

THEMES: Waters, Sorrow/Grief, Air, Cold, Lightning, Storm

BLUE MAGES: Armin (➤), Jean (❄), Casper (⚡)

NOTE: Spells may have a Verbal, Gestural, or Material component, but these may be hand-waved to your heart's content.

Level 1:

- Accelerated Movement - An azure glow and a puff of wind, and you immediately feel lighter of foot, allowing you to move quickly without penalty while balancing, climbing, hiding, moving silently, or tumbling.
- Alter Winds - You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased.
- Animate Water - A cube of water up to 5' on a side within 30' of you may be indicated and turned into a small water elemental. It can't move more than 30' from its source, but attacks as you direct. (⚡)
- Cloudburst - Clouds whirl into existence and, with a peal of thunder, let loose a drenching downpour in a 100' radius of where you indicate. This automatically extinguishes unprotected flames, has a 50% chance of extinguishing protected flames, reduces visibility. This only functions outdoors when not in a desert, and after the spell ends the water evaporates entirely over the next ten minutes.
- Chill Touch - See [here](#).
- Cold Fire - The flames you indicate instantly turn a blue white and radiate cold instead of heat - this can affect fire creatures or magical flames as well as natural flames.
- Deep Breath - Letting out a quick cry, you feel your chest instantly swell with air as though you had taken a deep breath. Strangely, you feel no need to exhale. This gives you no need to breathe for the duration of the spell, and when it expires you will be able to hold your breath as if you had just gulped down a lungful of air. You can do this quickly enough to save yourself from drowning or being suddenly plunged into water, even if surprised.
- Endure Elements - A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected. (❄)
- Expeditious Retreat - Doubles your basic speed on land for a short time. (⚡)
- Holy Spurs - You invoke the spell and wind wraps around your heels and your mounts, lending it speed.
- Hydraulic Push - You call forth a quick blast of water that knocks over and soaks one creature or object. Hydraulic push extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.
- Ice Dagger - You create an ice shard dagger which flings itself at your foe. It smashes into the ground at their feet, showering them and the surrounding area with chips and shards. (❄)

- Ice Gauntlet - All warmth leaves your hand as at first a sheen of white frost covers it, then larger crystals form around it. In seconds a large bristling ball of ice spikes surrounds your fist. You may attack with it as though it were a spiked gauntlet. (❄️)
- Nerveskitter - You suffuse your ally with a brief, blue glow and he jerks away from you. Now they may act faster, getting the drop on your enemies.
- Obscuring Mist - A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature more than 5 feet away cannot be seen. Wind will disperse the mist over time. (>, 🌪️)
- Lesser Orb of Ice/Electricity - An orb of ice or electricity about two inches across shoots from your palm to a target within 30 feet of you.
- Shocking Grasp - Your successful melee touch attack deals electricity damage. When delivering the jolt, it's easier if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).
- Snowball - You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals cold damage on a successful hit, and the target may be staggered.
- Snowshoes - The feet of the creature you touch glow with an ice blue radiance that fades but lingers, allowing them to walk lightly over ice and snow like Legolas in the pass of Caradhras. It in fact makes them move faster and means they don't have to worry about slipping on ice or breaking through cracked ice. In addition they do not leave an easily followed trail through ice and snow.
- Thunderhead - This spell creates a small thundercloud over a subject's head which moves with them, following unerringly even if they become invisible or leave the area. Every so often a mini lightning bolt leaps from the cloud to strike them, dealing a minimal amount of damage but distracting and possibly interrupting spellcasting.
- Touch of the Sea - You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a natural ability to swim. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.
- Traveler's Mount - The touched animal is brushed by a refreshing breeze and finds itself able to move a little faster, no longer becoming tired while traveling for a time, but it cannot fight in battle.
- Updraft - This spell conjures a short rush of air that propels you up to 30' up into the air before you gently float back down to the ground. At any point during your descent you can move 5' laterally.
- Winter Chill - Your target is suddenly overcome with chill, taking a little damage and becoming tired, as if they've been struggling through snowbanks for hours.

Level 2:

- Binding Winds - You whip up a whirlwind around a target which keeps it from moving. It can speak, but cannot be heard, and can hear nothing but the roaring of the wind. This makes it difficult to cast, or to make ranged attacks, and holds flying creatures in midair.

