

Elemental Magic Attack Spells

These spells are treated as ranged attacks where the caster's Combat Score = 1 Die roll + *Spell Attack* score (the sum of Spell Power, Spell Attack bonus and Special Ability bonus). Range: *Power 1 = Short, Power 2 = Med, Power 3+ = Long*. Extend range (2x range = -2, 3x range = -4). Amplifying spell adds additional Spell Power points > 3 to the *Spell Attack* or adds points of *Armor Break*. Declare spell type before the Spellcasting Roll. Spell Mishaps occur on 3 failures.

Energy Beam: Fires a blue beam at one target, giving Spell Attack bonus of +2. Energy beams are *Precise*, with +2 Spell Attack when targeting subsystems, but *Refract* and give -2 Spell Attack when firing into Tactical Cover.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Pressure Wave: Creates a powerful wave pulse at one target. It has Spell Attack bonus of +2, with *Armor Break* (2).

Mishap: Lose ability to cast spells until healed by a *Healer*.

Vortex: Produce a deadly water vortex that sucks victims in. *Minimum Spell Power 2*. Vortex is Short radius and centers on one target model. All models in the vortex must defend against the Caster's Combat Score. Normal combat results but if lose by 1 point, victim is *fallen* instead of recoiling.

Mishap: Resistance Check with 2 successes or *fallen*. Caster also loses the ability to cast spells until healed by a *Healer*.

Hydrothermal Eruption: A rift in the seafloor jets superheated water into victims within area of Short radius centered on the targeted model. *Minimum Spell Power 3*. The eruption affects all Depth Levels above the area. All models in the eruption column must defend against the caster's Combat Score with a bonus of +2.

Mishap: A small eruption occurs below the caster. Defend against Spell Attack 7 and no casting spells for the rest of combat unless healed by a *Healer*.

Elemental Magic Conjunction Spells

These spells create zones of environmental danger with a Short radius in one depth level (except *Boiling Wall*). The center of the zone is up to 1 Medium stick from the caster, in its field of view, per Spell Power point used. Amplification increases the range by 1 Medium stick per Power Point > 3. Zones last the entire battle but can be dispelled by an *Arcanist* or *Elementalist* within Short distance using 2 actions. A caster can keep one Zone active and dispel with 1 action. Zones dispelled when caster killed. Declare spell type before the Spellcasting Roll. Mishaps occur on 3 failures.

Phosphorescent Glow: This spell causes phosphorescent sea life to glow, creating glowing outlines around all models. Ranged attacks and Elemental Attack spells vs. models in the zone are at +2, with no *Camouflage* and *Stealth* effects allowed. Models in the zone need no lights to see.

Mishap: No more spells until healed by a *Healer*.

Acoustic Resonance: Create a resonating zone to break scenery and injure models through armor. Model entering or activating in the zone must roll a Resistance Check (no Armor bonus) with 2 successes or be *transfixed*. If model rolls 3 failures, it suffers 1 wound and is *transfixed*. If center is on a scenic object, Roll a Strength Check with target value 5+, using a modifier of +1 per Spell Power point and modifiers based on material and size (see rulebook). On 2 successes, the object is broken.

Mishap: No more spells until healed by a *Healer*.

Boiling Wall: Boiling water erupts from the seafloor, one Medium stick thick, Four Depth Levels high, and of length 1 Medium stick per Spell Power point, blocking visibility. Models entering wall or activating inside must roll a *Resistance Check* with 2 successes or suffer 1 wound. On 3 failures the victim suffers 2 wounds. Models with *Energy Resistance* are immune to its effects. Models inside the wall have Tactical Cover.

Mishap: Resistance Check as above. The caster also loses spells for the rest of combat unless healed by a *Healer*.

Psychic Magic Attack Spells

These spells automatically "hit" a target in the caster's line of sight within range based on Spell Power: *Power 1 = Short, Power 2 = Medium, Power 3 = Long*. Victims must roll a Will Check to defend against the spell but *Artificial* and *Undead* models are unaffected. Amplified spells give a -1 modifier to Will Checks per Power point > 3. Models in hand-to-hand combat can be targeted. Declare the spell type to be cast before the Spellcasting Roll - Mishap on 3 failures.

