

Water magic is a subschool of elemental magic. Wizards of this element deal with water in all its forms—as liquid, as ice, as water vapor, as steam. They can make water freeze or boil, can cause seas to part or rivers to alter their courses. A water mage can summon fish or powerful water spirits, can draw rain clouds from a distance or banish them from their present location. Generally, water magic is limited to water in its elemental state or close to it; i.e. a wizard could affect a glass of wine—almost completely water—but could not affect the water in a human body, which is far removed from the elemental state.

Water magic is not available to witches.

Total Spells:	242
Spell Breakdown:	
1–5 points:	108
6–10 points:	35
11–15 points:	14
16–24 points:	16
25–34 points:	13
35–44 points:	11
45+ points:	45










































The diamonds after each spell's cost indicate the number of times a wizard gets points for casting that spell.

The default ranges given for each spell can be adjusted downward at the same spell cost, though doing so will make casting take a little longer. In other words, a spell that costs 2/hour could be cast for 8 hours (for 16 points), for 1 hour (for 2 points) or for ½ hour (also for 2 points, as the caster chooses). And a spell with a 100-yard radius could be scaled down to cover a single house for the same cost.

Spells marked with  are available to minstrel mages.



absorb magic 10/point  similar to store magic, except that this

- spell absorbs spell points cast at it rather than storing them to be re-used. Used in conjunction with ensorcel and permanency to make spell-absorbing magic items. for example, a sword with 8 points of absorption (ensorcel + absorb magic x 8 + permanency = 180 points total cost) could absorb any spell of 8 points or less cast at its wielder. Once a spell is absorbed, a vent magic spell must be used to empty the points before another spell can be absorbed.
- anchorboat 12/month  anchors a moderate-sized or smaller craft in place. 
- anchorship 30/month  anchors any sized ship or boat in place. 
- anchorskiff 6/month  anchors a small craft in place. 
- attract fish 4/hr  causes fish of all types to approach a specific area. 
- attract snow 1/day  to a person or area. This will only work in climates prone to snowfall, when there are clouds in the sky. But it will keep that possible storm from just passing by.
- blast of sleet 1  causes a brief individual barrage of sleet around a person. 
- bodysurf: 1/hr  allows the caster to control and steer his or her motion within a swiftly moving body of water. Best to spend some time practicing *before* shooting the rapids. . . .
- boil water 2/gallon  boils water. 
- boilproof 2/cubic foot/year  prevents a surface or liquid from boiling. 
- bonus I 40  causes an ensorcelled weapon to give +5% on damage—effective only in conjunction with ensorcel and permanency. 
- bonus II 50  causes an ensorcelled weapon to give +10% on damage—effective only in conjunction with ensorcel and permanency. 
- call rain 12  summons rain from the sky in the vicinity of the caster—only when clouds are present. 
- call sea animal 4  summons a specific type of sea animal of the spell caster's choice. 
- call water spirit 10  summons a specific type of water faerie or minor water spirit of the caster's choice. 
- calm sea 15/square mile  calms rough waters. Lasts as long as the spell caster focuses all of his or her attention on the affected area. This can be cast on a place or an object (such as a boat). 
- channel *variable*  allows a wizard to divert a river in a specified direction. The spell generally costs 1 point for every foot wide the river to be diverted is, so a 10 foot wide creek would cost 10 points, while the Mississippi would require hundreds. The spell lasts as long as the caster concentrates. The water will remain diverted if there are no geographical reasons for it not to, but will not continue to run uphill once the spell ends.
- chill room 40  suddenly drops a normal sized room's temperature by 50°. 
- clean water 2/1,000 cubic feet  removes any dirt or debris from water. The debris is left alongside the edge of the water. 
- clear sky 45  clears all clouds from the sky in the vicinity of the caster. 
- clear water *variable* removes some or all plant growth from a body of water. The spell can be used to clear a lake's surface covering of algae where mosquitoes breed, for instance.
- clear water  19 (enough for a well or watering hole) 
- clear water II  27 (enough for a pond) 
- clear water III  37 (enough for a lake, or a portion of a larger body of water) 

cloudburst 8 ◇◇◇◇ A sudden, intense rainfall that lasts only for a minute or less. Requires clouds. ☹

cloudseed 15 ◇◇◇◇ turns clouds into rainclouds. Clouds required. ☹

cold aura 4/hr ◇◇◇ surrounds a person with a layer of supercooled air without actually freezing that person. Anyone trying to touch the recipient will receive a stun unless protected vs. cold. ☹

