

Water Spells

[Index Sheet](#)

| Spell Name | Spell Level | Sphere | Range | Area of Effect | Duration | Verbal | Effect |
|-------------------|-------------|--------|-------|--|-------------|---|---|
| Boil Water | 1 | Water | Touch | Up to one gallon | Instant | Heating water needs lots of toil, simple, easy let water boil, Spellcasting Boil Water | Causes the touched water to instantly boil. If boiling water is poured over a target then it inflicts one point of damage to any uncovered location. Clothing or armour of any kind negates the damage. |
| Cold of the Grave | 1 | Water | Touch | One Person | Instant | The grave is a very final place, somewhere I make you turn and face, Spellcasting Cold of the Grave. | This spell causes the target to get a feeling as though someone had just stepped on his grave. The target cannot move for 5 seconds until the chill feeling passes. In game terms the target is frozen as per the freeze call for 5 seconds. |
| Conversion | 1 | Water | Touch | Up to one gallon | Permanent | Liquid to liquid, one to another change between them without much bother, Spellcasting Conversion. | This spell converts up to 1 gallon of non-magical liquid in to any other non-magical liquid. Herbal potions and poison cannot be created but you could turn water in to wine. If this spell is used on a potion either magical or herbal then it is ruined. |
| Create Water | 1 | Water | NA | Special | Instant | Blood of the world, blood of life, bring me some water with little strife, Spellcasting Create Water. | This spell creates about 1 gallon of water, enough to put out most fires of up to camp fire size. |
| Displace Self | 1 | Water | Self | Caster | Till Used | Standing here is no safe place to be, make me not where other see, Spellcasting Displace Self. | This spell causes the next melee, missile or touch attack to miss the caster. After the attack has missed the spell ends. In game terms you can ignore the effects of the first attack but you must tell the attacker they missed you. It is important to note that ranged spells effect you normally and even a beneficial touch spell will miss the first time as you cannot choose to allow an attack through with this spell. |
| Frost | 1 | Water | LoS | One item no larger than a single handed weapon | Instant | That item must be very cold, Spellcasting Frost. | This spell causes the target item to become incredibly cold very quickly, so cold that the target is forced to drop the item. In game terms this allows the caster to call disarm on any item another player is holding that is not physically attached to them. The target must drop the item regardless of size. |
| Nenmiel's Pool | 1 | Water | Touch | 1 pool of water | Instant | The future and the past are all entwined. To Nenmiel's pool this water I bind. The future and the past are all entwined. To Nenmiel's pool this water I bind. Show me the future, show me the past, show me what it is that I ask. Spell casting Nenmiel's Pool | This spell alters a clear pool of undisturbed water so that it acts as a scrying device. The exact limits of this spell however are largely unknown as it rarely seems to act in the same way twice. The spell seems to be linked to a place within the Elemental plane of water known only as the vortex that even the Elemental Lords of Water seem uncertain of. The only mage who has ever been in full control of this spell was its creator Nenmiel. Unfortunately her whereabouts, state of health and what she must have neglected to tell those she passed the spell to remain a mystery, as do her reasons for doing so. In game terms this spell can be used in many different ways and the outcome will depend very much on the Ref you ask and how much they feel you should be able to gain. If they feel you are taking the St. Michael however... well I hope you like hot water! |
| Thurst | 1 | Water | Touch | Touched Target | Special | I call on water to make my foe thing, he really really needs a drink, Spellcasting thirst. | This spell causes one target to become incredibly thirsty. He will do nothing but look for liquid to drink until his has found enough liquid so he can drink solidly for 10 seconds. He will not knowingly drink harmful liquids but may drink potions if there is nothing else available. |
| Vision Warp | 1 | Water | Touch | Touched Target | 24 hours | I call on the power of water to alter the eyes of others to perceive me differently so I may walk amongst them unrecognised, Spellcasting Vision Warp | Although race and Sex cannot be disguised the use of this spell allows the caster to make small changes to his appearance minor makeup can be applied as well as role-playing differences such as a limp can mean that the disguise can be very effective. In game terms it will be enough to make the user unrecognisable unless for some specific in character reasons. This will not permit you impersonate another person. |
| Mystic Transfer | 1 | Water | Touch | Touched Targets | Special | Powers of water that I convene, share the magic these mages between, Spellcasting Mystic Transfer | This spell allows the caster to transfer mana between two WILLING mages. It does not matter if they cast from different elements the caster just touches the two mages to transfer the spell power. The caster can also choose to be one of the two mages. |
| Permafrost | 1 | Water | Touch | Touched Item | 1 Section | By the powers of Water and my strength of will Spellcasting Permafrost | This spell makes an item very cold. Anyone touching the item with bare skin will stick to it and be unable to pull themselves free without hurting themselves. If they pull themselves free they leave a good chunk of skin behind, in game terms this means they take a point of damage to the location that was stuck. The mage that cast the spell can handle the item without sticking to it. Characters wearing gloves or other protection can handle the item without harm. |
| Acid Grasp | 1 | Water | Self | Caster | 1 Encounter | By the powers of Water and my strength of will Spellcasting Acid Grasp | This spell makes the casters hands ooze a type of acid. Mostly it does not have much of an effect except it means the caster cannot touch anything as it mildly burns flesh and dissolves other substances however it does have its uses. Dissolving manacles that the mage has been chained with or even though it may take a while the mage could melt metal bars to allow him to escape from a prison. |
| Filtration | 1 | Water | Touch | Touched Target | Instant | By the powers of Water and my strength of will Spellcasting Filtration | This spell reduces a poisons level by one to a to a minimum of one. This spell does not cure the poison or alter its effects but it does make it easier for a healer to cure |
| False Aura | 2 | Water | Touch | Touched item | 12 hours | Twist this aura to deceive, and help to make others believe, Spellcasting False Aura. | This spell allows you to change how the magical aura of an item appears to another. You can hide a magical aura on a magical item or alter what level or element it radiates at when checked. You can also put one or more magical auras on a non magical item. The caster can choose at casting what level and type of elemental magic the item will radiate. Anyone trying to identify an item that is enchanted with this spell will get a no answer which may give the game away. This spell does not allow a item enchanted with it to do magical damage. |

| | | | | | | | |
|-----------------------------|---|-------|-------|--------------------------|------------------|---|---|
| Bleeding Wounds | 2 | Water | Touch | Touched Target | Instant | By the water in you blood I call to it to flow, to make thy wounds bleed more and maybe lay you low. Spellcasting Bleeding Wounds | This spell can only be used on a target with open wounds. Bound wounds are not affected and neither are creatures without blood. The spell causes a touched location that already has a wound to continue to bleed, inflicting one additional point of THRU damage every 30 seconds until the wound is bound, any healing is applied the location or the location his -1. Multiple castings do not stack on a location but a target may have the spell cast on several locations. |
| Detect Poison | 2 | Water | Touch | Touched Target | Instant | In this object hidden from the light, do terrible things hide? The water in them betray them and open them to my sight. Spell casting Detect Poison | This spell allows the caster to detect the presence of any poisonous substance in the touched target. The spell tells the caster the level and sometimes even the name of the poison but will not tell the caster what the effects of the poison are. |
| Fear of Death | 2 | Water | Touch | Touched Target | Instant | We all fear what might come to us one dark day. Spellcasting Fear of Death | The target is effected as per the fear call and they must run away from the caster as fast as possible for 10 seconds. After the 10 seconds are up they are free to return |
| Fools Gold | 2 | Water | Touch | touched item | 1 Section | Take this item, mundane and dull, make it appear as gold so others I can lull. Spellcasting Fools Gold. | This spell changes an item into what appears to be gold for one hour the only giveaway that the item is not what it seems is that it radiates magic. |
| Frozen Corpse | 2 | Water | Touch | one target | 1 Encounter | The cold unliving flesh still contain some water, freeze it where it lies and slow them down it oughta. Spellcasting Frozen Corpse | This spell freezes the water molecules in any non living being. The practical effect of this is that corporeal unliving are slowed down one speed category. Normal movement becomes slow, slow movement becomes halted. This spell does not affect living targets or non-corporeal undead. |
| Icy Grasp | 2 | Water | Touch | Touched target | Instant | Cold of winter, cold of night, feel the power of waters bite. Spellcasting Icy Grasp | The touched location takes one point of cold damage. If the caster successfully touches bare skin then the target location takes +1 damage and it becomes THRU damage. |
