

LAKE WAYS

(CLOSED CHANNELING)

		Area of Effect	Duration	Range
1.	Lake Store	Self	-	Self
2.	Lake Compass	Self	-	Self
3.	Lake Nourishment š	-	P	10'
4.	Lake Guide š	Self	10min/lvl	Self
5.	Water Breathing š	Target	10min/lvl	Touch
6.	Lake Light š	1 Lake	10min/lvl	Touch
7.	Lake Healing š	Target	P (C)	Touch
8.	Lake Voice š	Self	1min/lvl	Lake
9.	Lake Presence š	Self	10min/lvl	1 Lake
10.	Summon Lesser Lake Guardian š	-	10min/lvl	10'
11.	Lake Gate š	10'x4'	1min/lvl	10'
12.	Lake Gathering š	Self	1min/lvl	Self
13.	Mass Lake Nourishment š	-	P	10'
14.	Greater Lake Healing š	Target	P (24 hrs)	Touch
15.	Lake Guise š	Self	-	Self
16.	Lake Awareness š	Self	10min/lvl	1 Lake
17.	Lake Speech True š	Self	1min/lvl	1 Lake
18.	Summon Greater Lake Guardian š	-	10min/lvl	10'
19.	Call Magical Blade š	-	P	-
20.	Lake Healing True š	Target	P	Touch
25.	Lake Gate True š	10'x4'	1min/lvl	10'
30.	Call Artifact Blade š	-	P	-
50.	Lady of the Lake š	Target	P	Touch
75.	Call Relic Blade š	-	P	-
100	Create Lake	½hr/lvl	P	Touch

1. **Lake Store** (MI) Caster memorizes the location of a Lake if he is currently within the radius of one and attunes himself to it for the purpose of the various Lake Gate spells and others on this list. The spell takes 1 hour to cast.

2. **Lake Compass** (I) Caster learns the direction and distance to the nearest Lake.

3. **Lake Nourishment** (U) Caster can produce enough food and water from the surrounding Lake to sustain 1 being for 1 day.

4. **Lake Guide** (I) Caster learns the direction and distance to any Lake that he has previously stored, even if it is not the nearest. The fixed point provides the caster with a +25 bonus to all Direction sense and Navigation maneuvers.

5. **Water Breathing** (U) Target is able to breathe in water as if in air.

6. **Lake Light** (F) Caster causes the entire area of a single Lake to glow with a soft light. Caster can choose the color of the light. The soothing light provides basic illumination and prevents harm from all but the most extreme of normal (non-magical) weather conditions.

7. **Lake Healing** (H) Caster can use the healing waters of the Lake to bathe a target and heal him of minor injuries. Target is healed of 1 hit point per round and is relieved of minor burn or frostbite damage as well as minor ailments such as rashes or toothaches after 5 minutes.

8. **Lake Voice** (U) Allows caster to speak and understand the language of all sentient, thinking beings within the Lake. The caster's voice is heard by all as if in their own languages.

9. **Lake Presence** (M) Caster is aware of all sentient, thinking beings within the radius of the Lake. Caster does not know where the beings are, who they are or what they are doing, but he is aware of the number of beings.

10. **Summon Lesser Lake Guardian** (E) Caster summons forth a Lesser Guardian of the Lake to do his bidding. This being appears as a ghostly apparition of a lady, dressed in flowing white robes. The creature is in fact a Lesser Intelligent Spirit Elemental.

11. **Lake Gate** (F) Caster is able to open a gate from one Lake to another he has stored. The gate remains open for 1 minute per level of the caster and allows instantaneous, two-way travel between the points. Distance is not a factor.

12. **Lake Gathering** (U) Caster is able to slowly absorb some of the latent magical power from a Lake. For every minute the caster concentrates, up to 1 minute per level of the caster, he receives 3 power points. The caster may not exceed his maximum power point limit.

13. **Mass Lake Nourishment** (U) Caster can produce enough food and water from the surrounding Lake to sustain 1 being for 1 day per level.

14. **Greater Lake Healing** (H) Caster can use the healing waters of the lake to bathe a target and heal him of minor and major injuries. Target is healed of 1 hit point per round. If the target is willing, after 5 minutes he enters a deep, healing sleep for a full day and night (24 hours). If (and only if) the target remains undisturbed during this period, he is healed of all bone, tissue, muscle, organ and nerve damage, short of complete loss or destruction.

15. **Lake Guise** (MU) Caster creates a visage about himself in which he appears to be a beautiful and benevolent version of any race that views him. The visage is individual to the viewer. Caster's appearance is so calming that anyone attempting to attack him must first make a successful resistance roll. This spell is cancelled if the caster takes any hostile action.