- Blinding Spittle - You spit caustic saliva into your target's eyes and they are blinded until they can wash their eyes out.
- Chill Metal - [See here.](#)
- Cloud Wings - As you touch the subject, mist forms crude wings that cling to their back, allowing them to move twice as fast as they normally can. This does not allow them to fly.
- Creeping Cold - Reaching out your hand and making a crushing motion, you turn one creature's sweat to ice, creating blisters as the ice forms on and inside the skin. The subject takes more and more damage over time. (🧊)
- Desiccating Bubble - From your hand bursts a small sphere similar in appearance to a soap bubble. It quickly expands and speeds in the direction you indicate. A globe of supernaturally dry air rolls in whichever direction you point and engulfs those it strikes. It can leap to strike a target. If it encounters a creature it pauses to evaporate moisture from the subject. Oozes, creatures composed of water, and aquatic creatures take more damage. The bubble moves as long as you actively direct it, otherwise it stays at rest. The surface of the bubble has a spongy, yielding consistency, like a soap bubble but not fragile and does not cause damage except by absorbing moisture. It cannot batter down large obstacles.
- Electric Loop - Spitting a harsh arcane word, you snap your fingers and lightning leaps among your foes. You create a small stroke of lightning that hits up to three creatures adjacent to one another. If the targets don't dodge out of the way, they're briefly stunned.
- Fog Cloud - A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. Creatures further away than that are completely concealed, meaning that attackers can't use sight to locate the target. Wind can disperse the fog over time. This does not function underwater.
- Frost Breath - Giving a forceful exhale across your cupped hand, your breath shoots forth a cone of intense cold tinged with frost and ice crystals. Creatures caught in the 30' cone are dazed by the sudden shock of cold.
- Gust of Wind - This spell creates a severe blast of air (about 50 mph) that generates from you, affecting all creatures in its path. Flying creatures may be blown off course or downed, tiny or small creatures may be knocked down or bowled over. Human-sized creatures are held in place for a moment or two. It's harder to see and difficult to aim ranged attacks in the wind, and it automatically extinguishes small unprotected flames. It is a normal wind, so any consequences of having a large gust just at that location will also occur, such as fanning a fire, or creating a puff of dust, etc. (🌀)
- Ice Knife - You shake your hand as if to free it from some substance you disdain. As you do, a single shard of ice blasts from your hand and speeds to your target. If it misses, it creates a 10' radius burst of ice crystals. You may strike anyone within 400'.
- Lively Step - A whisper of wind carrying a little lively tune wraps around an area with a 30' radius centered on you. It plucks at the heels of your comrades and increases their speed while traveling. The moment one of them does something other than move, the spell ends for everyone.

- Master Air - Great translucent feathery or batlike wings unfold from your back and allow you to fly at a fairly quick pace. Should the spell expire while you are still aloft, the magic fails slowly. You drop to the ground and land safely. (✳️)
- Quick March - Your feet and those of your allies in a 20' radius burst glow with a blue nimbus. This doubles your allies' land speed, but no other form of movement.
- Ray of Ice - You launch a ray of numbing cold at your enemy. The target takes cold damage and must dodge or be frozen to the ground with its feet encased in ice. A frozen creature may be able to either pull itself free through strength or by damaging the ice.
- Slipstream - You create a low-cresting wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases a little. If going downhill, speed increases more, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed.
- Snowball Swarm - As you cast the spell, those around you sense an unnatural chill. This vanishes as you release a burst of magic snowballs from a point you select within 100' feet of you. The swarm attacks creatures and objects within a 10' radius burst. (❄️)
- Stolen Breath - With a clenched fist, you make a tugging motion toward your target and steal all the air from the subject's lungs, causing it to suffer a momentary respiratory crisis. It can take shallow breaths and act normally, but is likely to pause and gasp until they can get their breath back.
- Swim - With a wave of your hand, your subject seems more streamlined, with a hint of webbed appendages, allowing them to swim as naturally as if they had been born to it. This does not allow the subject to breathe water or hold their breath longer.
- Wave of Grief - Emitting a mournful wail, you send out a pulse of magic imbued with sorrow in a 30' cone from you, making your foes stumble with the impact of the sudden emotion and they react accordingly. Some burst into tears, others fly into a rage, some sink to the ground in despair.
- Whispering Wind - You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes. When the spell reaches its objective, it swirls and remains in place until the message is delivered.
- Wings of Air - you place your hand on the winged creature's shoulders and a cool blue radiance infuses it, spreading to the tips of its wings. It becomes a little more agile in the air, able to make quicker turns, and more maneuverable when flying.

- Winter's Embrace - You clutch at the air as if grabbing your foe, then blow on your fist and ice and snow appear around your foe. The subject begins to take damage every few moments. The first time, it's simply damage. The second time it becomes tired. The fourth time it sags to the ground, exhausted and shivering. (✳)

Level 3:

