drenching* all enemies caught within the area of effect. This also knocks them prone unless they make the 5d6 vs STR resist check. |
| Resist Check: | 5d6 vs STR\* |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 10’ x 80’ cone |
| Effect: | big wave |
|  |  |  |
| **12 – Roaring Current** | |  |
| Time to Cast: | 2 rounds | The caster charms the target such that all they can hear is the sound of intensely crashing surf; they can still be *Deafened* by spells such as Thunderclap. This makes normal communication with them very difficult and they have to be shouted at. The targets also cannot complete any actions that take over one round. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 60’ |
| Duration: | 4 + 1/F rounds |
| Area: | 1 + 1/2F targets |
| Effect: | seashell effect |
|  |  |  |
| **13 – Rising Pressure** | |  |
| Time to Cast: | 1 round | The target of this spell must be *Drenched*. If they fail a 5d6 vs WIL resist check, they experience the sensation of intense underwater pressure without equalization (similar to ascending improperly during diving). This deals 2d6 pain damage and leaves behind a lingering headache. For the next round, the target is *Dazed*, and can only move and talk. This also grants the target 2 ranks of *Inferior AGI* for one day if they fail the WIL resist check (a successful check negates the *Daze* and one rank of *Inferior AGI* but the target is still damaged). |
| Resist Check: | 5d6 vs WIL\* |
| Target: | LOS 100’ + 20/F |
| Duration: | 1 day\* |
| Area: | Single target |
| Effect: | gives target “the bends” |
|  |  |  |
| **14 – Erosion** | |  |
| Time to Cast: | 2 rounds | This spell has a casting time of 2 rounds, during which water begins to leak from the ground regardless of the environment. Targets within the radius make a 5d6 vs STR. On a fail, they are trapped in a whirling cyclone of water that erodes away their defenses, causing their Armor Defense Values to be temporarily reduced by 2 points per round (maximum of 8 point reduction). The STR check can be reattempted at the start of each round that the spell is in effect (The Defense Value reduction lasts until combat ends). This spell does not affect new creatures that move into the area, or creatures that have succeeded the STR resist check. |
| Resist Check: | 5d6 vs STR |
| Target: | LOS 100’ |
| Duration: | 4 rounds |
| Area: | 20’ + 5/F radius |
| Effect: | reduce armor |
|  |  |  |
| **15 – Ocean’s Reach** | |  |
| Time to Cast: | 2 rounds | A massive geyser blast erupts from the earth, sending briney water cascading down in a large area. Those in the radius are *Drenched* and take 8d6 pain damage if they have taken piercing or edged damage in the last round. The spell lasts for 4 + 1/F rounds and applies the pain damage at the start of each round. If no edged or piercing damage was taken, the targets automatically succeed the resist check but they are still *Drenched*. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 120’ |
| Duration: | 4 + 1/F rounds |
| Area: | 30’ + 10/F radius |
| Effect: | cascading salty water |
|  |  |  |
| **16 – Tidal Singularity** | |  |
| Time to Cast: | 2 rounds | The caster channels for 2 rounds, then hurls a large sphere of white water at the enemy. On contact with the ground, the sphere explodes and generates a huge whirlpool that spirals all enemies within its radius around and around for 4 rounds, dealing 6d6 water damage at the start of each round. In addition, targets within the whirlpool will be drawn 5 ft closer to the center each round and cannot move on their turn, changing their position on the battlefield accordingly and will be *drenched*. Succeeding a 6d6 vs AGI will halve the damage and allow the target to move and escape the vortex. |
| Resist Check: | 6d6 vs AGI\* |
| Target: | LOS 120’ |
| Duration: | 4 rounds |
| Area: | 30’ radius |
| Effect: | massive deadly whirlpool |

##### Sanoakvo

Refer to *Chapter 8: Combat* for the general temporary damage points mechanic.

