

THE BOOK OF WATER

“Man is but water with a dash of impurities thrown in.”

—Yado Baelin, Dowser

Throughout endless time and across diverse worlds, water has drawn to it those who would seek knowledge of life, of birth, of change, and of power. It was water that carved the shape of the earth, and it is water that swallows the doomed empire. In the old mythologies, water was named as the source of all life, yet the legends are so varied it beggars belief that all could speak of the same element. For some, life itself is indeed a river, flowing onward to places unseen, through straits and channels that have never been mapped, survived only by mortal chance and occasional skill. To others, water bodes naught but danger and devastation, a powerful welling of forces that cannot be gainsaid, cannot be avoided or protected against—the natural forces of the seas and rivers and oceans thrusting up upon the shores of existence to crumble the edifices of man’s cunning. Even death itself is described as a river to be crossed over, banked on the far side by a paradise of painless eternity.

Still, despite its graceful strength and nearly ubiquitous presence in our lives, water is often overlooked as a source of power; but those who would dismiss it best think again, for water delivers more force than air, is more constant than fire, and more pliable than earth. Water sustains life, grows our food, and provides an environment all to itself to living things. Water is adaptable and takes many forms—it can float a ship as an ocean or sink a ship as an iceberg. Cut your wrist and what comes pouring out—water in the form of blood. Whether you like it or not, mortal creatures are made mostly of water, and he who controls the water can manipulate the flesh of all living things. There are endless ways to view and speak of water, perhaps a different experience for every living creature—indeed, to spend a lifetime studying the power of water would be only a drop in the ocean. And yet, what is any ocean but a multitude of drops?

A Dowser is not one who believes in taking the short path to mastery, and is usually one who chooses his path via love of the art or passion for the sea more than a desire to impress or to conquer. This is not to say that water is not a path to success; in fact in most worlds it possesses a much more useful, everyday utility than some of the arts more often steeped in destruction. Water is very much a middle path, providing a more well-rounded education; it combines functionality with fearsomeness, spectacle with honest trade. For those magicians who want to be able to do a bit of everything, water sits firmly at the top of the list. Most dowsers are practical folk with more of a love for

nature than for society. Almost all develop a taste for the art as swimmers or divers, discovering a passion as a youth for literally immersing oneself into the element. And of course, there are those dowsers who are members of underwater-dwelling races; for these creatures the path of water is not even a conscious choice, but is simply synonymous with the art of magic.

Now technically, a Dowser is one who finds water where it is scarce, and in fact, this is where the path of water begins. However, it does not end there, so some prefer other terms: aqua-mages, flood-chanters, swirllocks, or liquefiers perhaps. And many others have bastardized the pronunciation of term over the years, changing it more often into “douser”. But all who study the book of water must first learn the art of dowsing, so the original term still fits. In addition to mastery over water in solid, liquid, and gaseous forms, the Book of Water also is the basis for cold magic. As water evaporates, it produces a chill effect, and control over this allows the mage to wield cold both as a tool and as a weapon.

The Book of Water is ironically a little unique amongst the books of magic in that it is more broad a pursuit than deep. The vast majority of the water spells belong to the first few orders, meaning it makes an excellent choice as a secondary study. Those with fire or air skills often find that it is quite helpful to dip into the Book of Water and dredge up a few useful spells to help round out one’s weak points. And while there are certainly some intensely powerful water spells at the bottom of the tree, mastery over this art is more about learning a wide variety of different tricks than building them all into something bigger.

Like the books of Earth, Air, Fire, Life, and Light and Darkness, Water is considered a Primal form of magic. These are some of the oldest forces in creation, the palette employed by gods, angels, demons, elementals and mythic powers to shape the cosmos. Beings such as these speak in tongues of raw force that can move mountains and alter realities. What little we know and understand of their speech we have come to call the Primal tongue. This is the third of the seven ancient languages, older than Music, Nature, Dragon, or Sylvain. Primal words do not typically translate across the board to our modern ways of speech; they are far more diverse, and each encompasses a concept rather than a single meaning. This language can be very dangerous to employ—learn and practice it with caution and reverence or it will consume you, body and spirit.

The basic tenet of the Book of Water is Seek. This is the art of dowsing—the ability to sense the element’s pull when its presence is less than obvious. This tenet can be learned by anyone awakened to magical energies, but is often gifted to those who have some sort of connection to water; it is not at all uncommon for shipwrecked sailors thought

drowned to wash up days later on shore and suddenly possessing strange and unexplained new abilities.

The primal word for water is **owa**. To speak it is to form a connection with water in all its forms—the water in one’s body touches the water in the air, touching the water in the sea. And with this awareness, the dowser can manipulate the water around him in any of its incarnations as if it were simply an extension of his own body.

Spells in elemental books employ Primal words (sometimes combined with the tongues of Music and Nature as well as Sylvan) to achieve the desired effect. The intonations and motions that go along with the spoken incantations add depth and majesty as well as devastation, depending on the combinations. Races without arms or hands (or even those with missing limbs) will have to develop other gestures that make sense to them to cast these spells. Often times these self-developed gestures make the magic more potent. Races with no vocal chords may be able to simply think the words rather than say them aloud (Focus roll of 20 or better to trigger any spell).

Those with a talent for water magic will find it an easy study and quick to reward. However, there is always more to learn and to master if one has the desire for it. Though water can certainly kill, it is much more nurturing than fire, softer than earth, and less angry than air. Dowzers tend overall to live longer and have more peaceful lives than those who study other arts. Water may not be the easy path to fame and domination, but it does seem to be something of a path to happiness—and isn’t that the whole point anyway?

WATER EFFECTS

Water can get pretty complicated, particularly when one is under it. There are also cold effects to consider, weight, pressure, and the whole issue of breathability. A lot of this is covered in the Osiris core rulebook (drowning, for example). But there are a few situations that probably need a little special attention here.

Most direct damage dealt by water is typically caused by spray (such as a firehose of ice chunks) or churn (such as from a tsunami surging). Unless otherwise stated, Wound damage from water spells is divided evenly amongst 3 random locations.

The vast majority of water spell effects result in someone getting wet. This can add a number of additional unexpected effects to the situation. Being wet makes one more susceptible to electricity attacks, for one, reducing any defense rolls against electrical effects by 5. It also adds a bit of extra weight to a character (1d6 lbs. in situations where that might matter). It adds a cooling effect, as well, adjusting any exposure levels down

one notch (from moderate heat to mild heat or strong cold to extreme cold). Also, 55 to 35 degrees Fahrenheit is now considered mild cold. Water is also a lubricant, and can make one's footing treacherous. Take a -2 penalty to any skill roll requiring steady footwork (Acrobatics, Jump, Climb) or for which it makes sense (it may be difficult to pick someone's pocket while dripping wet).

A dry towel is generally good enough to absorb enough water to eliminate any penalties. Using a towel properly takes up a full round. Wet characters, if left to their own devices, will generally dry off in 1d4 hours. This may be quicker if it is very hot out, or slower if it is raining or humid.

Some spells can be maintained once cast. A dowser may maintain only one spell on a given round, though he may continue to cast spells normally while maintaining his one. Mana for maintained spells is paid at the start of each round. When stacking mana costs, the dowser may purchase as many stacks in a single casting as the order of the highest level spell he knows (from any book). So, if the caster knows a 5th level spell, he can buy up to 5 mana stacks. Maintainable spells can be paid for ahead of time and left to run on their own. For example, the Cool spell costs 1d4 per 10 minutes. The caster can spend 6d4 up front to cast the spell with an hour duration, and it is no longer considered a maintained spell.

When casting any spell, the dowser must score a Magical Attack (or Defense if required) roll of at least 10+Spell Order, or the effect will fizzle out—even if there is no opponent to resist it.

No form of magic is an exact science, and Water may not answer to just any beck and call. In the event of a critical failure on a casting roll, there is a 10% chance the dowser will become saturated with the element—drenched from head to toe and unable to breathe. In this event, the dowser will take 1d10 damage and must make a Will roll of 10+Spell Order or better to keep from losing consciousness.

BASIC TENETS

Seek Water

Prerequisite: Magical Awakening (Any)

Sacrifice: 1

Mana Cost: 1

Range: 1 mile (see below)

Target: Area

Area of Effect: 1 mile sphere around the caster

Duration: Instant

Roll: Magical Attack 10 or better

Resist: None (Will if for some reason the water has a Will roll)

Casting Time: 1 round

Effect: Points the caster in the direction of the nearest water source

Words: **owa**

Casting: The caster holds out a finger and waves it around in different directions. The caster will feel a pull on the rod when it points at the water source.

Those who develop an affinity for matter in its liquid form often feel drawn to it, pulled toward it by the desire to commune and interact with it. For the most part, this may not be an especially useful skill, but in the right circumstance, it can be essential. This tenet basically tugs the caster in the direction of the nearest conglomeration of water larger than a bucket or so. This can be used to find water in a forest, or find a place to dig a well in the desert. This is the art of dowsing, and is the first step on a lifelong pursuit of aquatic power and knowledge.

Water farther than a mile away cannot be sensed unless there is no significant conglomeration of earth either in that distance (like maybe the caster is just floating around in the open sky for some reason). In such a case, water can be sensed to any distance if it is closer than the solid ground.

Material Component: A forked rod can be used in place of the caster's finger, increasing the range out to 2 miles.

FIRST ORDER SPELLS

Unlike with more complex spells, Dowzers can take first-order spells immediately after gaining the basic tenets necessary. The trade skill Linguist (Primal), must be learned and trained to at least 10%.

Analyze Water

Order: 1

Prerequisite: Sense Water

Sacrifice: 1

Mana Cost: 1d4 per gallon

Range: Touch

Target: Volume of water

Area of Effect: Per mana

Duration: Instant

Roll: Magical Attack

Resist: None (magical water creatures may get a Will roll)

Casting Time: 1 round

Effect: Determines composition of water analyzed

Words: kahp owa

Casting: The dowser places a finger just above the surface of the water to be analyzed and speaks the primal words for know and water while forming a mock spyglass with the other hand and peering into the water.

This useful spell allows the dowser to know any aspect of the components of any water that the caster can get his hands on, whether found in nature or contained. The salinity, pH levels, chemical and gaseous makeup, bacterial presence, electrical state, temperature, and even the presence of poisons becomes known to the wielder upon casting of this spell. This spell can really be cast upon any liquid that has water as its primary ingredient, including blood, beer, milk, and so on. The spell reveals the sum total of everything in the sample analyzed, so a larger sample doesn't generally reveal much more unless the liquid is not well mixed.

The spell will always reveal if the water is safe to drink or not, and whether anything is alive in it, but the caster may need to roll a Scholar, Chemist roll (or consult a chemist) to understand the results if they are unusually complicated. This does not mean that the spell is overly pedantic—if there is salt in the water, the spell will reveal this instead of returning “sodium chloride”. Generally it is only when a substance actually lacks a common name that additional knowledge might be needed.

This spell also reveals any active current to the dowser, as well as any path the water may be taking out of its current container. This can be used to find underwater caves, discover leaks, and so on.

Material Component: A small glass lens held in the cupped hand will increase the sample size to 1d4 per 10 gallons. The lens will crumble on use. Such a lens could probably be purchased in most civilized areas for about 5 units, or crafted with a full success in Potter.

Cool

Order: 1

Prerequisite: Seek Water

Sacrifice: 1

Mana Cost: 1d4 per 10 minutes

Range: Touch

Target: Single creature or item

Area of Effect: Target up to 500 lbs.

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense vs. touch

Casting Time: 1 Action

Effect: Lowers temperature of target

Words: ~~ppi~~

Casting: The caster clutches an arm to his chest as if cold and reaches out with the other to touch the target while speaking the Primal word for chill.

This spell slows the molecules in a single object or individual, causing it to become colder. In its most basic form, this spell prevents the target from natural heat damage due to environmental factors and the like (it lowers environmental factors by 2 categories). Against actual fire (including magical fire) the person or object gains a damage reduction of 5. Chill may also be used to make hot objects handleable or to preserve food. This spell will have little effect if used on very large or very hot objects.

This spell can be cast upon a body of water up to double the normal weight limit for solid objects (1000 lbs.)

If used against fire-based creatures, the spell will deal 1d6+Depth points of damage.

Material Component: The water from a melted snowball can be poured over the caster's hand before he touches the target (or he can crush an actual snowball in his hand). This doubles the effective target weight (1000 lbs. for solid objects, 2000 for liquid).

Swim

Order: 1

Prerequisite: Seek Water

Sacrifice: 1

Mana Cost: 1d4 per minute

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Defense

Resist: None

Casting Time: 1 Action

Effect: Allows target to move easily through water

Words: ~~veps~~ owa

Casting: The caster makes a motion like a swimming fish with his off-hand while touching the target and speaking the primal words for travel and water.

Arguably one of the more enjoyable of magical effects to experience, *Swim* simply allows the target to move through water as easily as he might walk or run in his natural environment. The effect is a feeling akin to flying, only suspended in water instead of air. The target gets his normal movement rate in any direction through the water, up down, left, right, etc. as his feet gain perfect traction in the water. The target can even run or sprint as normal if necessary.

Current still affects the target normally, so if the target is swimming upstream at a move rate of 10 meters per round against a current of 8 meters per round, he will only progress 2 meters forward. Figure that 1mph is about 4 meters per round, so even a 10mph current may actually be too much for a swimmer to tackle. However, when swimming with the current, the current will add to your speed, so this can be used to your advantage as well. If swimming across a current, your forward progress will not be affected, but the current will make you drift sideways at its normal rate.