| Salty Wounds | 2 | Water | Touch | Touched Target | Instant | Powers of water, powers arcane, make this person feel the pain, Spellcasting Salty Wounds. | In order for this spell to work the target must have an open wound, bound wounds do not count. The target is wracked with intense pain for 30 seconds if the spell affects them as if salt had been poured over their wounds. After 30 seconds they can act normally again. In game terms the caster can call "Pain 30 seconds" on the target |
| Swords to snakes | 2 | Water | LoS | Any single handed weapon | Instant | Powers of water make my foe quake, turn his sword into a snake, Spellcasting Swords to snakes. | When cast the targets sword becomes a snake, he has 5 seconds to drop the sword or he takes A double thru to his sword arm. If he drops the sword or takes the damage the spell ends. |
| Wall of Ice | 2 | Water | NA | 5m x 5m wall | 1 Encounter | powers of water I wont ask the twice, summon forth a wall of ice, Spellcasting Wall of Ice | This spell creates a wall of solid Water at the feet of the caster. The wall will last for 5 minutes or until it has taken 30 points of melee or 5 points of magical fire damage. |
| Water breathing | 2 | Water | Touch | Touched Target | 1 Encounter | A journey blow I shouldn't oughta, it would help if I could breath water, Spellcasting Water Breathing. | This spell allows the recipient to breath water. |
| Wound Transfer | 2 | Water | Touch | Touched Target | Instant | In the heart of battle, injuries are rife, between these people transfer their life, Spellcasting Wound Transfer. | By using this spell the caster can transfer wounds between two people. He can transfer his wounds to another person, another persons wounds to himself or he can transfer wounds between two other people. The wounded person is healed of his wounds and the target takes his wounds. Both targets must be alive but they can be unconscious. |
| Fire Inversion | 2 | Water | Touch | Encounter Area | 1 Encounter | powers of water and fire aversion, I call forth the spell of fire Inversion, Spellcasting Fire Inversion | This spell inverts all fire effects making them cold effect. The spells have the same effect only the effects count as cold instead of fire. Therefore a cold effect would not be able to ignite something. |
| Spell Alteration I | 2 | Water | NA | Next Spell | NA | powers of magic, powers of mine, extend my spells running time, Spellcasting Spell Alteration 1 | This spell alters the next spell cast to double its duration. The caster may choose any already existing spell or the next spell he casts. The spell must be of the casters level or below for the caster to be able to affect it. Instant spells remain instant. |
| Spell Alteration II | 2 | Water | NA | Next Spell | NA | Powers of magic, casting perfect, change my spells area effect, Spellcasting Spell Alteration 2 | This spell alters the next spell cast to double its area of effect. The caster may choose any already existing spell or the next spell he casts. The spell must be of the casters level or below for the caster to be able to affect it. |
| Illusionary Invulnerability | 2 | Water | Self | Caster | 1 Encounter | By the powers of Water and my strength of will Spellcasting Illusionary Invulnerability | This spell makes you APPEAR to be invulnerable you are not actually invulnerable and take damage normally. You can choose to be totally invulnerable or vulnerable to only certain things, the choice is up to the caster at the time of casting. This can be a very useful spell when combined with other protective magics. |
| Mana Thief | 2 | Water | Touch | Touched Target | 1 min per 5 mana | By the powers of Water and my strength of will Spellcasting Mana Thief | This spell allows a mage to steal mana from another elemental caster. The other caster will know it is being done and will act accordingly. This spell will not function if the target has no mana or has exhausted their supply. |
| Nausea | 2 | Water | Touch | Touched Target | Instant | By the powers of Water and my strength of will Spellcasting Nausea | This spell makes the target feel very ill. In game terms this allows you to do a sickness 30 seconds on the touched target. |
| Liquid Arrow | 2 | Water | Touch | Touched Liquid | Until Used | By the powers of Water and my strength of will Spellcasting Liquid Arrow | This spell takes a liquid and forms it in to an arrow of that liquid. The arrow may then be fired from any bow. The spell can also be used to make crossbow bolts. Now in its simplest form this allows the water mage to create near limitless ammunition as long as they have water present however it can also be used to turn a potion in to an arrow so it can be shot in to an ally to help them. The target would still take damage but the potion would then kick in. |
| Lesser Illusionary Trap | 2 | Water | Touch | Touched Target | 1 Event | By the powers of Water and my strength of will Spellcasting Lesser Illusionary Trap | This spell creates an illusion of a basic trap on an item. The exact nature of the trap the mage can choose at casting but it cannot be magical in nature. If a thief is able to disarm basic traps then he will be able to disarm the illusion. Obviously as it us an illusion the trap being tripped will have no effect. This spell can be used to hide other traps. |
| Innoculation | 2 | Water | Touch | Touched Target | Instant | By the powers of Water and my strength of will Spellcasting Innoculation | This spell reduces a diseases level by one to a minimum of one. This spell does not cure the disease or alter its effects but it does make it easier for a healer to cure |

| | | | | | | | |
|--------------------------|---|-------|-------|---------------------------------|-------------|---|---|
| Extinguisher | 2 | Water | LoS | One fire (around campfire size) | Instant | By the powers of Water and my strength of will Spellcasting Extinguisher | This spell allows the caster to instantly extinguish one non magical fire within his line of sight. |
| Cold Rage | 2 | Water | Touch | Touched Target | Instant | By the powers of Water and my strength of will Spellcasting Cold Rage | This spell allows a character that is in a berserk rage (as per the berserk skill) to regain enough control to identify friend from foe. They still gain all the bonuses and penalties for using the berserk skill but can now choose who to attack. |
| Ice Dragons Claw | 2 | Water | LoS | One Target | Instant | By the powers of Water and my strength of will Spellcasting Ice Dragons Claw | This spell is a ranged damage spell that does a base of one point of Water damage to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 5 damage total. |
| Acid Bolt | 3 | Water | LoS | One Target | Instant | Powers of water, your favours I earn, smite my foe and make him burn, Spellcasting Acid Bolt. | This spell creates a glob of acid that shoots from the caster to the target inflicting two point of damage to the targets torso unless the caster specifies a different location. If the bolt strikes an armoured location the damage is taken by the armour permanently reducing the armour's effectiveness by one point. The armour may not be repaired as the part is not damaged it has simply been dissolved away. |
| Caster Transfer | 3 | Water | Touch | One active spell | Instant | Powers of water to thee I defer, between these two let mana transfer, spellcasting Caster Transfer | This spell allows the caster to transfer caster only spell effects from himself to a willing recipient or from a willing donor to another target. In order to do this he must be touching both donor and recipient. Once complete the recipient of the spell gains control of the spell and the spell acts as if it had been cast by the recipient. If the recipient is a non mage then only partial control over the spell is gained and the recipient only has the ability to stop the spell. Any other control is impossible, though the spell will last its normal duration. This spell costs an additional number of mana equal to that of the spell to be transferred divided by 2. |
| Chilling Touch | 3 | Water | LoS | One limb on the target | 1 Encounter | In powers of water I have a great skill, powers I summon the power to chill, Spellcasting Chilling Touch | This spell paralyses the touched location, only works on arms and legs |
| Improved Create Water | 3 | Water | LoS | NA | Instant | This person before me has earned my wrath, power of water, give him a bath, Spellcasting Improved Create Water. | This improved version of create water can be created anywhere within the casters line of sight. One trick that can be used is to cast it targeting it just above an opponents head. The opponent will thus be stunned for 5 seconds unable to attack but still able to defend from their sudden bath of icy cold water. |
| Improved Fear of Death | 3 | Water | LoS | One Target | Instant | Powers of water hold thy breath and give my foe a fear of death, Spellcasting Improved Fear of death | The target is effected as per the fear call and they must run away from the caster as fast as possible for 10 seconds. After the 10 seconds are up they are free to return. |
| Improved Vision Warp | 3 | Water | Touch | Touched Target | 24 hours | So we may walk in our foe's midst, take our appearance and give it a twist, Spellcasting Improved Vision Warp | This spell is a much improved version of vision warp. The caster can conceal race, sex, pretty much anything he chooses and can make any humanoid appear to be any other humanoid. |
| Orthicar's Icy Feet | 3 | Water | Touch | Touched Target | 1 Encounter | My foe before me I want to beat, I bestow upon him Icy feet, Spellcasting Orthicar's Icy Feet. | This spell creates small spherical blocks of ice around the target's feet removing his ability to stand up. The target will spend the next 10 minutes unable to stand up. The ice can be removed if the target spends one minute sitting on the floor with some variety of tool chipping the ice away. |