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Lesser Ocean’s Aid** | |  |
| Time to Cast: | 1 reaction | The target of this spell gains 1d6 temporary DP. |
| Resist Check: | none |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | healing |
|  |  |  |
| **2 – Purify Surroundings** | |  |
| Time to Cast: | 1 round | This spell purifies an indicated volume of any aqueous liquid, making the water safe to drink. Certain magical sources of pollution or corruption may be able to resist this effect; in this case, it must make the resist check. |
| Resist Check: | 3d6 PWR negates |
| Target: | LOS 40 + 10/F’ |
| Duration: | instantaneous |
| Area: | 20 + 5/F’ radius |
| Effect: | utility |
|  |  |  |
| **3 – Dousing Tide** | |  |
| Time to Cast: | 1 round | A swirling thread of magical water dances around the target for the duration. Until the spell ends, the target gains 1 rank of *Resist Fire* and cannot suffer from the *Burning* condition. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single creature |
| Effect: | buff |
|  |  |  |
| **4 – Ocean’s Aid** | |  |
| Time to Cast: | 1 round | The target of this spell gains 4d6 temporary DP. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | healing |
|  |  |  |
| **5 – Purify Ally** | |  |
| Time to Cast: | 1 fifth | If an ally has been subjected to a negative status effect, this spell allows them to reattempt the resist check one die easier. The following status effects are immune to this spell: *Paralyzed, Magical; Suspended in Time/Blue-Fielded; Prone* |
| Resist Check: | none |
| Target: | LOS 40 + 10/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | buff, utility |
|  |  |  |
| **6 – Restorative Raindrop** | |  |
| Time to Cast: | 1 round | Each target of this spell is healed for 3d6 DP up to their maximum. |
| Resist Check: | none |
| Target: | LOS 40 + 10/F’ |
| Duration: | instantaneous |
| Area: | up to 3 creatures |
| Effect: | healing |
|  |  |  |
| **7 – Healing Wave** | |  |
| Time to Cast: | 1 round | All allies within the area of effect are healed for 4d6 DP up to their maximum. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 10’ x 40’ cone |
| Effect: | healing |
|  |  |  |
| **8 – Font of the Living Sea** | |  |
| Time to Cast: | 1 round | Call forth an avatar of the sea’s bountiful life. This object, taking a form of the caster’s choosing, is intangible and indestructible, and restores 4d6 DP per round to all chosen creatures within its radius.  *This spell must be “concentrated” on throughout; refer to rules on spell interruption. If the caster fails their interruption check and loses concentration, the Font only heals 2d4 DP per round.* |
| Resist Check: | none |
| Target: | LOS 20 + 5/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | healing, creation |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Bubble Deathward** | |  |
| Time to Cast: | 1 round | A bubble of magical water surrounds the target of this spell. If the target falls below 0 DP during the spell duration, the bubble pops and immediately heals the target for 4d6 DP. If the spell duration expires without the target falling unconscious, the bubble pops and heals the target for 6d6 DP.  Only one instance of this effect can be active on the target at any point in time. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | buff, healing |
|  |  |  |
| **10 – Bubble Harmward** | |  |
| Time to Cast: | 1 round | A bubble of magical water surrounds the target of this spell. Until the bubble pops, the target has 2 ranks of *Resist Fire*. The bubble will pop when the spell ends or when the target takes over 15 damage at once, in which case it will halve the damage of the triggering attack before popping. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | defense |
|  |  |  |
| **11 – Tides’ Rejuvenation** | |  |
| Time to Cast: | 1 minute | The target of this spell must be someone who has suffered an Attribute drain within the last 24 hours. After the spell is finished, a single Attribute drained is restored to them. This spell does not regenerate stressed Attributes or Exceptionals. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | buff |
|  |  |  |
| **12 – Vestments of the Nereid** | |  |
| Time to Cast: | 1 round | When this spell is cast, a spectral cloak of mystical water and swimming fish surrounds the caster. For the duration of the spell, all healing performed by spells cast by the target gains a flat bonus equal to ¼ of the caster’s PWR. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | buff, healing |
|  |  |  |
| **13 – Sanafluctus** | |  |
| Time to Cast: | 1 round | All chosen creatures within the area of effect are healed 5d8 DP. This healing can go over the targets’ maximum, and any overflow becomes temporary DP. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 25 x 50’ cone |
| Effect: | healing |
|  |  |  |
| **14 – All Currents Lead Home** | |  |
| Time to Cast: | 1 minute | This spell calls the currents of elemental water to guide a recently departed soul back to its body and restore it to life.  Refer to *Appendix D: Spell Clarifications* for general resurrection mechanics. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | buff, healing |
|  |  |  |
| **15 – Wellspring Vitae** | |  |