It is also important to keep in mind that this spell does not give the target the ability to breathe underwater or resist pressure—so it is all too easy to get one's self into a dangerous position, particularly when the spell wears off and you are far out to sea or deep underwater.

Material Component: A dead sardine (or other tiny fish) held in the off-hand will increase the duration to 10 minutes. The fish burns to ash on use. Can be found in rivers, lakes, or oceans with a partial success in Fisher.

SECOND ORDER SPELLS

Dowsers who wish to learn second-order spells must be at least second level themselves, and must have leveled since they learned the prerequisites for any of these spells. Additionally, the trade skill Linguist (Primal), must be learned and trained to at least 20%. It is also recommended that one study either the book of Air or Fire to aid one's path here.

Breathe Water

Order: 2

Prerequisite: Swim, Create Air [A]

Sacrifice: 1

Mana Cost: 1d6 per minute

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Defense

Resist: None

Casting Time: 1 Action

Effect: Target can breathe normally underwater

Words: ʔiʔa owa

Casting: The dowser speaks the primal words for air and water together, then pinches his nose and blows outward as he touches the target.

A key tool in the mastery of water, this spell allows the air-breathing creatures to breathe normally while immersed in water. Though equivalent in practice to the Air spell, Breathe Underwater, there are some minor differences. The Air spell fills the caster's lungs with a continuous supply of air, while this spell allows the target to use his lungs to breathe water as a sea creature might use its gills. This spell is a bit better for stealth, as it does not produce air bubbles, but it is considerably more dangerous, as the instant the spell wears off, drowning begins. This spell will work in other liquids as well that are mostly water (beer perhaps), but will not protect against any toxic effects of having the substance in your lungs. Sea water can be breathed without issue.

Material Component: The gills of any average-sized fish (or bigger) will increase the duration of this spell, from 1d6 per minute to 1d6 per 10 minutes. The gills must be eaten by the caster upon casting. Fish can be caught using the Fisher trade skill.

Freeze

Order: 2

Prerequisite: Cool

Sacrifice: 1

Mana Cost: 1d8 per gallon

Range: 30m

Target: Volume of water

Area of Effect: Per mana

Duration: Natural

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 round

Effect: Freezes liquid water

Words: ʔusaʔ

Casting: The caster holds both palms out, facing downward as he blows outward with pursed lips and speaks the primal word for freeze.

One of the most key spells in the book of Water, Freeze is the power to transform water from its liquid state to its solid state. With this critical kernel of knowledge, the dowser unleashes a whole new aspect of water's power.

When this spell is cast, the volume of water targeted freezes solid in a matter of seconds, becoming a block of ice. Any creatures in the water when the spell is cast are allowed a Reflex roll to get out of it before the ice forms. Creatures trapped in ice may have trouble moving, may freeze to death, and will likely suffocate.

Creatures with both feet trapped in ice, or with any part of their body frozen to something immovable will not be able to move, and may not even be able to attack or defend if their arms are trapped as well. Those trapped in at least 1 gallon of ice will suffer the effects of moderate cold. Those with at least half their body trapped will suffer strong cold, and those trapped completely suffer extreme cold effects. Also creatures who have their heads trapped in ice are treated as if drowning (1d12 points of damage per round plus a -1 cumulative per round penalty to all rolls).

Breaking out of ice is not as easy as it sounds. Characters are allowed a Strength roll to escape after the initial casting—escape target is 20+the number of gallons trapped in. This roll is allowed each round unless the creature is completely trapped in the ice, in which case there is basically nothing he can do after the first round. The ice can also be chipped at with a weapon—figure each gallon has about 20 wound points, and a third of the damage dealt applies to the creature trapped inside.

The ice created is natural ice, and will eventually melt if the surrounding temperature is above freezing. Every minute, reduce the escape target and the wound points of the ice by 1. Double this rate if it is hot out.

Ice takes up slightly more room than liquid water, so if the water in question is in a sealed container, it may break it. Also, ice floats in water, so if a creature is trapped in a block of ice, he will float to the surface.

The effect of this spell can also be spread thinly over an area, not harming it really, but causing the air around it to chill, creating the effect of frost forming on the area. Frost does not do much of use, though it can be used to camouflage or hide something in the area. Frost will cover one 3x3 meter (10x10 foot) of surface area per gallon paid for. If camouflage is applicable, add 1 to the Hide roll per 4 points rolled of Magical Attack.

Material Component: A white quartz crystal, if held in the off-hand, reduces the casting time to 1 action. This stone will crack apart upon use, but can be found in hills and mountains with a partial success in Scholar: Geology. It can also be purchased from gem and stone dealers for around 10 units.

Purify Water

Order: 2

Prerequisite: Analyze Water

Sacrifice: 1

Mana Cost: 1d6 per gallon

Range: Touch

Target: Single creature

Area of Effect: Per mana spent

Duration: Instant

Roll: Magical Attack

Resist: Will

Casting Time: 1 round

Effect: Makes water safe to drink

Words: owa pia

Casting: The dowser speaks the Primal words for water and clean, while holding two fingertips just above the water to be purified.

This spell turns non-potable water into ordinary drinkable, clean water. Living creatures in the water larger than microscopic level will not be harmed. This spell does not necessarily eliminate any strange colors, odors, or tastes, it merely makes the water safe to drink by eliminating toxins and killing bacteria. Visible impurities like floating leaves or dirt will sink to the bottom or out of the affected area.

If cast upon a magical creature made of water, the spell may cause damage, up to 1d6 per gallon purified (plus depth).

Material Component: A drop of iodine added to the water will allow the caster to affect up to 4 gallons of water per 1d4 mana spent. Can be purchased in alchemical supply stores for 10 units per small bottle. (Does not affect magical water creatures).

Shape Water

Order: 2

Prerequisite: Analyze Water

Sacrifice: 1

Mana Cost: 1d6 per round per 20 gallons

Range: 60 yards

Target: Volume of water

Area of Effect: Per cost

Duration: Maintained

Roll: Magical Attack

Resist: Will (if the water has a Will for some reason)

Casting Time: 1 Action

Effect: Can form water into a particular shape

Words: **ashav owa**

Casting: The caster holds both hands out and caresses the air as if shaping pottery on a wheel, speaking the primal words for form and water.

The dowser has now increased his connection with the element of water so that he may manipulate as if it were an extension of himself. This spell allows the caster to move and sculpt water into any form. This applies to any form of water in a malleable state, which includes steam, hail, and snow, but excludes solid ice. The water affected can be moved up to 10 meters per round, and can be shaped into any shape the caster desires, up to a point.

For example, a dowser could use this spell to cause a stream to rise up and create a wall of water to block fiery attacks. 40 gallons could easily make a wall about 6 feet high by 10 feet wide. Or maybe a pool could be manipulated to rise up and scare off some intruders. There is no real limit to the potential uses of this spell.

When shaping water, understand that the water still remains water, it just acts as if it is held in a glass or a bucket with an unusual shape. Fine details in the water pattern may be rather hard to pull off. The caster could make the water take the shape of a person, perhaps, but not really the facial features of one. Any kind of fine tuning like this extends the spell's casting to a full-round and requires a full success in the Artist trade skill to pull off effectively.

If this spell is cast upon a magical creature made of water, it will deal 1d12 points of damage per 20 gallons manipulated, plus depth.

Material Component: An empty glass vial held in the off-hand will double the volume affected. The glass shatters on use and is frequently cast to the ground during casting. Can be purchased in civilized areas or created with a full success in Potter.

Torpedo

Order: 2

Prerequisite: Swim

Sacrifice: 1

Mana Cost: 1d8 per minute

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Defense

Resist: None

Casting Time: 1 action

Effect: Target can move at great speed through the water

Words: owa shaᵛ

Casting: The caster thrusts both arms upward and then sweeps them downward in a swimming motion, while uttering the primal words for speed and water.

A vast improvement on the common Swim spell, Torpedo allows the target to move through water at great speeds – 20 mph normal, 40 mph at a run, and 60 mph on a sprint (30/65/100 kph). This spell should be more than enough to get through any current. In game terms, this is equivalent to a standard move rate of 80/160/240 meters per round. The caster can carry up to half his own weight in equipment with him, which may include a small person, or up to his full weight if he travels at half speed.

While traveling at this speed, the target gains a bonus while making charge or overrun attacks. Add +1 to Melee Attack and Damage for every 10 mph traveled.

Material Component: A marlin spike held in the off-hand will allow the target to run without any stamina cost, and sprinting will only cost 1 Stamina per round. The spike has a 1 in 3 chance of being consumed by the spell. Can be found in oceans far from shore with a full success in Fisher.

Walk on Water

Order: 2

Prerequisite: Swim

Sacrifice: 1

Mana Cost: 1d8 per minute

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Defense

Resist: None

Casting Time: 1 Action

Effect: Target can walk upon the surface of water

Words: iŋiɪvɔp owa

Casting: The caster dances in place for a moment while speaking the primal words for balance and water.

This useful spell gives the target the ability to walk on water as if it were dry land. The target's move remains the same. If used on the sea coast or some other area with heavy waves, the caster will remain level and the waves will pass around him. This spell is most often used to easily cross bodies of water such as rivers or lakes.

The target can choose to dive into the water if he wishes, even if the spell is active. Getting back out again is easy enough, and works as if the target were walking up stairs until he reaches the surface.

Material Component: A preserved water strider if held in the off hand, increases the duration to 10 minutes. The bug burns to ash on use. Can be found on streams or ponds with a partial success in Survivalist.

THIRD ORDER SPELLS

Dowser who wish to learn third-order spells must be at least third level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 30%.

Condensation (Create Water)

Order: 3

Prerequisite: Purify Water, Shape Water

Sacrifice: 2

Mana Cost: 1d6 per liter (stackable, see below)

Range: 60 meters

Target: Point in space

Area of Effect: Per cost

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Creates water out of thin air

Words: sɪɔp owa

Casting: The dowser must say the Primal words for begin and water, extending the last syllable slightly, while drawing the open palms facing upward from the waist to the

shoulders. Then, the caster points the flat of the palms at the point where the water is desired to form.

This, the central spell in the book of water, is as versatile as the element itself. It can be used as a tool, a weapon, or even a lifesaver. The spell is simple enough; it draws the water vapor out of the surrounding air and coalesces it into liquid form.

How much water forms for this spell depends upon the relative humidity of the surrounding area. 1d6 mana will produce 1 cup (250 ml) of water in the desert, 1 quart (1 liter) in most areas, and 1 gallon (4 liters) on the open sea. The effect is stackable, though the usual stack limit does not apply to this spell, so the dowser can create as much water as he can pay for.

The water created appears in the air at the point indicated by the caster, and will fall downward as ordinary water. If a container is provided, the water can fill the container, but it can be cast over a fire, a person, a painting, or whatever the caster desires. If the water is cast in such a way that it will hit a living creature, that creature is allowed a Reflex roll to get out of the way without getting wet. The caster cannot drown or harm a creature by casting this spell directly at it, though drowning is possible if enough water is created and the target is held down in a bathtub perhaps. Mostly this spell is used to produce drinking water in dry areas.

Material Component: A thread of Spider's silk will increase the output of the spell: 1 liter in the desert, 1 gallon normally, and 4 gallons on the open sea. The thread burns to ash on use. Can be found in forest or grass plains with a partial success in Survivalist.

Flow

Order: 3

Prerequisite: Shape Water

Sacrifice: 2

Mana Cost: 1d6 per square meter of flow per 10 mph per round

Range: 60m

Target: Body of water

Area of Effect: Per cost

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Effect: Moves a stream of water

Words: ommos owa

Casting: The dowser sweeps his arms in different directions, one under, making an eddy, and one over, making a wave. He speaks the primal words for move and water as he gesticulates.

A powerful spell in the right situation and very much representative of the power of mastery over water, Flow creates a current in a body of water, causing it to move. 1d6 mana will move a stream of water 1 meter wide and one high at a rate of 10 mph for the round. The effect can be stacked in any direction—i.e. the stream can be moved 20 mph for 2d6, or a stream 2 meters wide and 1 high could be moved for 2d6. There is no stack limit to this spell.

The water in question must have somewhere to go or it will bounce back upon itself, creating eddies. This spell can be used to move water uphill or against its normal current (make a creek flow upstream perhaps). It can be used to turn a waterwheel or fill a barrel, or prevent a swimmer from escaping. For purposes of filling up volume, each 1x1 meter stream moving 10 mph represents about 50 cubic meters of water per round.

If cast upon a magical creature made of water (such as an elemental), it will deal 2d8+Depth damage (and is not stackable).

Material Component: The splinter of a broken oar held in the off-hand will increase the duration to one minute instead of one round. The splinter burns to ash on use. Can be found or bought in seaside areas.

Frostbite

Order: 3

Prerequisite: Freeze, Purify Water

Sacrifice: 2

Mana Cost: 1d10

Range: 60m

Target: Single creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Freezes parts of target's flesh, causing damage and disability

Words: aṡsaḷ saḷvīp

Casting: The dowser curls his hands into fists, brings them together, and then breathes into them as if for warmth, speaking the primal words for freeze and enemy as he opens his hands to direct the blast of air at the target.

One of the few water spells intended to outright cause harm to others, Frostbite more than fits the bill. With a word and a gesture, the dowser directs a blast of freezing cold air at his enemy, which freezes the flesh and causes the extremities to stiffen and fail.

Initial damage from this spell is 2d12+Depth. The target is allowed a Reflex roll to warm his extremities before the spell takes full effect. If this roll fails, the target's feet, face, and hands become frostbitten, resulting in a wave of effects.