Transfix: This spell *transfixes* a victim unless it rolls a Will Check with 2 successes. Requires 2 actions to break free. Attacks on a *transfixed* model are at +2, and the model suffers 1 extra wound if wounded.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Control: The caster takes control of the mind of one victim unless it rolls a Will Check with 2 successes. The spell is broken if the caster flees, is *killed, fallen, dazed, entangled* or *transfixed*. The caster controls the victim by "giving" action points like a puppet master. The controlled model may use the donated actions to move, attack allies or attempt Physical Activities but cannot try to directly harm itself. Stopping control takes 1 action. If the controlled model is killed, the caster must roll a Will Check with 2 successes or be *fallen*. The controlled model can roll a Will Check each turn (no actions needed) to break free. Controlled models holding areas in scenarios gain VP for the controlling player.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Hallucinations: The target must roll a Will Check or see horrible visions. 1 failure = victim must make one move towards the closest table edge; 2 failures = victim must make two moves towards the closest table edge; 3 failures = victim flees in terror (remove from play).

Mishap: The caster is consumed by visions and is rendered *fallen* and may not cast any spells until healed by a *Healer*.

Psychic Magic Conjunction Spells

These spells use ethereal energy to affects the mental state of enemies but have no effect on *Artificial* or *Undead*. Zone spells have a radius of one Short stick in one depth level and last for the entire battle. The range of the zone center from the caster, in the field of view, is up to 1 Medium stick per Spell Power point used. Amplification extends the range by 1 Medium stick per Spell Power point > 3. Zones can be dispelled by an *Arcanist* or *Telepath* within a Short distance using 2 actions. The caster can keep only one Zone spell active and may dispel it with 1 action. The spells are dispelled if the caster is killed. Declare the spell type to be cast before the Spellcasting Roll - Mishap on 3 failures.

Psychic Linkage: Caster can call for Concentrated Fire or Group Channeling. The spell acts as a temporary zone spell lasting one turn, centered on one friendly target model in the field of view. Up to 5 total allied models can be affected. Models in the zone but outside the field of view are also affected by the spell.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Illusory Zone: This spell creates a zone of confusing illusions. *Requires Spell Power 2 or more*. Models moving into or activating in the Illusory Zone must roll a Will Check with 2 successes or lose their actions for that turn. Models in the zone get -2 CS to any attacks or attack spells.

Mishap: Caster is *fallen*, causing loss of spellcasting ability until attended by a *Healer*.

Zone of Terror: This spell creates a zone filled with terrifying visions. *Requires Spell Power 3*. The zone is centered up to three Medium sticks from the caster. A model moving into or activating in the zone must roll a Morale Check. On one failure, the model must immediately make one move towards the closest table edge; on two failures, it must make two moves; on three failures, it flees (remove from play).

Mishap: Caster is *fallen*, causing loss of spellcasting ability until attended by a *Healer*.

Dimensional Magic Translocation Spells

Manipulate ethereal energy to bridge dimensions. Declare the spell before the Spellcasting Roll - Mishap on 3 failures.

Portal: Creates a portal to a different place on the map. Caster must spend 1 action per turn to hold it open. The portal closes if caster wounded or fails a Will Check. Any model may pass through a portal using 1 action. The size of models allowed to pass through depends on Spell Power. Power 1 = Medium, Power 2 = Big, Power 3 = Huge. The entrance is up to 1 Medium stick from caster. The exit can be anywhere within the caster's field of view. The entrance and exit can also be placed on the side of a wall or ship hull. Amplifying creates one more entrance per Power Point > 3.

Mishap: Resistance Check with 2 successes or sucked into the void. Cast new Portal spell to return to previous spot.

Dimension Jump: Caster moves through scenery and ignores combat - cannot attack without *Ethereal Attack* ability. Make 1 action in dimensional space per Spell Power point. Amplifying allows caster to bring along one adjacent ally per Power Point > 3. Those models must activate to have actions while in dimensional space. Exiting inside scenery kills the model. Move 1 Medium stick per action in any direction.

Mishap: Caster *fallen* and cannot cast spells for the rest of the battle or until healed by a *Healer*.

Time Shift: Give +1 bonus per Spell Power point to activation roll of allies within Short distance of the caster during the turn the spell is cast. If caster uses the spell on itself, effects apply only to caster on the next turn. Models with *Magic Resistance* and *Artificial Ethereal* beings are not affected. Amplifying the spell has +3 activation and an extra Medium Stick range per Power point > 3. The spell can also be cast upon an adjacent enemy at the cost of a Free Hack. The enemy must make a Will Check with two successes or suffer -1 per Spell Power point to its next activation roll.

Mishap: Caster must roll a Will Check with 2 successes or suffer 3 Body wounds.