| Time to Cast: | 2 rounds | The target of this spell is healed DP equal to (caster’s PWR)d8. This healing can go over the target’s maximum, and any overflow becomes temporary DP. |
| Resist Check: | none |
| Target: | LOS 10 + 2/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | healing |
|  |  |  |
| **16 – Great Torrent of Life** | |  |
| Time to Cast: | 4 rounds | A cloud of purifying rain gathers over a spot on the ground touched by the caster. After the casting time, all chosen creatures within the radius heal 2d6 DP per round for the spell duration as the life-giving rains wash over them. This healing can go over the targets’ maximum, and any overflow becomes temporary DP. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | 1000 + 500/F’ radius |
| Effect: | healing |
|  |  |  |

##### Storms

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Umbrella** | |  |
| Time to Cast: | 1 round | Umbrella creates a force field a foot above the target’s head that follows them. This field will protect them from drizzle or light rain. The water will slide off the field and not touch the caster. This will prevent the *Drenched* condition from light rain. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/F creatures |
| Effect: | block rain |
|  |  |  |
| **2 – Forecast** | |  |
| Time to Cast: | 1 minute | The caster beseeches the elemental spirits of the wind around them, and learns the weather forecast for the next 4 + 1/F days. This would be the natural weather that will occur, barring any magic or unpredictable effects. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | know weather |
|  |  |  |
| **3 – Raincloud** | |  |
| Time to Cast: | 1 round | *Raincloud* summons a thin, grey cloud a few feet above the target point, which will begin drizzling onto creatures within the radius. Any creature that spends at least 2 rounds under the cloud will become *Drenched*.  The caster can use an action on their turn to move the raincloud up to 20 feet in any direction. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 5/F’ radius |
| Effect: | create light rain |
|  |  |  |
| **4 – Thunderstorm** | |  |
| Time to Cast: | 1 minute | *This spell must be cast outside, and has no effect if it is already storming. Additionally, the caster cannot spend a unit to dispel this effect after it is created.*  The caster, over the course of a minute, begins gathering elemental energy from the plane of water and sending it into the atmosphere. A dark storm cloud forms over the minute, and thunder rumbles as it nears completion. Once formed, the storm breaks with a heavy rain and lightning strikes. The caster has no control over the storm after it is formed, and it can be moved by atmospheric conditions, and lightning strikes are nearly random (seeking the path of least resistance as normal). |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F hours |
| Area: | 600 + 150/F’ radius |
| Effect: | call thunderstorm |
|  |  |  |
| **5 – Storm Sphere** | |  |
| Time to Cast: | 1 round | Gathering power from the elemental planes of water and air, the caster generates a swirling storm of water and lightning. The sphere is a 5’ radius, and any creatures that begin their turn in the sphere must make a 3d6 vs AGI to halve 3d6 water damage.  As a fifth, the caster can cause an arc of lightning to strike at a creature within melee range of the sphere, and they must make a 3d6 vs AGI to halve 3d6 lightning damage.  As an action, the caster can move the sphere up to 30 feet in any direction. |
| Resist Check: | 3d6 vs AGI halves |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | special\* |
| Effect: | sphere of lightning |
|  |  |  |
| **6 – Galestorm** | |  |
| Time to Cast: | 2 rounds | *This spell must be cast outside, and has no effect if it is already storming.*  The caster electrically charges the air around them, and wind begins to whip up as rain begins to fall. Any creatures within the area, including the caster, can cast air and water spells easier, lowering the unit cost of these spells by 1, with a minimum cost of 1 unit. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 30 + 10/F’ radius |
| Effect: | call galestorm |
|  |  |  |
| **7 – Lightning Spear** | |  |
| Time to Cast: | 2 rounds | *Lightning Spear* allows the caster to create spears of lightning in their hands, which can be wielded as either a melee or throwing weapon. After the spell is cast, the caster can use a fifth to create a spear of lightning in their hands. This spear counts as an Impaling/Thrown weapon, has no STR requirement, and deals a base 2d6 of lightning damage on a hit, or d20+4 lightning damage on impale. It provides no weapon DVs, and has a range of 20’ if thrown.  If the weapon is thrown, it disappears after it hits or misses, and the caster must spend a fifth to create a new one. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minute |
| Area: | self |
| Effect: | create spears of lightning |
|  |  |  |
| **8 – Storm Step** | |  |
| Time to Cast: | 1 round | *This spell must be cast under a storm, either natural or created by a spell in this group.*  The caster teleports LOS 60 + 15/F’ away, and a bolt of lightning crashes down. All creatures in a 10’ radius from the position they were standing must make a 4d6 vs HEA check to halve 6d6 lightning damage. |