cold fog 4/3,000 cubic feet ◇◇◇ creates a cold, clammy, dense fog. ☹

conditional delay 50 ◇◇◇◇ will permanently delay a spell until the conditions set on the spell have been reached. For example, a spell could be delayed indefinitely until a creature walked through a certain door. ☹

conditional ensorcel 50 ◇◇◇◇ enchants an item in the same manner as an *ensorcel* spell, but allows a condition to be imposed on the ensorcelled item. A sword that could only be used against blue creatures, for example, would use *conditional ensorcel*. As with *ensorcel*, a *permanency* spell must be cast on the enchanted object within a month or the magic will fade. ☹

control currents 42/hr ◇◇◇◇ allows a wizard to control the motion of sea currents. ☹

control elemental *variable* allows the caster to control any single elemental. Includes elemental guardians, elemental spirits, demi-elementals, etc. (See p. 225, 233, 235, 245 for more on elementals.)

control elemental ◇◇◇◇ 20/day ☹

control elemental II ◇◇◇◇ 40/week ☹

control elemental III ◇◇◇◇ 100/month ☹

control glacier 80 ◇◇◇◇ allows the caster to direct (or redirect) the movement of a glacier. Of course, glaciers move very slowly, so this may take generations to be really apparent. ☹

control hurricane 80 ◇◇◇◇ lets you have your very own guided tropical storm. Lasts as long as the spell caster concentrates on it. Useful to protect one's beachfront villa. ☹

control water elemental *variable* controls any single water elemental of any form, including elemental guardians, demi-elementals, elemental spirits, etc. (See p. 245 for more on elementals.)

control water elemental ◇◇◇◇ 20/week ☹

control water elemental II ◇◇◇◇ 50/month ☹

cool room 20 ◇◇◇◇ suddenly drops a normal-sized room's temperature by 20°. ☹

cool water 1/1,000 cubic feet ◇◇◇ decreases the temperature of a body of water by 10°. ☹

create bubble 1/3,000 cubic feet ◇◇◇ creates a large bubble around a target; pops easily but is super pretty. ☹

create spring 21 ◇◇◇◇ causes the nearest underground water to make its way to the surface. Will only work if there is a supply of underground water readily available—i.e., this may not function in the desert. ☹

create water 3/gallon ◇◇◇ it is best to have a container available.

creeping wall of fog 3/100 ◇◇◇ square feet/day creates a wall of fog which moves slowly in a direction chosen by the caster. ☹

creeping wall of hail 12/100 ◇◇◇◇ square feet/day creates a wall of dense hail or sleet which moves slowly in a direction chosen by the caster. ☹

dam water 1/foot/hour ◇◇◇ stops the flow of a stream of water. ☹

dead calm 1/10 foot radius/day ◇◇◇ when cast on a body of water, produces a dead calm, smoothing the surface of the water to glass. Water currents or something splashing can disturb this calm. ☹

dehumidify 8/square mile ◇◇◇◇ lowers the humidity in the air. This can help dissipate a fog or prevent impending rain, although in practice it is unlikely to stop rain already falling—a situation in which the environment is dehumidifying itself. ☹

delay *variable* delays a spell until a certain vague condition is met.

For example, a spell might be delayed until a creature passed through a door, etc.

delay ◇◇◇◇ 10/year ☹

extended delay ◇◇◇◇ 30/10 years ☹

delay storm 15/day ◇◇◇◇ delays the arrival of a storm heading toward an area.

delay storm clearing 10/day ◇◇◇◇ delays the end of a storm already affecting an area.

detect currents 1 ◇◇◇ discovers the location of nearby ocean or river currents. The spell lasts as long the caster watches the affected body of water. ☹

detect depth 1 ◇◇◇ tells the depth of any body of water. ☹

detect fish 1 ◇◇◇ discovers fish within a 100-foot radius. ☹

detect humidity 1 ◇◇◇ allows caster to know the level of humidity in an area and information concerning recent and upcoming humidity levels

detect magic 4/hr ◇◇◇ causes all enchanted objects within the caster's line of sight to become visible. The spell may be cast on non-wizards, but will take some practice to get used to. With frequent use, the spell can be used to differentiate between classes of magic, as well as just detecting magic (i.e., a magic ring created by a summoner will look different than one created by an emotionist). ☹

detect quicksand 1/day ◇◇◇ causes all quicksand within the caster's line of sight to become visible. ☹

detect water 1 ◇◇◇ locates sources of water, above or belowground, within 100 yards per level of the caster. ☹

detect water source 1 ◇◇◇ when cast on a body of water, will locate its source. The spell works within the caster's line of sight; i.e., it won't show you the source of the Nile, but will point you in the right direction. And it will make underground springs and such clear. ☹

detect water table 1 ◇◇◇ detects the depth of the water table in an area.

