

Magician Base List 3.4.5

WATER LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	varies	C	touch	E
2)	Fog/Unfog I	10'R/lvl	varies	100'	E
3)	Waterwall	10'x10'x1'	1 rnd/lvl (C)	100'	E
4)	Water Bolt I	1 target	—	100'	DE
5)	Waterwalking	1 target	1 min/lvl	100'	U
6)	Calm Water	100'R	1 rnd/lvl (C)	100'	F
7)	Waterwall True	10'x10'x1'	1 min/lvl	100'	E
8)	Waterrunning	1 target	1 min/lvl	100'	U
9)	Water Bolt III	1 target	—	300'	DE
10)	Fog/Unfog II	100'R/lvl	10 min/lvl	1 mile	E
11)	Call Rain	100'R/lvl	10 min/lvl	100'/lvl	E
12)	Command Current	special	C	self	E
13)	Triad of Water	3 targets	—	100'	DE
14)	Water Bolt V	1 target	—	500'	DE
15)	Calm Water True	100'R/lvl	10 min/lvl	100'/lvl	F
16)	Fog/Unfog True	1000'R/lvl	10 min/lvl	varies	E
17)					
18)					
19)					
20)	Whirlpool	50'R	C	1000'	E
25)	Part Water	varies	C	self	F
30)	Sea Storm	1 mi R/lvl	varies	1 mi/lvl	E
50)	Water Mastery	varies	1 rnd/lvl	varies	U

1. Condensation — Condenses water from the surrounding air. Water gradually condenses into caster's hands and may be funneled into a suitable receptacle. See Special Notes (1).

2. Fog/Unfog I — Caster may either create a dense fog within the radius or disperse any fog in the area of effect. Magical fogs forms and disperses gradually. See Section 7.1.19.

3. Waterwall — Creates a wall of water up to 10' x 10' x 1'. This wall reduces all movement through it by 80%. In addition, all attacks through the wall suffer a -80 penalty.

4. Water Bolt I — A bolt of water is shot from the caster's palm. Resolve attack on the Water Bolt Attack Table.

5. Waterwalking — Allows target to walk on water as if he were on level ground; may not be used on rough water.

6. Calm Water — Water within radius is calmed. Waves can be cut by 20' in the center, but less towards the perimeter.

7. Waterwall True — As *Waterwall*, except for the duration.

8. Waterrunning — As *Waterwalking*, except caster may move at two times normal pace (i.e Run pace) or walk on moderately rough water (GM decide the exact measures).

9. Water Bolt III — As *Water Bolt I*, except range is 300' or if used within 100' hit point damage is doubled or a +30 attack bonus added (chosen at the time of casting)..

10. Fog/Unfog II — As *Fog/Unfog*, except for range, duration and area of effect. Caster must be able to see the general area that he wish to affect.

11. Call Rain — If there are clouds in the sky, it rains (outdoors) for the duration of the spell.

12. Command Current — The area of effect for this spell is the water immediately surrounding the boat that the caster is on. For as long as the caster concentrates, the speed of the boat can be increased by 50' per round (approximately 3 miles per hour).

13. Triad of Water — Three bolts of water are shot from the palm of the caster. They can strike up to three different targets (as long as they are all within 60° of each other; and they are visible to the caster). Caster may apply his directed spell skill (*Waterbolt*) to only one of the attacks (the others get a +0 OB).

14. Water Bolt V — As *Water Bolt I*, except range is 500' or if used within 100' hit point damage is tripled or a +50 attack bonus added (chosen at the time of casting).

15. Calm Water True — As *Calm Water*, except for area of effect, range and duration. Waves can be cut by 50' in center.

16. Fog/Unfog True — As *Fog/Unfog II*, except for range and area of effect. Caster can affect any area that he is able to view (i.e standing on a mountain the caster may choose an area of effect several miles away).

20. Whirlpool — Creates a 50' whirlpool in a large body of water that will draw in any unpowered object within 500' (takes 12 rounds of concentration to start). Powered objects may make maneuver rolls to resist the pull of the whirlpool.

25. Part Water — Caster can part water up to 100' deep and 100' per long and 10' wide at bottom (50' at top). The area of effect will move with caster for as long as he concentrates.

30. Sea Storm — Summons forces of nature in a fierce sea storm (must be created over a large body of water). This storm will include waves of 20-50', heavy rain, and winds of 25-60 mph. The storm can be delayed up to 1 hour per level. After the storm is summoned, it will dissipate normally.

50. Water Mastery — Caster can use one lower level spell (on this list) each round.

SPECIAL NOTES

1) The amount of water caster can condense from the environment using the Condensation spell, and the speed of the process, depends on the conditions. In the driest environment (i.e desert) a suggested value is 0,5 liter per round up to a maximum of 10 liters per spell. In the most humid environment (i.e a damp underground cave) it is suggested that a caster may condense 4 liters per round with no limit to the maximum amount.

2) For the Fog spells, see Section 7.1.19 for more on the environment's effect on visibility.

3) All walls created by spells on this list must rest on a solid surface. See Section 7.1.7 for more information on walls (and spell effects on walls).

4) If an Unfog spell do not disperse all fog in the area (i.e., the fog covers a greater area than the area of effect for this spell), the fog will refill the area of effect at a rate of 10'R every 1-5 minutes. In the same fashion a Fog spell will naturally disperse at the same rate.

5) A medieval ship has a cruise speed of 5-8 knots per hour, which equals 6-9 miles per hour. Included as a special note as reference for the Command Current spell.