| Orthicar's Icy Restraint | 3 | Water | LoS | One Target | 1 Encounter | I serve the water without complaint, and summon forth an Icy Restraint, Spellcasting Icy Restraint | This spell coats a target in ice making their movement much more difficult and numbing their limbs. To all intents and purposes any living being hit by this spell is slowed. If a Lizard Kin is hit they are slowed and after two minutes will stop completely until warmed back up. Undead are unaffected as their movement not based on muscle power but is mystical in origin. |
| Purify Food and Drink | 3 | Water | Touch | Touched items | Permanent | Let me eat and drink with total security, knowing my food is full of purity, Spellcasting Purify Food and Drink | This spell purifies the food or drink touched during casting. It removes all toxins and poisons from the food making it edible. It cannot be cast on food that has already been eaten. |
| Spell Sending | 3 | Water | NA | Next Spell | NA | Powers of water I wish to send, to target my foe as I intend, Spellcasting Spell sending | This spell extends the range of spells by sending them through the elemental plane of water to their intended target. When casting this spell the caster must first wet his hands (if not already wet) to create a link to the elemental plane of water through which he can send spells that would normally be touch only to targets within his line of sight. These targets must also be soaking wet for the sending to be complete, this creates obvious problems for creatures such as fire and air elementals that cannot be made soaking wet. One spell must be cast for each spell to be sent. |
| Spit | 3 | Water | 5m | one target | Till used | Powers of water, thee I commit, to blind my foe with a powerful spit, Spellcasting Spit | This spell gives the caster the ability to spit a blob of toxic venom at another person. The caster can spit only once per casting and the spit blinds the target until it is washed off with water or something similar. |
| Vampiric touch | 3 | Water | Touch | touched location | instant | My wounds are great, I am in great pain, powers heal me with a vampiric drain, Spellcasting Vampiric Touch | This spell inflicts one point of THRU damage to the touched location of the target and heals one point of damage to the caster. |
| Water Aura | 3 | Water | Self | Caster | 1 Encounter | Powers of water, all is not lost, Protect me with an aura of frost, Spellcasting Water Aura | This spell surrounds the caster with ice crystals of Elemental Water. The caster may call disarm as per the frost spell (water level 1) at will while this spell is in effect but only on targets within 5ft of him. Once cast however the mage cannot move from his location or the spell ends. |
| Force of Will | 3 | Water | Touch | Touched Target | Till Used | Powers of water, revenge fulfil, grant this person a force of will, Spell casting Force of Will | Allows the target to ignore the next pain effect used upon them. |
| Elemental Protection | 3 | Water | Touch | Touched Target | Till Used | Powers of magic from whatever section, I call on your powers to grant me protection, Spellcasting Elemental Protection. | This spell protects the target from 6 points of elemental damage. |

| | | | | | | | |
|-----------------------|---|-------|-------|--------------------------------|-------------|--|---|
| Elemental Weapon | 3 | Water | Touch | Touched Weapon | 1 Encounter | Powers of magic I tap into your source, Make this weapon a powerful force, Spellcasting Elemental Weapon. | This spell temporarily enchants one non-magical weapon with Elemental magic. This does not allow the weapon to do extra damage but does mean the weapon counts as magical. Weapons enchanted with this spell add ICE to their normal damage call. |
| Lesser Spell Immunity | 3 | Water | Touch | Touched Target | 1 Encounter | I call the powers to magic unity and grant the power of spell immunity, Spellcasting Lesser Spell Immunity | For the duration of this spell the target is protected from the effects of one spell specified during the casting of this spell. The spell must be of first or second level but can be of any element. |
| Spoil Food and Water | 3 | Water | Touch | Touched Target | Instant | Rotten things full of decay, now waters sweetness gone away. Spell casting spoil water. | Anyone who eats the spoiled food or drinks spoiled drink is affected by the sickness call for 30 seconds. |
| Blood Venom | 3 | Water | Touch | Touched Target | 1 Encounter | By the powers of Water and my strength of will Spellcasting Blood Venom | This spell causes the blood in the target to become, poison. This does not however harm the target but if blood from the target is placed on a sharp weapon, the next hit from that weapon will count as a poisoned attack adding +1 damage to the normal damage of the weapon for three hits. In order to get enough blood onto the blade to do this however the target of the spell must take a wound, a minimum of one point of damage to any one location. ANY sort of magical healing (natural rapid healing, potions, spells etc) will end the spell, neutralizing the poison. Also, the poison will last on the blades, only for the duration of the spell. |
| Invisibility | 3 | Water | Self | Caster | 1 Encounter | Powers of water this spell I recite, make me invisible and hide me from sight, Spellcasting Invisibility | This spell makes the caster completely invisible for the spells duration. If he attacks anyone or casts a spell then he is made visible again. This spell does NOT make the caster inaudible as well. |
| Age Body | 3 | Water | N/A | Touched Target | Instant | By the powers of Water and my strength of will Spellcasting Age Body | This spell speeds up the decay of a dead body. If used on a recently dead body then the flesh will quickly decay leaving just a skeleton, if used on a skeleton it will turn the skeleton to dust. This spell will not affect living beings or undead that are still animate. |
| Improved Nausea | 3 | Water | LoS | One Target | Instant | By the powers of Water and my strength of will Spellcasting Improved Nausea | As per Nausea but can be used at Range |
| Survival | 3 | Water | Touch | Touched Target | 1 Day | By the powers of Water and my strength of will Spellcasting Survival | This spell allows the touched target to survive either extremes of natural heat or cold without ill effect. Provides no defence from magic or exposure beyond normal weather, would not provide protection if you put your hand in a fire for example but you would be fine walking through a desert or a blizzard. |
| Power Link | 3 | Water | Touch | Touched Target | 1 Encounter | By the powers of Water and my strength of will Spellcasting Power Link | This spell allows two willing mages to be linked together for a brief period. During the link one of the mages can cast using the mana pool of both mages. The donor mage can choose at the time of casting to specify how much of his mana pool the other mage may use. |
| Nourish | 3 | Water | Touch | Touched Target | 1 Day | By the powers of Water and my strength of will Spellcasting Nourish | This spell allows the touched target to go without food and water with no ill effects for up to 24 hours. |
| Magic Staff | 3 | Water | Touch | Touched Staff | Till Used | By the powers of Wate and my Strength of Will Spellcasting Magic Staff | A mage can prepare a staff to store spells for a certain length of time, he can store the same levels of spells as his mental discipline level within the prepared staff. So if he had MD level 5 he could store a fifth level spell or five first level spells in his staff. The downside of this spell is that if the staff is shattered or broken then the spell energy is released, all spells effecting the mage that was carrying the staff, the mage also takes 1 damage all over from the release of the energy. This spell cannot be used on magical or indestructible staves as during the preparation the mage needs to scribe mystical lettering in to the staff. The spell takes 5 minutes to cast but once the spells are stored they remain there until used, until the staff is broken or until the end of the event. A mage can have no more than one magic staff spell in effect at one time. |
| Mass Frost | 3 | Water | N/A | 10ft circle centered on caster | Instant | By the powers of Water and my strength of will Spellcasting Mass Frost | As per frost but it affects a 20ft radius circle centred on caster |
| Autopsy | 3 | Water | Touch | One Target | Instant | By the powers of water and my strength of will Spellcating Autopsy | This spell will tell the caster the cause of death of the touched body. It works best on the recently deceased but can give information about older corpses however the older the corpse the more vague the information |
| Acid Dragons Claw | 3 | Water | LoS | One Target | Instant | By the powers of Water and my strength of will Spellcasting Acid Dragons Claw | This spell is a ranged damage spell that does a base of one point of Acid damage to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 5 damage total. |
| Acid Resistance | 4 | Water | Touch | touched target | 1 Encounter | Powers of water, powers persistent, Grant this subject be acid resistant. Spellcasting Acid Resistance | This spell allows the caster to imbue the recipient and anything non-living they are carrying with immunity to all acid call, acid attacks still do their normal damage however it no longer does permanent damage to items. |
| Agitate wounds | 4 | Water | LoS | one target | Instant | Powers of water, powers abound, open the wounds that are well bound, Spellcasting Agitate wounds | This spell causes bound wounds to re-open and the damage to return. The wounds need to be re-bound and the six hours it takes for them to heal must begin from scratch. |