dew 1/10 foot radius ◇◇◇ causes a dew to form. ☹

direct current *variable* directs a water current in a direction chosen by caster, but does not affect the force of that current. the spell lasts as long as the caster concentrates on it, then afterward, the natural direction of the current slowly reasserts itself.

direct current I ◇◇◇ 2 (stream or small river)

direct current II ◇◇◇◇ 12 (large river)

direct current III ◇◇◇◇ 22 (ocean current)

direct rain 6/square mile/hr ◇◇◇◇ allows a wizard to shift the direction of already falling precipitation—be it rain, hail, snow, sleet or whatever. This spell assumes the absence of hurricane conditions, and it will be absolutely useless in shifting the direction of tornadoes, etc. It is useful to get the rain out of one's eyes and into one's opponents.

disensorcel 50 ◇◇◇◇ causes a magic item to lose its enchantment. Works on all but the most powerful magic items. ☹

dispel elemental 30 ◇◇◇◇ forces an elemental to return to its own plane. (See pp. 225, 233, 234, 245) for more on elementals.) ☹

dispel fog 8/3,000 cubic feet ◇◇◇◇ dissipates fog within up to 1 mile per level of the caster. ☹

dispel magic 8 + *original spell cost* ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. ☹

dispel tsunami 40 dispels a naturally occurring tsunami and returns the water to its normal state.

dispel water magic *spell cost + 4/level of caster above dispeller* ◇◇◇◇ allows a wizard to negate another water mage's spell. ☹

drought curse 60/square mile/year ◇◇◇◇ prevents any rain from falling on a particular area, field, crop, etc. ☹

dry mud 1/1,000 square feet ◇◇◇◇ removes the water from mud to dry it. This spell is very temporary; unless there is a means of moving the water, the ground will revert to mud quickly. ℥

dry spring 30 ◇◇◇◇◇ causes a well or a spring to run dry. ℥

elemental guardian 10/skill level ◇◇◇◇ a minor spirit summoned as a protector from another plane. It is composed entirely of the wizard's element—fire, earth, air or water—and stands between 6 and 7 feet high, shaped roughly as a human. Elemental guardians fight only passively; they may be ordered to defend a doorway, for example, but they would not then attack any creature not threatening that doorway. Such guardians fight as at least a weapon-1, more if their summoner expends more points. They are table I creatures, are never at a length advantage or disadvantage, can take 100% damage and are unarmored. They are unaffected by missiles. ℥

engulf 8 ◇◇◇◇ when cast on a creature or object in the water, waves will quickly engulf it and sink to the bottom. ℥

ensorcel variable the preliminary spell used in creating a magic item.

This lays the initial enchantment on an inorganic object and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate.

ensorcel ◇◇◇◇◇ 50 ℥

extended ensorcel ◇◇◇◇◇ 75 (extends an ensorcel spell for a second month. An ensorcel can be extended only once.) ℥

evaporate 1/gallon ◇◇◇◇ vaporizes a liquid. ℥

extension ½ original spell cost ◇◇◇◇ extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant, i.e. a one-hour spell will be extended an additional hour for each *extension* cast. ℥

extinguish flame 2/cubic foot ◇◇◇◇ quenches a normal fire. ℥

extract salt 6/pound ◇◇◇◇ extracts salt from brine. ℥

fake bait 1/2 hrs ◇◇◇◇ creates a motion attractive to fish at the end of a fish hook.

find water 1 ◇◇◇◇ locates any sources of water within the caster's line of sight. This does not determine the purity or impurity of water so located. It will also locate underground water sources. ℥

fireproof variable protects a surface against fire and heat damage.