First off, Frostbite deals one point of Wound to 1d4 extremities (arms, legs, or head), caster's choice. For each arm frostbitten, the target takes a -1 penalty to Attack rolls and any skill rolls requiring use of the hands. For each leg frostbitten, the target's move rate is reduced by 1, he takes a -1 penalty to all Defense rolls, cannot sprint, and takes a -1 to all Skill rolls requiring usage of the legs. If the head is affected, the target takes a -2 to all skill rolls requiring speaking (such as silver tongue). Penalties will remain until the wound damage dealt is healed. Repeated casting do not increase these penalties, though they can affect additional locations. Once all extremities are frostbitten, this spell only deals the 2d12+Depth damage.

If magical defense is used successfully to ward against this spell, no damage will be taken.

Material Component: A pinch of salt held in the off-hand will increase the number of locations frostbitten to 1d6. The salt is consumed on use. Can be obtained from the sea with a partial success in herbalism, or bought pretty much anywhere.

Frost Walk

Order: 3

Prerequisite: Freeze, Walk on Water

Sacrifice: 2

Mana Cost: 1d6 per round

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Target can cling to frost and ice, defying even gravity

Words: **ḏūsaḏ ʾommos**

Casting: The dowser holds his hands up to his mouth and blows out cold air, then speaks the Primal words for freeze and move.

A water-based variant of a spider climb spell, Frost Walk allows the target's feet and hands to stick to ice of any type, including any surface covered in frost. The caster can climb up frozen walls or move across frozen ceilings. The frost grip can support up to one and a half times the target's weight. The target gets a bonus against any attacks that might knock him prone equal to the caster's depth. If the target is knocked prone while clinging to a wall or a ceiling, he will fall.

The Freeze spell is often used in concert with this to cover a surface with frost so that this spell can then be used to walk across it. The target must have at least one hand and one foot on the surface at all times when walking up vertical walls or across ceilings.

Material Component: A metal spike from a crampon will increase the duration from rounds to minutes, and will allow the grip to support up to 3 times the target's weight. The spike rusts out on use. Crampons can be purchased or made from metal with a partial success in Blacksmith.

Frost Weapon

Order: 3

Prerequisite: Freeze, Heat [F]

Sacrifice: 2

Mana Cost: 1d8 per 1d6 rounds

Range: Touch

Target: Single weapon

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None (melee defense vs. touch)

Casting Time: 1 Action

Effect: Enhances weapon with additional frost damage

Words: **ḏūsaḏ ʾolḏap**

Casting: The dowser passes his palm along the blade of the weapon as he speaks the primal words for freeze and weapon.

A nice crossover from the book of fire, this spell uses a combination of cold and heat—frost to freeze the weapon, and heat to warm its handles so it can be wielded in battle.

Any affected weapon will deal an additional amount of damage per hit in battle equal to the caster's depth. Also, any critical hit on an extremity will deal one extra wound point and add the frostbite effect as per the spell Frostbite above to the wound location struck.

Material Component: A strip of felt held in the off-hand will increase the duration from rounds to minutes. The felt burns to ash on use. Felt can be made from wool with a partial success in Tailor.

Ice Trail

Order: 3

Prerequisite: Freeze, Torpedo

Sacrifice: 2

Mana Cost: 1d12 per round

Range: Self

Target: Caster

Area of Effect: See below

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Caster can swim rapidly, freezing the water behind him as he goes

Words: **āūsāl shap**

Casting: The caster crouches, bringing one hand to his chest, the other covering, then bursts forward, shouting the words for primal freeze and speed and thrusting the primary hand forward and up in a spiral.

A powerful defensive spell with many diverse uses, Ice Trail marks the point when the dowser truly begins to move away from the expected and into wild, jaw-dropping spectacle. An extension of the more common Torpedo spell, Ice Trail is essentially the same, only the caster freezes the water as he passes through it, leaving a trail of solid ice behind him. The caster can travel through water at up to 20 mph normally, 40 mph at a run, and 60 mph on a sprint (30/65/100 kph). Equivalent to a standard move rate of 80/160/240 meters per round.

Under most circumstances this spell is simply Torpedo with a bit of showmanship thrown in, but under others, it can be a life saver. The ice trail left behind is a column of frozen ice, roughly a meter in diameter. If the caster is moving through tight spaces, like tunnels or portholes, the ice will fill the tunnel behind him, making it impossible for someone to follow. Also, anyone who tries to pursue the caster or who gets in his way may be frozen into the ice trail. Roll Reflex (vs Magical Attack) for anyone the caster hits with

an overrun attack—failure means the target is affected as if by the Freeze spell, and is stuck in 1d4 gallons of ice. Those trapped in the ice trail underwater may not be able to surface in time to breathe and may be subject to drowning.

If the caster skims the surface of the water, he can leave a cordon of ice along the surface that will block the progress of small boats. Figure anything under 30 feet is unlikely to be able to break through, providing a safe escape for the caster and his allies. Roll percentage dice with a chance of breaking out equal to double the boat's length in feet minus 10 plus its speed in knots. So a 12 foot rowboat going 5 knots would have a 9% chance of success ($12-10 = 2$, doubled is 4, plus 5 = 9). Boats that fail will take 1d6 points of structural damage per 10 knots or fraction thereof.

Ice does not last long in water, so the ice trail will melt in 10-60 minutes, half the time in warm water, double in arctic water.

Material Component: An icicle, or a vial holding the water of an icicle, if held in the off-hand, will increase the effective number of gallons of ice for overrun attacks to 1d6. The water evaporates on use. Can be found in frozen regions.

Repel Water

Order: 3

Prerequisite: Shape Water, Shape Air [A]

Sacrifice: 2

Mana Cost: 1d8 per minute (1d8 per round under duress)

Range: Touch

Target: Single creature or object

Area of Effect: Up to 5 meter sphere around target

Duration: Maintained

Roll: Magical Defense

Resist: Melee defense vs. touch (or Will, see below)

Casting Time: 1 Action

Effect: Prevents water from getting near the target

Words: pa'kaū owa

Casting: The dowser holds his hands up, fingers spread, and then brings his arms down in a sweeping arc around his body, his fingers flickering like rain. The words for repel and water are spoken.

A generally beneficent spell, Repel Water forms an invisible shield around the protected target, defending it from incoming water as if an umbrella. Under normal circumstances (rain, wind, sea spray, spills, etc.), the target simply won't get wet as long as the spell is

maintained. Targets can even walk through puddles or snow and not get wet. Under more extreme circumstances (immersion, maybe, or a fire hose), the spell still functions, but the magic does not last as long, upping the mana cost to 1d8 per round.

If somehow, a creature made of water attacks the target, it will need to first succeed at a Will roll (vs. Magical Defense) to attempt an attack. If it does, the target gets a +10 to his melee defense rolls vs. the creature.

This spell repels ice, hail, and snow (and all other forms of water) in addition to liquid water, and even protects from other aqueous liquids like blood, wine, acid, or tomato sauce.

Material Component: A lump of beeswax will increase the duration of this spell to 1d8 per 10 minutes, and 1d8 per minute under duress. The wax burns to ash on use. Can be found in forest or grass plains with a partial success in Survivalist.

Sea Legs

Order: 3

Prerequisite: Breathe Water, Torpedo

Sacrifice: 2

Mana Cost: 1d10 per minute

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Defense

Resist: None

Casting Time: 1 Action

Effect: Target can swim rapidly and breathe water

Words: owa ai'a shap

Casting: The caster pinches his nose with one hand while placing the other above his head like a fin and speaking the words for water, air, and speed.

Though for the most part, not a new spell, Sea Legs is one of the most commonly employed tools in the dowser's box. This spell is primarily a combination of Torpedo and Breathe Water. So the target can swim through the water at a speed of 20 mph and breathe without aid. Sea Legs also increases the target's ability to withstand pressure. So normal land-creatures that can normally dive only up to about 40 meters can now dive up to 500 meters (1,650 feet) without trouble. Sea creatures that normally can dive deeper will have their safe dive depths increased by 50%.

Swim speed for this spell is 20 mph normally, 40 mph at a run, and 60 mph on a sprint (30/65/100 kph). Equivalent to a standard move rate of 80/160/240 meters per round. This spell also increases the target's Swim skill roll for resisting pressure by 10.

Material Component: The tentacle of a jellyfish will increase the duration of this spell, from 1d10 per minute to 1d10 per 10 minutes. The tentacle must be eaten by the caster upon casting. Can be caught with a full success in Fisher.

Sink/Float

Order: 3

Prerequisite: Shape Water

Sacrifice: 2

Mana Cost: 1d6 per foot of average dimension (see below)

Range: 60m

Target: Any object or creature

Area of Effect: Single object or volume of material based on cost

Duration: 1d6 hours (maintainable)

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Can cause object to sink or float in water

Words: owa embro

Casting: To sink, the caster holds his hands a bit apart as if cradling an invisible ball, then slowly crushes it. To float, the caster slowly pulls his hands apart. The primal words for water and embrace are spoken.

One of water's most powerful properties is the ability to either support an object upon its surface, or swallow the object up, devouring it into itself. With this incantation, the dowser learns control over this property, and can change the natural buoyancy of any object or creature, causing it to sink or float as desired.

As this spell affects the water around the object, not the object itself, the object's weight doesn't actually come into play really, just the object's size (i.e. how much water must be ensorcelled to affect the object). Mana cost is based on the average dimension of the object: (width + length + height) / 3. So to sink a ship 50 feet by 20 feet by 20 feet (average dimension is 30), it would cost 30d6 (or 9d6 with the material component). To float a drowning person (6x2x1) would cost 3d6 (or 1 with the component).

The dowser can control the exact buoyancy of the target object, allowing it to either sink or rise to a certain level, float all the way to the top, or sink all the way to the bottom.

Sinking or floating items are not affected by pressure, but will be if the spell wears off after they have sunk. Sinking or floating are not instant, and affected objects will move up or down at a rate per round equal to the caster's depth.

If a creature is targeted, it is allowed a Reflex roll to dodge the effects of this spell. Once affected, the spell can be fought with a Swim roll, for every 5 points rolled, the sinking or floating is slowed by 1 meter for that round.

Material Component: The bladder of any animal (cat size or larger) will increase the effective volume of this spell to 1d6 per cubic meter/1d6 per 1000 lbs. The bladder bursts on use. Can be found nearly anywhere with a partial success in hunter.

Shape Ice

Order: 3

Prerequisite: Shape Water

Sacrifice: 2

Mana Cost: 1d12 per cubic foot

Range: 60m

Target: Volume of ice

Area of Effect: Per cost

Duration: Instant

Roll: Magical Attack

Resist: Will, if applicable

Casting Time: 1 Action

Effect: Can reshape ice or snow into any position

Words: **ashav eswa**

Casting: The caster holds both hands out and presses the air as if shaping a large snowball, speaking the primal words for form and ice.

A costly, but powerful weapon in the dowser's arsenal, Shape Ice is very much like the Shape Water spell, only it allows the caster to reform ice (or snow) into whatever shape or configuration he desires. The effected ice cannot be thawed or turned to liquid, but it can be sculpted, stretched, or even scattered into a pile of cubes. A block of ice could be turned into a bridge, or an array of spikes to catch a falling enemy. Ice can be turned to snow and snow to ice as well via this spell.

As with shaping water, if fine details are desired in the pattern, they may be rather hard to pull off, such as if the caster wishes the sculpt the ice into a statue of a particular likeness. Any kind of fine tuning like this extends the spell's casting to a full-round and requires a full success in the Artist trade skill to pull off effectively.

Material Component: A glacial ice worm held in the hand will increase the effective volume of this spell to 1d12 per cubic meter. The worm melts on use. Can be found on glaciers with a full success in Survivalist. Worms must be kept cool (below 41°F/5°C) at all times or they will melt.

Skate

Order: 3

Prerequisite: Walk on Water, Heat [F]

Sacrifice: 2

Mana Cost: 1d8 per 10 minutes

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Target can move rapidly over snow or ice

Words: ~~e-swa~~ ommos

Casting: The caster lifts up his feet one at a time and runs his finger down each sole, from toe to heel, while speaking the words for ice and move.

Another spell that tends to be much more fun and practical than deadly, Skate creates a micro-thin layer of water on the target's feet as they move over ice or snow, allowing them to skate along the surface at high speeds, moving twice their normal move rate without having to worry about getting stuck or losing traction at all.

Under normal circumstances, a character would move half speed in light snow, and could likely not move at all through deep snow (Climb roll of 10 or better each round to move 1d3 meters). When walking on ice, a character would move half speed and must roll Acrobatics of 6 or better each round or fall prone (10 if running and 15 if sprinting).

Material Component: A razor blade increases the duration to 1d8 per hour. The blade rusts to pieces on use. Can be purchased in civilized areas or made with a partial success in Blacksmith.

Thaw

Order: 3

Prerequisite: Freeze, Heat [F]

Sacrifice: 2

Mana Cost: 1d10 per cubic foot

Range: 60m

Target: Volume of ice or snow

Area of Effect: Per cost

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Melts ice or snow

Words: ~~fa~~pen eswa

Casting: The dowser rubs his palms together rapidly, speaking the primal words for heat and ice.

As with many spells in the book of water, Thaw grants the dowser the power to transform water from one form into another. In this case, he is transforming solid water into liquid water. The targeted volume of ice or snow will immediately thaw and turn to liquid water, flowing out into whatever container it might find.