- Air Breathing - Tiny bubbles appear on your hands as you complete the spell. As you touch each subject (up to 3), they are granted the ability to breathe air naturally for a few hours. This does not negate any ability to breathe water.
- Amorphous Form - The subject and all its gear become amorphous and ooze-like. This new form is boneless and fluid, enabling the subject to pass through holes or narrow openings as small as 2 inches in diameter. While amorphous the subject is immune to poison, polymorphing, stunning, critical hits and being surprised by someone behind it. It can now swim as quickly as it can walk on land and can be submerged as long as it wishes without breathing. However, all its armor becomes completely useless for protection purposes, and the subject cannot speak or gesture appropriately, or use magic items until it resumes its proper form.
- Aqueous Orb - You create a rolling sphere of water that can engulf those it strikes. It moves the same pace as a man and rolls over barriers less than 10' tall. It quenches non-magical fires immediately and possibly dispels smaller magical fires. Any creature in its path takes some damage and if they do not get out of the way will be engulfed and carried along with the orb. While inside they must hold their breath, unless they can breathe water. They must struggle against the currents and changing gravity within the orb to try and get out, and may become dizzy or sick.
- Bestow Curse -
- Bottle of Mist (Smoke) - You capture a plume of mist in a special bottle, and thereafter, if the bottle is opened, the mist emerges to form a vaguely horse-like shape. It makes no sound and anything that touches it simply passes through it. In order to ride it, you must hold the bottle in one hand. Anyone attempting to mount without the intact bottle simply passes through it, and losing or breaking the bottle after mounting causes the rider to fall through the horse. It can move as a normal horse would, and can, at the rider's behest, leave a bank of fog five feet wide and 20 feet high behind it as it moves. A severe or magical wind disperses the horse and any fog it has produced instantly. Otherwise the fog bank lasts ten minutes. The horse cannot attack or be attacked. The horse can be conjured back into the bottle, but the bottle remains enchanted for only 24 hours.
- Call Lightning - Immediately upon completion of the spell, and once per minute thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose. If you are outdoors and in a stormy area each bolt deals more damage. This spell functions indoors or underground but not underwater. You may call up to 8 bolts.
- Capricious Zephyr - Blowing on your twirling hand, you create a roiling ball of dust and gale-force winds. It moves as you direct it, attempting to bowl over anyone it passes over or push them away.

- Contagious Fog - Throwing out your arm, you cause a brown mist to whirl around your foes, blocking vision. The longer a person is in the fog, the more likely they are to contract a disease which immediately sets them stumbling and shaking, sapping their sense of balance. The fog moves away from you very slowly, rolling along the surface toward the lowest point. Because they are heavier than air, they will pour down sinkhole openings or manholes. It cannot penetrate liquids or be cast underwater.
- Corona of Cold - As you complete the spell, you feel your extremities turn ice cold, numb and sluggish. The feeling subsides as the cold drains away from your body into the air around you, causing your breath to emerge as white puffs in the now chill air. You are surrounded by a protective aura of cold that also causes damage to others within its radius. You are also resistant to fire damage and extreme heat. Creatures damaged by the extreme cold radiating from you begin to shiver uncontrollably and moving half as fast in that area. (✳)
- Dehydrate - With a squeezing gesture, you indicate your target and see sweat pour off it. You afflict the target with a horrible, desiccating curse that hurts and drains them. Oozes, plants, and creatures with the aquatic subtype are more susceptible to this spell.
- Downdraft - A column of air turns hazy gray and blasts toward the ground. Airborne creatures caught in the area must successfully dodge or plummet straight down 100'. They may collide with an object or the ground. Those creatures already on the ground may be knocked prone. You may call down this cyclone anywhere within 450' of you, the cylinder is a 20' radius and 100' high.
- Energy Vortex - Cold, Electricity - Energy wells up inside you and explodes outward in a 20' radius burst centered on you. Ice or electricity bursts in all directions. If you take that damage yourself, you deal twice as much to your enemies.
- Fly - [here](#)
- Gaseous Form - [here](#)
- Hailstones - You create three frigid hailstones in your hand which you hurl toward your foes where they shatter into a shower of ice crystals. These deal damage.
- Haste - [here](#)
- Hydraulic Torrent - You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against immovable objects this stream instead allows you to possibly destroy the target. Hydraulic torrent extinguishes any normal fires it encounters along its path. Magical fires are unaffected.
- Hypothermia - The subject becomes extremely cold, to the point of taking damage and going numb. They become fatigued, even sleepy.
- Ice Axe - A thin layer of frost forms around your hand as shards of ice descend from the sky and coalesce into the form of a battleaxe. You automatically are able to wield the axe as if it were something you've trained with your whole life. You cannot be disarmed, nor can it be sundered. It is virtually weightless, and if you wish to hold something else in that hand the shards swirl around your head until the hand is empty again. (✳)
- Ice Lance - Creating a long, sharp icicle as thick around as your arm, you magically fling it at your foe. If you hit with it, you may pierce the victim badly, and regardless the lance shatters and may stun whom it strikes.

