



Odivshe Spells of Cedric of Kaldin

Enchanted Water (II)

(By W. V. Catterall)

This spell may be used to enchant a small quantity (1/2 Index ounces) of plain water. The enchantment is channeled through the caster's Focus, which is dipped into the water (or, where this would be impractical, the water poured over the focus onto another receptacle) during the casting of the spell. The spell will not work on any liquid aside from water, and any significant impurities in the water will decrease the chance of successful enchantment (GM's discretion). A successful enchantment of impure water, however, will cause those impurities to precipitate out from the liquid, leaving an enchanted distillate which can then be poured off. The enchanted water will resemble, in all respects, normal distilled water (an unusual thing on Hårn, perhaps), with the following exceptions:

- 1) The enchanted water will give off a faint, sparkling glow under conditions of low or absent lighting, or when it becomes mildly chilled (such as on a cool winter day or when in a cool underground passage). This glow would require a considerable quantity (minimum 16 ounces) of enchanted water in order to dimly illuminate even a small 10' square room on its own, but in smaller quantities could prove useful in providing a minor amount of illumination (enough to read by with some difficulty, for instance). The enchanted water will glow with greater intensity when in close proximity to the Focus which was utilized in its enchantment – the enchanted water is linked specifically to that Focus and to no other (see below). In bright sunlight, conversely, the sparkling glow given off by the enchanted water would be faintly visible only when the Focus in question is quite close to it.
- 2) The water, while enchanted, will resist any attempts to physically taint or mix it with other substances, thus retaining its purified state. In most cases, the enchanted water will simply not mix with the other substance (usually another

liquid, dye, substance to be dissolved in it, or significant amount of contaminant), in much the same way oil fails to mix with water. A significant attempt to taint the enchanted water would likely require the water to “save” (roll Index or lower on d20), failure of which would break the enchantment. Also, enchanted water will resist freezing, with a failure of this resistance resulting in a loss of the enchantment.

- 3) Enchanted water behaves similarly to other magical enchantments with regard to its ability to be dispelled by magical means.

Aside from these considerations, the main purpose of enchanted water is to function with other spells designed, or modified, for its use. In casting these spells, the enchanted water is often used as a trigger or catalyst for spell effects of varying kinds. Note that, as mentioned above, enchanted water is generally quite specific to the particular Focus used in its enchantment, and thus may only be utilized in its main capacity as spell catalyst in spells cast through that same Focus. At the GM's discretion, an attempt to utilize water enchanted with a foreign Focus as a trigger or catalyst in a different Focus' spell would result in a high chance of failure (subtract EW's Index x 5 from EML).

Bonus Effects:

- ML 41+** Duration of enchantment is doubled- The enchantment may not be dispelled by non-magical means.
- ML 51+** Duration of enchantment is tripled.
- ML 71+** Duration of enchantment is permanent, and the enchantment becomes twice as difficult to Dispel.

Time: (15-SI) minutes

Range: Touch

Duration: SI hours



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Effluvium (II)

(By W. V. Catterall)

This Conjunction generates an outflowing of elemental water, which will coalesce into a sphere suspended in midair up to Index yards from the caster at a height above the ground along the line of the caster's gesturing index finger. If such a point would imbed the water sphere in a solid object, the sphere will appear at a point as close to the original indicated spot (and upon the same path indicated by the caster) as possible. Within these restrictions, the caster may choose the distance of the Effluvium's outflow from the Elemental Realm, as this distance will be imbedded in the recited incantation used by the caster to trigger the spell. The volume of water conjured will be (Index x Index) gallons, and this water will immediately show the physical properties of normal water and behave completely in keeping with any normal body of water (thus, in the case of Effluvium generated three feet above a normal dirt floor, the water will immediately splash to the ground and soak into the dirt). The only special property of the conjured water will be its absolute purity and absence of any contamination of any sort, although interaction with the Physical Realm will, of course, immediately degrade that state in a normal manner. (N.B. This water is not Enchanted Water.)

Bonus Effects:

ML 46+ Caster may hold the body of water in its spherical and suspended form as long as he concentrates. The water otherwise retains its normal properties (i.e., objects passing through the sphere of Effluvium will be submerged).

ML 61+ Duration becomes instantaneous.

ML 76+ Caster may hold the body of water in its form without concentration, up to (10 x Index minutes). Among other purposes, this would allow the caster to perform further magic upon the Effluvium as the caster sees fit.

Time: (15-SI) minutes

Range: SI yards

Duration: SI seconds

Seal of Kalbin (IV)

(By W. V. Catterall)

This spell creates a waterproof seal on the surface of an inanimate object. The area of the effect is equal to: (index x index) square feet. The surface area of the spell need not be flat, but the target of the spell must be a solid object (i.e. the spell may not be cast on the surface of a liquid, etc.) The target object may be wet or submerged when the spell is cast; the Seal will effectively dry any wet object it is cast upon, as the surface will no longer be in contact with the neighboring liquid.

Bonus Effects:

ML 41+ Duration is index days.

ML 51+ Range is index yards.

ML 71+ May be cast upon a living organism. Note that this can be dangerous over extended periods of time, as bodily functions involving ingestion and excretion of liquids will be prevented.