Dimensional Magic Conjunction Spells

These spells harness the powers of the dimensional void. Declare spell before Spellcasting Roll - Mishap on 3 failures.

Multi-Image: Creates multiple images of the caster that give -1 CS per Spell Power point to ranged attacks and attack spells against caster for the entire battle. If caster loses by 1 point or more, spell ends. Can also cast on adjacent ally without *Magic Resistance* and not *Artificial Ethereal*. Spell ends if the model enters an anti-magic zone or Dimensional Portal or has other Dimensional spell cast upon it. Dispel by another adjacent caster of this spell using the same number of Power Points, or by an adjacent *Arcanist* using 2 actions.

Mishap: The caster is *fallen* and loses the ability to cast spells for the rest of the battle or until attended by a *Healer*.

Dimensional Vortex: Creates a vortex of ethereal energy that pulls any model through a dimensional rift, lasting all battle. Requires Spell Power 3. The vortex has Short radius and fills one Depth Level. The center is up to 3 Medium sticks from the caster. Amplifying adds 1 extra Medium stick to the max range per Spell Power point. A model moving into or activating in the vortex must roll a Strength Check with 2 successes or be removed from the game. An *Arcanist* or caster of Dimensional Magic within Short distance can dispel it with 2 actions, saving the models from the void to appear where they were lost. One vortex can be held open at a time. The caster dispels it with 1 action or if caster is killed.

Mishap: The vortex appears on top of the caster. The caster must roll a Strength Check with 2 successes or be sucked in.

Call Elder Ethereal: Summon Elder Ethereal Gothagga, max 1 per battle. Requires Power 4 spell with Amplification. The ethereal appears up to 2 Long sticks from caster in field of view. Caster must use 1 action per turn or lose control - Gothagga then attacks all nearby models as a Wild Sea Creature (see rulebook). A caster of Dimensional Magic can banish the Gothagga using 3 actions on 2 consecutive turns or a *Sentinel* can use a Banishment spell.

Mishap: Rips caster apart into the void, a gruesome death.

Personal Protection Spells

These spells are cast on individual models and block other forms of magic spells from causing harm. The range varies with Spell Power: Power 1 = Short, Power 2 = Medium, Power 3 = Long. Amplified spells increase range by 1 Medium stick per Spell Power point > 3. Any model in range can be targeted if the spellcaster has line of sight, even if the target is already engaged in hand-to-hand combat. The caster must declare the spell type to be cast before the Spellcasting Roll. Mishaps occur on 3 failures.

Ethereal Shield: Negates Elemental magic effects. The target gains a bonus of +2 to its Combat Score when defending against Elemental Attack spells and a +2 bonus to Resistance Checks for Elemental Conjunction zone spells. The effect ends when an elemental magic spell in any way injures the model. The effect can also be dispelled by another caster of Protection Magic or an *Arcanist* using 2 actions if adjacent to the protected model.

Mishap: Lose spellcasting ability until healed by a *Healer*.

Mind Shield: This spell fortifies mental defenses against psychic spells. The target gains a bonus of +2 to Will Checks against Psychic Magic Attack spells and Psychic Magic Conjunction zone spells. This effect lasts until a Psychic Magic Spell breaks through the mental defense and affects the model with the shield spell.

Mishap: Lose spellcasting ability until healed by a *Healer*.

Refractive Shield: This spell modifies the refractive index of water around the target, making it difficult to see and target properly with ranged attacks. The target gains +2 to its CS when defending against ranged weapons and attack spells. Weapons and spells with the *Refract* effect are at -4. The effect lasts until an attack or spell causes a wound to the model with the shield spell.

Mishap: A mishap causes the caster to lose spellcasting ability for the rest of the battle or until healed by a *Healer*.

General Protection Spells

These spells block the flow of ether magic, negating spells and banishing ethereal beings back to the void. Zone spells have a radius of one Short stick in one depth level and last for the entire battle. The range of the zone center from the caster, in the field of view, is up to 1 Medium Stick per Spell Power point used. Amplified spells increase range by 1 Medium stick per Spell Power point > 3. Zones can be dispelled by an *Arcanist* within a Short distance using 2 actions. The caster can keep only 1 Zone spell active and may dispel it with 1 action. Zone is dispelled if caster is killed. Declare spell type before Spellcasting Roll. Mishaps on 3 failures.