- Love's Lament - Dirge-like music fills a cone-shaped area in front of you, reminding those in range of lost loves and disappointments, nauseating them and taking them to their knees.
- Scintillating Sphere - Pinching your fingers together you blow on them and a small sphere of electricity flies to a point within 500' of you, and then detonates in a 20' radius burst.
- Sink - Pointing out at one to three creatures in the liquid, you cause each subject to descend 100' down into the liquid (or to the bottom if the liquid is not deep enough.) They may then swim up normally if they can, but they must hold their breath as per usual.
- Sleet Storm - Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature with good balance can walk within or through the area of sleet at half normal speed. Others can't move at all, or fall prone. The sleet extinguishes torches and small fires.
- Mass Snowshoes - The feet of the creatures you touch glow with an ice blue radiance that fades but lingers, allowing them to walk lightly over ice and snow like Legolas in the pass of Caradhras. It in fact makes them move faster and means they don't have to worry about slipping on ice or breaking through cracked ice. In addition they do not leave an easily followed trail through ice and snow. You may affect three creatures with each cast.
- Standing Wave - Taking command of the water, you cause a wave to rise and lift a creature or object the size of a human and propel it forward. An object so lifted can contain creatures or other objects. The wave moves the creature or object in a straight line over water. The spell dissipates when the wave contacts land, lowering its burden harmlessly to shore. (Illuminants can move entire buildings with this spell.)
- Water Breathing - Gills crease your subject's throat as you complete the spell. As you touch each subject (up to 3), they are granted the ability to breathe water naturally for a few hours. This does not negate any ability to breathe air.
- Weathereye - You can accurately predict the natural weather for a 5 mile radius area around you for up to one week in the future. If unnatural forces currently affect the weather, then the spell reveals spells or abilities in effect, though not the source of those abilities. This spell takes an hour to cast.

Level 4:

- Air Walk - The touched subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees. A strong wind (21+ mph) can push the subject along or hold it back. Should the spell duration expire while the subject is still aloft, the magic fails slowly.
- Buoyant Lifting - The water around your subject pushes them toward the surface until they are floating on it. They then rest at the top of the liquid and can swim away under their own power or can be moved by others. If the subject is removed from the liquid, the spell ends.
- Control Water - [here](#). (➤)

- Crushing Despair - [here](#).
- Greater Creeping Cold - Reaching out your hand and making a crushing motion, you turn one creature's sweat to ice, creating blisters as the ice forms on and inside the skin. The subject takes more and more damage over time. It lasts longer and does more damage.
- Defenestrating Sphere - blowing through the ring of your thumb and forefinger, you create a cloudy gray sphere of whirling air and howling wind 2' across that flies to attack your enemies. Any creature struck by the sphere as you direct it takes damage from the force of the wind, and may be knocked prone. If they are knocked flat, they will need to grab something quickly to avoid being swept up by the sphere, and lifted 40' in the air and dropped. Or... if there is a window within range, the subject is automatically thrown out of it. The sphere can move within 150' of you.
- Energy Spheres - Cold, Electricity - Tossing five marbles into the air, each one turns blue and settles into an orbit around your head. These provide as much light as a torch and can be used to attack, or used to absorb some cold or electricity directed your way. Each one can absorb or perform a single attack before shattering.
- Eye of the Hurricane - Your voice trails off into whispers which begin to build upon one another, echoing in the air around you, swirling and twisting until they become a wind, gathering speed and creating a spherical vortex around you 40' radius out, with you encased in a 10' radius bubble of calm. The storm surrounding you has hurricane-force winds spinning in a circle with you at the center. Normal ranged attacks through the wind are impossible and even heavier projectiles have a hard time breaking through accurately. Creatures entering the storm area must be extremely careful lest they be picked up or knocked prone or flung out of the area at top speed. Only truly gargantuan creatures can move through unimpeded. If you move, the eye of the hurricane moves as well to keep you in the center.
- Freedom of Movement - [here](#)
- Ice Storm - Great magical hailstones pound down upon casting this spell, dealing cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area have extreme difficulty seeing and the entire area is difficult to traverse. At the end of the duration, the snow and hail disappear, leaving no after-effects (other than the damage dealt). (🌨️)
- Murderous Mist - Drawing in a lungful of air, you exhale a cloud of scalding hot steam. It moves away from you in a straight line. Anyone caught in it for more than a few seconds is injured and permanently blinded.
- Orb - Cold, Electricity - An orb of ice or electricity three inches across shoots from your palm to a target within 30 feet. Anyone struck may be blinded (cold) or stunned (electricity).
- Raise from the Deep - Water roils and foams as the single creature or object you indicate rises to the surface. Floating effortlessly now, it bobs up and down but does not sink again. It cannot swim below the surface of the water. Creatures that must breathe water can still do so. This spell is particularly effective at raising sunken ships. If you

know its appearance, name, date of its creation or birth, its history and the circumstances of its sinking, the vertical distance between you and the subject is not a factor.

