

Sanoakvo

Refer to *Chapter 8: Combat* for the general temporary damage points mechanic.

Elemental Spell Name and Details	Description
1 – Lesser Ocean's Aid Time to Cast: 1 reaction Resist Check: none Target: LOS 20 + 5/F' Duration: instantaneous Area: single creature Effect: healing	The target of this spell gains 1d6 temporary DP.
2 – Purify Surroundings Time to Cast: 1 round Resist Check: 3d6 PWR negates Target: LOS 40 + 10/F' Duration: instantaneous Area: 20 + 5/F' radius Effect: utility	This spell purifies an indicated volume of any aqueous liquid, making the water safe to drink. Certain magical sources of pollution or corruption may be able to resist this effect; in this case, it must make the resist check.
3 – Dousing Tide Time to Cast: 1 round Resist Check: none Target: touch Duration: 10 + 5/F minutes Area: single creature Effect: buff	A swirling thread of magical water dances around the target for the duration. Until the spell ends, the target gains 1 rank of <i>Resist Fire</i> and cannot suffer from the <i>Burning</i> condition.
4 – Ocean's Aid Time to Cast: 1 round Resist Check: none Target: LOS 30 + 10/F' Duration: instantaneous Area: single creature Effect: healing	The target of this spell gains 4d6 temporary DP.
5 – Purify Ally Time to Cast: 1 fifth Resist Check: none Target: LOS 40 + 10/F' Duration: instantaneous Area: single creature Effect: buff, utility	If an ally has been subjected to a negative status effect, this spell allows them to reattempt the resist check one die easier. The following status effects are immune to this spell: <i>Paralyzed</i> , <i>Magical</i> ; <i>Suspended in Time/Blue-Fielded</i> ; <i>Prone</i>
6 – Restorative Raindrop Time to Cast: 1 round Resist Check: none Target: LOS 40 + 10/F' Duration: instantaneous Area: up to 3 creatures Effect: healing	Each target of this spell is healed for 3d6 DP up to their maximum.
7 – Healing Wave Time to Cast: 1 round Resist Check: none Target: caster Duration: instantaneous Area: 10' x 40' cone Effect: healing	All allies within the area of effect are healed for 4d6 DP up to their maximum.
8 – Font of the Living Sea Time to Cast: 1 round Resist Check: none Target: LOS 20 + 5/F' Duration: 4 + 2/F rounds Area: 10 + 5/F' radius Effect: healing, creation	Call forth an avatar of the sea's bountiful life. This object, taking a form of the caster's choosing, is intangible and indestructible, and restores 4d6 DP per round to all chosen creatures within its radius. <i>This spell must be "concentrated" on throughout; refer to rules on spell interruption. If the caster fails their interruption check and loses concentration, the Font only heals 2d4 DP per round.</i>

Elemental Spell Name and Details	Description
9 – Bubble Deathward Time to Cast: 1 round Resist Check: none Target: touch Duration: 1 + 1/F minutes Area: single target Effect: buff, healing	A bubble of magical water surrounds the target of this spell. If the target falls below 0 DP during the spell duration, the bubble pops and immediately heals the target for 4d6 DP. If the spell duration expires without the target falling unconscious, the bubble pops and heals the target for 6d6 DP. Only one instance of this effect can be active on the target at any point in time.
10 – Bubble Harmward Time to Cast: 1 round Resist Check: none Target: touch Duration: 1 + 1/F minutes Area: single target Effect: defense	A bubble of magical water surrounds the target of this spell. Until the bubble pops, the target has 2 ranks of <i>Resist Fire</i> . The bubble will pop when the spell ends or when the target takes over 15 damage at once, in which case it will halve the damage of the triggering attack before popping.
11 – Tides' Rejuvenation Time to Cast: 1 minute Resist Check: none Target: touch Duration: instantaneous Area: single target Effect: buff	The target of this spell must be someone who has suffered an Attribute drain within the last 24 hours. After the spell is finished, a single Attribute drained is restored to them. This spell does not regenerate stressed Attributes or Exceptionals.
12 – Vestments of the Nereid Time to Cast: 1 round Resist Check: none Target: caster Duration: 1 + 1/F minutes Area: self Effect: buff, healing	When this spell is cast, a spectral cloak of mystical water and swimming fish surrounds the caster. For the duration of the spell, all healing performed by spells cast by the target gains a flat bonus equal to ¼ of the caster's PWR.
13 – Sanafluctus Time to Cast: 1 round Resist Check: none Target: caster Duration: instantaneous Area: 25 x 50' cone Effect: healing	All chosen creatures within the area of effect are healed 5d8 DP. This healing can go over the targets' maximum, and any overflow becomes temporary DP.
14 – All Currents Lead Home Time to Cast: 1 minute Resist Check: none Target: touch Duration: instantaneous Area: single creature Effect: buff, healing	This spell calls the currents of elemental water to guide a recently departed soul back to its body and restore it to life. Refer to <i>Appendix D: Spell Clarifications</i> for general resurrection mechanics.
15 – Wellspring Vitae Time to Cast: 2 rounds Resist Check: none Target: LOS 10 + 2/F' Duration: instantaneous Area: single creature Effect: healing	The target of this spell is healed DP equal to (caster's PWR)d8. This healing can go over the target's maximum, and any overflow becomes temporary DP.
16 – Great Torrent of Life Time to Cast: 4 rounds Resist Check: none Target: touch Duration: 10 + 5/F minutes Area: 1000 + 500/F' radius Effect: healing	A cloud of purifying rain gathers over a spot on the ground touched by the caster. After the casting time, all chosen creatures within the radius heal 2d6 DP per round for the spell duration as the life-giving rains wash over them. This healing can go over the targets' maximum, and any overflow becomes temporary DP.