fireproof ◇◇◇◇ 3/cubic foot/year ℥

fireproof II ◇◇◇◇◇30/year (cottage or small structure) ℥

fireproof III ◇◇◇◇◇ 41/year (large house) ℥

flat 1/gallon/day ◇◇◇◇ causes a drink to go flat. ℥

float 1/100 pounds/2 hrs ◇◇◇◇ makes an object buoyant. ℥

flood river 30/mile ◇◇◇◇◇ causes a river to overflow its banks. ℥

fog 3/3,000 cubic feet ◇◇◇◇ creates a dense fog. ℥

foul water 1/gallon ◇◇◇◇ pollutes water to undrinkable state. ℥

freeze mud 2/10 foot radius ◇◇◇◇ freezes existing mud with all its ruts, hoofprints, footprints, etc. intact. Won't last long in warm weather. ℥

freeze water 1/gallon ◇◇◇◇ freezes water. ℥

freezing fog 12/3,000 cubic feet ◇◇◇◇◇ creates an intensely cold and dense fog. ℥

freshwater 1/10 gallons ◇◇◇◇ makes salt or contaminated water into fresh water. Will not remove poisons reliably, and may spoil water-based liquids (such as wine or juice) it is cast on.

frost 2/10 foot radius ◇◇◇◇ causes a frost to form. ℥

frosttime 15 determines when the first frost will occur. ℥

geyser variable causes water to suddenly spurt upwards in an enormous fountain. The spell lasts as long as the caster concentrates on it. Cost varies based on the height of the geyser desired; of course the height is also limited by the size of the body of water involved.

geyser I ◇◇◇◇ 4 (2–12 feet) ℥

geyser II ◇◇◇◇◇ 12 (14–34 feet) ℥

geyser III ◇◇◇◇◇ 36 (44–64 feet) ℥

glacier 90 ◇◇◇◇◇ turns all standing bodies of fresh water within a 1-mile radius into blocks of ice. ℥

glareice 18/square mile/day ◇◇◇◇◇ when cast on ice, causes it to reflect light to such an intensity that a creature looking at it will be temporarily blinded. ℥

glasswater 8/10,000 square feet ◇◇◇◇◇ makes a body of water transparent. ℥

hail 4/100 square feet/hr ◇◇◇◇ causes hail to fall. ℥

hold image variable when cast, a pool of water will hold the next image it reflects.

hold image ◇◇◇◇◇ 7/10 foot radius/day ℥

hold image II ◇◇◇◇◇ 27/10 foot radius/month ℥

hold image III ◇◇◇◇◇ 47/10 foot radius (permanent) ℥

humidify 8/square mile ◇◇◇◇◇ increases the humidity in the air. Where air is already humid, this will cause rain or fog; it will turn dry heat to wet heat. This spell will have virtually no effect in desert climates. ℥

hurricane variable causes a full-scale hurricane. The wizard can control the hurricane for as long as he or she concentrates on it, and for up to 1 hour per level afterward (so a weather-5 could cause a storm to do her bidding for up to 5 hours after she turned her attention to something else). Once the storm is no longer controlled, it behaves like a normal hurricane.

hurricane 90 ◇◇◇◇◇ over a 10-mile radius. ℥

minor hurricane 60 ◇◇◇◇◇ over a 1-mile radius. ℥

ice 1/10 square feet ◇◇◇◇ ices over the surface of a standing body of water. Won't last very long in warm weather. ℥

ice crack 1 ◇◇◇◇ breaks the ice under an individual within the caster's line of sight. Ice crack can be repaired with ice slick.

icestorm 5/100 square feet/hr ◇◇◇◇ causes a barrage of tiny bits of ice. ℥

individual fog 2/hr ◇◇◇◇ causes fog around a single creature. ℥

individual hail 8/hr ◇◇◇◇◇ causes a hailstorm over a single creature. ℥

individual hurricane 15 ◇◇◇◇◇ causes a hurricane around a single creature. ℥

individual icestorm 9/hr ◇◇◇◇◇ causes a barrage of tiny bits of ice over a single creature. ℥

individual rain 4/hr ◇◇◇◇ causes a rainstorm to fall over a single creature. ℥

individual snow 4/day ◇◇◇◇ causes a snowstorm around a single creature. Only works in freezing or near-freezing temperatures. ℥

infinity 10 x original spell cost ◇◇◇◇◇ causes an effect of a magical item to become permanent—i.e. without charge. Effective only in conjunction with *ensorcel* and *permanency* spells. For instance a sword could be made to give off light whenever it was held (*light + infinity*). *Infinity* only works on spells that have a definite duration; it can't be used on one-shot spells like *fireball* or *shockthrow*.