- Rushing Waters - A great fountain rises up before you, sending cold water gushing outward in all directions. The wave rushes creatures in a 15' radius area, pushing them out of the way if it can. If they do move, they have a chance of falling prone. The wave also drenches anything in its area and extinguishes any normal fire as large as a bonfire.
- Solid Fog - This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that it impedes movement. Creatures moving through a solid fog move at half their normal speed. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed.
- Summon Elementite Swarm - Air, Water - You summon what looks like a host of small air or water balls, which immediately descend upon your foes. The swarm understands your speech and follows your commands to the best of its ability. You must concentrate to maintain it, but commanding it does not take away from that. It must stay within 30 feet of you.
- Swamp Stride - You instinctively know the depth of the nearest pool of water as well as other pools of a similar depth which are connected in your mind's eye magically as if each were a doorway with tunnels linking them.
- Mass Swim - With a wave of your hand, up to four creatures seem more streamlined, with a hint of webbed appendages, allowing them to swim as naturally as if they had been born to it. This does not allow the subjects to breathe water or hold their breath longer.
- Wall of Ice - This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire can melt a wall of ice. Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.
 - Ice Plane: A sheet of strong, hard ice appears. The wall is 5 inches thick. It covers up to a 50-foot-square area (a wall of ice 50 feet long and 10 feet high, a wall 25 feet long and 20 feet high, or any other combination of length and height). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it takes damage from the cold.
 - Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 10'. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.
- Wall of Water - This spell creates a straight wall up to 70 square feet in area composed of fresh or seawater as selected by you. The water forms around objects and creatures in its area, putting them underwater. Creatures can attempt to swim through the wall, or can walk along the floor at half speed. Any open flames in the area are immediately

extinguished and fire type creatures severely damaged as long as they remain in the water. Although the wall is transparent, it is solid and provides cover for those behind it. It cannot be destroyed by physical damage or drained off to a different location. Water brought out of the wall in a container immediately evaporates as the wall itself forms more water to replace what was taken.

- Wind at Back - This spell doubles the overland speed of seven creatures, assuming they are all traveling together in the same direction, including pack animals and mounts. This spell does not affect non-living material or tactical speed.
- Winged Mount - Touching your mount, it sprouts giant, feathery white wings. This allows them to fly fairly well, though they cannot make sharp turns well and are slowed as normal by the weight of what they carry or environmental factors.
- Greater Wings of Air - you place your hand on the winged creature's shoulders and a cool blue radiance infuses it, spreading to the tips of its wings. It becomes far more agile in the air, able to make quicker turns, and more maneuverable when flying.

Level 5:

- Arc of Lightning - Static fills the air around you and your gesture creates magical conductivity between two creatures so that a bolt of electricity arcs between them with a shockingly loud crackle. Any creatures caught in the way are also struck.
- Ball Lightning - With a circuitous pass of your hand through the air, a crackling ball of lightning appears before you, accompanied by the smell of ozone. You create a 5' diameter ball of concentrated electricity that rolls whichever direction you point as fast as the average person can hustle. It can ascend or jump up to strike a subject and will move so long as you actively direct it, otherwise it will stay at rest, damaging any creature in its space. It cannot push aside unwilling creatures or batter down large obstacles. It must remain within 150' of you or it will vanish.
- Call Lightning Storm - This spell functions like call lightning, except that each bolt deals 5 times more damage, and you may call a maximum of 15 bolts.
- Cloudkill - This spell creates a fog bank whose vapors are extremely poisonous. Simple, non-magical creatures caught in it die within seconds, and humans or magical creatures struggle to resist it as long as they are inside the fog. It causes withering, sapping vitality and energy quickly. The fog rolls away from you slowly, and because they are heavier than air, they sink to the lowest level of the land, even pouring down holes. It cannot penetrate liquids or be cast underwater. (🌫️)
- Cold Snap - You call in a powerful cold front in a one mile radius centered on you, lowering the temperature by 30 degrees Fahrenheit. In this environment, cold spells deal more damage. (The Blue Illuminant can lower the temperature as much as they'd like, but hedge mages can only lower it to -20 degrees.
- Cone of Cold - Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone of 30', dealing damage to those caught in it.
- Control Winds - [here](#) (👉)
- Cyclonic Blast - You forcefully thrust your hand forward, speaking the final words of the spell. Immediately thereafter, a blast of whirling wind issues forth, sweeping up all who stand in its way. You send a twisting torrent of wind not unlike a sideways tornado in a

line 120' long. It deals damage to anything human sized or smaller and knock them back, possibly prone. This may break through barriers as well.

- Dance of the Unicorn - Whirling your finger through a complex gesture, you create a cool and fresh mist that cleanses the air of pollutants. It washes away smoke, dust, poisons, and makes it easier for people to withstand magical gasses. The cloud of mist leaves everything within its area damp. This cloud is a 30' radius emanation centered on you.
- Geyser - You cause a 50' column of boiling water to spring forth from any horizontal surface, knocking over creatures directly over it and exposing nearby creatures to searing droplets as its spray falls back to the ground. Any creature caught in it has a chance to be thrown up into the air, taking damage from the boiling water and from hitting anything on the way down. In addition, the geyser sprays boiling water in a hemispherical emanation around it. Any creature within this area, including yourself, takes a smaller amount of boiling-water damage.
- Mass Fly - This spell confers the power of flight upon ten creatures which are within 30' of each other. Each recipient of the spell must remain within 30' of at least one other recipient or the spell ends for the creature that is separated from the others. Otherwise this functions exactly the same as [Fly](#). (≥) (✳)
- Ice Flowers - A field of small, sharp needles of ice thrusts up through the soil, flinging pebbles, rocks, and dirt into the sky, covering the ground with debris. This makes the ground extremely difficult to walk through and the needle-like spires as well as the raining debris do damage. This spell has no effect in desert terrain or on solid stone. You may indicate a 20' radius burst within 500' of you.
- Wail of Doom - you cry out a dire prophecy and those in a cone-shaped area within 30' of you suffer excruciating pain and become demoralized, some of them fleeing from you.
- Wind Tunnel - Calling upon the wind, and the wind picks up, blowing at your back and wrapping around your allies' missiles, sending them to their targets more surely. It doubles their range and improves the accuracy of 8 people.