| Resist Check: | none, 4d6 vs HEA halves |
| Target: | LOS 60 + 15/F’, caster |
| Duration: | instantaneous |
| Area: | self, 10’ radius |
| Effect: | teleport in lightning strike |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Storm Whip** | |  |
| Time to Cast: | 1 reaction\* | As a reaction to being hit with a combat attack, the caster lashes out with a whip of crackling lightning and water. The target creature must make a 4d6 vs AGI to halve 3d6 lightning damage plus 3d6 water damage. If they fail the resistance check, they are also *Drenched*. |
| Resist Check: | 4d6 vs AGI halves |
| Target: | special\* |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | storm retribution |
|  |  |  |
| **10 – Stormo’kiraso** | |  |
| Time to Cast: | 1 round | The target is granted armor of dark billowing clouds, which flashes with internal lightning. While wearing the armor, the target gains a rank of *Resist Lightning* or *Resist Water* (caster’s choice). Additionally, any creature that hits the target with a combat attack takes 1d6 lightning damage as it arcs from the armor. This damage occurs per hit. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | storm armor |
|  |  |  |
| **11 – Icestorm** | |  |
| Time to Cast: | 2 rounds | *This spell must be cast outside, and has no effect if it is already storming.*  The caster summons powerful winds, rain, and invokes chilling temperatures in the target area. Each creature that ends their turn within the area must make a 5d6 vs AGI check to halve 2d6 cold/ice damage plus 2d6 water damage. |
| Resist Check: | 5d6 vs AGI halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | 1 + 1/F minute |
| Area: | 20 + 5/F’ radius |
| Effect: | call hailstorm |
|  |  |  |
| **12 – Maelstrom** | |  |
| Time to Cast: | 1 round | *This spell must be cast outside, and has no effect if it is already storming.*  *Maelstrom* creates a whirling mass of wind, rain, and lightning about the caster, who stands unaffected in the eye of the storm. The maelstrom moves with the caster. At the start of each of the caster’s turns, they can choose whether the storm is composed of torrential rain, crackling lightning, or pummeling hail. Each creature that ends their turn in the maelstrom must make a 5d6 vs HEA resist check to halve 4d6 of water (rain), lightning (lightning), or ice/cold (hail) damage based on the caster’s previous choice.  In addition, creatures that fail the resist check are affected with the following appropriate condition until their next turn:  Rain – *Drenched*; Lightning – *Dazed*; Hail – *Movement reduced by half.* |
| Resist Check: | 5d6 vs HEA halves |
| Target: | caster |
| Duration: | 1 + 1/F minute |
| Area: | 60 + 15/F’ radius |
| Effect: | fury of the storm |
|  |  |  |
| **13 – Cyclone** | |  |
| Time to Cast: | 1 round | The caster summons a cyclone on a point within range, which is a cylinder of 10’ radius and 30’ high. A creature in the cyclone must make a 5d6 vs STR resist check or take 10d6 blunt damage, half on a success. If they fail the check, the creature is additionally *Grappled* by the cyclone. The cyclone can only grapple one creature at a time, and rolls 6d6 on the contested STR check to maintain the grapple.  As an action, the caster can move the cyclone up to 60 feet in any direction. If the cyclone is grappling a creature, the creature moves with the cyclone and remains *Grappled*. |
| Resist Check: | 5d6 vs STR\* |
| Target: | LOS 120 + 30/F’ |
| Duration: | 1 + 1/F minute |
| Area: | 10’ radius, 30’ high |
| Effect: | summon cyclone |
|  |  |  |
| **14 – Quell** | |  |
| Time to Cast: | 1 round | *Quell* allows the caster to calm any natural storm, and acts as a rank 14 *Revoke* on any magical storm. The skies calm, winds die, and rain stops. Any environmental hazards or storm-based abilities are negated by this. |
| Resist Check: | none |
| Target: | LOS |
| Duration: | instantaneous |
| Area: | 2000’ radius |
| Effect: | quell storm |
|  |  |  |
| **15 – Stormovoki** | |  |
| Time to Cast: | 4 rounds | *Stormovoki* summons 4 + 2/F storm elementals from a source of water or air.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | special\* |
| Effect: | storm elementals |
|  |  |  |
| **16 – Pluvego** | |  |
| Time to Cast: | 2 rounds | *This spell must be cast under a storm, either natural or created by a spell in this group.*  *Pluvego* utilized wind to sharpen rain in a storm into small blades of ice. The rain of the affected storm will change from water damage (if any) to edged damage, and will add an extra 3d6 of edged damage. to the rain. If there is no other associated resist check, the resist check for this damage is 4d6 vs HEA to halve. |
| Resist Check: | special\* |
| Target: | special\* |
| Duration: | special\* |
| Area: | single storm |
| Effect: | sharpen rain |
|  |  |  |

##### Charms

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Distract** | |  |