| Calm Fire | 4 | Water | LoS | One fire mage | 1 Encounter | A quiet drink a soothing balm, I use my power to keep fire calm, Spellcasting Calm Fire | This spell is only effective when used against fire mages, fire creatures or creatures that use fire magic. Whilst effected by this spell, any spell cast by the fire mage/creature can do no more than one point of damage to any location. |
| Wilting Touch | 4 | Water | Touch | Touched Target | Special | By the powers of water bound to my will, inflict on my target a nasty chill, Spellcasting Wilting Touch | This spell has one of two effects, choose which at casting.. Firstly it drains the target of strength, rendering all strength skills useless. Will not affect targets with supernatural strength. The second use is to drain the target of all levels of combat reflexes, again it will not affect targets with supernatural reflexes |

| | | | | | | | |
|---------------------------------|---|-------|-------|--------------------|---|--|--|
| Death Aura | 4 | Water | Self | Caster | 1 Encounter | In the midst battle of with foes severe, shroud me in a cloak of fear, Spellcasting Death Aura | For the duration of this spell anyone who approaches within 10ft of the Caster is feared as per the call. The Caster has no control over the spell and therefore cannot choose not to affect someone. |
| Detect Invisible | 4 | Water | Self | Caster | 1 Encounter | Powers of water I ask thee to guide, my sight to those who choose to hide, Spellcasting Detect Invisible | This spell allows the caster to see anything or anyone that is hidden by the invisibility spell. |
| Fire Line | 4 | Water | NA | 5m line | 1 Encounter | Powers of water let your magic shine, and stop all fire from passing the line, Spellcasting Fire Line | When casting this spell the mage must trace a line on the ground to show where the spells effects are. Once the casting is complete no fire whether magical or normal can pass the line. There is however, nothing stopping a fire mage walking across the line and then casting his spells. |
| Mana Sink | 4 | Water | Touch | Touched Target | Special | Powers of water are more cunning than you'd think, Drain all your mana in just a blink, Spellcasting mana sink | When cast on the target they begin to lose their mana at a rate of one every 10 seconds. The spell lasts until the target has lost all mana or until it is dispelled. |
| Orthicar's Improved Icy Feet | 4 | Water | LoS | one target | 1 Encounter | On Icy Feet I want to improve, stop him there and don't let him move. Spellcasting Orthicar's Improved Icy Feet. | This spell is identical to Orthicar's Icy Feet except for the range. |
| Rust | 4 | Water | Touch | Touched metal item | Instant | Powers of water make metal rust, take this item and make it dust, Spellcasting Rust | This spell causes the touched item to rust at an extreme rate. The item is essentially destroyed upon touch and cannot be repaired. The spell can effect an item of up to shield/breastplate size. |
| Skill Banisher | 4 | Water | Touch | Touched Target | 1 Encounter | Powers of water, into me spill, target my foe and banish a skill, Spell casting Skill Banisher | This spell prevents the target from using one skill for the spells duration. It can be a racial skill or a skill bought with SP's. Therefore the caster could stop a thief using hide in shadows but he could not stop a mage from casting spells as the mage has to buy extra skills for each level of spells. However it would prevent a mage from using his highest level of spells. |
| Spell Theft | 4 | Water | Touch | One spell | Instant | My powers of water are very deft, I ask them now to commit a spell theft, Spellcasting Spell theft | This spell is the same as caster transfer in all respects except that neither donor nor recipient of the spell need be willing. Spells can simply be taken. This spell costs an additional number of mana equal to that of the spell to be transferred/stolen divided by 2. |
| Warp Wood | 4 | Water | LoS | One wooden item | Permanent | Powers of water, powers so good, use your strength to warp this wood, Spellcasting Warp wood | This spell makes a wooden item of up to door sized unusable as it twists it out of shape and makes it unwieldy. Item counts as being destroyed. |
| Yolthil's aqueous embodiment | 4 | Water | Touch | touched target | 1 Encounter | Powers of water flow in to my body, fill me with your spirits so I may embody, Spellcasting Yolthil's aqueous embodiment | This spell will transform a person's body and gear in to water. Whilst in this form the caster is impervious to all physical attacks as they simply pass harmlessly through him. He cannot however make any physical attacks nor is he able to cast any spells as the vocal components are impossible. He can however move at normal speed and is able to pass through any gap that water would be able to pass through. The caster can also breath underwater without issue and may pass through any liquids without harm. The caster can be harmed by magic weapons and spells and takes +2 damage from all fire spells. |
| Yolthil's Cryogenic Containment | 4 | Water | Touch | touched target | 1 Encounter +1 for every addn 5 mana used at cast | Powers of water with your arrangement, hold this person in frozen containment, Spellcasting Yolthil's Cryogenic Containment | This spell freezes a willing or unconscious recipient in order that blood loss or continuing damage to the body is suspended for the duration of the spell. Please note that this effectively extends the grace period for all dying beings, suspends the action of poisons, and delays any physically damaging or health threatening effect. The caster can stop the spell at any time, however at the end of the spell all damaging effects will continue from the point where they left off. |
| Slime | 4 | Water | Touch | Touched Target | 1 Encounter | Powers of water grant me your time, cover me in a slippery slime. Spellcasting Slime. | This spell causes the caster to become all slimy to the touch. The caster cannot hold anything but on the flip side nothing or no-one can hold on to the caster he just keeps slipping away. This spell does not prevent damage from weapons or spells but any spell which would hinder or hold the caster does not effect him. |
| Elemental Indifference | 4 | Water | Self | Caster | 1 Encounter | Spirits of magic to thee I implore, Your servant is someone I need to ignore, Spellcasting Elemental Indifference | All Water elementals will completely ignore the presence of the caster of this spell unless the caster attacks, provokes or steals from them then the protection will be broken. |
| Erosion | 4 | Water | Touch | 1 spell | Instant | Endless rivers flowing free, pulling earth to find the sea, wear away the rock and stone, let the earth spell now be gone <Slow count down from 10> Spell casting erosion. | This spell will effectively dispel one earth spell. |
| Camouflage | 4 | Water | Self | Caster | 1 Encounter | By the powers of Water and my strength of will Spellcasting Camouflage | When this spell is cast the casters outline becomes blurred and he becomes mostly see through. While he is moving the caster is visible however the moment he stands utterly still he cannot be seen. The advantage of Camouflage over invisibility is that firstly the caster can attack while this spell is in effect and secondly because detect invisible spells and similar do not reveal targets who are camouflaged. |
| Illusionary Trap | 4 | Water | Touch | Touched Target | 1 Event | By the powers of Water and my strength of will Spellcasting Illusionary Trap | This spell creates an illusion of a Advanced trap on an item. The exact nature of the trap the mage can choose at casting but it cannot be magical in nature. If a thief is able to disarm advanced traps then he will be able to disarm the illusion. Obviously as it us an illusion the trap being tripped will have no effect. This spell can be used to hide other traps. |
| Cloak of Cold | 4 | Water | Touch | Touched Target | 1 Encounter | By the powers of Water and my strength of will Spellcasting Cloak of Cold | The being protected by this spell is totally immune to the effects of natural fire. The spell also grants the user some protection against magical fire as well. Any durational fire spell lasts only half its normal time when cast upon the user of this spell and all fire spells have their damage reduced by 1 to all locations to a minimum of one. |

| | | | | | | | |
|--------------------------|---|-------|-------|----------------|-------------|---|---|
| Minor Vitality | 4 | Water | Touch | Touched Target | 1 Encounter | By the powers of Water and my strength of will Spellcasting Minor Vitality | This spell grants 1 extra hit to all locations on the target for the duration of the spell. While the spell is in effect the extra hit can be healed and treated as if it was part of the characters normal loc. However once the spell ends then the loc disappears. Note that this spell does not stack with multiple castings or with other vitality spells. |
| Acidic Embrace | 4 | Water | Touch | Touched Item | 1 Encounter | By the powers of Water and my strength of will Spellcasting Acidic Embrace | This spell imbues the touched weapon with water magic, the blade counts as magical and the spell also allows the user to add ACID to his normal damage call. |
| Improved Vampiric Touch | 4 | Water | LoS | One Target | Instant | By the powers of Water and my strength of will Spellcasting Improved Vampiric Touch | This spell works like vampiric Touch however it can be used at ranged. |
| Improved Bleeding Wounds | 4 | Water | Touch | Touched Target | Instant | By the powers of Water and my strength of will Spellcasting Acid Dragon breath | Works as per bleeding wounds but any location on the target with an open wound is affected and healing must be applied to all of them to stop the bleeding effect. |