As with any transformation, this spell has many uses. It can clear the ice from a passageway, thaw out a trapped comrade, provide water for drinking, or even drown a room.

If the targeted ice is held by a person in some way, that guard is allowed a Reflex roll to avoid the effect of the spell. If cast upon a magical creature made of ice, the spell deals 1d20 per mana stack, plus depth.

Material Component: Rock salt rubbed between the palms will increase the affected volume to 1d10 per cubic meter. The salt crumbles to dust on use. Can be obtained from the sea with a partial success in Herbalism, or bought pretty much anywhere.

Water Vision

Order: 3

Prerequisite: Analyze, Vision [LD]

Sacrifice: 2

Mana Cost: 1d10 per 10 minutes

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Defense

Resist: Melee defense vs. touch

Casting Time: 1 Action

Effect: Target can see through liquid of any kind

Words: **vis owa**

Casting: The caster flips his palms around to face him and curves his fingers to look like goggles over his eyes as he speaks the words for see and water.

Not limited completely to clear water, this spell allows the target to see normally while immersed in liquid of any form (blood, milk, murky water, thin mud, sewage, beer, etc.). No light is needed, though the target will have limited color vision (as per low-light vision) if none is present.

This spell also protects the caster's eyes, allowing him to keep them open underwater (or under whatever he's under) without any discomfort.

Material Component: The eye of any large to medium fish will increase the duration to 1d10 per hour. The eye burns to ash on use. Can be caught with a partial success in Fisher.

FOURTH ORDER SPELLS

Dowsers who wish to learn fourth-order spells must be at least fourth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 40%.

Breathe Air

Order: 4

Prerequisite: Condensation

Sacrifice: 2

Mana Cost: 1d8 per minute

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Allows Aquatic Creatures to Breathe Air

Words: **owa ta'aij**

Casting: The caster places his hands, flared out, aside his neck as if touching gills, then brings them forward in a circular motion towards his mouth and nose, as he speaks the Primal words for water and fill.

A spell rarely learned by land-dwellers, this is an essential component of water magic for aquatic creatures. Like the more common Breathe Water spell, this spell allows a creature to breathe normally in a hostile environment. In this case, creatures that natively breathe underwater (using gills perhaps) can use this spell to breathe while out of the water.

Material Component: A bit of lung (1 oz. or more) from any creature held in the off-hand will increase the duration to 10 minutes per 1d8 mana. The lung dissolves on use. Can be found anywhere on land (or in the ocean where sea-mammals dwell) with a partial success in Hunter.

Create Ice

Order: 4

Prerequisite: Condensation, Freeze

Sacrifice: 2

Mana Cost: 1d10 per cubic foot

Range: 60m

Target: Point in space

Area of Effect: Per mana

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Round

Effect: Creates ice out of thin air, trapping creatures and objects

Words: ~~stap~~ eswa

Casting: The caster shouts the Primal words for begin and ice while clapping his hands together and then flinging them out and apart towards the intended target area.

A true terror to behold, this spell elegantly uses the elemental power of water's solid state to create the most devastating of offensive abilities of the water mage. At face value a simple utility, Create Ice is an extension of the basic Condensation spell, only the water is created in a solid, ice form. In effect, solid ice appears out of thin air, filling up the target area and trapping whatever happens to be in it inside.

The ice created is natural ice, and will eventually melt if the surrounding temperature is above freezing. Ice can be used for a variety of reasons. It can be used to weigh

something down, to create a weight that will melt over time, to drop on something from a height, or to serve as a weapon.

When cast at a target, the air around the selected target freezes and turns to solid ice. Creatures in the target area when the spell is cast are allowed a Reflex roll to get out of it before the ice forms. Creatures trapped in ice may have trouble moving, may freeze to death, and may even suffocate. Effects are the same as those of the second-order Freeze spell, consult that spell for details. Created ice will roughly melt at a rate of about 1 cubic foot per hour, double if it is hot out.

A cubic foot of ice contains about 7 gallons of water. Filling an area with ice is a bit harder than it might sound. A 10x10x10 foot area contains about 1000 cubic feet of space. Fully trapping a man-sized creature takes about 12 cubic feet of ice. Due to the mana cost of such an action, this spell is often directed at a target's head (1 cubic foot) to kill or at their feet (2 cubic feet) to trap them. The ice created must be contiguous—so you cannot target multiple creatures heads without filling the space between them too.

Material Component: An ounce of liquid ammonia (or other refrigerant) reduces the casting time to 1 action. This ammonia will evaporate upon use, but can be distilled with a full success in Scholar: Chemistry. It can also be purchased from chemical dealers for around 2 units.

Essential Water

Order: 4

Prerequisite: Condensation, Minor Heal [L]

Sacrifice: 2

Mana Cost: 1d10 per quart (liter)

Range: Touch

Target: Volume of water

Area of Effect: Per mana

Duration: 1d6 days (see below)

Roll: Magical Attack

Resist: None (see below)

Casting Time: 1d4 Rounds

Effect: Creates pure magical healing water

Words: owa esppi

Casting: The caster smoothes the surface of the water to be converted with the palm of his hand as he speaks the primal words for essence and water.

This spell infuses water with healing life energy, turning ordinary water into pure, essential water. This water is magical, and can never be fouled or poisoned, and will not spoil. It can be used to clean wounds or wash out poisons. Also, one pint of this water will heal 1d10 points of damage if drunk (there are 2 pints in a quart).

If applied to a wound within an hour of it being received, a pint of this water will prevent any risk of disease from that wound. This works quite well for things like tetanus or zombie bites.

If a pint of water is applied to a poisoned wound or drunk while a poison is active in the body, the damage dealt by the poison (applies to both fatigue and mortal damage if applied in time will be reduced by 1d12 (instead of the normal healing effect).

While the purification effect on the water is permanent, the healing and cleansing magic will fade after 1d6 days. If this spell is cast upon some other kind of liquid besides water (such as milk), the spell will purify the liquid and keep it from spoiling, but it will not offer any healing benefits.

Material Component: A piece of charcoal held in the fingers will increase the longevity of healing magic to 1d6 weeks. The charcoal burns to ash on use. Can be created from hardwood with a partial success in Survivalist.

Evaporation (Destroy Water)

Order: 3

Prerequisite: Condensation, Create Air [A]

Sacrifice: 2

Mana Cost: 1d6 per cubic foot

Range: 60 meters

Target: Volume of water

Area of Effect: Per cost

Duration: Instant

Roll: Magical Attack

Resist: Reflex (if applicable)

Casting Time: 1 Round

Effect: Evaporates water into air

Words: owa apük

Casting: The dowser cups his hands together as if scooping up water from a pool, and then parts his hands as they raise, shimmering his fingers as if vapor. The Primal words for water and destroy are spoken.

The opposite of Condensation, this spell causes liquid water to evaporate into the surrounding atmosphere, effectively making it disappear. Note that air takes up a great deal more space than water, so if the water in question is in a sealed container, this spell may not work (or the container may burst if it is fragile). Normal water gets no defense roll, though if someone is able to attend the water (they are holding it in a glass, say), then a Reflex roll is allowed.

This spell has many uses and is the prerequisite for some of the more powerful offensive spells in the book of water. This spell can even be used to dry out inanimate objects like wet clothes and papers—it does not need to be cast upon unadulterated liquid. If cast upon salt water, beer, or other types of dissolved solutions, the water will evaporate, leaving the salt or the other impurities behind. If cast upon a magical water creature, such as an elemental, this spell does 1d12 points of damage per 1d6 mana (double with material components), plus depth.

Material Component: A dried fish will increase the effective volume of this spell to 1d6 mana per cubic meter. The fish burns to ash on use. Can be caught nearly anywhere with a partial success in Fisher.

Fire Hose

Order: 4

Prerequisite: Condensation, Air Jet [A]

Sacrifice: 2

Mana Cost: 1d12 per round

Range: Self

Target: Caster

Area of Effect: 1m wide jet, 10m long

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Creates forceful jet of water from the caster's hand

Words: owa tūpʔal

Casting: The caster thrusts a hand forward, flicking his palm up and out with his fingers clawed, and speaks the Primal words for water and force.

A powerful improvement upon the Condensation spell, this spell causes a forceful jet of water, like that from a fire hose, to spring from the caster's hand, knocking back enemies, drenching the area, and extinguishing nearby fires. It will even kill small swarms of insects and wash away other pests, such as rats.

The caster can sweep the jet effectively, if desired, in about a 90 degree arc in one round. Anyone struck by the jet must roll a Reflex roll or be knocked prone and pushed back one meter for every point the roll was failed by. This may easily knock enemies off a cliff or the like. If enemies strike a wall or other object that blocks their backward movement, they will take 1d4 points of damage per meter interrupted. Small creatures (cat sized or smaller) will not get a Reflex roll to avoid knockback, and will be washed back to the outer range of the jet.

Non-magical fires will be put out under most circumstances—the jet can cover about 9 square meters of burning surface area in a round (a 3x3m or 10x10f area). Any burning creatures struck by the jet will be put out as well. And even if the area is not on fire, everything in it will get soaking wet (see penalties for wetness at the start of this book).

Magical fires result in a contest of strength (Magical Attack vs. Magical Attack) between the two casters. If the water mage wins, the fire is put out.

The jet will do 2d12+Depth points of damage to fire-based creatures (3d12+depth if the material component is used).

Material Component: An archerfish (dead or alive) will increase the length of the jet to 20 meters, allowing it to cover double the surface area in a round as well. The fish burns to ash on use. Can be found in brackish, tropical estuaries with a full success in Fisher.

Ice Armor

Order: 4

Prerequisite: Breathe Water, Shape Ice

Sacrifice: 2

Mana Cost: 1d6 per round

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Defense

Resist: None

Casting Time: 1 Round

Effect: Ice forms all around the caster's body, protecting him from harm

Words: **eswa embpo**

Casting: The caster places his hands on the opposite shoulder and then slides them down the opposite arm until the hands come apart and thrust upward and out. The words for ice and embrace are spoken.

With this spell, the dowser begins the inevitable transformation into the element that has drawn him to it. He learns to become one with the element, allowing it to embrace his body and interact with it as if the water were a part of him. Upon casting this spell, ice beings to form all around the caster's body, as if it were a suit of armor. In fact, this ice can protect the caster from attacks and it will even move with him as he moves, not flexing exactly, but more pivoting on joints like armor.

The ice armor adds a damage reduction of 6 and a bulk penalty of 4 to the caster, stacking with any existing armor he might already be wearing. The ice armor will even eliminate the first 2 points of wound damage from critical hits. The ice armor also prevents any effects from environmental heat, and has an effective damage reduction of 20 against fire damage.

Material Component: A slab of pykrete (at least 1 inch to a side) held in either hand will increase the duration to 1d6 mana per minute. The pykrete melts on use. Can be created by freezing sawdust swollen with water.

Ice Cave

Order: 4

Prerequisite: Ice Trail, Thaw

Sacrifice: 2

Mana Cost: 2d8 per round

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Target can swim through solid ice

Words: **eswa ommos**

Casting: The caster holds his palms at his sides, facing down, then brings them together and up until his arms are in front of his face then he parts his arms as if via an effort of great force. The primal words for ice and move are spoken.

An incredible feat of magical power, Ice Cave imbues the target with the ability to swim through solid ice. Essentially, the ice melts away as the target touches it, allowing him to pass through it as if through water. The target of the spell may choose to either have the ice reform behind him as he goes, leaving no trace of his passage, or keep it melted, leaving a cave in the ice where he has passed through.

Travel speed through ice is equal to the caster's Swim roll on a given round. Running or sprinting is not possible when swimming through ice.

Material Component: A glacial ice worm held in the hand will double the effective travel speed. The worm melts on use. Can be found on glaciers with a full success in Survivalist. Worms must be kept cool (below 41°F/5°C) at all times or they will melt.

Ice Slick

Order: 4

Prerequisite: Condensation, Skate

Sacrifice: 2

Mana Cost: 1d10 per 3x3 meter (10'x10') area

Range: 60 meters

Target: Area

Area of Effect: Per mana

Duration: 2d12 Rounds

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Covers the ground in an area with slippery ice

Words: **eswa řalā**

Casting: The dowser places his hands at his sides, palms down, and shuffles his feet in a sloppy dance while speaking the primal words for ice and cover.

A nicely versatile spell that can both entertain and resolve conflicts peacefully, ice slick causes slippery ice to instantly form over the target area. Typically the target area is the ground, but this spell could be cast upon a wall or ceiling, or even some sort of solid object. When cast upon the ground, anyone standing in the affected area loses traction, and must roll a Reflex roll any time any action is taken (including defending). If the roll is failed, that person will fall to the ground prone. Reflex rolls must be made to get up as well. Those who can't make their Reflex rolls can attempt to crawl out of the affected area, but the going is slow – 1 meter of progress is made per 5 meters of the person's base move roll.

The caster gains the benefit of the Skate spell over the area, and can walk or move normally. His allies do not gain any special benefits however. Generally the spell is cast so that the attackers are outside the affected area, with the defenders inside. The ice, once created will melt fairly quickly, making the spell mostly ineffective after a minute or two.

Defenders gain a +5 to their Reflex rolls for each leg they have past two. If for whatever reason, defenders are wearing ice skates, crampons, or other such devices, they will be able to move normally in the area (or as normally as you can move on ice skates).

This spell has numerous other uses, and is often used to move heavy objects or as a slide. If the spell is cast upon an object (such as a goblet, say), the object will become slippery, and a Reflex roll will be required to pick up the object or to use it without dropping it.