| Time to Cast: | 1 reaction\* | The target of this spell is momentarily distracted from what they are doing. This distraction is enough to disrupt spell casting and other activities that take large amounts of concentration. This spell can be cast as a reaction to any action that requires concentration, so it can be used to disrupt single round casting time spells and other complex actions that take a single round. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | distract creature |
|  |  |  |
| **2 – Rockabye** | |  |
| Time to Cast: | 1 round | The target of this spell slips into a natural sleep and becomes *Unconscious*, and can be woken by another creature using their action to jostle the sleeping creature awake. Any loud noises or other stimuli can awaken the target as well. If the target of the spell is in combat, the resist check becomes a 3d6 vs WIL check. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | 1 + 1/F creatures |
| Effect: | put creature to sleep |
|  |  |  |
| **3 – Repress Fear** | |  |
| Time to Cast: | 1 round | The targets of this spell have all of their unreasonable fears, magical or not, repressed for the duration of the spell. The spell negates *Frightened* and the target gets *Resist Fear 1* for the duration. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/F creatures |
| Effect: | represses fears |
|  |  |  |
| **3 – Dismay** | |  |
| Time to Cast: | 1 round | Dismay causes any creatures that can see the caster within the area to attempt the 4d6 vs CSE resist check, or become *Frightened* and flee from the caster at their maximum movement rate for the duration. They may reattempt the resist check at the end of each of their turns, ending the effect on a success. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 30 + 10/F’ radius |
| Effect: | cause fear |
|  |  |  |
| **4 – Frostfeet** | |  |
| Time to Cast: | 1 round | The targets of this spell believe themselves to have their feet frozen or restrained to the ground, and prevented from moving. They are *Rooted* for the duration of the spell, and may reattempt the resist check at the end of each of their turns, ending the effect on a success. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 1 + 1/F creatures |
| Effect: | freeze in place |
|  |  |  |
| **5 – Relax** | |  |
| Time to Cast: | 1 minute | The targets of this spell will relax and quickly fall asleep. All targets gain a full rest period in half the normal time (4 hours, instead of 8; 6 hours for *Soulless* creatures that normally require 12 hours of rest). In addition, the targets are able to skip a number of additional rest periods they received without getting tired and go days without sleep. Targets can sleep for up to 12 hours using this spell, but they can be awakened normally during that time. |
| Resist Check: | willing targets |
| Target: | LOS 20 + 5/F’ |
| Duration: | special\* |
| Area: | 2 + 2/F creatures |
| Effect: | relaxing rest |
|  |  |  |
| **5 – Befriend** | |  |
| Time to Cast: | 2 rounds | *Befriend* immediately cancels any hatred towards the caster and their companions felt by the targets of the spell. This will last as long as none of the perceived friends take a hostile action (including casting spells) towards the *Befriended* targets. If the targets of this spell are engaged in combat with the caster and their companions, the resist check is 3d6 vs CSE. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/2F creatures |
| Effect: | enemies to friends |
|  |  |  |
| **6 – Regress** | |  |
| Time to Cast: | 1 minute | While casting this spell, the caster concentrates on a specific time period or memory that he wishes the target to recall. If the target is willing, they can recall the memories as if they just occurred. This spell can be used to see through mental blocks, but not through active spell effects. If this spell is finessed for effects, it can conjure up an additional memory per finesse. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | remember |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **7 – Witchy Sleep** | |  |
| Time to Cast: | 2 rounds | If the targets of *Witchy Sleep* fail their resistance checks, they slip into a deep, magical sleep and become *Unconscious*. They will only awaken when the spell is canceled by the caster, *Revoked*, the duration expires or the target takes more than 10 points of damage. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 6 + 2/F hours |
| Area: | 1 + 1/F creatures |
| Effect: | induce magical sleep |
|  |  |  |
| **7 – Confusion** | |  |
| Time to Cast: | 1 round | This spell causes those within the area of effect who fail the resistance check to act erratically for the duration of the spell. Roll 1d10, on 1 they will carry through with their planned actions; on 2-3 they will attack each other, on 4-10 they will mill about aimlessly and bicker amongst themselves. Affected creatures can reattempt the resist check at the end of each of their turns, ending the effect on a success. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | create confusion |
|  |  |  |
| **8 – Repress Pain** | |  |
| Time to Cast: | 1 round | The targets of this spell that are willing or fail the resistance check have their pain tolerance increased significantly for the duration of the spell. They gain two ranks of *Resist Pain*. Additionally, they also receive 1 point of damage reduction from any source. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/F creatures |