intensify rain 10/square mile/hr ◇◇◇◇◇ heightens the level of precip-

- itation already falling—whether rain, snow, sleet, hail, etc. This will turn a drizzle into a steady rain, a steady rain into a downpour, a downpour into a deluge, and so on. It will not cause precipitation where it does not already exist. ☞
- irreflection *variable*** when cast, a body of water will not reflect any image.
- irreflection** ◇◇◇◇ 8/10 foot radius/day ☞
- irreflection II** ◇◇◇◇◇ 18/10 foot radius/month ☞
- irreflection III** ◇◇◇◇◇◇ 38/10 foot radius (permanent) ☞
- irrigate soil 7/acre** ◇◇◇◇ waters a field. ☞
- irritate rain 3/square mile/hr** ◇◇◇ makes already falling rain or fog slightly caustic and irritating to remain in for more than a few minutes. Works only in relatively moist conditions; the spell wouldn't work in a desert, or during a drought. ☞
- liquid to water 3/gallon** ◇◇◇ transforms any liquid into water. ☞
- liquify 1/gallon/day** ◇◇◇ allows any potential liquid (at room temperature) to flow like water. Can be used to reliquefy honey, for example, or make molasses flow smoothly, but will not cause solid iron to liquefy. ☞
- melt ice 1/cubic foot** ◇◇◇ liquefies ice. ☞
- mildew 1/10 cubic feet** ◇◇◇ causes a surface to become moldy and mildewed. ☞
- mini-waterspout 1** ◇◇◇ cast on one cubic foot of water; can drench person to discombobulate them or can cause a drink to be "thrown" in someone's face. ☞
- mire 6** ◇◇◇◇ causes a boat or small object to become stuck in seaweed, plankton, or whatever plants are growing in a body of water. Will not work in water without a sufficient mass of plant life. The plants can be untangled or cut free with some effort, but will not otherwise come unstuck. ☞
- mire II 26** ◇◇◇◇◇ causes a ship or large object to become stuck in seaweed, plankton, or whatever plants are growing in a body of water. Will not work in water without a sufficient mass of plant life. The plants can be untangled or cut free with some effort, but will not otherwise come unstuck. ☞
- mudden 1/100 sq ft.** ◇◇◇◇ makes a dirt ground, floor, or trail muddy. There must be humidity in the air for the spell to work; the effect is magnified in very humid conditions. ☞
- overflow *variable*** causes water or other liquid to overflow whatever container it is in.
- overflow** ◇◇◇ 1/gallon ☞
- overflow** ◇◇◇◇◇ 11 (lasts as long as the caster concentrates on the liquid) ☞
- part water 8/10 feet/hour** ◇◇◇◇ forces water to change its course to accomodate a wizard. ☞
- permanency 50** ◇◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. Normal extension and delay spells will not work with permanency. ☞
- pervert magic *same as original spell cost*** ◇◇◇◇ causes a spell to escape from its caster's control. ☞
- poison fog 10/1,000 cubic feet** ◇◇◇◇ causes a dense and poisonous fog, which kills plants and small animals and sickens larger creatures caught within it. ☞
- poison rain 10/square mile/hr** ◇◇◇◇ creates a heavy rain capable of killing small animals and vegetation and sickening humans. Works only in relatively moist conditions; it would have no effect in a desert, or during a drought. ☞
- propel small craft 2/hr** ◇◇◇ moves a boat at the same rate as if it were under sail. Ineffective on full sized ships. ☞
- protection vs. cold *variable*** protects against most extremes of cold.
- prot. vs. cold** ◇◇◇ 1/day ☞
- extended prot. vs. cold** ◇◇◇◇◇ 19/year ☞
- permanent prot. vs. cold** ◇◇◇◇◇◇ 57 ☞
- protection vs. elementals 2/day** ◇◇◇ protects against even the most powerful elementals. (See pp. 225, 233, 234, 245.) This protection is negated if a protected creature attacks an elemental. ☞
- protection vs. gas 2/day** ◇◇◇ prevents gases from taking effect. ☞
- protection vs. heat *variable*** protects against most extremes of heat.
- prot. vs heat** ◇◇◇ 3/day ☞
- extended prot. vs. heat** ◇◇◇◇◇ 20/year ☞
- permanent prot. vs. heat** ◇◇◇◇◇◇ 59 ☞
- protection vs. mildew 1/10 cubic feet/year** ◇◇◇ protects one's possessions from the ravages of mold. ☞
- protection vs. pressure 3/day** ◇◇◇ protects from water pressure. ☞
- protection vs. sharks 2/day** ◇◇◇ repels sharks and other aquatic predators from a protected person. Will not protect against sharks attacked by a protected creature. ☞
- puddle 1** ◇◇◇ collects groundwater into a small puddle. ☞
- rain to hail 4/square mile/hr** ◇◇◇ turns an ongoing rainstorm into a hailstorm. ☞
- recharge 5 x original spell cost** ◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a three point spell could be used to perform that effect once every three days. This spell is only effective in conjunction with *ensorcel* and *permanency* spells.
- recovery 8/week** ◇◇◇◇ allows a spell caster to recover spell points at a rate of 3/day, no matter how active he or she may be. ☞
- remove rust 2/square foot** ◇◇◇ removes oxidation from a metal surface.
- remove wizardmark 10/level of original caster** ◇◇◇◇ allows a wizard to erase another spellcaster's wizardmark or wizardscript. The cost varies depending on the level of the wizardmark's creator—it costs only 10 points to dispel a magic-0's wizardmark, but 60 points to remove the mark made by a magic-6. ☞
- repel fish 2/hr** ◇◇◇ repels fish of all types from a specific area. ☞
- resist freezing 1/10 foot radius/day** ◇◇◇ causes water to resist freezing no matter what the temperature. ☞
- reverse current 30/hour** ◇◇◇◇◇ temporarily reverses the direction of the current in a body of water. ☞
- riverebb 40** ◇◇◇◇◇ causes the level of a river to ebb. ☞
- rot food 1/cubic foot** ◇◇◇ rots food. ☞
- rot wood 3/cubic foot** ◇◇◇◇ rots wood. ☞
- roughen sea 3/100 foot radius** ◇◇◇◇◇ roughens calm waters. Lasts as long as the spell caster focuses all of his or her attention on the affected area. This can be cast on a place or on an object (such as a boat). ☞
- rust 2/square foot** ◇◇◇◇ oxidizes a metal surface. ☞
- rustproof 3/square foot/year** ◇◇◇◇◇ protects a metal surface from oxidation. ☞
- seahorse 19/day** ◇◇◇◇◇ creates a steed of water equivalent in all respects to a medium warhorse. The horse requires no rest and can be ridden continuously over any liquid surface. It cannot be cast or ridden on land.
- shape ice 1/10 square feet** ◇◇◇◇ facilitates the creation of ice sculptures.
- silverwater 8/10,000 square feet** ◇◇◇◇◇ makes water opaque and reflective. ☞
- simuboil 1/hr** ◇◇◇◇◇◇ makes the surface of a small body of water—a cauldron, puddle, etc.—bubble as though it's boiling. ☞
- sink 2** ◇◇◇◇◇ momentarily submerges a floating object within the cast-