Material Component: A drop of fish oil rubbed between the thumb and fingers increases the effective duration of the spell to 2d6 minutes. The oil is absorbed on use. Can be produced from an oily fish with a full success in Chef. Full success in Fisher to catch.

Ice Vision

Order: 4

Prerequisite: Freeze, Water Vision

Sacrifice: 2

Mana Cost: 1d6 per minute

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Target can see through ice and water

Words: **eswa vis**

Casting: The caster cups one hand over an eye like a monocle and then brings it forward until his arm is extended to the horizon. The words for ice and see are spoken, and the other hand is used to touch the target.

An odd spell with something of a limited use, Ice Vision is more of a stepping stone to higher abilities than a power unto itself. However, under the right circumstances, this spell can be a life-saver.

Essentially this spell makes all ice transparent to the target, and he is able to see through and past it if it were thin air. The target will still be aware of the presence of the ice, he simply won't have his vision obstructed by it. This spell will work whether or not the target is in the ice or simply looking at it from a distance.

If the target is embedded in the ice somehow, or presses his face against it, the ice will not harm his eyes or give them any discomfort. This spell also allows the target to see through liquid water as well, as per the spell Water Vision.

Material Component: A glass lens will increase the duration of the spell to 1d6 per hour. The glass shatters on use. Can be crafted with a full success in Potter, or purchased in most civilized areas.

Slake

Order: 4

Prerequisite: Condensation, Minor Heal [L]

Sacrifice: 2

Mana Cost: 1d8

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Effect: Target is fully hydrated

Words: owa ɭi'a ɾa'ɔip

Casting: The caster holds an imaginary cup to his lips and drinks, moving his hand down over his throat and down to his belly. The words for “water friend fill” are spoken.

Slake may not be much use in a pitched battle, but it is a favorite of desert travelers, spelunkers, and others who have to traverse long distances and dry lands. The spell simply fully hydrates the target creature, alleviating any thirst or fatigue due to thirst. It will undo any damage or penalties caused by a hot environment. Other benefits may be found as well based on the circumstance.

Cost of the spell is for a man-sized creature. For larger creatures, cost is roughly 1d8 per 250 lbs.

Material Component: A pinch of potassium powder will keep the target fully hydrated for the next 1d6 hours, preventing any heat-based environmental damage during that time. Can be purchased in some civilized areas or crafted from certain fruits with a full success in Scholar, Chemist.

Surf

Order: 4

Prerequisite: Flow, Skate

Sacrifice: 2

Mana Cost: 1d12 per minute

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Caster can move rapidly by riding on water

Words: owa omnos

Casting: The caster holds both arms straight out and bends his knees, slightly crouching, then balances himself upon the surface of the water.

The dowser's favorite way to travel—on a jet of water. This much-used spell allows the caster to stand upon the surface of a body of water and allow the water to propel him at great speeds. Use the drive skill to determine speed in the round (3 meters of movement for every point rolled). The caster can easily move forward, back or sideways and turn on a dime. The caster cannot bring anyone with him, but he can carry up to half his weight with him, which might include a small person.

The true beauty of this spell is that movement is not limited to the body of water. A section of the water can continue forward with the caster, carrying him across land and air. The caster need not start in a body of water either, only the amount of about a bucket of water is needed to initiate this spell, which could easily be summoned with the Condensation spell.

When moving across land, the water surfboard can ride as high as 10 feet (3 meters) above the ground. It can also jump gaps of up to 10 meters (33 feet) without causing the caster to fall downward.

Material Component: A hunk of wax will increase the duration of the spell to 1d12 per hour. Can be purchased in most civilized areas, or scavenged from a beehive with a partial success in Survivalist.

Wave

Order: 4

Prerequisite: Flow

Sacrifice: 2

Mana Cost: 1d12 for a 3 meter high wave, 3 meters across

Range: Line of sight

Target: Body of water

Area of Effect: Per mana – add 1d12 to increase width 3 meters

Duration: 1 round (Maintainable)

Roll: Magical Attack

Resist: See below

Casting Time: 1 Round

Effect: Creates a large wave in a body of water

Words: **owa ab'ast ommos**

Casting: The caster draws both arms back to his chest, palms forward, speaks the words for water and wall, and then pushes out violently, shouting the last word, move.

Though wasted out on the open sea, this spell moves a very large volume of water very quickly, causing it to rise up in a great wave 10 feet high and move forward at a speed of 20 meters per round. The wave will swamp small boats in its path and possibly even capsize larger ships if it hits them sideways. Any creatures hit by the wave will be engulfed by it, and will be unable to act for the rest of the round. A Swim roll is allowed at +10 vs. the caster's attack roll to push through the wave and stay relatively in place; if this is failed, the target will move along with the wave for the rest of the round (a new Swim roll is allowed at the start of the next round if the wave is maintained).

Low boats such as canoes and rowboats will be sunk as the wave will wash over them. Taller boats and rafts will fare better. Roll a Drive roll for the boat's pilot (add 5 if someone can make a partial success on a Sailor roll, or 10 for a full success; also add +1 for each meter of the boat's length past 10). If the drive roll fails, the boat will be capsized or the raft will be flipped over.

If the wave hits the shore, the water from the wave will spill out onto the land. This can put out fires, knock down soldiers, or fill a container—it really depends on the circumstances. If it just hits an empty beach, the water will just wash back down into the sea. Anyone hit by it must make a Reflex roll to remain standing and not be knocked prone and soaked.

Material Component: A hunk of green cheese will double the base width of the wave, to 20 feet across (6 meters). The cheese is eaten by the caster on use. Can be purchased in most civilized areas or created from milk with a full success in Farmer.

FIFTH ORDER SPELLS

Dowers who wish to learn fifth-order spells must be at least fifth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 50%.

Dessicate

Order: 5

Prerequisite: Evaporate, Slake

Sacrifice: 3

Mana Cost: 1d12 per liter

Range: 120m

Target: Single creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Dehydrates target, causing weakness and damage

Words: **ᠠᠨᠠᠵᠤ ᠣᠪᠠ ᠰᠠᠯᠠᠭᠢᠨ**

Casting: The caster holds out a weak arm towards the target (as if it were withered) and sucks air in through pursed lips, speaking the words of power with a backwards breath.

If ever a spell proved to man that his life is lived at the mere mercy of the elements, this is it. The dowser connects with the water that makes up the bulk of the body of his foe and destroys it, forcing it to dissipate out of the body as breath and air. If done in moderation, this spell will simply fatigue a foe, but if enough power is stacked into this spell, it can easily kill.

The caster may stack this spell as many times as the highest-level spell he knows. For each mana stack, one liter of water is destroyed from the target. For each liter destroyed, the target takes 2d10 points of damage. Depth is also added to the damage total. For every two full liters evaporated, a cumulative -1 penalty is applied to every roll the target makes. This penalty will last until the target has managed to replace the missing water and restored any Stamina damage sustained. Creatures larger than man size will take a penalty for every four liters. Huge creatures (elephant size or larger) will not take any roll penalties from this spell.

The target of this spell is allowed a Reflex roll to seal off his nose and mouth completely when the spell hits to keep the water contained inside. If this is successful, the victim takes only 1d10 per mana stack and half the roll penalty (rounding down).

Material Component: A hunk of dried cod held in the off-hand while this spell is cast increases the damage dealt to 2d12 (1d12 if Reflex is made). The fish burns to ash on use. Can be caught with a partial success in Fisher and dried with a partial success in Chef or Survivalist.

Geyser

Order: 5

Prerequisite: Fire Hose, Melt [F]

Sacrifice: 3

Mana Cost: 2d8 per round

Range: Self

Target: Caster

Area of Effect: 1m wide jet, 10m long

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: A powerful jet of boiling water spews from the caster's hand

Words: owa tūntal faren

Casting: The caster thrusts a hand forward, flicking his palm up and out with his fingers clawed. The other hand swirls behind it as if tracing billows of smoke. The Primal words for water, force, and heat are spoken.

The most powerful (and the most dangerous) magics are granted to those who can command multiple elements at a time and wield them together. There is little that can stand in the way of a full jet of boiling water with the pressure of a fire hose and the heat of a cooking pot.

Essentially, this is the same as the Fire Hose spell, only the water spewing forth is boiling hot and will scald, melt, or cook anything it comes into contact with. As with Fire Hose, anyone struck by the jet must roll a Reflex roll or be knocked prone and pushed back one meter for every point the roll was failed by. This may easily knock enemies off a cliff or the like. If enemies strike a wall or other object that blocks their backward movement, they will take 1d4 points of damage per meter interrupted. Small creatures (cat sized or smaller) will not get a Reflex roll to avoid knockback, and will be washed back to the outer range of the jet.

Also, anyone struck by the jet will take 3d10+Depth points of heat damage per round. Those who make their Reflex rolls find a way to block the jet partially, and take only

half this damage. The caster can sweep the jet effectively, if desired, in about a 90 degree arc in one round.

The jet will put out fires and damages magical fire creatures just as well as Fire Hose (the heat does not change this aspect). Any unprotected items hit by the jet may melt if they are made out of soft organic material such as fat, tallow, wax, or poor-quality plastic. Ice will melt as well, at about a rate of 6 inches of thickness per round (if the jet is focused). Basically, anything that melts at boiling temperature or lower will be melted if hit directly by this spell. Items in containers or held on a person or in a backpack may take a few rounds (1d4 if in doubt) of constant geyser action before they succumb.

Material Component: An salamander (dead or alive) will increase the length of the jet to 20 meters, allowing it to cover double the surface area in a round as well. The newt burns to ash on use. Can be found near rivers and streams with a full success in Hunter.

Ice Jet

Order: 5

Prerequisite: Fire Hose, Freeze

Sacrifice: 3

Mana Cost: 2d8 per round

Range: Self

Target: Caster

Area of Effect: 1m wide jet, 10m long

Duration: Maintained

Roll: Magical Attack

Resist: Reflex-2

Casting Time: 1 Action

Effect: A barrage of ice spews from the caster's hand

Words: owa tūptal̥ xusal̥

Casting: The caster thrusts a hand forward, flicking his palm up and out with his fingers clawed. The other hand sits behind it with fingers flicking like hail. The Primal words for water, force, and freeze are spoken.

For those dowsers not interested in branching out into the book of Fire, there is still power to be etched out of the Fire Hose spell. In this case, an aspect of cold is applied to the water that spouts forth from the caster's hand instead of heat.

As with Geyser above, this spell is much the same as Fire Hose, only it is sharp, jagged chunks of ice that fly forth from the caster's hand instead of liquid water. The spell

knocks back opponents somewhat more effectively than Fire Hose, and a great deal more physical damage is dealt to those struck as well.

Anyone struck by the Ice Jet will take $3d8 + \text{Depth}$ points of damage per round. The caster can sweep the jet effectively, if desired, in about a 90 degree arc in one round, striking anyone within that area. A successful Reflex roll will halve this damage.

As with Fire Hose, those struck must roll a Reflex roll at a -2 penalty or be knocked prone and pushed back one meter for every point the roll was failed by. This may easily knock enemies off a cliff or the like. If enemies strike a wall or other object that blocks their backward movement, they will take $1d4$ points of damage per meter interrupted. Small creatures (cat sized or smaller) will not get a Reflex roll to avoid knockback, and will be washed back to the outer range of the jet.

The jet will put out fires just as well as Fire Hose. It will deal $3d12 + \text{Depth}$ points of damage to magical fire creatures. Any unprotected items hit by the jet may break if they are made out of fragile material such as thin glass. Some small items may freeze when hit by this spell, but for the most part the ice deals force damage, not cold damage.

The ice from the jet will coat the ground in the area of effect with ice afterwards, making it slippery and difficult to traverse through. Anyone moving through the area must make a Reflex roll of 12 or better (15 if running or sprinting) to avoid slipping and falling down.

Material Component: The water from a large hail stone (1 inch in diameter or wider) will increase the length of the jet to 20 meters, allowing it to cover double the surface area in a round as well. The water evaporates on use. Can be found in temperate areas when the weather is poor.

Ice Wall

Order: 5

Prerequisite: Create Ice

Sacrifice: 3

Mana Cost: $2d10$ per 3m of length, or $1d12$ per meter of dome radius

Range: 120 meters

Target: Area

Area of Effect: Wall, 1 foot thick, 3m high, variable length; or dome

Duration: Natural

Roll: Magical Attack

Resist: Reflex+5

Casting Time: 1 Round

Effect: Creates ice out of thin air in the shape of a wall or dome

Words: **eswa ob'ast**

Casting: The caster sweeps his hands around him as if tracing a wall or dome and blows cool air outward as he speaks the Primal words for ice and wall.

A dowser will tell you that the Book of Water is the most versatile of all the schools of magic, and they may indeed be right, for Ice Wall is one of the most useful defensive spells in existence—a perfect tool for when other magics fail you and you have to beat a swift retreat.

When this spell is begun, ice begins to form over the target area, and by the time the spell is complete, a heavy sheet of frozen water will have formed, a foot thick and up to 3 meters high and even more in width. The wall can be created out in the open, against a wall in order to block a doorway, in a tunnel, flat on the ground like a sheet, or even in a dome of ice around the caster himself.

The wall is natural, non-magical ice, and will provide a solid block to anyone trying to move through the area until it is cleared. Ranged attacks will also be completely stopped. The wall can be knocked down by mundane means (great force or constant chipping maybe) or melted, but will prove rather difficult to damage. If left to its own devices, it will probably melt (unless it is in a wintry area). Melting will take 2d6 hours under normal circumstances, half that if rather hot out or double if cold.