| Effect: | represses pain |
|  |  |  |
| **9 – Prevent** | |  |
| Time to Cast: | 1 round | In a soothing voice, the caster says “you really shouldn’t…” followed by an action. Targeted creatures that can hear the caster and fail the resistance check feel that they should not perform the started action. If the target gets damaged or must make a resistance check while this spell is in effect, the charm against the target is broken. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | hearing |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/F creatures |
| Effect: | prevent action |
|  |  |  |
| **9 – Neophyte** | |  |
| Time to Cast: | 2 rounds | The target of *Neophyte* who fails the resistance check suddenly forgets all his background training for the spell’s duration, including skills, spells, incants, abilities, etc. Warriors don’t have a clue as to the use of their weapons, magicians can no longer remember spells, priests cannot even remember the name of their deity nor the dogma of their religion (thus becoming powerless), etc.  The only remaining knowledge would be non-background or universal skills, and creature abilities. The target of this spell may reattempt the resist check at the end of each of their turns, ending the effect on a success. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | forget background |
|  |  |  |
| **10 – Betask** | |  |
| Time to Cast: | 2 rounds | *Betask* enchants any creature to do the caster’s bidding if they fail the resist check. The target is *charmed.* If the target chooses to disobey the caster, the spell is broken, but the target loses one point of WIL permanently. When the spell ceases, the target will be completely aware of the enchantment and their actions while enspelled. |
| Resist Check: | 4d6 vs CSE negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/F creatures |
| Effect: | impose will |
|  |  |  |
| **11 – Desire** | |  |
| Time to Cast: | 1 round | All targets that fail the spell’s resistance check have a certain desire that is stated by the caster at the time of the spell's casting. For the duration, the targets will seek to satisfy this desire. Targets cannot be made to harm or kill themselves with this spell. After the duration expires, the target will be confused and vaguely remember events that transpired while enspelled. |
| Resist Check: | 5d6 vs CSE negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/F creatures |
| Effect: | instill desire |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **12 – The Drowning** | |  |
| Time to Cast: | 2 rounds | A target that fails this spell’s resistance check believes they are drowning and will start suffocating. Targets do not actually have to breathe for the spell to function, but creatures that must breathe will drop *Unconscious* and begin dying after a number of rounds equal to their HEA score. While a creature is gasping for breath, they are *Stunned* and cannot perform any other action. The target(s) of this spell may reattempt the resist check at the end of each of their turns, ending the effect on a success. |
| Resist Check: | 5d6 vs CSE negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | special\* |
| Area: | 1 + 1/2F creatures |
| Effect: | “drown” creatures |
|  |  |  |
| **13 – Nightmare** | |  |
| Time to Cast: | 2 rounds | The target of this spell has their mind thrust into their subconscious, where they have neverending and terrifying nightmares. Their body seems vacant and vegetative and are *Unconscious*. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | touch |
| Duration: | permanent |
| Area: | single creature |
| Effect: | withdraws mind |
|  |  |  |
| **14 – Bewitch** | |  |
| Time to Cast: | 2 rounds | This spell functions identically to *Betask*, except the duration is greatly increased, and the target lose 3 points of WIL if they choose to disobey the caster. |
| Resist Check: | 5d6 vs CSE negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 month |
| Area: | single creature |
| Effect: | impose control |
|  |  |  |
| **15 – Uncanny Charisma** | |  |
| Time to Cast: | 1 round | Uncanny Charisma grants unnatural charm to the caster. Any social interaction and skill check against Acting or Psychology receives a two dice bonus and even complete strangers will treat them as if both parties have been friends for years. Creatures may attempt a resistance check when interacting with the caster. Creatures that succeed at the resistance check are immune for the duration but do not detect that the resistance check happens. |
| Resist Check: | 5d6 vs CSE negates |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | self |
| Effect: | boost charisma |
|  |  |  |
| **16 – Chaotic Battlefield** | |  |
| Time to Cast: | 2 rounds | Chaotic Battlefield warps the minds of creatures hostile to the caster, distorting their perception of friend and foe. For the duration the affected creatures treat the caster and the caster’s party as friends and direct their hostile actions towards their own allies. At the end of each round they may attempt the resistance again to break the effect. |
| Resist Check: | 6d6 vs CSE negates |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 60 + 15/F’ radius |
| Effect: | attack friends |
|  |  |  |