| Venom Dragons Bite | 4 | Water | LoS | One Target | Instant | By the powers of Water and my strength of will Spellcasting Venom Dragons Bite | This spell is a ranged damage spell that does a base of two points of Poison damage thru armour to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 6 damage total. Creatures immune to poison are immune to this spell however it cannot be resisted by a spell resist and only by those with poison resist. As such the caster does not need to use the "spellcasting" part of the verbal for this spell. They do however need to recite the rest of the verbal. Counts as a level 8 poison for purposes of poison resistance. |
| Ice Dragons Bite | 4 | Water | LoS | One Target | Instant | By the powers of Water and my strength of will Spellcasting Ice Dragons Bite | This spell is a ranged damage spell that does a base of two points of Water damage thru armour to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 6 damage total. |
| Balendor's Acid Lash | 5 | Water | LoS | One Target | Instant | Powers of water I summon a lash, and my foe with acid I want to splash, Spellcasting Acid Lash | The spell is similar to Acid Bolt in that it creates a glob of acid that shoots from the caster to the target. This however is where the similarity ends, the lash hits a location determined by the caster. It inflicts three points of damage on impact and will continue to deal damage to that location at the rate of one point every 10 seconds. Due to this being an acid based spell damage will come from armour first as it does not strike thru armour. The only way of the spell being stopped is to wash the area in water, not just a hand full or a water skin full but lots of water, a gallon or more. The damage may also be prevented if the target can get his armour off before the acid eats through it, however in doing so the armour will be destroyed. Acid resistant armour will still take damage from this spell but it will not be permanent damage and the armour may be repaired later. |
| Infect Wounds | 5 | Water | Touch | Touched Target | Special | Flesh and blood, wounded and wrecked, to increase you misery your wounds I infect, Spellcasting Infect wounds | This spell causes any open wound on the target to become infected with a disease. The disease is not fatal, however it will prevent all forms of healing on the target until the disease is cured. The disease is cured as a level 5 disease although has no additional effects as a normal level 5 disease would. |
| Orthicar's Spell Store | 5 | Water | Touch | Special | Till Used | I cast this spell in the quiet before, and keep it safe in a spell store. Spellcasting Orthicar's Spell Store | This spell effectively allows the caster to store a spell within an area of water so that the next being to touch that area of water triggers the spell. This spell has certain restrictions, the spell held within the water must target the first being to touch the area of water, the water will not move from the location it has the spell water cast upon it, if it is moved the spell placed within the spell store is lost. The area of water detects as magical. A favorite trick of the wizard Orthicar, when being pursued, was to create many pools of water on the ground in the path of the people pursuing him and place the spell water spell on one or two of them. After that place some False Aura spells on other pools of water and you have some very nervous pursuers. |
| Web | 5 | Water | NA | 5m x 10m wall | 1 Encounter | Powers of water as you flow and ebb, cover this area in a sticky web. Spellcasting Web | This spell brings in to effect a wall of sticky webs. The webs cause anyone who walks into the area to be stuck fast unless they have strength 3 or greater. The webs do not burn and can only be dispelled. |
| Expose Magic | 5 | Water | LoS | Caster | Instant | Powers of water target my foes, their usage of magic I ask thee expose. Spellcasting Expose Magic | This spell will tell the caster the one piece of information of a spell that was cast within his line of sight. Therefore it could tell him the destination of a teleport or the command given to someone placed under a charm. However it could not give him who was placed under the charm without a second casting. This spell must be cast within 5 minutes of the spell the caster is trying to expose. |
| Mass Fear | 5 | Water | 10m | 180 degree arc | Instant | Powers of water don't let them catch their breath, strike them with the fear of death. Spellcasting Mass Fear | This spell causes everyone within the area of effect to be effected with a FEAR effect |
| Caster Shield | 5 | Water | Self | Next Spell | NA | Powers of magic I ask I am sealed, within a magical force field, Spellcasting Caster Shield | This spell makes it impossible for the caster to be interrupted during the casting of his next spell. Any damage inflicted upon the caster while he is casting his next spell is added up and the caster takes the total after his spell is cast. However whatever spell he was casting goes off normally. |

| | | | | | | | |
|-------------------------------|---|-------|-------|-------------------------|-------------|---|--|
| Drawer on Element | 5 | Water | NA | Next Spell | NA | Power of magic I hold you in awe. On you now I must urgently call, Spellcasting Draw on Element | <p>In order for this spell to work the caster must either have some of his element or a suitable representation of his element in his hands at the time of casting. Once this spell is cast the caster must meditate in order to build power.</p> <p>If they meditate for one minute then subsequent spells cast for the next encounter will do +1 damage or have +50% duration.</p> <p>If they meditate for two minutes then subsequent spells cast for the next encounter will do +2 damage or have +100% duration.</p> <p>This spell can be cast before the encounter in preparation for a big fight, however once cast, the caster may not move faster than a walk speed, if they are struck the spell is broken and they must maintain a constant chant to keep their magic focused. The effects of this spell last until the end of the following encounter or until it is broken by one of the above means.</p> |
| Enhanced Elemental Protection | 5 | Water | Touch | One Target | Till Used | Powers of magic, powers advanced, I ask for elemental protection enhanced, Spellcasting Enhanced Elemental Protection | This spell is the same as the lower level version except that it protects against 12 points of elemental damage. |
| Improved Elemental Weapon | 5 | Water | Touch | One weapon | 1 Encounter | Spirits of magic help my crusade, use your powers to enchant my blade. Spellcasting Improved Elemental weapon | This spell enchants a weapon with the elemental magic of Water. Water Weapons inflict +1 damage and adds the call of ICE to the normal damage call of the user, in addition, once during the duration of the spell the wielder can disarm everyone within 10 ft of him. |
| Quench | 5 | Water | Touch | 1 spell | Instant | Fire and flame shall water quell, destruction under waters spell. Spell casting Quench. | This spell will effectively dispel one durational fire spell |
| Illusionary Wall | 5 | Water | N/A | 10ft x 10ft Area | 1 Section | A wall that fools can never pass, to block their way until the last. Spell casting illusionary wall. | This spell creates what appears to be a solid wall at the feet of the caster. The caster determines the exact substance the wall appears to be made from. The wall will last for 10 minutes but anyone who can see it will believe it is entirely real. The wall cannot be damaged as it isn't there to begin with. Anyone closing their eyes will be able to pass straight through. As a suggestion to casters, when you say the power words you might want to say them very quietly and after them shout something like Spell casting Wall of <Pick an element>. This spell relies on deception and thus needs to be used intelligently. |
| Sleeping Draught | 5 | Water | Touch | Up to one gallon | Till Used | Lullaby's on waves of sleep, send them now to slumber deep. Spell casting sleeping draught. | This spell turns the liquid in one container into a powerful sleeping potion. It does not affect the liquid in any other way however. If the liquid was ale or poison before it still is. It simply has a strong sedative effect. Anyone who drinks the liquid will fall to sleep ten seconds after drinking and will be unawakeable for 1 minute after that. |
| Wyverns Blood | 5 | Water | Touch | Touched Target | 1 Encounter | By the powers of Water and my strength of will Spellcasting Wyverns Blood | As per blood venom but damage is +2 |
| Rain Storm | 5 | Water | N/A | Encounter Area | 1 Encounter | By the powers of Water and my strength of will Spellcasting Rain Storm | This spell causes it to rain heavily in the encounter area for the duration of the encounter. The rain is heavy enough to put out any non magical fires and to make sure everyone is soaked to the skin. This spell cannot be used indoors or underground. |
| Improved Camouflage | 5 | Water | Touch | Toughed Target | 1 Encounter | By the powers of Water and my strength of will Spellcasting Improved Camouflage | As per Camouflage but works on a touched target. |
| Inquiry | 5 | Water | Self | Encounter Area | Instant | By the powers of Water and my strength of will Spellcasting Inquiry | This spell allows the caster to get the general state of health of anyone in the encounter area. The caster gets no detailed information about the state of health but instead gets one of three responses. Fine for anyone who is uninjured or only had minor injuries, Hurt for anyone who is injured and critical for anyone who is currently in their death time. |
| Spell Echo | 5 | Water | Self | Caster | Till Used | By the powers of water and my strength of will Spellcasting Spell Echo | Whatever spell is next cast by the caster he will get two of to do with as he chooses instead of the normal one. The two spells must be used within seconds of one another but they do not need to be used on the same target. |
