

Inexorable Tide

1 – Enchant Living Water

Time to Cast: 10 minutes
Resist Check: none
Target: caster
Duration: 6 + 2/F hours
Area: special
Effect: surround in steam

The caster is surrounded by a mist of water creating a humid area within a 40 foot radius. This radius is cut in half in arid locations, but doubled while submerged in water. The caster can use this mist to activate spells later in this group. The mist counts as both water and air in regards to submersion and breathing. This spell must be cast within a body of water when casting this spell.

2 –Water Strike

Time to Cast: 1 round
Resist Check: none
Target: within living water
Duration: instantaneous
Area: single target
Effect: water punch

The caster attacks the target with a water blast from within the radius doubt 1d6 physical, water damage and requires a 4 dice against STR attribute check or be knocked prone

3 – Compressed defense

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: defensive powers

The user compresses living water into a solid armor on their skin. This grants 2 + 1/F to all of the caster's defense values. This ability halves the radius of Enchant Living Water while in effect

4 – Ice Shield

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: create shield

This spell allows the caster to create a shield out of ice. It grants defense values of a standard iron shield, with two finesses a steel shield, or with four finesses an adamantite shield. After any melee attack that would normally hit the shields barrier, they may choose to have the shield break, which causes the attack to miss, and dispels the shield.

5 – Encapsulate

Time to Cast: 2 rounds
Resist Check: special
Target: within living water
Duration: 1 + 1/F minutes
Area: single creature
Effect: capture target

Once cast, the radius of Enchant Living Water decreases by half. The target is surrounded with a ball of ice, and must either succeed at an attribute check of 5 dice against STR, or deal 25 + 15/F points of damage to the ice ball. This ball is completely immune to cold damage, but it takes double damage from fire.

6 – Swim in Mist

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: swim in mist

This spell allows the caster to swim within the Living Water mist. This can combine with Sea Form spells, to allow their use on land.

7 – Steam Form

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: become hot air

This spell turns the caster into a form of steam. This makes the caster immaterial and requires an attribute check of 5 dice against PER to see.

8 – Water Pulse

Time to Cast: 2 rounds
Resist Check: 5d6 vs STR negates
Target: caster
Duration: instantaneous
Area: within living water
Effect: personal space

Anyone within the radius that fails the resistance check are launched outside of the radius of Enchant Living Water.

9 – Waterfall

Time to Cast: 1 round
Resist Check: special
Target: within living water
Duration: instantaneous
Area: 1 feet
Effect: sudden drop

This spell does 6d6 point of physical, water damage to all within the living water (excluding the caster), and those individuals that fail an attribute check of 5 dice against STR knocked prone. If this happens underwater, this spell instead deals 10d6 points physical, water damage and those within that fail an attribute check of 5 dice against HEA go unconscious for 1d4 rounds

10 – Geyser

Time to Cast: 1 round
Resist Check: 5d6 vs AGI negates
Target: LOS 20 + 10/F'
Duration: instantaneous
Area: single target
Effect: launch into air

This spell creates a high pressure geyser under the target that launches them into the air. If the target fails the resistance check, they are launched into the air. The height to which they are launched is equal to 5 times the amount the target failed the resistance check by in feet plus 20 feet. They may take falling damage from hitting the ground after being launched. In addition, the target is disoriented and loses their next round of action.

11 – Rusted joints

Time to Cast: 2 rounds
Resist Check: none
Target: within living water
Duration: 10 + 5/F minutes
Area: valid targets
Effect: rust armor

All targets within the Living Water are surrounded by steam that rapidly rusts those in iron or steel armor. While this has no lasting effect on the armor, all within the radius in such armor, gain an inferior AGI, STR, and gain a -4 to defensive values on that armor. Magical armor gets a resistance check of 3 dice against PWR to ignore this effect.

12 – Ice Barrier

Time to Cast: 2 rounds
Resist Check: see description
Target: caster
Duration: instantaneous
Area: self
Effect: create barrier

This spell immediately cancels the rank 1 spell, and solidifies the outside radius into a solid sheet of hardened ice. This barrier requires an attribute check of 7 dice against STR to break or 100 points worth of damage. The barrier also prevents line of sight and will block most incoming projectiles. If the barrier is already in place, recasting this spell causes the barrier to break either inward or outward (caster's discretion) doing 6d6 points of cold damage to all inside the radius except the caster, or the same amount to all within 30' of the exterior. Anyone taking this damage that makes a resistance check of 5 dice against AGI takes half damage.