16. **Lake Awareness** (M) Caster is aware of all sentient, thinking beings within the radius of the Lake. Caster knows where the beings are, who they are and what they are doing (i.e., casting a spell, attacking, sleeping etc.).

17. **Lake Speech** (U) Allows caster to speak and understand the language of all sentient, thinking beings within the Lake. The caster's voice is heard by all as if in their own languages. Caster is able to communication with any beings in any stored Lakes over any distance.

18. **Summon Greater Lake Guardian** (E) Caster summons forth a Greater Guardian of the Lake to do his bidding. This being appears as a ghostly apparition of a lady, dressed in flowing white robes and swathed in bright light. The creature is in fact a Greater Intelligent Spirit Elemental.

19. **Call Magical Blade** (F) Caster summons a magical bladed weapon from the Lake. The blade is intelligent and has a will of 30. Its purpose is to protect the Lake and the wielder. The blade is a +25 magical weapon that strikes on the Holy Arms table against Large and Super Large creatures.

20. **Lake Healing True** (H) Caster can use the healing waters of the Lake to bathe a target and heal him of minor and major injuries. Target is healed of 1 hit point per round. If the target is willing, after 5 minutes he enters a deep, healing sleep for a full day and night (24 hours). If (and only if) the target remains undisturbed during this period, he is healed of all bone, tissue, muscle, organ and nerve damage, short of complete loss or destruction. In addition caster can restore the soul of the target providing the soul has not been destroyed and the target has died within the last year. In order to be raised, the target must roll below his Constitution stat, but, +1 is added to the roll for each day that the target has been dead. The target will remain in a healing coma for 1 day for each day he has been dead. This spell does not heal injuries beyond those mentioned, if a body is incapable of sustaining life within these parameters, the spell will fail.

25. **Lake Gate True** (F) Caster is able to open a gate from one Lake to any other Lake (doesn't need to be stored). The gate remains open for 1 minute per level of the caster and allows instantaneous, two-way travel between the points. Distance is not a factor. Caster is able to 'lock' the gate, preventing unwanted beings from passing through.

30. **Call Artifact Blade** (F) Caster summons a magical bladed weapon from the Lake. The blade is intelligent and has a will of 60. Its purpose is to protect the Lake and the wielder. The blade is a +30 magical weapon that strikes on the Holy Arms table against Large and Super Large creatures. If the weapon strikes an enemy's blade or armor (indicated by a critical hit area or if the enemy successfully parries an attack), the defending item must make a Resistance Roll versus level 30 or be destroyed.

50. **Lady of the Lake** (U) Using this spell, the caster may commission a willing, female target to become a Lady of the Lake. So long as the Lady remains within the Lake, she will not age and will regenerate at a rate of 1 hit point per round and will regenerate lost power points at the rate of 1 per minute. The Lady has access to all spells on this list up to her own level and in addition all of the 'Healing' spells may be cast on self and are considered subconscious.

75. **Call Relic Blade** (F) Caster summons a magical bladed weapon from the Lake. The blade is intelligent and has a will of 90. Its purpose is to protect the Lake and the wielder. The blade is a +40 magical weapon that strikes on the Holy Arms table against Large and Super Large creatures. The weapon can immolate, creating a bright magical aura that lights an area of 50' radius. These magical, white flames inflict an extra Essence

critical of equal severity. If the weapon strikes an enemy's blade or armor (indicated by a critical hit area or if the enemy successfully parries an attack), the defending item must make a Resistance Roll versus level 75 or be destroyed.

100. **Create Lake** (FE) Caster is able to create a new Lake in a place where none previously existed. This spell takes a full day to perform and must be cast under the light of a new moon. In addition to this spell the caster must also designate a new Lady of the Lake (see level 50 on this list). The Lake is created, as are feeder rivers from the closest sources. This may cause some disruption to the surrounding area. The new Lake (and water ways) slowly form and will be complete in the light of the new dawn.

Notes: § denotes that the Lake must be Stored before the spell can be cast.

With the exception of Lake Compass, Lake Guide and Create Lake, all of the spells on this list only function within the vicinity of a Lake.

A Lake is defined as a body of fresh water more than 100 feet in diameter and 10 feet deep.

The Call Blade spells call forth an enchanted item. Each Lake may only yield one such blade at any time.

The blade is a of weapon type desired by the caster at the time of casting.

The weapon may be taken outside of the vicinity of the Lake and may only be destroyed by returning it to a (any) Lake purposefully.