Normal weapons will probably not be useful against the wall, though explosives and industrial tools (pickaxes or digging machines maybe) will. Figure each square meter of the wall has 100 Wound points, and industrial weapons do normal damage. If a sword, battleaxe or other combat weapon is used, damage is half, and roll break odds for every hit. Fire magic does half damage to the wall, though it can affect more than one square meter at a time (the wall will not burn, but it may melt).

Anyone standing in the area of the wall must roll Reflex+5 to move out of the way or become frozen into it (roll a random limb that is stuck in the wall). Effects are the same for this as the Create Ice spell. The wall cannot be created in thin air so that it falls and crushes someone—the ice will form slowly upwards from the ground. It is possible to create the wall and then push it over if it is not anchored properly or curved enough to bear the weight. A falling wall will deal 3d10 points of damage, and those who fail a Reflex roll of 15 will be pinned beneath it and may freeze to death (damage as if exposed to extreme cold until freed. A combined Strength roll (1d8+Str) of 10 per meter of length is needed to lift the wall to release pinned allies.

When the spell is used to create a dome, the cost is based upon the desired radius, which is also the height of the dome (it's a half sphere). The dome need not be created around the caster, but anyone in the area can make a Reflex roll to attempt to escape it before it forms fully. Those who fail are trapped under the dome, not in the wall. If the dome is created around the caster, it cannot be simply dispelled at will, so he will need some way of exiting if it is no longer needed.

Material Component: A glass ball filled with water will reduce the casting time to 1 action and remove the +5 to Reflex for avoiding getting stuck in the wall. The ball shatters on use. Can be crafted with a full success in Potter.

Part Water

Order: 5

Prerequisite: Wave

Sacrifice: 3

Mana Cost: 1d12 per area stack per round

Range: 120 meters

Target: Body of water

Area of Effect: 10 meter deep channel, 10 meters long per stack

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Round per mana stack

Effect: Creates a dry, walkable path through a body of water

Words: owa spar agraas

Casting: The dowser raises both his hands straight up and slowly parts them as he speaks the words for water, part, and hold.

A spell deeply infused with myth and legend, Part Water may seem a simple thing, but actually requires an intense mastery of the element and the rearrangement of more actual mass than any spell from any book. The spell itself is easy enough to understand; the caster causes a split in a body of water, pushing back a wall of water on either side, exposing the land beneath and providing a channel that someone could perhaps walk across.

Though it could be cast upon an ocean, the primary use of the spell is to temporarily part a river so it can be easily crossed. For each mana stack poured into the spell, a 10m length of water is parted. This channel can be up to 10 meters deep, and is usually about 3 meters wide—enough for two horses to ride abreast. Though mana stacks usually extend the length, they can extend the depth in one 10m long section instead. It is

possible to open a channel downward in deep water perhaps instead of a long channel in shallow water. Fish and other floating things will be parted with the water, though fixed objects like seaweed or treasure chests will stay where they are.

When the spell ends, the water will rush back in to fill the hole in a fraction of an instant. The dowser must be careful with his mana here or the spell is liable to collapse, swallowing up his army. The spell can also be used as a trap, to allow someone to enter the parted water and then end the spell early, engulfing the hapless victim in a powerful crush of liquid.

Anyone caught within the spell when it ends takes 1d12 points of damage per 5 meters of water they are under. A Reflex roll of 3 times the depth in meters must be made or drowning begins immediately if the water is taller than the target, as the force of the water is too great to resist with one's breath. Victims will be effectively stunned and unable to take any actions but swim for the rest of the round. If the water is at least 3 meters deep, victims who made successful Reflex rolls will be stunned for the next round as well, and those who failed will be stunned for the next 1d3 rounds.

Material Component: A small square of polished glass will increase the duration of this spell to one minute instead of one round. The glass melts on use. Can be manufactured with a full success in Potter.

Sled

Order: 5

Prerequisite: Create Ice, Surf

Sacrifice: 3

Mana Cost: 2d8 per minute

Range: Caster

Target: Self

Area of Effect: 2m x 1m

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Round

Effect: Creates a sled of ice that can carry the caster and his allies at high speeds

Words: **eswa a'lip veps**

Casting: The caster crouches, holds an invisible rein with one hand, and then shakes the other as if sprinkling frost down upon the ground. The words for ice, carry, and travel are spoken.

A utilitarian extension of the Surf spell, Sled creates a sled out of ice that will carry the caster, his equipment, and even his allies at high speeds over the landscape.

The sled moves at a top speed of about 15 miles per hour. Use the Drive skill to determine sled's speed in a round (5 meters of movement for every point rolled). The sled can turn 60 degrees for every meter of forward movement. The sled will carry up to four times the caster's weight, which can include people, equipment, loot, or whatever. The caster must remain in the sled for it to move. The sled itself is typically about 2 meters long and 1 meter wide. It can comfortably hold 3 people, or 4 if they cram together.

The sled can travel over land or over water. While moving, the sled can ride as high as 10 feet (3 meters) above the surface. It can also jump gaps of up to 10 meters (33 feet) without falling downward.

The sled can be used to make a melee attack by ramming it into someone. The sled generally has ice spikes on the front for this purpose. Damage is 2d6+Depth. The victim must beat the damage plus the caster's Drive roll on a Reflex roll or be knocked down.

Material Component: A dried rosebud held in the off-hand will increase the duration of the spell to 2d8 per ten minutes. The rose crumbles to dust on use. Can be found in grass plains or civilized areas with a partial success in Herbalism.

Statue

Order: 5

Prerequisite: Slake, Frostbite

Sacrifice: 3

Mana Cost: 2d12

Range: 120 meters

Target: Single creature

Area of Effect: Target

Duration: 3d20 minutes (See below)

Roll: Magical Attack

Resist: Will

Casting Time: 1 Round

Effect: Freezes an opponent solid

Words: sałvı̃p̃ t̃uap̃ eswa

Casting: The caster balls both hands into a fist and crosses them in front of his chest, standing stiffly as he stares at the target and speaks the words for enemy, become, and ice.

With this spell, the dowser truly becomes the master of all he meets, as those who cross him can quickly find themselves frozen solid as the water that makes up their blood and body is turned to ice.

When this spell is cast, the target becomes extremely cold, and unless he succeeds at a Will roll to force his body to keep moving, it will freeze solid into a statue of icy flesh. In this state, the water that makes up the target's body is literally frozen, and he cannot move, act, or even think while in this state.

Frozen targets take $2d12 + \text{Depth}$ points of damage (half for those who make their Will roll), and stay in a state of suspended animation until the spell wears off. If it is warmer than normal out, the spell will wear off in $3d10$ minutes, and if colder than normal, the spell will last $6d20$ minutes. If it is freezing or below out, the victim will not thaw out naturally, and can remain in this state indefinitely.

Contrary to popular belief, frozen victims do not become brittle or shatter when struck. In fact, the frost adds a damage reduction of +4 to the statue. However, since victims cannot defend themselves, they can be beat on continuously until they come apart.

For every full hour spent frozen, there is a 10% cumulative chance that when thawed the victim will have permanently lost $1d4$ Intellect, and suffered $1d4$ Fitness damage

Material Component: A small block of marble (about an inch cube) will increase the damage to $3d12 + \text{Depth}$. The stone crumbles on use. Can be purchased in most civilized areas for about 5 units or found in mountainous areas with a full success in Scholar: Geology.

SIXTH ORDER SPELLS

Dowsers who wish to learn sixth-order spells must be at least sixth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 60%.

Body of Ice

Order: 6

Prerequisite: Ice Armor, Ice Vision, Statue

Sacrifice: 3

Mana Cost: $2d10$ per round

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Round

Effect: Caster's body becomes living ice

Words: *tūap eswa*

Casting: The caster crosses his arms, bows his head, speaks the words for become and ice and then straightens up with his arms moving out to his sides.

When this spell is learned, the dowser has moved beyond simple manipulation of the element of Water into the realization that he himself is simply an expression of the element, a form of living water that can be controlled and manipulated as easily as a glass of water.

Upon casting this spell, frost forms on the caster's skin and slowly grows into solid ice. However, instead of freezing the caster solid, it transforms the caster's body into solid, hardened water in a state that can turn enough to liquid as needed in order to move and flex. Essentially, the caster becomes a solid body of living ice.

This new body does provide some tangible benefits to the dowser. First off, the caster will never take any damage from cold while in this form. Secondly, the cold of the ice defends against fire and heat damage; the caster will not suffer any ill effects from environmental heat factors, and will take ¼ damage from any fire or heat based spell or effect. Thirdly, the hardness of the ice provides a damage reduction of 10 against all physical attacks or damage, and turns any bonus wound damage from critical hits into normal Stamina damage.

Because the ice of the body can be shaped a bit, the caster can easily form spikes on his hands and feet, giving his unarmed attacks 1d12 damage and 1d6 crit damage. Similar adjustments can be made that will grant a +4 bonus to Climb rolls, Intimidate, Swim, or any other skill that the bonus would make sense for. When in a snow or ice environment, the ice provides a natural camouflage, granting a +8 bonus to Hide and a 4 to Stealth. The caster can also pass through ice and snow at will as if swimming through water.

The caster cannot bleed in a state of ice, and weighs about 20% more than his usual self. His equipment is covered by the ice that surrounds him, but can be retrieved and used at will. Because the caster is literally made of ice, he will cool an area as would a block of ice of the same size, and anyone who makes lingering direct contact with him is affected as if by strong cold after one round and every minute afterwards contact is maintained.

Material Component: A vial of the caster's own blood that has been freeze-dried will increase the duration of the spell to 2d10 per minute. The caster must consume the blood while casting the spell. Can be freeze-dried by freezing the blood while it is in a vacuum of some sort.

Caravel

Order: 6

Prerequisite: Sled, Fly [A]

Sacrifice: 3

Mana Cost: 2d20 per ten minutes

Range: 120 meters

Target: Point in space

Area of Effect: 10m wide, 30m long, 10m high

Duration: Maintained

Roll: Magical Attack

Resist: Reflex (see below)

Casting Time: 1 Minute

Effect: Creates a flying ship of ice that can carry the caster and his allies

Words: **eswa vers evann**

Casting: The caster raises the fingers of both hands as if they were blades and mimes carving a great ship out of an imaginary block of ice. The words for ice, travel, and sky are chanted.

One of the more wondrous and spectacular effects across all the books, Caravel causes ice to form in the air in the shape of a great sailing ship, one that can carry the caster and his allies through the air towards wherever their hearts desire.

The ship formed is (beside being made of ice) basically the same as any other sailing ship, though the look can be customized to the caster's whim. The caravel can be up to 30m long (100 feet), and can carry as much crew and cargo as any equivalent sailing ship. The ship can fly up to 50 miles per hour, and can be maneuvered by the caster via the Pilot skill. For every point rolled on the Pilot roll, move the ship forward 20 meters. The ship can turn up to 180 degrees in a single round.

The ship takes a while to form, and cannot surprise anyone by suddenly appearing on top of them. The ship can fly quite high (up to 5 miles) and the caster is able to end the spell at any time, which will send the ship and its contents plummeting towards the ground. If the ship tries to ram someone, that person is allowed an opposed Reflex vs. the caster's Pilot roll to dodge. Ram damage is 4d20+Depth. If the ship actually lands on someone or onto a structure or the ground, damage is doubled (and survivors that

failed the Reflex roll by 5 or more are pinned. If the ship crashes, everyone on the ship must roll falling damage—1d8 per 5 mph the ship was traveling or per 10 feet up the ship fell from (max 20d8).

The ship can be dispelled, turning it instantly into water, or it can be smashed if enough damage is dealt to it from large (like a catapult or dragon) or heat-based sources. Figure the ship can withstand about 200 points of damage before shattering. Any ram damage dealt by the ship to solid targets (buildings or the like) is taken by the ship as well. The ship can run over fleshy creatures without taking damage. The caravel can go underwater if desired (half speed), and can be formed to be enclosed like a submarine.

Material Component: A model ship in a bottle will increase the duration to 2d20 per hour. The bottle shatters on use. Can be crafted with a full success in Carpenter and about 10 units worth of materials.

Husk

Order: 6

Prerequisite: Desiccate, Statue, Flavor [G]

Sacrifice: 3

Mana Cost: 1d20 (stackable)

Range: Line of sight

Target: Single creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Will

Casting Time: 1 Round

Effect: Target becomes a dry, airy, crispy, flavored snack

Words: **ḏūṣal̄ ṣḷavip̄ ḏṛūk̄ owa eṣṣḷau**

Casting: The dowser brings his hands together in front of his face, framing the body of the spell's target in his vision. Blowing cool air outward, he slowly pulls his hands apart and smacks his lips.

One of the nastiest effects any magic can wreak upon a living body, Husk freezes an opponent and then destroys the ice in their body, effectively and quickly removing all moisture from the corpse completely. All that remains of the victim is a light, fibrous husk that crushes at a touch and can be flavored to whatever taste the caster desires.

As with Statue, when this spell is cast, the target becomes extremely cold, and unless he succeeds at a Will roll to force his body to keep moving, it will freeze solid. Upon

freezing, the target takes 2d20 points of damage per mana stack that the caster pours into the spell, plus Depth. Spread damage evenly across all wound locations. If this damage is enough drop either the head or torso to 0, the target will die and turn into a husk of dried skin and fiber.

Those who make their Reflex roll only take 1d20+Depth no matter how much Mana is stacked into this spell. Those who fail the roll but are not killed by the spell are affected as if by Statue, remaining in a state of suspended animation until the spell wears off.