er's line of sight. Great on ducks and swimmers. ☞

sleigh pass 5/day ◇◇◇ allows a sled or sleigh to travel over dry, unpassable, or difficult terrain. The spell also makes the sleigh incredibly easy to track

slick 1/10 square feet ◇◇◇ covers a surface with a slippery, slimy liquid. ☞

snowice 1/50 foot radius ◇◇◇ creates a thin layer of ice over existing snow. This spell makes snow harder to walk through. ☞

snowsight 3/week ◇◇◇ allows a person to ignore naturally or magically created snow or ice glare

soak 3 ◇◇◇ thoroughly wets a person/thing. ☞

solidify liquid 1/gallon ◇◇◇ hardens a liquid. Honey would crystallize, for instance, or water freeze, although that ice would soon melt at warm temperatures. ☞

solidify snow 1/10 square feet/hr ◇◇◇ renders snow temporarily solid; packs the snow down so that wagons, etc. can pass. ☞

splash 1 ◇◇◇ causes a small splash on the surface of a body of water.

splashless 1/100 lbs/hr ◇◇◇ keeps a person or object from making a splash, waves, or ripples in water while diving into or moving through it.

sparkling 1/gallon/day ◇◇◇ adds sparkle and fizz to any drink. ☞

sponge 1/10 square feet/day ◇◇◇ makes an item of porous material (fabric, hair, leather) soak up any water or liquid it comes into contact with, until it is totally saturated with water. ☞

stir 1 ◇◇◇ mixes a liquid in a cup, pot, cauldron, or other small confined space. ☞

store magic 10/point ◇◇◇◇ creates a spell-storing item. Usable only in conjunction with ensorcel and permanency spells.

storm stasis variable this spell stops a storm in its tracks.