Banishment: This spell automatically "hits" an ethereal being at range based on Spell Power. Power 1 = Short, Power 2 = Med, Power 3 = Long. The spell hits in H2H combat also. The ethereal must roll a Will Check using a number of dice equal to the banishing spell's Power. If the ethereal rolls 2 failures it is banished, removed from the map. Amplifying the spell increases the number of dice used for the Will Check, an adds 1 Medium stick to range per Spell Power > 3. Any model with *Dimension Shift* in other dimensions can be affected if visible, pulling them to the third dimension and making them *fallen* on 2 Will Check failures.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Anti-Magic Zone: Spellcasters may not cast any magic spells within the zone and Elemental and Psychic Magic Attack Spells cannot fire into the zone. Requires minimum of Spell Power 2. Ether technology devices work normally, except for energy weapons, which get -2 CS when fired from inside the zone. Energy weapons fired into the zone get -1 CS.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Zone of Calm: Ether Tech CL 2 and CL 3 weapons cannot be used in the zone. Requires minimum of Spell Power 2. Projectile weapons can fire into or through the zone but any ether-tech effect of the projectile (blast, shock, etc.) is lost. Energy weapons cannot be fired into or out of the zone.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Sea Enchantment Magic Conjunction Spells

These spells are treated as ranged attacks where the caster's Combat Score = 1 Die roll + *Spell Attack* score (the sum of Spell Power, Spell Attack bonus and Special Ability bonus). Range: *Power 1 = Short, Power 2 = Med, Power 3+ = Long*. Extend range (2x range = -2, 3x range = -4). Amplifying spell adds additional Spell Power points > 3 to the *Spell Attack* or adds points of *Armor Break*. Declare spell type before the Spellcasting Roll. Spell Mishaps occur on 3 failures.

Shark Torpedo: Enchants a school of sharks to protect the reef as living missiles, slashing into enemies, then disappearing. The spell has Spell Attack bonus of +2 and *Armor Break (1)*.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Whale Tail: This spell enchants a massive whale to speed into the battle and smash the target with its tail before swimming off. *Minimum Spell Power 2*. The attack has a Spell Attack bonus of +1, with *Armor Break (2)* and affects nearby models with a *Blast (-1 short)* effect.

Mishap: Lose ability to cast spells until healed by a *Healer*. The whale also gets angry and renders the caster *fallen*.

Release the Kraken: Long tentacles erupt from below, from holes in a shallow seafloor or from the darkness of deep water. *Minimum Spell Power 3*. The tentacles form a zone of Short radius centered on one target model and grab models at all Depth Levels above the spell zone. All models in the tentacle column must defend against the caster's Combat Score. The spell gets a bonus of +1 and the *entangle* effect. If the victims lose by 1 or more points (no armor effect) they must roll a Strength Check with two successes or be entangled. Entangled models can activate but cannot move, attack or cast spells. Attacks on an entangled model are at +2, without counter-attack. To break free, the victim must spend 1 action for a Strength Check and get two successes.

Mishap: Tentacles grab the caster - apply normal effects. Caster also loses spellcasting ability until healed by a *Healer*.

Sea Enchantment Magic Conjunction Spells

These spells create zones of environmental danger with a Short radius in one depth level (except *Boiling Wall*). The center of the zone is up to 1 Medium stick from the caster, in its field of view, per Spell Power point used. Amplification increases the range by 1 Medium stick per Power Point > 3. Zones last the entire battle but can be dispelled by an *Arcanist* or *Elementalist* within Short distance using 2 actions. Caster can keep one Zone active and dispel it with 1 action. Zone are dispelled when caster is killed. Declare spell type before Spellcasting Roll. Mishaps on 3 failures.

Bait Ball: A large school of baitfish circles within a zone of Short radius, creating an area of Tactical Cover. The bait ball can be made to move by the caster by spending actions (1 medium stick or depth level per action). At the end of each Game Turn turn, roll a die. On a 1, the bait ball to dispersed by sea creatures coming in to feed.

Mishap: No more spells until healed by a *Healer*.

Red Tide: Creates a zone filled with toxic plankton that acts as dangerous Tactical Cover for those models inside. Models entering or activating in the zone must roll a Resistance Check with 2 successes (at -1) or be *poisoned*. If the model rolls 3 failures, it suffers 1 wound and is *poisoned*. Poison has no effect on *Artificial* or *Undead* models.

Mishap: No more spells until healed by a *Healer*.

