

# MYSTIC BASE 4.7.4

## LIQUID ALTERATION

| Lvl   | Spell                  | Area of Effect   | Duration  | Range    | Type |
|-------|------------------------|------------------|-----------|----------|------|
| ❑ 1)  | Boil/Freeze Water      | 1 cu'/lvl        | C         | 2'       | F    |
| ❑ 2)  | Clear/Desalinate Water | 1 cu'/lvl        | C         | 2'       | F    |
| ❑ 3)  | Evaporate Water        | 1000 cu'/lvl     | P(C)      | 2'       | F    |
| ❑ 4)  | Waterwall              | 10'x10'x1'       | C         | 10'      | E    |
| ❑ 5)  | Water Bolt I           | 1 target         | —         | 100'     | DE   |
|       |                        |                  |           |          |      |
| ❑ 6)  | Water Corridor I       | 100'x3'x10'      | C         | 10'      | F    |
| ❑ 7)  | Call Rain              | 100'R            | C         | self     | E    |
| ❑ 8)  | Calm Water             | 100'R            | C         | 10'      | F    |
| ❑ 9)  | Wave                   | (1'x10')/lvl     | —         | 100'     | F    |
| ❑ 10) | Waterwall True         | 10'x10'x1'       | 1 min/lvl | 10'      | E    |
|       |                        |                  |           |          |      |
| ❑ 11) | Water Corridor III     | 300'x4'x50'      | C         | 10'      | F    |
| ❑ 12) | Liquid-Water           | varies           | P         | touch    | F    |
| ❑ 13) | Whirlpool              | 20'R(200'R)      | C         | 300'     | F    |
| ❑ 14) | Water Tunnel           | 5'Dx100'         | C         | 10'      | F    |
| ❑ 15) | Calm Water True        | 100'R/lvl        | C         | 10'      | F    |
|       |                        |                  |           |          |      |
| ❑ 16) | Command Current        | special          | C         | self     | E    |
| ❑ 17) | Water Bubble           | 10'R             | C         | self     | E    |
| ❑ 18) | Water Bolt III         | 1 target         | —         | 300'     | DE   |
| ❑ 19) |                        |                  |           |          |      |
| ❑ 20) | Water Corr. True       | 100'/lvlx6'x100' | C         | 10'      | F    |
|       |                        |                  |           |          |      |
| ❑ 25) | Water Tunnel True      | 6'Dx100'/lvl     | C         | 10'      | F    |
| ❑ 30) | Stream Diversion       | 1 stream         | C         | 100'/lvl | F    |
| ❑ 50) | Transmutation          | 1 cu'            | P         | touch    | F    |

## LIQUID ALTERATION

- Boil/Freeze Water** — For each level of the caster, 1 cubic foot of liquid can be heated to boiling **or** cooled to freezing (at the rate of 50° per round of concentration).
- Clear/Desalinate Water** — As *Boil/Freeze Water*, except removes all sediment and dissolved substances.
- Evaporate Water** — As *Boil/Freeze Water*, except 1000 cu'/lvl of liquid is evaporated at a rate of 100 cu'/rnd.
- Waterwall** — Creates a 10'x10'x1' wall of churning water (a water source must be within 10'). All attacks through the wall suffer a -80 penalty. All movement through the wall is reduced by 80%.
- Water Bolt I** — A bolt of water is shot from the palm of the caster (a water source must be within 10'). Attack is resolved on the Water Bolt Attack Table.
- Water Corridor I** — Creates a corridor through liquid up to 100' long, 3' wide and 10' deep (must be open at the top).
- Call Rain** — Causes it to rain in 100'R about the caster. The heaviness of the rain is determined by the humidity (GM's discretion).
- Calm Water** — All water within a 100'R is calmed. Waves are cut by 20' in the center and less towards the perimeter. This will negate the effects of currents in the area of effect.
- Wave** — Creates a wave moving away from the caster; wave is 1' high per level in the center and 10' per level wide.

10. **Waterwall True** — As *Waterwall*, except has a fixed duration of 1 minute per level of the caster.

11. **Water Corridor III** — As *Water Corridor I*, except limit is 300'x4'x50' deep.

12. **Liquid-Water** — Changes any liquid into normal water.

13. **Whirlpool** — Creates a 20'R whirlpool that will draw in any unpowered objects up to 200' away. Powered objects may make a Very Hard maneuver roll to resist the pull of the Whirlpool.

14. **Water Tunnel** — Creates a tunnel through liquid that is 5' in diameter and 100' long.

15. **Calm Water True** — As *Calm Water*, except area of effect is 100' per level **and** waves are cut by 50'..

16. **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 will be increased by 50' per round (approximately 3 miles per hour).

17. **Water Bubble** — Creates a bubble of air (10' R) around the caster and others. The bubble will carry them in up to 100' of water (air is resuscitated). The caster must concentrate to move the bubble (without concentration it will simply rise to the surface). At the end of the duration, the bubble will begin to rise to the surface. All objects inside the bubble will rise with it. After reaching the surface, the bubble will burst.

18. **Water Bolt III** — As *Water Bolt*, except for range.

20. **Water Corridor True** — As *Water Corridor*, except limit is 100' per level long, 6' wide and 100' deep (and does not require concentration).

25. **Water Tunnel True** — As *Water Tunnel*, except limit is 6' diameter and 100' per level long (and does not require concentration).

30. **Stream Diversion** — Caster can divert a water source or part of a water source into a stream which can be up to 15'x6' and as long as the range of this spell.

50. **Transmutation** — May transmute 1 cubic foot of liquid into another non-magical liquid that the caster has a sample of. This spell takes 8 hours of continuous, uninterrupted concentration.

## SPECIAL NOTES

- Unless otherwise stated, after the duration of any spell above, the material returns to its natural state. For example, water boiled with the *Boil Water* spell will begin to cool after the duration of the spell.
- Unless specifically stated, all of the spells on this list apply to any liquid (not just water).
- Some sample boiling temperatures for various liquids (see Section 7.1.13).