storm stasis ◇◇◇◇◇ 50 (normal-sized storms, localized heavy weather) ☞

storm stasis II ◇◇◇◇◇◇ 75 (large storms, tornadoes) ☞

storm stasis II ◇◇◇◇◇◇ 100 (hurricanes and other huge storm formations) ☞

storm track 44 ◇◇◇◇◇ this spell allows a weather mage to send already existing (or magically created) storms in a particular direction. Say you want an army in a field to be miserable and you want to sit at home nice and dry—presto! Of course, storms may dissipate along the way unless the environment (naturally occurring or magically created) permits.

summon clouds 15 ◇◇◇◇◇ summons nearby clouds. If they add up to a rainstorm, this will cause one. If there are no nearby clouds, this spell will have no effect. ☞

summon demi-elemental 40 ◇◇◇◇◇◇ calls a water demi-elemental, but does not protect the caster against that elemental's wrath. See p. 245 for more information on demi-elementals. ☞

summon elemental 60 ◇◇◇◇◇◇ calls a powerful water elemental, but does not protect the caster against that elemental's wrath. See p. 245 for more information on elementals. ☞

summon elemental spirit 25 ◇◇◇◇◇◇ calls a water spirit, but does not protect the caster against that elemental's wrath. See p. 246 for more information on elemental spirits. ☞

summon glacier 100 ◇◇◇◇◇◇ causes a huge mass of ice to approach at the rapid (for a glacier) rate of 1 mile per day. There must be a glacier within range (the spell-caster's INT in miles) for the spell to work. ☞

summon rain 40 ◇◇◇◇◇◇ calls up a rainstorm. If the storm clouds must travel a great distance—for instance if the spell is cast in a desert—the rain may not arrive for several days, and the clouds may dissipate considerably along the way. ☞

swim 1/day ◇◇◇ gives a creature swimming skill.

temperature variable allows the caster to set the temperature in a

specified area. Temperature drops or rises gradually to the specified level. Comes in a variety of forms:

temperature 1.1 ◇◇◇ 4/day (10-foot radius) ☞

temperature 1.2 ◇◇◇◇◇ 28/ month (10-foot radius) ☞

temperature 1.3 ◇◇◇◇◇ 58/year (10-foot radius) ☞

temperature 1.4 ◇◇◇◇◇ 118 (10-foot radius, permanent) ☞

temperature 2.1 ◇◇◇◇◇ 16/day (100-foot radius) ☞

temperature 2.2 ◇◇◇◇◇◇ 68/ month (100-foot radius) ☞

temperature 2.3 ◇◇◇◇◇◇ 118/year (100-foot radius) ☞

temperature 2.4 ◇◇◇◇◇◇ 158 (100-foot radius, permanent) ☞

temperature 3.1 ◇◇◇◇◇◇ 60/day (1-mile radius) ☞

temperature 3.2 ◇◇◇◇◇◇ 128/ month (1-mile radius) ☞

temperature 3.3 ◇◇◇◇◇◇ 178/year (1-mile radius) ☞

temperature 3.4 ◇◇◇◇◇◇ 248 (1-mile radius, permanent) ☞

tidetime 1 ◇◇◇ determines the times of ingoing and outgoing tides for the next 24 hours (plus 1 hour per level of the spell caster). ☞

switch liquid 18/gallon ◇◇◇◇◇◇ transfers 2 liquids. Can be used to switch drinks, for instance. ☞

tropic zone variable maintains a pleasantly warm (70–80°) temperature in a specified area. Comes in a variety of forms:

tropic zone 1.1 ◇◇◇ 2/day (10-foot radius) ☞

tropic zone 1.2 ◇◇◇◇◇ 18/ month (10-foot radius) ☞

tropic zone 1.3 ◇◇◇◇◇ 48/year (10-foot radius) ☞

tropic zone 1.4 ◇◇◇◇◇ 98 (10-foot radius, permanent) ☞

tropic zone 2.1 ◇◇◇◇◇◇ 8/day (100-foot radius) ☞

tropic zone 2.2 ◇◇◇◇◇◇ 48/ month (100-foot radius) ☞

tropic zone 2.3 ◇◇◇◇◇◇ 98/year (100-foot radius) ☞

tropic zone 2.4 ◇◇◇◇◇◇ 138 (100-foot radius, permanent) ☞

tropic zone 3.0 ◇◇◇◇◇◇◇ - 30/day (1-mile radius) ☞

tropic zone 3.0 ◇◇◇◇◇◇◇ - 88/ month (1-mile radius) ☞

tropic zone 3.0 ◇◇◇◇◇◇◇ - 158/year (1-mile radius) ☞

tropic zone 3.0 ◇◇◇◇◇◇◇ - 218 (1-mile radius, permanent) ☞

tsunami 72 ◇◇◇◇◇◇ causes a full sized tidal wave Just add water. ☞

umbrella 1/day ◇◇◇ keeps falling water from wetting a creature. ☞

undisturb 1/10 foot radius/day ◇◇◇ when cast on a pool or area of water, anything entering that area will cause no ripples, splashes, or other disturbances. ☞