| Potion Identification | 5 | Water | Touch | Touched Item | Instant | By the powers of water and my strength of will Spellcasting Potion Identification | This spell allows the caster to determine the effects of a magical potion. It has no effect on herbal potions. |
| Lesser Fire Bane | 5 | Water | Touch | Touched Target | 1 Encounter | By the powers of Water and my strength of will Spellcasting Lesser Fire Bane | This spell allows a weapon to inflict additional damage vs fire based creatures. For the duration of the encounter the enchanted weapon will do +1 damage against creatures of Fire. |
| Improved Warp Wood | 5 | Water | LoS | One Target | Instant | By the power of Water and my strength of will spellcasting Improved Warp Wood | As per warp wood except the effect is ranged |
| Improved Rust | 5 | Water | LoS | One Target | Instant | By the power of Water and my strength of will spellcasting Improved Rust | As per Rust except the effect is ranged |
| Group Camouflage | 6 | Water | self | 5m radius around caster | 1 Encounter | Powers of water grant us a disguise so we may give an almighty surprise, Spellcasting Camouflage | This spell causes the caster and anyone within 5m of him to be totally hidden from view as long as none of them move. As soon as one of them moves the spell is broken for that person. |
| Crumble Bone | 6 | Water | Touch | Touched bone | Instant | Powers of water, powers my own. Use your strength to crumble bone. Spellcasting Crumble Bone | When cast on a skeletal undead it has the same effect as a crush on the target location. It has no effect on living creature, corpse or incorporeal undead. |

| | | | | | | | |
|--------------------------|---|-------|-------|-----------------------------------|--------------------------|--|--|
| Othermind | 6 | Water | Self | Caster | Instant | Powers of magic and powers of mind make them one and together entwined. Spellcasting Othermind | When using this spell the caster can maintain the effects without as much concentration as normal. In game terms the mage is not subjected to the normal restrictions for concentrating when using this spell. This spell must be cast before the spell or ability requiring concentration is used. |
| Sheet of Ice | 6 | Water | NA | 10m radius around caster | 1 Encounter | Powers of water, when this spell is complete, cover the ground in an icy sheet. Spellcasting Sheet of Ice | This spell creates a sheet of ice on the ground. Any person except for the caster caught on the ice instantly falls over and is unable to keep their footing but can crawl slowly to the edge of the ice. If cast on a slope, everyone on the sloping ice will slide to the bottom. |
| Contingency | 6 | Water | NA | Next Spell | Till used | Foes of mine I say beware, for I use my time carefully to prepare. Spellcasting Contingency | This spell allows the caster to cast a second spell, which will come into effect under specific circumstances. The circumstances are set at the time of casting the contingency spell. You may have no more than one contingency in effect per 2 levels of Mental discipline. Therefore a character with Mental discipline level 4 could have 2 Contingencies in effect. |
| mana Shield | 6 | Water | Self | Caster | 1 Encounter | Powers of magic, be alert, tap my power to protect me from hurt. Spellcasting Mana Shield | This spell allows the caster to take melee damage from his mana instead of his locations as normal. When struck the caster deducts one mana for every point of damage inflicted. E.g. a double would cause the caster to lose two mana. The spell absorbs normal melee damage and spells. Any special melee call that strikes the caster (mortal, crush etc) will end the spell and reduce the casters mana to zero however it will protect him from the damage. The spell ends when the caster runs out of mana or the duration expires. If the caster does not have enough mana remaining to absorb a damage call then the spell ends, the caster loses his remaining mana and the caster takes the damage normally. |
| Spell Immunity | 6 | Water | Touch | Touched Target | 1 Encounter | Powers of magic I treat thee well. Please protect me from my chosen spell. Spellcasting Spell Immunity | This spell is the same as the lesser version except with this spell the chosen spell can be of 5th or lower level. |
| Greater Erosion | 6 | Water | Touch | 1 Target | Instant | Endless rivers flowing free, pulling earth to find the sea, wear away the rock and stone, let protection now be gone <Slow count down from 10> Spell casting Greater Erosion | This spell will effectively remove all protective earth magic from one target. |
| Seeming | 6 | Water | N/A | Encounter Area | 1 Day | By the powers of Water and my strength of will Spellcasting Seeming | With this spell the water mage can effectively use the vision warp spell on everyone they choose within the encounter area. |
| Greater Illusionary Trap | 6 | Water | Touch | Touched Target | 1 Event | By the powers of Water and my strength of will Spellcasting Greater Illusionary Trap | This spell creates an illusion of a magical trap on an item. The exact nature of the trap the mage can choose at casting. If a thief is able to disarm magical traps then he will be able to disarm the illusion. Obviously as it is an illusion the trap being tripped will have no effect. This spell can be used to hide other traps. |
| Vitality | 6 | Water | Touch | Touched Target | 1 Encounter | By the powers of Water and my strength of will Spellcasting Vitality | This spell grants 2 extra hits to all locations on the target for the duration of the spell. While the spell is in effect the extra hit can be healed and treated as if it was part of the characters normal loc. However one the spell ends then the loc disappears. Note that this spell does not stack with multiple castings or with other vitality spells. |
| Greater Vampiric Touch | 6 | Water | LoS | One Target | Instant | By the powers of Water and my strength of will Spellcasting Greater Vampiric Touch | This spell works like Improved vampiric touch however it inflicts/heals three points of damage. |
| Ice Dragon Breath | 6 | Water | 20ft | 30 Degree cone in front of caster | Instant | By the powers of Water and my strength of will Spellcasting Ice Dragon breath | This spell allows the caster to exhale a deadly breath of ice that hurts everyone in the area in front of him. In game terms everyone in the area takes 1 point of cold damage to all locations |
| Limited Regeneration | 6 | Water | Touch | Touched Location | 1 Encounter / Till Ended | By the powers of water and my strength of will Spellcasting Limited Regeneration | For the duration of the spell the touched location will regenerate up to 3 hits points of damage however there are some downsides to this spell. Firstly the target must rest or be unconscious for the spell to work. If they do not rest then the spell ends without effect. Secondly it does not stop death time while it works. |
| Water Walking | 6 | Water | Touch | Touched Target | 1 Encounter | By the powers of Water and my strength of will Spellcasting Water Walking | This spell allows the target to walk upon liquids as if they were solid ground. The targets feet do actually touch the liquid so walking on something like acid could still cause the target problems but they are unable to physically fall into the liquid. |
| Restore | 6 | Water | Touch | Touched Target | Instant | By the powers of Water and my strength of will Spellcasting Restore | This spell removes the effects of age and decay from any non-living item. For example a rusty old sword would be restored to as if new. The spell cannot restore non age related damage so if the rusty old sword were also broken, then rust would go but the sword would still be broken. This spell will undo the effects of the Rust and Warp wood spells or similar. It will not however restore an item that has been burned for example. |
| Freeze | 7 | Water | LoS | One target | 1 Encounter | The powers of water I call to hand, to freeze you where it is you stand. Spellcasting Freeze | This spell freezes the target as per the freeze call. |
| Fire of Frost | 7 | Water | LoS | One Target | 1 Encounter | Powers of water I pay your cost, I summon forth a flame of frost. Spellcasting Fire of Frost. | This spell has three parts, when initially cast upon a target they are in extreme pain for 30 seconds as the fire burns them, after which the second effect kicks in and they take 1 hit of fire or cold damage (whichever is most effective on the target) finally the third effect kicks in and they are slowed to half speed for five minutes. |
| Liquify Limbs | 7 | Water | Touch | Touched Target | 1 Encounter | Powers of water, powers so grim. Use your power to liquify a limb. Spellcasting Liquify limb. | This spell liquefies the bones within a targets arms and legs with the effect that the target is completely unable to use them for the duration of the spell. At the conclusion of the spell the bones resume their original shape and form. |
| Metal to Wood | 7 | Water | Touch | Touched metal item | Permanent | Powers of water, if I have understood, you can turn this mighty metal to wood. Spellcasting Metal to Wood. | This spell transforms one metallic item to a wooden one. |

| | | | | | | | |
|---------------------------------|---|-------|-------|-----------------------------------|-------------|--|---|
| Revelation | 7 | Water | Self | Caster | 1 Encounter | Powers of water I walk with trepidation. Ease my fears and give me a revelation. Spellcasting Revelation. | This spell allows the caster to "see" anything that is hidden whether it is hidden by a spell like invisibility or if hidden by an ability like hide in shadows or blur in darkness. This spell does not allow the caster to see through illusions unless the illusion is there to hide something then the caster can see what is being hidden. |
| Wood to Metal | 7 | Water | Touch | Touched Wooden item | Permanent | Powers of water, woods form unsettle. Change it in to a strong metal. Spellcasting Wood to metal. | This spell transforms a wooden object in to a metal one. |