Level 6:

- Animate Snow - You may compact a cube of snow up to 20' on a side within 150' of you into either (4) large animated objects, (2) huge animated objects, or (1) gargantuan animated object. The animated snow attacks as directed by your vocal commands, moves without penalty or restriction, and is blind. It will cause cold damage with each hit, but it also slowly melts in a place where temperature is above freezing.
- Blood Sirocco - With an exhalation and a circular wave of your outstretched arm, a stifling wind tears across the landscape, kicking up clouds of dust and sand over your foes in a 60' cone from you. It blows out from your location like a windstorm, knocking small creatures prone and tumbling them aside. Human-sized creatures are also knocked flat, and creatures horse sized cannot move toward you through the storm. The wind extinguishes all unprotected flames, and the dust and sand scours your victims, drawing their blood into the wind with each passing moment.
- Chain Lightning - [here](#).

- Drown - You speak the words and make the sign of the wave. Your foe sputters, water gushing from his mouth, then collapses. You create water in the lungs of the subject, causing it to begin drowning as if it had failed to continue holding its breath. They immediately fall unconscious and begin drowning. Coughing and other attempts by the subject to physically expel the water are useless. However another creature can stabilize the subject. Creatures that can breathe water or who do not need to breathe are unaffected.
- Energy Immunity - Cold, Electricity - A sense of security fills you as you complete the spell, which lingers for a moment as you touch the single target. Lasting a full 24 hours, this spell grants a creature and its equipment complete immunity to either cold or electricity.
- Extract Water Elemental - Framing the creature in your hands, you swirl your hands and water spurts forth from its pores and it cries out in pain. This brutal spell causes the targeted creature to dehydrate horribly as the moisture in its body is forcibly extracted through its eyes, nostrils, mouth, and pores. This deals a great deal of damage, and if the targeted creature is slain by this spell, the extracted moisture is transformed into a water elemental the same size as the slain creature. The water elemental is under your control.
- Fluid Form - When you cast this spell, your body takes on a slick, oily appearance. For the duration of this spell, your form can stretch and shift with ease and becomes slightly transparent, as if you were composed of liquid. This transparency is not enough to make you invisible. You gain resistance to damage from anything that does not have a slashing edge, and can stretch out to hit things up to ten feet away from you without moving.. In addition, you can pass through small holes or narrow openings, even mere cracks, with anything you were carrying at the time the spell was cast (except other creatures). Finally, you can “swim” through water quickly and can breathe both water and air for the duration of this effect.
- Freeze - A thin blue rae streaks from your hand, leaving a light mist in the area where it passed. If the creature does not dodge it is encased in a 5-inch thick sheath of ice and is immobilized. The creature continues to be injured by the cold until they are freed. A target so encased is aware and breathes normally, but cannot speak or move other than to attempt to escape through Strength. A winged creature cannot flap its wings and falls. A swimmer cannot swim but, encased in ice, will rise to the surface and bob about. Damage to the encased creature will damage the ice, not the creature, until it is broken out.
- Freezing Fog - A cool mist rises from the area you indicate. The thick mist blocks your ability to see within it, but the ground at its edge has turned white with frost. A bank of freezing mist billows out from the point you designate, obscuring all sight beyond five feet. Every minute they remain in the mist, creatures are damaged by the cold, and the fog is so thick that they cannot more more than 5' at a time. A creature or object that falls into the fog from above is slowed. It also coats all solid surfaces in a slick, icy rime, meaning that any creature moving in the area must be very careful or they will fall prone.

The spell does not function underwater, but on land creates a ban in a 20' radius 20' high within 150' of you.

- **Freezing Sphere** - Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 40-foot-radius burst, dealing cold damage to each creature in the area. A creature of the water subtype instead takes more damage and is staggered for a minute. If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 40-foot radius. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. You can refrain from firing the globe after completing the spell, if you wish.
- **Mantle of the Icy Soul** - As you touch the creature, a chill sweeps through you and down your arm, turning the creature's body icy blue. The touched creature gains immunity to cold and vulnerability to fire.
- **Nixie's Grace** - You feel a longing for cool waters and a forceful confidence manifest within you. Your movements and thoughts become filled with grace. You may now swim as quickly as if you'd been born to it, you can breathe and see underwater clearly, your skin becomes more resistant to steel but iron hurts you worse. You become more charismatic and graceful as well. This can only be cast on yourself.
- **Summon Greater Elemental - Air, Water** - You call upon the powers of the element and a it rushes to a height of fifteen feet. It assumes a vaguely humanoid shape, understands your speech and follows your commands to the best of its ability. You must concentrate to maintain the summons.
- **Tidal Surge** - An explosion of water rushes from the point you designate, bowling over your enemies. If no large, natural source of water exists within 200', you can only affect a single target, but if it does exist, the spell hits with such force that it can affect all creatures in a 20' burst and not only bowls them over but does damage to them. In addition, it extinguishes all open flames and exposed lanterns in the area as well as having a chance to dispel magical fires. The water may push or pull the targets into a larger body of water.