vent magic ½ original spell cost ◇◇◇ harmlessly triggers a spell, potion, or rune by bleeding away its potency. A *delayed* fire spell, for example, could be triggered without cooking the spell caster. It costs only half the base spell cost, not the cost of making the rune or potion, or the cost of delaying a spell.

walk on mud 2/hr ◇◇◇ allows a creature to travel over semi-solid surfaces, like mud or quicksand, as if they were solid. ☞

walk on water 12/hr ◇◇◇◇◇ Allows a creature to travel on liquid or semi-solid surfaces as if they were solid. ☞

wall of fog 1/100 square feet/day ◇◇◇ creates an opaque, though otherwise harmless, wall of fog. ☞

wall of hail 8/100 square feet/day ◇◇◇◇◇ creates a wall of hail or sleet which can be passed through—painfully—but not seen through. ☞

wall of steam 10/day ◇◇◇◇◇ creates a dense wall of hot water vapor. ☞

warm water 1/1,000 cubic feet ◇◇◇ raises the temperature of a body of water by 10°. ☞

wash 1/100 sq ft ◇◇◇ cleans an object. Can be used for a variety of objects, ranging from laundry to wagons. Makes cleaning those awkward windows on the top floor easy. ☞

water breathing 8/hr ◇◇◇◇◇ allows a creature to draw oxygen directly from water—eg. an aqualung.

water creature I 3 ◇◇◇ creates a Table I creature from water vapor,

which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A water vole or water dog could be created this way. 🏹

water creature II 9 ◇◇◇◇ creates a Table II creature from water vapor, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A water horse or water shark could be created this way. 🏹

water creature III 27 ◇◇◇◇ creates a Table III creature from water vapor, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A water troll or water whale could be created this way. 🏹

water creature IV 81 ◇◇◇◇ creates a Table IV creature from water vapor, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A water giant or water dragon could be created this way. 🏹

water object 2/cubic foot of mass/hr ◇◇◇ will create any object in water. This spell can be used to temporarily create ladders, swords, shields, etc., all of which will remain solid for the duration of the spell. The caster can choose to end the spell prematurely (for example, to make a bridge disappear after he or she has crossed it, trapping pursuers on the opposite river bank).

water sending 5 ◇◇◇ allows the spell caster to send an image of him or herself to a distant location where it can speak and act as the caster chooses. A water sending can only be cast over water. The wizard must be totally undisturbed and devote his or her entire concentration on the sending to maintain it. Sendings are insubstantial, and not quite opaque—always in the exact image of the caster. They can be cast anywhere within a range of (INT + magic level) miles. Maintaining a sending is draining, and a magician must spend one hour immediately afterward resting for each five minutes of time spent concentrating on the spell.

waterproof variable protects a surface from water and frost damage.

waterproof ◇◇◇ 2/cubic foot/year 🏹

waterproof II ◇◇◇◇20/year (cottage or small structure) 🏹

waterproof III ◇◇◇◇◇ 31/year (large house) 🏹

waterspout 48 ◇◇◇◇◇ creates a tornadolike formation over water, usually much smaller and less vigorous than a true tornado. The waterspout may be controlled by the caster for as long as he or she concentrates intently on it; once control is released, it cannot be regained except by casting another spell. 🏹

wave 18 ◇◇◇◇◇ raises a 20-foot-high wave in a standing body of water. 🏹

whirlpool variable creates a whirlpool. Just add water.

minor whirlpool 18 ◇◇◇◇◇ a localized whirlpool, large but not capable of swallowing full sized ships. 🏹

whirlpool 50 ◇◇◇◇◇ a whirlpool capable of swallowing a full-sized ship. 🏹

wizardmark 3 ◇◇◇ creates a permanent mark on an inanimate object that is unique and visible only to its caster. A *wizardmark* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.

wizardscript 5/hr ◇◇◇ creates permanent writing on an inanimate object that is visible only to the caster. *Wizardscript* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.