If crumbled into pieces, the target can be used as pleasantly crunchy rations, and will make about 1 meal per 20 lbs. of original weight. The husk need not be flavored, through traditionally this is done as a form of insult to the victim. Oddly enough though, there is no known version of this spell that functions without the caster having learned the Flavor spell from the Book of Glamour.

Material Component: The dried heart of a large shark will add a bonus of +2 to the Magical Attack roll for this spell. The heart crumbles to dust on use. Can be caught in the ocean with a full success in Fisher and a decent boat.

Ice Storm

Order: 6

Prerequisite: Ice Jet

Sacrifice: 3

Mana Cost: 3d10 per 5m area cube

Range: Line of Sight

Target: Area

Area of Effect: 5m cube

Duration: 1 round

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Round

Effect: Rains down a storm of sharp ice chunks in affected area

Words: ~~eswa~~ ~~taipon~~

Casting: The dowser claws his hands and holds them before him, and then slowly brings them up above his head with his fingers wagging as if tracing a storm cloud in the air. Finally, after speaking the words for ice and storm, he flings his hands outward towards the area to be affected.

If anyone has ever viewed water as a peaceful or healing element or brought into the old pabulum that “water is life”, they obviously never bore witness to an Ice Storm tearing

its hapless victims to shreds. This spell works much as it sounds—a large mass of ice shards forms over a small area and then rains down at high velocity in a great barrage of terror. The spell works best against massed or entrenched enemies, as it takes a few seconds to build. Those who make a Reflex roll can avoid the worst effects of the spell by fleeing the area if they are able.

Anyone caught in the storm takes $3d20 + \text{Depth}$ points of damage and must roll Fitness as if exposed to Moderate Cold (18 or better or take an additional 1d8 damage and a -1 penalty to all rolls). Additionally, ice from the storm will coat the ground in the area of effect with ice afterwards, making it slippery and difficult to traverse through. Anyone moving through the area must make a Reflex roll of 14 or better (18 if running or sprinting) to avoid slipping and falling down.

Those who successfully flee the area with a good Reflex roll take $1d20 + \frac{1}{2} \text{Depth}$ points of damage and do not need to roll against cold. Characters that are surrounded by allies (or other forces) take a -5 to their Reflex roll to escape the area.

The spell can be stacked to increase the area. Every mana stack adds an additional 5m cube of area to the spell. The area must be contiguous, but need to take any regular shape.

This spell will put out any normal fires in the area, and allows a Magical Attack contest to try to put out magical fires. It does double damage to any magical fire creatures (including wielders using body of fire or similar tricks).

Material Component: A rock of white quartz will increase the area stacks eightfold to a 10m cube instead of a 5m cube. The quartz cracks and crumbles on use. This stone can be found in hills and mountains, and is fairly common—make a partial Scholar: Geology roll to find. It can also be purchased from gem and stone dealers for around 10 units.

Preserve

Order: 6

Prerequisite: Desiccate

Sacrifice: 3

Mana Cost: 1d10 per point of Fitness

Range: Touch

Target: Single creature or object

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Will

Casting Time: 1 Round

Effect: Target is dried for storage and can be reconstituted later.

Words: ḏi'ad ḏshab

Casting: The caster sucks in his face to look withered, pulling one hand away from his face as if withdrawing the moisture there, and touching the target with the other hand. The primal words for dry and form are spoken.

This unusual spell provides a magic that is nearly impossible to believe, though that does not prevent it from working. An odd offshoot of the Desiccate spell (and cousin to Husk), Preserve removes all of the moisture from the target, reducing it to a dry, light, and shriveled husk; yet somehow the magic of the spell keeps the target alive indefinitely. If at any point afterwards at least a liter of water is poured over the dry husk, the target will reform in exactly the same state as he was when he was preserved. This can even be centuries later—as long as the husk is not crushed or broken in that time.

This spell has a wide variety of uses, and is often employed by evil sorcerers to provide eternal guards for their tombs or crypts. It can also be used to smuggle allies into a secured area, as the dried husks are about half the size of a person, weigh about 10% of the original weight, and will not be detectable as living creatures by any magic. It can also be used to preserve poisoned or dying people for later transport to a proper healer.

If anything happens to the husk, the body will reform when watered as if that had happened to the living body. If the husk is cut in half, the body will reform in two pieces and the target will die swiftly in pain and agony. If the husk is crushed, the body will reform in many little chunks of flesh. However, oddly, the death does not seem to occur until the reformation occurs.

This spell requires one mana stack per point of Fitness that the target possesses. If enough mana is not provided, the spell will not work. This spell can be cast upon unwilling targets, only the caster must remain in contact with them the entire round, and a Will roll is allowed to resist the spell. If the roll is successful, the spell has no effect.

Material Component: A live bedbug held in the off-hand allows the spell to be cast upon an unwilling target with a simple touch. The bug burns to ash on use. Can be found in inhabited areas with a full success in Hunter or Healer.

Water Wall

Order: 6

Prerequisite: Part Water, Condensation

Sacrifice: 3

Mana Cost: 2d12 per 5m length per minute

Range: Line of sight

Target: Area

Area of Effect: Wall 2m thick, 5m high, length per mana

Duration: Maintained (See below)

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Creates a wall of water out of thin air

Words: o'vāsī owa

Casting: The caster holds his arms fully out in front of him, with palms facing forward, then moves his hands slowly apart as if forming a wall around him. The words for wall and water are spoken.

This fantastical spell requires perhaps the most precise control over the element of water than any other, and is widely considered the prelude to mastery. The sheer amount of matter that must be manipulated in order to engage this spell is simply beyond the ability of nearly all who follow the path of water.

Water Wall is much as it sounds; the spell causes a massive wall of water to form out of thin air. The wall is 6 feet thick and 15 feet high, and can be as long as the caster can afford to make it. The wall can take any shape, from a circle to a zig-zag to a spiral, though it must rest on the ground or upon a body of water. The water forms very quickly and can be used as a defensive maneuver. Anyone caught in the area of the wall's formation must make a Reflex roll or become engulfed by it, getting knocked prone and subject to immediate drowning rules.

Though a wall of water is not exactly as solid as a wall of stone or ice, it does have some interesting uses. The water that makes up the wall can be made clear or opaque, so it can either block vision or allow someone to see through it. The water is also quite turgid, so one cannot simply step through it unless the caster wants them to (individuals can be picked and chosen at will).

If the caster wants the wall to stop someone's progress, it will require a Strength roll of 20 or better (roll Str+1d20) to push into the wall, and a second to push out of it (creatures better than the wall need not make the second roll). If the first roll fails, the target is knocked back away from the wall and falls prone. If the first succeeds, but the second roll fails, the person will become engulfed by the wall, and will be subject to drowning rules and unable to act. One per round they can attempt a strength roll to

escape, but they have lost momentum and the a roll of 24 is needed. If this roll is made, it is random which side of the wall the creature ends up on or where in the wall they exit from. A rope attached to the person will allow them to be pulled out by their allies without having to roll.

The wall does not allow any ranged attacks through it and blocks any type of fire or fire based attack. Long melee weapons could conceivably be pushed through the wall, but are unlikely to be able to be controlled due to the force of the water. The wall is most commonly used as a tactical maneuver to allow one's allies to go in and out of an area but prevent enemies from coming in.

Large vehicles are likely to be able to push through the wall. Make an opposed Drive roll and add 1 per passenger the vehicle can normally carry. If the roll exceeds the Magical Attack roll, the vehicle gets through, otherwise it is stopped and pushed back.

Though the magic of the spell is maintained, when the spell ends the water does not magically vanish, but simply loses its form, washing away to wherever it might naturally flow. Anyone within 5 meters of the wall when this happens must make a Reflex roll of 21 minus their distance from the wall in meters or be knocked prone and soaked. Add +1 to this roll for every 4 points in Swim.

Material Component: A small glass brick (about the size of an egg) will increase the duration of this spell to 10 minutes instead of 1. The brick shatters on use. Can be crafted with a full success in Potter.

SEVENTH ORDER SPELLS

The seventh order is considered the level of mastery. Only those who truly excel at the art find their way here, though the rewards are great. Dowzers who wish to learn seventh-order spells must be at least seventh level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 70%.

Body of Water

Order: 7

Prerequisite: Body of Ice

Sacrifice: 4

Mana Cost: 3d10 per round

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Round

Effect: Caster becomes living water

Words: **owa tûap**

Casting: The dowser brings his arms in and throws them outward repeatedly in a wave-like motion, chanting the Primal words for become and water. His body will move with the waves as well until it finally becomes liquid.

While it is generally said that the definition of a true master of an art is one who is entirely one with their element, it is never more true than for the master of water. At the level of mastery here the dowser can literally become water, the form and substance of his physical presence falling away and liquefying, becoming clear and fluid. In this form, the caster's body has no fixed shape, and it can change or bend at will or in response to violence.

When this spell is initially cast, the caster's body simply turns to living water. It does not grow larger or smaller, but maintains about the same mass. It becomes transparent as well, and has the appearance of pure, clean water. While the Body of Water spell is in effect, the caster can form himself into any shape that water might take (flowing under doors, through pipes, down drains, into bottles, etc.), as long as he stays entirely in one piece. Any water separated from the whole for more than one round will fall away and die, becoming ordinary water and dealing damage proportional to the caster's current total (if 10% of the total water is lost, for example, the caster will lose 10% of his current Stamina and 10% of his current Wound).

While in this form, the caster can continue to cast and maintain spells, though he cannot speak, so he will need to have mastered the Quiet Casting ability if he wants to initiate new spells. He will be impervious to nearly all physical attacks in this state—arrows will simply pass right through him and swords and clubs can be flowed around. Only critical hits from certain weapons will affect him, and then only the bonus critical damage will be applied, and then only to Stamina as if normal damage. Only weapons that are capable of splashing away part of the caster's body (generally large slashing and bashing weapons). If something like a bucket is employed as a weapon, it will do 1d4+half Strength per hit. Oddly enough, bite attacks are effective, as the caster's water can be drunk to separate it from him—figure 1d3 points of damage per bite (scale up for larger mouths).

Most magical damage is dampened or ignored as well. Fire does only ¼ damage (the fire does not burn, but the heat may evaporate part of the caster's water). Air effects are unlikely to damage the caster, though electrical effects will work normally. The caster is considered a magical water creature and can be easily damaged by another dowser.

The caster can pick up and carry some physical objects, though not well enough to make melee attacks with them. He can wear clothes or armor, but generally flows out of any clothing at the start of the spell so as to be able to properly alter his form. Since the caster is not limited by shape, he can become short and thick and fit into a barrel, or long and skinny and reach some high object, or flat enough to slip through a grate, or whatever the need arises. He cannot be grappled, but may be able to be trapped or contained if done cleverly.

The caster may heal himself at any point by casting Condensation, regenerating 2d6 points of Wound or Stamina per liter generated. Any wounds or scars upon his body will be removed when he returns to his normal form. This will repair any wound damage not received while he was in water form. A caster does not need air to breathe in water form, and he can go underwater and can move freely in any direction as if flying, ignoring any pressure conditions. While underwater, the caster can heal 6d6 points of damage per round.

Material Component: A vial of spinal fluid will increase the duration of this spell, to 3d10 per minute. The vial burns to ash on use. Can be extracted with proper equipment and a full success in Healer.

Fortress

Order: 7

Prerequisite: Caravel, Ice Wall

Sacrifice: 4

Mana Cost: 8d20 per area stack

Range: 120m

Target: Area

Area of Effect: 30m wide, 30m long, 10m high

Duration: Natural

Roll: Magical Attack

Resist: None

Casting Time: 10 Minutes

Effect: Creates a castle of ice

Words: *eswa ei'apth ügen*

Casting: The caster speaks the words for ice, home, and big, raises both of his hands together above his head, and then ritually begins to sculpt the walls and shapes of the fortress with his hands as it forms.

Like something fantastical out of a fairytale, Fortress uses the power of Water to construct a building of wondrous design—a palace of ice formed out of thin air.

Taking the Caravel spell in a larger direction, Fortress allows the dowser to again be an architect, but this time of a massive castle instead of a sailing ship. The castle can be of any shape or size the caster desires, as long as it is structurally viable (and as long as he can pay for the area footprint). It can have towers, staircases, walls, archways, gargoyles, and more, though it unfortunately cannot have working doors (the caster can add a real door later, create the castle sealed, or use the Ice Wall spell as desired to block entrances). Interior walls will generally be about a foot thick, and exterior walls a meter. See the Ice wall spell for trying to break through—figure 100 Wound per square meter for interior walls and 300 for exterior.

The castle will melt after a while if created under normal circumstances (figure 2d12 hours under average conditions, half that in heat or double in cold). If it is freezing or below outside, the castle will last indefinitely.

If fancy features are desired, such as statuary or complex crenellations or design work, the caster must make an Artist roll. Success indicates the features came out as desired. Partial success indicates the features look mostly how they are supposed to but are obviously of poor quality. Failure means the features look ugly, malformed, or incorrect.

Since the castle is made of ice, it is quite cold inside. Figure anyone in the structure is subjected to mild cold conditions, which can be negated with the proper clothing (heavy winter gear, basically).

Material Component: A glass globe with a model of a castle in it filled with tiny white pebbles and water will delay the castle from melting naturally. Figure 2d6 days instead of 2d12 hours. The globe shatters on use. Can be crafted with a full success in Potter and a partial success in Artist.

EIGHTH ORDER SPELLS

The eighth order is a level beyond mastery. Only the rare few attain this level of knowledge, and with it comes incredible and strange power. Dowzers who wish to learn eighth-order spells must be at least eighth level themselves, and must have leveled since

they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 80%.