Time: (15-SI) minutes

Range: Touch

Duration: SI hours



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Bond of Tesien (IV)

(By W. V. Catterall)

This spell acts as an application to bond any closable opening or existing fastening. The spell forms a magic seal similar to a very strong adhesive, which will effectively fasten or secure solid objects together and prevent their separation. The objects or portions of the objects to be bonded with the spell must already be in contact for the spell to take effect, must have been moistened with some sort of liquid (typically water), and the caster must be able to touch at least one portion of the edge of this joined area in order to successfully implant the spell. While the bond can be subjected to physical separation and thus broken at lower ML levels, there is a chance that the material itself might break or tear prior to the spell giving way (GM discretion), as the spell does nothing to strengthen the material of the object itself.

The spell affects Index continuous square inches of material or surface and, while it is not necessary to cover the entire area to be joined with the spell's effects, a failure to do so will, along with other factors specific to the material, typically increase the likelihood of the bond or material yielding to physical force. The bond itself may be broken at lower ML levels (see below) through such force, with the individual needing to roll their strength or lower on d20 at the same time that the Spell fails to roll its Index or lower (only one opportunity per person).

The spell is designed to be rendered dysfunctional when a small amount (one ounce) of Enchanted Water associated with the same Focus is sprinkled upon or applied to any portion of the perimeter of the seal. At lower ML levels (see below), the Bond of Tesien will effectively be dispelled upon this application, and will need to be reapplied to the surface if it is to be subsequently rebonded.

Bonus Effects:

ML 41+ The spell's Duration becomes Index days x 2.

ML 51+ The spell will retain its effect following its being rendered dysfunctional in the above

manner, given that the Duration of the initial spell has not been expended. Thus, an application of Enchanted Water will temporarily negate the spell's effects, but the Bond can be reestablished within the bounds of the spell's Duration by simply reconnecting the surfaces as before.

ML 61+ The spell becomes immune to physical force — the Bond may only be broken by being Dispelled through magical means. The spell's Duration becomes Index days x 3.

ML 71+ Duration of enchantment becomes permanent, apart from complete physical erosion of the materials involved.

Time: (20-SI) minutes

Range: Touch

Duration: MS: SI days; CS: 2*SI days



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Kalbin's Cascade (IV)

(By W. V. Catterall)

This spell causes a jet of liquid to spring forth from a body of water and extend for a distance of up to $\text{Index} \times 2$ yards from the point of emanation in the direction desired by the caster. The caster must be within Index feet of the body of water with a clear line of sight to said body. The point of emanation may be from any part of the water that is within range. The amount of water to pass through the effect is equal to ML gallons per minute, and the diameter of the effect will remain about one or two inches in diameter along its length throughout the duration of the spell. The arc must maintain a generally straight or 'natural' course from point of emanation until its terminus; any physical object interrupting its path will scatter the effect as it would any mechanically driven jet of water.

Bonus Effects:

- ML 41+** CS doubles the rate of water flow as well as the range of the effect.
- ML 51+** With CS, the stream can be used as a 'riot control hose' with limited aim. Its effect at this level is to inflict a blunt strike equal to SI and a S3 . The target may try to avoid the strike using either dodge or acrobatics.
- ML 61+** The jet need not be straight, but the caster must have a line of sight to the terminus.
- ML 71+** The caster need not be able to see the intended point of terminus. However, he must know where it is, and can only use the Cascade as a weapon if he can see the target.
- ML 76+** The caster can always use the Cascade as a weapon, he may aim it, and does damage in the following way: CS = Blunt strike at $2 \times \text{SI}$ and S5 ; MS = Blunt strike at SI and S4 . The target may attempt to evade. An equal or higher level of success versus the caster's roll successfully avoids the strike.

Time: $(30 - \text{SI})$ seconds

Range: SI feet

Duration: SI minutes

Malbere's Bane (V)

(By W. V. Catterall)

This Projectile Conjunction generates a quantity of Elemental water (see Effluvium) which is accelerated as a weapon at a target. This water coalesces into a sphere suspended in midair up to Index yards from the caster, at a height above the ground along the line of the caster's gesturing index finger. The volume of water conjured will be $(\text{Index} \times \text{Index})$ gallons. Upon completion of the outflow of the Effluvium water from the elemental realm, a sweeping gesture of the caster's index finger toward the target causes the sphere of water to accelerate at a high speed toward that end point. The globe of water will largely remain in spherical form during the brief (about 1 second) flight, although encountering any solid objects in its path will degrade the ultimate impact on the target partially or entirely (at the GM's discretion) and consequently deliver some minor or major impact upon the intervening object. (N.B.: This includes the obstruction of the caster, should the caster be so foolish as to generate the water sphere a full 180 degrees from his target!) While an unsurprised target may attempt to dodge the projectile, at the GM's discretion, the velocity of Malbere's Bane is relatively fast. The water will inflict an impact of $2d6 + \text{index}$ (MS) or $4d6 + (2 \times \text{index})$ (CS), as well as soaking the target to the extent that its volume dictates. Range applies both to distance from caster to generation point, and to distance from caster to target. Note that the additional impact damage due to the "index" factor represents damage derived from acceleration gained in traversing the distance to the target, and presupposes as close to maximum range from generation point to target as possible. Therefore, damage is always decreased by $((2 \times \text{Index}) - (\text{distance in yards from generation point to target}))$.

Bonus Effects:

- ML 61+** Duration becomes 1 second as generation becomes instantaneous.

Time: $(60 - 2 \times \text{SI})$ seconds

Range: SI yards

Duration: $1 + \text{SI}$ seconds