

# Internal Elementalist Base List

## Water's Influence

| L  | Spell                   | Area of Effect | Duration    | Range | Type |
|----|-------------------------|----------------|-------------|-------|------|
| 1  | Water of the Body II    | self           | 1 min/lvl   | self  | U    |
| 2  | Water's Movement I*     | self           | 1 round/lvl | self  | U    |
| 3  | Deluge I*               | self           | 1 round/lvl | self  | U    |
| 4  | Water of Life I         | self           | -           | self  | U    |
| 5  | Water of the Body IV    | self           | 1 min/lvl   | self  | U    |
| 6  | Water's Movement III*   | self           | 1 round/lvl | self  | U    |
| 7  | Deluge II*              | self           | 1 round/lvl | self  | U    |
| 8  | Water's Influence I*    | self           | 1 round/lvl | self  | U    |
| 9  | Water of Life II        | self           | -           | self  | U    |
| 10 | Influences II           | self           | 1 round/lvl | self  | U    |
| 11 | Water of the Body VI    | self           | 1 min/lvl   | self  | U    |
| 12 | Water's Movement VI*    | self           | 1 round/lvl | self  | U    |
| 13 | Deluge III*             | self           | 1 round/lvl | self  | U    |
| 14 | Water of Life III       | self           | -           | self  | U    |
| 15 | Water of the Body VIII  | self           | 1 min/lvl   | self  | U    |
| 16 | Water's Movement True*  | self           | 1 round/lvl | self  | U    |
| 17 | Water's Influence II*   | self           | 1 round/lvl | self  | U    |
| 18 | Deluge IV*              | self           | 1 round/lvl | self  | U    |
| 19 | Water of Life True      | self           | -           | self  | U    |
| 20 | Influences III          | self           | 1 round/lvl | self  | U    |
| 21 | Water of the Body True  | self           | 1 min/lvl   | self  | U    |
| 22 | Influences True         | self           | 1 round/lvl | self  | U    |
| 23 | Water's Influence True* | self           | 1 round/lvl | self  | U    |

1. Water of the Body II: Caster takes on water's resilience and gains +2 Constitution bonus for the duration.
2. Water's Movement I\*: Caster takes on water's ability to flow with an impact or around resistance. For the duration, the caster reduces any concussion hits taken by 1. The hits are ignored, and do not return after the spell's duration expires.
3. Deluge I\*: The casters attacks take on the overwhelming force of a flood. Any parry from the target is reduced by 10, including defensive bonus granted by a shield or magic shield. This can only affect the target's DB from parry or a shield, and may not reduce that amount below zero.
4. Water of Life I: The caster takes on some of elemental Water's ability to recover from violence and flow back into shape. The caster may either reduce one bleeding injury by one hit per round, or heal 2d10 hits. Any of these require one minute of concentration. (Any bleeding stopped will be immediate but will resume if concentration is broken before it is complete.)
5. Water of the Body IV: As Water of the Body II, but bonus is +4.
6. Water's Movement II\*: As Water's Movement I, but caster reduces hits by 3.
7. Deluge II\*: As Deluge I, but target's DB from parry is reduced by 20.
8. Water's Influence I\*: As Water of the Body II, Water's Movement I, and Deluge I, all functioning at the same time.

9. Water of Life II: As Water of Life I, but caster has the option of healing 5d10 hits, stopping 3 hits per round of bleeding, mending a simple fracture, or repairing a damaged muscle or tendon. This will also reduce any "flesh wound" penalty by 10.
10. Influences II: This spell allows the caster to take on the influences of two elements for the duration. One of the elements influencing the caster must be Water.
11. Water of the Body VI: As Water of the Body II, but bonus is +6.
12. Water's Movement VI\*: As Water's Movement I, but caster reduces hits by 6, and reduces all criticals by one level. (A becomes A-25.)
13. Deluge III\*: As Deluge I, but target's DB from parry is reduced by 30.
14. Water of Life III: As Water of Life II, but caster may heal up to 10d10 hits, stop up to 10 hits per round of bleeding, or heal any fracture (including shatters) or any soft tissue damage (muscles, ligaments, tendons). This spell reduces any "flesh wound" penalty by up to 20.
15. Water of the Body VIII: As Water of the Body II, but bonus is +8.
16. Water's Movement True\*: As Water's Movement I, but caster reduces hits by 10, and reduces any critical by 2 levels. (A becomes A-50, B becomes A-25.)
17. Water's Influence II\*: As Water of the Body IV, Water's Movement III, and Deluge II, all functioning at the same time.
18. Deluge IV\*: As Deluge I, but target's DB from parry is reduced by 40.
19. Water of Life True: As Water of Life I, but caster may concentrate and heal any damage. Caster reduces bleeding at a rate of 1 hit per round, per round. Caster heals other injuries at a rate of one hit per round. Once all the associated concussion damage is healed, any associated penalties are also healed. (Example: a sword strike results in 15 hits and a severed muscle. This would require 15 rounds of concentration, after which it would be completely healed.)
20. Influences III: This spell allows the caster to take on the influences of three elements for the duration. One of the elements influencing the caster must be Water.
30. Influences True: This spell allows the caster to take on the influences of two opposing (scourge) elements for the duration. One of the elements must be Water.
50. Water's Influence True\*: As Water of the Body VI, Water's Movement VI, and Deluge III, all functioning at the same time.

### Spell Notes:

The caster can only have one of the Water of the Body, Water's Movement, or Deluge spells functioning at any one time. The only way to combine more than one of these is through the Water's Influence spells. This represents the casters ability to *either* concentrate his efforts to increase one attribute, or to generalize and increase all three.

The caster may not have Influences from different elements active at the same time, unless the appropriate Influences spell has been cast.

A caster may never have active influences from opposing elements (scourge elements if using the Elemental Companion) at the same time, without the use of the Influences True spell. Doing so will immediately cause spell failure, with a modification to the roll of +1 per level of *each* spell, using the Elemental Attack spell column.

The Water of Life spells, unlike most healing spells, are not subconscious. The caster must be able to concentrate or this type of healing cannot be used.