| Pure Elemental Weapon | 7 | Water | Self | Caster | 1 Encounter | Power of magic I ask thee CREATE! A magical weapon of powers so great. Spellcasting Pure Elemental Weapon | This spell brings in to existence a weapon of pure elemental. The weapon can be of any size or shape the caster chooses and inflicts +2 points of damage per blow through armor. Pure Water weapons add the calls ICE and THRU to their normal damage calls in addition to the above. They may also disarm any single handed weapon they strike. |
| Magic Wall | 7 | Water | N/A | 10ft x 10ft Wall | 1 Encounter | By the powers of Water and my strength of will Spellcasting Magic Wall | This spell creates an invisible wall in front of the caster, the wall can be curved or it can be flat. It does not stop people crossing it, however it absorbs magic that is cast across it. Any spell that is cast across the wall is absorbed by the wall up to its maximum absorb level. The wall will absorb 5 levels of magic if no additional mana is put in to the spell at casting. For every additional point of mana added in to the spell at casting then the wall will absorb another level of spell. Once the wall has absorbed its maximum number of levels it will collapse. If a wall does not have enough levels to absorb a spell that hits it then the wall collapses and the spell affects those behind it as normal. |
| Circle of Wellbeing | 7 | Water | Self | 20ft radius around caster | Special | By the powers of Water and my strength of will Spellcasting Circle of Wellbeing | While this spell is in effect physical healing effects are boosted in the area of the spell. The mage casting this spell must continue to concentrate and chant once it is cast or the spell will end but the effects will last as long as the mage is concentrating and chanting. While the spell is in effect bandages will do +1 point of healing and any wounds healed with a bandage in a circle of wellbeing only take 4 hours to heal instead of the usual six. Diseases and poisons are considered 2 levels lower for curing purposes. |
| Ice Dragon Breath 2 | 7 | Water | 20ft | 30 Degree cone in front of caster | Instant | By the powers of Water and my strength of will Spellcasting Ice Dragon breath | This spell allows the caster to exhale a deadly breath of ice that hurts everyone in the area in front of him. In game terms everyone in the area takes 2 points of cold damage to all locations |
| Acid Dragon Breath | 7 | Water | 20ft | 30 Degree cone in front of caster | Instant | By the powers of Water and my strength of will Spellcasting Acid Dragon breath | This spell allows the caster to exhale a deadly stream of acid that hurts everyone in the area in front of him. In game terms everyone in the area takes 1 point of acid damage to all locations |
| Fire Bane | 7 | Water | Touch | Touched Target | 1 Encounter | By the powers of water and my strength of will Spellcasting Fire Bane | This spell allows a weapon to inflict additional damage vs fire based creatures. For the duration of the encounter the enchanted weapon will do +2 damage against creatures of the. |
| Acid Rain | 8 | Water | LoS | 10m cube | 1 Encounter | Powers of water, Powers arcane, bring me forth some acid rain, Spellcasting Acid Rain | This spell will, when cast, cause it to rain acid in the area so that every 10 seconds every being that remains within its area of effect will take a single point of acid damage to each location. It must however be raining for this spell to be cast and once specified the area of effect for the spell is static. Note that acid damage does not go through armour. |
| Assimilate abilities | 8 | Water | Touch | Caster | 1 Section | Powers of water extend my capabilities, let me assimilate my foes abilities, Spellcasting Assimilate Abilities | This spell allows the caster to take on any one skill from the touched target and use it with the skill of the original target. Please note that this only allows you to take one skill from the touched target and will not allow you to take skills that require other skills as pre-requisites. |
| Merge | 8 | Water | Touch | one target | 1 Encounter | Powers of water I call for a surge, to make the people magically merge, Spellcasting Merge | When this spell is cast the target can have up to 1 person +1 for every 4 additional mana merge with him. In essence they become part of him but the target remains totally in control. The merged persons are completely undetectable and cannot be harmed, however the target of the spell can be. At any time during the spells duration the people who are merged with him can "unmerge" and they will appear next to the target. When the spell ends everyone who is merged is expelled. |
| Spell Water | 8 | Water | Touch | one bottle of water | Till Used | Powers of water in which I excel, take this magic and bind this spell, Spellcasting Spell Water | This spell allows a mage to enchant a bottle of water or other liquid with another spell. When the liquid is drunk the spell takes effect on the person who drinks the liquid. |
| Wall of Acid | 8 | Water | NA | 5m x 5m wall | 1 Encounter | Powers of water great and small, bring me forth an acid wall, Spellcasting Acid Wall | This spell creates a wall of acid at the feet of the caster. The wall will last for 5 minutes or until dismissed. Its main use is that it will dissolve any wood or bone based attacks that attempt to pass through it and any being attempting to pass through will only be able to do so very slowly taking 2 points of damage to each location in the process. Any fire based attacks that attempt to pass through will reflect back at the caster as a bolt of acid |
| Watergate | 8 | Water | NA | Special | 1 Encounter | Powers of water I wish to create, a powerful dimensional water gate, Spellcasting Water Gate | This spell creates two gateways in the elemental plane of water and a vortex that will propel anyone who steps in one gateway along to the other. The spell must be cast upon an existing body of water and must then come out at another existing body of water on the same plane as the original gate and it is worthy of note that the vortex only goes one way. Another point that is worthy of note is that sometimes the journey can take some time to a water breathing spell is often a good idea. |
| Plane Portal | 8 | Water | NA | NA | 1 Encounter | By my power I open a gate to take me to the plane I state. Spellcasting Plane Portal | This spell opens a portal to the elemental plane of the casters choosing, it remains open for 5 minutes and may be used by anyone or anything that walks through it. It may be wise to note that surviving in the elemental planes is not easy and protections will be needed for those wishing to enter the gate. |
| Protection from Elemental Plane | 8 | Water | Touch | Touched Target | 1 Section | Planes of magic are like a raging storm, grant me protection for my delicate form. Spellcasting Protection from Elemental Plan | This spell allows any non elemental to survive on an elemental plane. The caster will need to state what element they will need protecting from at the time of casting. This spell provides no immunities to the recipient, it just allows them to survive in one of the elemental planes as if they were a natural creature there. |

| | | | | | | | |
|-------------------------|----|-------|----------------|-----------------------------------|-------------|---|--|
| Wrack Bone | 8 | Water | Touch | Touched Target | Instant | By the powers of Water and my strength of will Spellcasting Shatter Bone | This spell breaks the bone in the touched location as per the crush call. However unlike the crush call it does no additional damage, it just breaks the bone. |
| Greater Vitality | 8 | Water | Touch | Touched Target | 1 Encounter | By the powers of Water and my strength of will Spellcasting Greater Vitality | This spell grants 3 extra hits to all locations on the target for the duration of the spell. While the spell is in effect the extra hit can be healed and treated as if it was part of the characters normal loc. However one the spell ends then the loc disappears. Note that this spell does not stack with multiple castings or with other vitality spells. |
| Ice Dragon Breath 3 | 8 | Water | 20ft | 30 Degree cone in front of caster | Instant | By the powers of Water and my strength of will Spellcasting Ice Dragon breath | This spell allows the caster to exhale a deadly breath of ice that hurts everyone in the area in front of him. In game terms everyone in the area takes 3 points of cold damage to all locations |
| Acid Dragon Breath 2 | 8 | Water | 20ft | 30 Degree cone in front of caster | Instant | By the powers of Water and my strength of will Spellcasting Acid Dragon breath | This spell allows the caster to exhale a deadly stream of acid that hurts everyone in the area in front of him. In game terms everyone in the area takes 2 points of acid damage to all locations |
| Restoration | 8 | Water | Encounter Area | Encounter Area | Instant | By the powers of Water and my strength of will Spellcasting Restoration | This spell restores the encounter area to how it was before the encounter started. It does not undo wounds inflicted or received and only effects the area itself. For example if a bar got smashed up in a bar fight, this spell would restore the bar to how it was before the fight started, it would not have any effect on anyone wounded in the fight. |
| Contingent Dispel Magic | 8 | Water | Self | Caster | Till Used | By the powers of water and my strength of will Spellcasting Contingent Dispel Magic | This spell allows the caster to prepare a dispel magic that will go off under certain circumstances. He must cast this spell and spend as many mana points as he wants to use in the dispel at the same time as well as setting the conditions under which the dispel magic will go off. |