Level 7:

- **Blood to Water** - You forcefully spit, ending the spellcasting, and your spit expands into five clear orbs, which fly to their targets and turn blood red as they impact. You transmute the subject's blood into pure water, injuring them badly. The subjects must be within 50' of you at the time of casting.
- **Cloud-Walkers** - With a touch, you create gaseous pads of cloudstuff on seven people's feet, allowing them to fly perfectly outdoors at twice the speed they can hustle. To touch earth again, a subject must shake off the cloudstuff, which ends it for that creature. You can dismiss the spell, but only for all subjects at once - an act that can have significant consequences for those already in the air.
- **Control Weather** - You change the weather in the local area, calling forth clouds, storms, wind, or rain, or banishing the same, as you choose. You can control the general

tendencies of the weather such as the direction and intensity of the wind with this spell, but not specifics, such as where lightning strikes or the path of the tornado.

- Elemental Body - Air, Water - Drawing upon the elemental power, you transform your body in a flash of light into the elemental substance. You could breathe in that element, you are immune to poisons, sleep spells, paralysis, stunning, and as you have no organs they may not be critically injured. You can see in the pure darkness.
 - Air - you may fly at your normal speed, and people have a hard time hitting you.
 - Water - you may swim at your normal speed, and put out fires of both magical and non-magical origin.
- Ice Claw - This spell creates a 10' reptilian claw made of ice. The claw can grapple anyone you indicate, dealing cold damage as it holds and restrains. Most magical effects that do not deal damage do not affect the claw. It can be dispelled, and is vulnerable to fire, but is immune to cold.
- Solipsism - You manipulate the senses of one creature so that it perceives itself to be the only real creature in all of existence and everything else is merely an illusion. If the subject does not see through this, it will take no actions, instead watching the world around it with lonely bemusement. They will not defend itself from any threat since it considers any hostile action merely an illusion.
- Storm of Elemental Fury - A black storm cloud appears over your enemies, buffeting the area with a whirling windstorm that makes ranged attacks impossible and small creatures get blown away. Creatures which are human sized may be knocked prone. Flying creatures are blown in a random direction. Spells cast within the area are likely to be disrupted. A short time later the sky opens up, a deluge of rain extinguishing unprotected flames and perhaps protected flames as well. The torrential downpour reduces visibility to five feet and cuts movement in half.
- Storm Tower - You form an enormous tower of dark, swirling storm clouds and howling wind. It absorbs any electricity dealt to those within it. The storm tower is composed of windstorm-strength winds, making ranged attacks impossible within it, though it has no effect on the movement of creatures within it. However only creatures larger than an elephant can pass easily through the outer edge of the tower. All smaller creatures are likely to be checked at the edge. The wind makes it harder to hear things within 50' of the tower. This tower is a 20' radius cylinder 100' tall.
- Stun Ray - A quick jolt of electricity darts from your raised hand, which stuns your target for an extended length of time.
- Submerge Ship - Touching the target ship, you feel immediately connected to it. You enclose it in an invisible aura of air surrounding the ship and permeating its every space. If you sink it beneath the surface, you control the ship's speed and direction. All interior spaces of the ship remain dry even if a doorway or porthole is open while the ship is underwater. Any creature aboard the ship can move about with ease as if it were afloat on a calm sea. Such creatures can breathe water for the duration of the spell as long as they remain within 10 feet of the ship. External forces can still jostle the ship and knock people and objects off. You may transfer the control of the ship by passing the focus item to someone else. If the focus is lost or unattended the spell expires. Once the spell

ends, the ship ascends quickly toward the water's surface, the spell maintaining air for an additional several minutes. If it cannot reach the surface before the additional time ends, the ship immediately sinks.

- Swamp Lung - A sea-blue halo appears around your target's head and moments later they begin coughing up water. This spell causes stagnant swamp water to flood the target's lungs. If they are unable to breathe water, they must stop to cough it out. They will fall into a coughing fit and are helpless during that time. They may also contract filth fever.
- Waterspout - This spell creates a whirling, cylindrical column of water with a 5' radius that stretched 80' high. You may move the waterspout within 1000' of you as you choose. (It moves as quickly as a hustling human.) Or you may program a simple movement such as a straight line, zigzag, or circle. If it goes out of your range, the water collapses. Any creature it comes in contact with will be damaged, and any creature human sized or smaller will be sucked into the spout and held there in the powerful currents, continuing to take damage. They remain there for five minutes before being ejected forcefully out of the top of the spout. Only small watercraft such as canoes, kayaks or coracles can be sucked into the spout, and experienced sailors may be able to avoid it.