Reform

Order: 8

Prerequisite: Body of Water, Alter Self [G], Linguist (Sylvan): 40+ or rhyme

Sacrifice: 4

Mana Cost: 2d10

Range: Caster

Target: Self

Area of Effect: Caster

Duration: Permanent

Roll: Magical Attack

Resist: None

Casting Time: 1 Round

Effect: Caster reforms from body of water into a new body

Words: *ᐱᐅᐅᐱᐱ ᐱᐱᐱᐱᐱ ᐱᐱᐱᐱᐱ*

Casting: The caster speaks the words primal word for exit, and the sylvan phrase for become other as he drops the body of water effect.

Rhyme example: The flesh is torn, through liquid born

It is where the Books of Magic come together and crossover where the most powerful of magics are formed. It is the rare dowser who has a talent for Glamours, but for those who can master these two unlike skills, the rewards are tremendous.

Reform is simply an extension of the Body of Water spell, and cannot be cast on its own, but only as the dowser exits a Body of Water effect. While in Body of Water, the caster's form is fluid, and with the added knowledge of how to magically alter one's appearance, instead of congealing back into the all too familiar form, the caster can set his features however he wants, so that the flesh that hardens will appear to be something altogether different.

With this spell, the caster can permanently change his features and his shape, able to take on the form and features of another person, or even another species. With this, the caster can change his sex, his body configuration, and even his voice, so that for all intents and purposes, he is the creature that he pretends to be. The one thing the caster cannot change is his size, though it is said that it is possible for a caster to become smaller if he is willing to permanently sacrifice a proportional number of Wound points.

When the dowser reforms, all of his stats will remain unchanged, although he will gain any non-stat-related racial bonuses. Fur might give the dowser a natural damage reduction, or cat claws could improve the caster's Climb roll. The new form is permanent, at least until the caster decides to reform himself again.

If the caster is trying to change his species, or if he is trying to take on the form of a particular individual, he will need to make a Disguise roll when casting this spell. When changing species, a Disguise roll of 15 or better is enough to fool anyone who is not a member of that species. 18 is good enough to fool anyone.

When becoming a specific known individual, 15 or better will fool anyone who does not actually know the person in question. Otherwise, or with those who are well acquainted with the person in question, a Disguise roll will be needed any time there is scrutiny. A roll can be made at that time, though the caster can always use the Disguise roll made when casting this spell if it is higher.

Seeing past the disguise does not actually reveal who the caster is, it simply gives the viewer a feeling that something is not quite right with the person they are dealing with. If the viewer is familiar with the specific person the caster is trying to be, they will likely realize that the caster is simply a look-alike and not actually their cousin, lover, or whatever.

Material Component: A bit of hair or skin or blood or any other part of the creature or person to be replicated will add +3 to the Disguise roll made when casting this spell. The item burns to ash on use.

Stretch

Order: 8

Prerequisite: Body of Water, Alter Self [G], Linguist (Sylvan): 40+ or rhyme

Sacrifice: 4

Mana Cost: 3d10 per round

Range: Caster

Target: Self

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Caster can reshape or elongate his form while maintaining solid flesh.

Words: *embro ashav Eiffaillu*

Casting: The caster stretches both arms out straight ahead, palms and fingers straight, and looks down between them as he speaks the primal words for embrace and form and the sylvan for expand.

Rhyme example: Within my reach, the highest peach

An impressive oddity, this spell is deeply entrenched in the mythos and lore of the dowser, though few if any have ever seen it in use. The spell is an offshoot of body of water, except while the body retains its ability to change shape, it remains solid, so the caster can grasp and affect objects and even wield weapons.

There are many different application for this. It may be employed to reach an item off a high shelf, or to reach through the bars of a cage and pick a jailer's pocket. One could reshape a finger to pick a lock, or stretch one's neck to look out a high window. The caster could shape his feet into flippers to increase his swim roll, or extend a forked tongue several feet for an intimidating effect.

Though the body's form may not be limited, the body's mass cannot change. In order to make one's self taller, a caster would have to make himself skinnier. In general, a caster can quadruple his height or width without losing the strength to walk. Two limbs could be stretched to 5 times their normal length, and one arm or leg could be extended to ten times its normal length.

The body in this form does not have as many natural defenses as in water form. Sharp weapons and ballistics will hurt the dowser, though blunt and bashing weapons will only deal ¼ damage due to the rubbery nature of the caster's flesh. Stretch does offer a +8 to all grapple rolls: defense, attack, and strength.

Stretching and shaping do not require rolls, and will feel as natural to the caster as extending one's arm and picking up a pencil might feel to a normal person. The GM may decide to force the caster to give up an action to reshape significantly (going from tall and thin to short and fat maybe), as the process is not entirely instant. Reforming from this state does not afford the caster the luxury of being able to heal his wounds to take another persona.

Material Component: A hunk of natural rubber will increase the duration of this spell to 3d10 per minute. The rubber burns to ash on use. Can be found in tropical areas with a full success in Herbalism and prepared with a partial success in Chef.

Tsunami

Order: 8

Prerequisite: Water Wall, Earthquake [E]

Sacrifice: 4

Mana Cost: 1d100 per 100 meter length of coastline

Range: Line of sight

Target: Area of coastline

Area of Effect: 1 mile out from coast and 100 meters inland

Duration: 2d4 minutes

Roll: Magical Attack

Resist: See below

Casting Time: 10 minutes

Effect: Underwater earthquake generate a massive tidal wave

Words: útheꝥ owa ob'ast karaz úgeꝥ

Casting: The caster makes two fists and holds them together, knuckles interlaced, and then proceeds to grind them against each other as he speaks the words for earth, water, wall, explode, and big.

The ultimate force of water's power and strength, a tsunami is only scoffed at by those who have never experienced one, and only because most of those who have did not live to tell the tale. This, of all the known spells ever discovered, moves the greatest amount of matter and releases the greatest amount of energy and destruction.

This spell can theoretically be cast upon any body of water, no matter how small (even a tankard of ale), but it really only is effective when cast upon a large landscape, such as the coast of a lake or ocean. The spell shakes the earth that the water rests upon so that it is displaced, moving in massive a wave towards the shore. The spell does not create water, only displace it, so if cast upon something small like a bathtub, it will expel roughly half the water of the tub outwards onto the floor, but when cast upon something enormous, like an ocean, it can move an almost limitless supply of water out onto the shore and beyond.

Water is a heavy element, and when it moves in such large quantities, it will displace everything in its path. Buildings will be toppled, trees ripped from the ground, ships and vehicles carried away, and people torn apart. For those in the wave's path, it is important to remember that this is not simply a swelling mass of water coming towards you, it is a tumultuous wall of churning ocean filled with ships, buildings, trucks, corpses, trees, and furniture.

The spell's magic begins about a mile out from shore, and everything not securely bolted down from that range in will be swept in a collision course towards the shore. Boats more than a half mile out are allowed a Drive roll (oppose to magical attack) to ride over the swelling waves, but anything closer in will be swept to shore. The range of the

devastation depends on the slope of the land. A flat beach will not do much to stop a wall of water, and the tsunami will devastate everything up to 200 meters inland. Under average conditions, the range will be about 100 meters, and with hillier territory everything after 50 meters may be safe. In most areas, some places will be flatter than others, so the GM will need to use judgement to decide where the wave hits.

Anything not firmly anchored to the ground in the area of effect will be picked up and pushed to the edge of the affected area. Flimsy buildings such as grass huts will be swept away as well. Roll percentage dice for stronger buildings—the caster's magical attack roll is the percentage chance the building will be completely destroyed, double that for partial damage. Subtract 5 from the attack roll for stone buildings, and 10 for metal ones. In any case, all buildings in the affected area will be flooded.

Before the wave hits, the shoreline will recede a bit in a great sucking motion, and those who are familiar with tsunamis may be able to realize what is coming. If characters begin running at this point, they may escape. Roll Run each round, and figure the wave will hit within $\frac{1}{4}$ of its duration. So if the wave duration is 2 minutes, there are only 30 seconds, or 3 rounds to get out of the area. Once the wave hits, it will be travelling around 50 miles per hour, so the entire area will be destroyed at about the same time (about 200 meters of the inland devastation will occur each round).

Anyone in the affected area will suffer $4d20 + \text{Depth}$ points of damage from the initial impact of the water. Affected creatures must succeed at a Swim roll equal to the caster's Magical Attack roll in order to surface and remain under control and ride the wave. Those who fail this roll remain under the water, are subject to the drowning rules, and cannot take any actions. A Reflex roll vs. the caster's attack is needed to hold one's breath when the water hits, otherwise the force of the water knocks out one's air and drowning begins immediately. Each round, engulfed individuals may attempt a new Swim roll—the caster's effective attack decreases by 2 each round. Once a roll is made, the person has righted themselves, whether by riding the wave or clinging to a tall tree. When the duration of the spell ends, the waters will recede, and those who have made at least one Swim roll will be deposited on the shore. Those still caught in the wave will be swept out to sea (100-600 meters from shore). Boats, trucks, huts, and other loose objects will be left in a random location from 500 meters out to 200 meters inland (roll $1d8-3$).

At a minimum, this spell devastates 100 meters of coastline. Each mana stack put into this spell increases that another 100 meters. So if 1000 mana is paid, this spell can devastate an area an entire kilometer long.

Material Component: A hunk of ambergris increases the inland distance of the waves from 100 meters to 200-500 meters. The ambergris burns to ash on use. Can be found in the bodies of sperm whales or occasionally on beaches, washed up as waste (Full success in Herbalism to find along a beach).

NINTH ORDER SPELLS

The ninth order represents the highest level of water magic. It is considered far beyond mastery, and reserved for those whose magical knowledge has made them immortal, for it may take more than one lifetime to fully realize one's true power. Dowsters who wish to learn ninth-order spells must be at least ninth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 90%.

Engulf

Order: 9

Prerequisite: Tsunami, Stretch

Sacrifice: 5

Mana Cost: 1d100 per 50 meter length of coastline

Range: Self

Target: Caster

Area of Effect: Caster, plus 1 mile out from coast and 100 meters inland

Duration: 2d4 minutes

Roll: Magical Attack

Resist: See Below

Casting Time: 1 minute

Effect: Caster merges with the tsunami and controls its effect

Words: ūtʰeɹ ɔwa ɔv'ast kəpəz tʰaɹ

Casting: The caster must first cast body of water and then begin this ritual, paying for at least one minute water form. In this state he then must enter the area of water to be controlled and merge with it, stretching out in all directions as he speaks the Primal words for earth, water, wall, explode, and become.

The ancients who first studied the elements feared water as much as they knew their lives depended upon it. This is the force that rides the storm, that batters the land, that carves canyons, that swallows the souls of those who try to cross it. To become one with that force, to truly wield the power of water, to decide who lives and who dies, and to smash your enemies upon the rocks like rag dolls—that is the ultimate power of a god. But that was long ago, and men have learned many secret things, and what once belonged to realm of the gods lies now within the grasp of the mortal who dedicates his

life to a pursuit, whose every action is to learn and grow his power, who has become one with the very element he wishes to control, who is now something more than human. This is the ultimate power of the book of water.

This spell on its face is very much like the Tsunami spell—the caster causes a great swell of water to rise up and drown the land; however in this case, the caster merges physically with the ocean and can control its movements as if a conductor guiding an orchestra. Some souls are dragged away to their doom, and others miraculously spared. Some buildings are left untouched, some trees unharmed, and some places totally dry while all around them a 100 foot high wall of water rages.

When casting the spell, the caster must take water form and physically merge with the body of water to be controlled. He stretches out his consciousness, imbuing the ocean with a will, and he can control the movements of the sea as if it were his own body. The effect of the spell is the same as that of the Tsunami spell, only the caster can spare certain places, individuals, or objects in the area of effect. So the spell could wipe out a town and leave a single baby unharmed, or sweep away all the men in a village, leaving only the women behind. Those spared take no effect from the spell, though their movements may be somewhat restricted lest they get in the way of the water's wrath.

Because the caster can control the water, the spell can avoid some areas while ranging further afield in others. The Tsunami can be pushed out to 150 meters in some places if reduced to 50 in others. Again, terrain may make a difference here as well. Anything higher than 30 meters (100 feet) above the ground cannot be directly affected (though it could be toppled if atop a tower; a castle on a hill may be untouchable).

This can be cast upon smaller bodies of water, and the effect is similar but to a lesser degree. A dowser could enter a pool of water and combine with it, emptying it out onto the worshippers nearby, but this may not be enough to drown them. Figure a full strength spell requires an area of water 50 meters by 50 meters, 30 meters high. For smaller areas, reduce the damage, duration, and the attack roll proportionally based off the dimension that least measures up. So a swimming pool might be 30m by 10m by 3m deep. The depth is the weak link here, as 3m is 1/10 of 30m, so reduce the initial damage to 10% of the normal total, the duration to 1/10 the normal, and the caster's base attack (before the d20 is rolled) to 1/10 the normal. If the caster has a magical attack in water magic of 30, reduce it to 3 and then still add the 1d20 roll. This is not used for spell fizzle though; use the unadjusted attack roll total for that. Regardless of how damaging it is, if the spell goes off, it will empty the pool completely, which may actually be the desired effect.

Material Component: A wafer of isinglass will increase the affected area of the spell from 100 meters to 200-500 meters. The wafer is consumed in the casting, and can be harvested from certain species of fish, with a successful Fisher roll.

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