| Trollish Fortitude | 9 | Water | Touch | One target | 1 Encounter | In battle I will get wounded I feel, I imbue now the ability to heal, Spellcasting Trollish Fortitude | This spell greatly enhances the healing powers of the target. The target heals one point of damage to each location every 30 seconds for the duration of the spell. The target will even heal mortal wounds at the rate of 60 seconds per mortal and the same goes for broken bones. |
| Dismiss Elemental | 9 | Water | LoS | One elemental | Instant | Powers of magic your servant dismiss, send him home to the elemental abyss, Spellcasting Dismiss Elemental | This spell forces one water elemental back to its home plane. |
| Rune Armour | 9 | Water | Touch | Touched Armour | Till Used | Powers of Earth I beckon thee, empower this Rune here to see, place a power deep within and bind it there, let it begin. <repeat 4 times> Spell casting Rune Armor. | The spell itself empowers a single set of armour so that when that armor is struck or the wearer wishes, a single spell effect will occur. Because of the nature of this spell it needs two people to cast. It must be done as follows; the primary caster must speak the power words whilst writing the Rune on the chosen armour. He must speak the entire verse four times without any sort of mistake, whilst at the same time writing the rune. Whilst this is happening the secondary caster must cast the spell and touch the rune, for each time he casts the spell the rune will work once, he must have finished casting before the rune caster completes his verbal. Once the casting of the spells has begun any mistake will cause all spells to fail and the spell points to be lost. Such mistakes can be deadly, as the rune may explode violently as the untrapped magics vent themselves from their part formed bindings. This means that this spell may only be cast in the presence of a referee that knows how the spell works. |
| Rune weapon | 9 | Water | Touch | Touched Weapon | Till Used | Powers of Earth I beckon thee, empower this Rune here to see, place a power deep within and bind it there, let it begin. <repeat 4 times> Spell casting Rune Sword | Exactly the same as Rune armor except works on weapons and the caster can choose whether the spell activates when the weapons strikes something or whether it activates when the user desires. |
| Greater Spell Water | 9 | Water | N/A | One bottle of water | Till Used | By the powers of Water and my strength of will Spellcasting Greater Spell Water | Works exactly the same as spell water however the caster prepares the bottle and another elemental mage can cast the spell to be stored within it. |
| Ice Dragon Breath 4 | 9 | Water | 20ft | 30 Degree cone in front of caster | Instant | By the powers of Water and my strength of will Spellcasting Ice Dragon breath | This spell allows the caster to exhale a deadly breath of ice that hurts everyone in the area in front of him. In game terms everyone in the area takes 4 points of cold damage to all locations |
| Acid Dragon Breath 3 | 9 | Water | 20ft | 30 Degree cone in front of caster | Instant | By the powers of Water and my strength of will Spellcasting Acid Dragon breath | This spell allows the caster to exhale a deadly stream of acid that hurts everyone in the area in front of him. In game terms everyone in the area takes 3 points of acid damage to all locations |
| Greater Fire Bane | 9 | Water | Touch | Touched Target | 1 Encounter | By the powers of water and my strength of will Spellcasting Greater Fire Bane | This spell allows a weapon to inflict additional damage vs fire based creatures. For the duration of the encounter the enchanted weapon will do +3 damage against creatures of Fire. |
| Snow Ball | 9 | Water | LoS | 5ft area centred on target | Instant | By the powers of water and my strength of will Spellcasting Snow Ball | This spell fires a ball of chilled elemental water that explodes on impact. Everyone within the area of effect takes one point of cold damage to all locations |
| Water Dragons Armour | 9 | Water | Self | Caster | 1 Encounter | By the powers of Water and my strength of will Spellcasting Water Dragons Armour | This spell covers the body of the caster in scales similar to those of a dragon. The scales provide protection for the mage turning their hits to blows for the duration of the spell; this affects all melee and magical damage. The caster may also strike for either Acid double or Ice Double thru (choose at casting) with his hands for the duration of the spell. |
| Freezing Fog | 9 | Water | N/A | 20ftx 20ft area | 1 Encounter | By the powers of Water and my strength of will Spellcasting Freezing Fog | This spell fills an area with a white fog that freezes anyone who enters the area. Only the caster can enter the area without ill effect. Anyone else who enters the area is frozen as per a freeze life effect until the spell ends. |
| Cold Burst | 10 | Water | LoS | 10m radius from target | Instant | Powers of water do your worst, smite my foes with a powerful burst, Spellcasting Cold Burst | When cast a ball of elemental ice explodes at the indicated point. Everyone within the area of effect takes 3 points of damage to every location and is frozen as per the freeze call. |

| | | | | | | | |
|--------------------------|----|-------|-------|-----------------------------------|-------------|---|--|
| Spell Recall | 10 | Water | Self | Caster | Instant | Magic big and magic small, I cast the magic of spell recall, Spellcasting Spell Recall. | This spell allows the caster to cast a spell he has seen being cast by another mage. The effects of the spell are the same as the spell the mage is trying to cast. The spell can be of any element and of 8th or lower level only. In order to cast a spell the mage must have seen the spell being cast at some point |
| Control Elemental | 10 | Water | LoS | One elemental | Permanent | Power Words: Summoning your powers was someone's goal, now I wish to take control. Spellcasting Control Elemental | This spell allows the caster to take control of a Water elemental. Be warned that mages using this carelessly have suffered harsh penalties at the hands of the elementals. Also be very sure you are not trying to use this on an elemental lord as it will not work. |
| Elemental Transformation | 10 | Water | Self | Caster | 1 Encounter | Spirits of magic for thee I perform, grant me your powers so I can transform, Spellcasting Elemental Transformation | This spell transforms the caster in to an elemental of his type. The spell grants the following bonuses: Caster multiplies his hit points by 20 Caster takes 10 times damage from magic Caster takes 20 times damage from Fire magic and spells Caster gains the pure Water elemental weapon effect Caster gains Water Aura effect |
| Elemental Ward | 10 | Water | NA | 10m square area or one room | 1 Encounter | Powers of magic over which you lord, bind this room with an elemental ward, Spellcasting Elemental Ward | This spell fills an area with concentrated elemental Water magic. Fire elementals, fire based creatures and fire spells cannot enter the warded area. Fire Mages can still enter the area but they cannot cast. |
| Wrack Body | 10 | Water | Touch | Touched Target | Instant | By the powers of Water and my strength of will Spellcasting Shatter Body | Works as per shatter bone except it breaks the bones in all locations at the same time. However it inflicts no additional damage. This means the target would remain conscious and in extreme agony until treated. |
| Invigoration | 10 | Water | N/A | Encounter Area | Instant | By the powers of Water and my strength of will Spellcasting Invigoration | This spell invigorates everyone in the encounter area that is friendly to the caster. Everyone receives 1 point of healing to all injured locations and casters regain 6 mana. Note that the caster of the spell does not gain the effects of this spell. |
| Acid Dragon Breath 4 | 10 | Water | 20ft | 30 Degree cone in front of caster | Instant | By the powers of Water and my strength of will Spellcasting Acid Dragon breath | This spell allows the caster to exhale a deadly stream of acid that hurts everyone in the area in front of him. In game terms everyone in the area takes 4 points of acid damage to all locations |
| Devour Item | 10 | Water | Touch | One Magical Item | Special | By the powers of water and my strength of will Spellcasting Devour Item | This spell allows a mage to absorb the powers of a magical item. The mage must hold the item and concentrate for at least five minutes in order to absorb the power of the item. At the end of the time the item is destroyed and the mage gains the items properties as innate abilities where applicable. This may not be done with complex or sentient items. |
| Duel Casting | 10 | Water | Self | Caster | Till Used | By the powers of water and my strength of will Spellcasting Duel Casting | This spell places a powerful enchantment on the caster, for the duration, for every spell that is cast the caster will in fact get two spells. The two spells must be used within seconds of one another but need not be used on the same target. |
| Ice Ball | 10 | Water | LoS | 5ft area centred on target | Instant | By the powers of Water and my strength of will Spellcasting Ice Ball | This spell fires a ball of frozen elemental water that explodes on impact. Everyone within the area of effect takes one point of cold damage to all locations thru armour. |
| Ice Dragons Wings | 10 | Water | Self | Caster | 1 Encounter | By the powers of Water and my strength of will Spellcasting Ice Dragons Wings | This spell calls in to effect a set of ethereal wings of Ice that wrap themselves around the caster. While the spell is in effect the caster gains the following bonuses: Can move in and through water or other liquids with no ill effects or movement penalties Gains the Water Aura spell Can survive on the elemental plane of Water Takes -1 damage from all elemental magic except Water (to a minimum of one) Takes -2 damage from elemental Water (no minimum) |