Level 8:

- Field of Icy Razors - your breath comes frosty cold as you intone the spell and ice shards erupt from the soil, chill air swirling around their needle-sharp tips. Creatures must slow down or cut their feet. Simply being around these shards injures them.
- Horrid Wilting - This spell evaporates moisture from the body of each living creature in a 60' radius area, causing flesh to wither and crack and crumble to dust. This spell is especially devastating to water elementals and plant creatures.
- Lightning Ring - A ring of crackling lightning explodes from your chest to whirl about you. The ring of electricity moves with you and does not interfere with your spellcasting or attacks, or with others attacking you. As long as it is in effect, you are resistant to electricity. Anyone who comes in contact with the ring is zapped with an extremely high level of electricity. In addition, you may direct two lightning bolts every few minutes which can be aimed separately.
- Maelstrom - Twisting your hand and pulling it down, your magic reaches out and does the same to the water on a titanic scale, creating a vortex 120' wide and 60' deep. Waterborne creatures or objects within 50' of the vortex are likely to be sucked in and injured badly on the way to the bottom. Upon reaching the bottom of the whirlpool they are ejected to the side but they may be sucked back in. Larger subjects are ejected from the top.
- Polar Ray - A blue-white ray of freezing air and ice springs from your hand to deal a large amount of damage to a target. It also makes the target slow and sluggish.
- Sea mantle - You sheathe yourself within a churning column of pure elemental water up to 30 feet high that fills your space. You gain a swim speed equal to your land speed and can see, hear, and breathe normally within the sea mantle, but attacks against you are

treated as if you were under the surface of the water. The sea mantle allows you to make an attack by forming a pseudopod of water with a range of 30'. You may also extinguish fires by touch.

- Stormrage - Harnessing the powers of wind and storm, you grant yourself the ability to fly and immunity to ranged projectiles. You are completely unaffected by natural or magical wind, easily able to hold your position. In addition, you may discharge a bolt of lightning from your eyes once every few minutes to strike anything within 100' of you.
- True Creation - With one last invocation, you bring into being the object you desire. This spell takes ten minutes to cast, and creates a non-magical object of any sort of matter. These are permanent and cannot be dispelled. They are completely real. As an Illuminant, you may only create items which are appropriate to your color themes.

Level 9:

- Freedom - [here](#)
- Magic Miasma - A thick, sparkling cloud of mist billows into existence in a 30' radius emanation. It cannot be seen through, and slows those within it as well as weakening any spells cast within it. Anyone coming out of it may continue to be weaker as a spellcaster.
- Mass Drown - You speak the words and make the sign of the wave. Your foes sputter, water gushing from their mouths, then collapse. You create water in the lungs of the subjects, causing them to begin drowning as if they had failed to continue holding their breath. They immediately fall unconscious and begin drowning. Coughing and other attempts by the subjects to physically expel the water are useless. However another creature can stabilize the subjects. Creatures that can breathe water or who do not need to breathe are unaffected.
- Obedient Avalanche - You summon an avalanche of snow out of a rift in midair, burying your foes. Within 20' of the center point, creatures take a great deal of damage and are buried in ordinary heavy snow. They may attempt to dig themselves free or may be dug free by others. Trapped creatures are unable to move and cannot cast spells. Between 20' and 40' of the center point creatures are only half buried, injured less than they used to. The avalanche uproots small trees and other vegetation automatically and leaves a trail of rubble even after the snow melts. It also extinguishes all flames it touches, whether they are normal or magical.
- Summon Elemental Monolith - Air, Water - Crushing a large gem (aquamarine - air; pearl - water), you call into being a gigantic, roughly humanoid creature composed entirely of the element. To direct it, you must speak the language, or it will attack the nearest opponent to the best of its ability. The creature is 25' tall and cannot be harmed by the element, sleep, poison, paralysis.
- Tsunami - You create a massive wave of water that then moves in a straight line across water or land-you select the direction the wave travels (which must be perpendicular to its width), but once set in motion, the wave cannot change course. Creatures caught in it are likely to be knocked prone and carried with the wave as well as badly hurt. Objects struck by a tsunami are swept up if they are Huge or smaller and are carried along by

the wave, deposited in a pile at the end of the wave's journey. Gargantuan or larger objects, as well as structures or objects firmly attached to the ground, take a great deal of damage and if this is enough to destroy the object or structure, the remains are carried along by the wave. A solid barrier that is taller than the tsunami that is not destroyed by the wave stops that portion of the wave from continuing onward, leaving a gap in the wave as the rest of it continues forward.

- Greater Whirlwind - Tornado. You create a tornado as big as you want. You're an Illuminant. It does tornado things and you can direct it where you want it to go. Fuck shit up. Have fun.