

water



FREEZE

Target One creature within short range

The temperate plummets around the target. Make a Will attack roll against its Agility. On a success, the target takes 1d3 damage and becomes immobilized for 1 round.

Attack Roll 20+ Attack Roll 20+ The target takes 1d3 extra damage.

ATTACK 0

water



COLD SNAP

Area A cone, 8 yards long, originating from a point you can reach

Lethal cold spreads through the area, instantly freezing water and water-based liquids, including potions. The cold deals 7d6 damage to everything in the area. Each creature in the area that gets a success on a Strength challenge roll takes only half the damage. A creature that becomes incapacitated by this damage freezes solid and dies instantly.

ATTACK 4

water



PRODUCE WATER

Target One cup, bowl, or similar container that you can reach

You touch the target, which fills with fresh, clean water.

UTILITY 0

water



DROWN

Target One creature within short range that breathes air

Water accumulates in the target's lungs or a similar organ. The target must make a Strength challenge roll; on a failure, it takes 1d6 + 2 damage and becomes impaired. At the end of each round the target is impaired in this way, it must make a Strength challenge roll with 1 boon, removing this affliction on a success. After three failures, the target suffocates and dies.

ATTACK 1

water



ICE BLAST

Area A cone, 3 yards, originating from a point you can reach.

You hurl jagged ice shards that deal $2d6 + 2$ damage to everything in the area, or half the damage with a success on an Agility challenge roll. The ground in the area becomes difficult terrain that lasts for 1 round.

ATTACK 1

water



WELLSPRING OF LIFE

Area A hemisphere with a 2-yard radius centered on a point on the ground within short range

Duration 1 minute

Healing waters partially obscure the area for the duration. Each living creature in the area does not need to drink water until after it completes a rest. In addition, when a creature in the area heals damage, it heals 1d3 extra damage.

UTILITY 1

water



GEYSER

Area A hemisphere with a 2-yard radius centered on a point on the ground within short range

Duration 1 minute

A column of scalding water erupts from the area, climbing 2d6 yards before raining onto the ground out to half that many yards beyond the area and extinguishing unprotected flames.

The force of the water moves unsecured objects of Size 1 or smaller 1d6 yards away from the origin point, while each creature in the area takes 2d6 + 2 damage from the hot water and must make an Agility challenge roll. The creature falls prone on a failure, or just takes half the damage on a success.

ATTACK 2

water



BIND WATER GENIE

Target A cube of ice, snow, or water, 2 yards on a side, originating from a point within long range

Duration 1 minute

At the end of the round in which you cast this spell, the target becomes a Size 2 water genie. You cannot voluntarily end this spell. When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

UTILITY 5

water



WAVE

Area A line 10 yards long, 10 yards tall, and 1 yard wide originating from a point on the ground within medium range

Duration 1 round

Water rises to fill the area for the duration. The water provides partial obscurement to anything in its space and behind it, and provides half cover. The water also extinguishes any flames in the area.

When the effect ends, the line of water tips and falls either away from you or toward you as you choose, to cover an area 10 yards long and 10 yards wide. Each creature in that area takes 1d6 damage and must make a Strength challenge roll. It falls prone on a failure, or just takes half the damage on a success.

The water then spreads out a further 10 yards in all directions, extinguishing any flames it touches.

ATTACK 2

water



SPHERE OF WATER

Area A sphere with a 3-yard radius centered on a point within medium range

Duration Concentration, up to 1 minute

Water fills the area and remains for the duration. Each time you use an action to concentrate on the spell, you can move the sphere and anything in it up to 5 yards in any direction.

Each creature in the area when you cast the spell becomes trapped in the sphere, as does a creature whose space the sphere enters. At the end of each round until the effect ends, each air-breathing creature trapped in this way must get a success on a Strength challenge roll or take 2d6 damage.

A creature trapped in this way can use an action to make a Strength challenge roll. On a success, it swims free and falls prone in an open space it chooses within 1 yard of the sphere.

ATTACK 3

water



TIDAL FORCES

Area Any number of creatures within medium range

Each target must make a Strength challenge roll with 1 bane. On a failure, it is moved 2d6 yards toward you or away from you (your choice) and becomes dazed for 1 round. On a success, it is just moved half the distance.

ATTACK 3