Jellyfish Wall: Creates a dense wall of jellyfish, one Medium stick thick, up four depths levels, and of length one Medium stick per Spell Power point. Models with tech Propulsion Systems entering or activating in the zone must roll a Resistance Check (no armor bonus) with 2 successes or suffer 1 wound to Locomotion, reducing movement (e.g. Medium -> Short). 3 failures = 2 wounds to Loc. If all Locomotion wounds are filled, the model is unable to move. Wounds from jellies are removed by spending two actions to clean out the system. Wounds from combat are not removed however. The wall blocks line of sight and is Tactical Cover.

Mishap: Wall is on top of the caster. The caster also loses spells for the rest of combat unless healed by a *Healer*.

Witchcraft Magic Attack Spells

These spells automatically "hit" a target in the caster's line of sight within range based on Spell Power: *Power 1 = Short, Power 2 = Medium, Power 3 = Long*. Victims must roll a Will or Resistance Check to defend but *Artificial* and *Undead* models are unaffected. Amplified spells give a -1 modifier to Checks rolls per Power point > 3. Models in hand-to-hand combat can be targeted. Declare the spell type to be cast before the Spellcasting Roll - Mishap on 3 failures.

Evil Eye: This spell *curses* a victim unless it rolls a Will Check with 2 successes. Cursed models have -1 to combat rolls, activation rolls, Quality Will, Strength and Morale Checks. Breaking a curse requires 1 action for a Will Check and 2 successes. A victim can only have one active curse.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Kiss of Death: The caster appears indescribably beautiful to the target model, regardless of its real appearance. *Requires Spell Power 3*. The target must resist with a Will Check with 2 successes. Upon failure, the victim uses its subsequent turns to make one move to the caster until adjacent, at which point the victim is *transfixed* and the caster can spend one action for a special "kiss of death" targeting the head with no penalty. The spell is broken if the caster flees, is *killed, fallen, dazed, entangled or transfixed*. The victim model can roll a Will Check at the start of each turn after the first (no actions needed) to break free. This spell does not affect *Animals* or *Warbeasts* in addition to *Artificial* or *Undead*.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Transmutate: This evil spell painfully transforms the victim into a wriggling sea slug. *Requires Spell Power 3*. Range is always Short. The targeted model must roll a Resistance Check (no armor bonus) with 2 or more successes or suffer 2 wounds. With 3 failures the model suffers 3 wounds. If this fills the Body wound boxes, the victim becomes a sea slug, a Gruesome Death, and the victim's items fall to the seafloor.

Mishap: Suffer 1 wound, *fallen* & Lose spells until healed.

Witchcraft Magic Conjunction Spells

These spells conjure evil magic that affect the mind and body. Zone spells have a radius of one Short stick in one depth level and last for the entire battle. The range of the zone center from the caster, in the field of view, is up to 1 Medium stick per Spell Power point used. Amplification extends range by 1 Medium stick per Spell Power point > 3. Zones can be dispelled by an *Arcanist* or another model with *Witchcraft magic* within a Short distance using 2 actions. The caster can keep only 1 Zone spell active and may dispel it with 1 action. Zones dispelled if caster is killed. Declare spell type before Spellcasting Roll - Mishap on 3 failures.

Cursed Ground: This spell creates an evil cursed zone that affects any model inside. Models moving into or activating in the zone must roll a Will Check with 2 successes or be cursed. These models have -1 to combat rolls, activation rolls, Will and Morale Checks. Breaking a curse requires spending 1 action to roll a Will Check and getting 2 successes. The curse continues when a model leaves the zone.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Shadow Cloud: Creates a zone of swirling shadows. *Requires Spell Power 3*. Models moving into or activating in the zone must roll a Will Check with 2 successes or lose actions for that turn. Models in the zone get -2 CS to attacks and spells.

Mishap: Lose ability to cast spells until healed by a *Healer*.

Zone of Horror: This spell causes all models within a Short radius zone to view horrifying images in their minds. *Requires Spell Power 3*. The zone is centered up to three Medium sticks from the caster. A model moving into or activating in the zone must roll a Will Check with two successes or become paralyzed with fear (treat the same as *transfixed*). A paralyzed model can recover enough to move out of the zone by activating and then rolling a Will Check with 2 successes. On 3 failures, the model loses its sanity and flees (remove from play).

Mishap: *Fallen* and lose spells until healed by a *Healer*.

Ethereal Magic

In the DeepWars game world, magic involves the transfer and channeling of energy through the “ethers” and between dimensions of time and space. The ethers were well known to the civilization of the Ancients, before they colonized the underground land beneath polar ice and snow many thousands of years ago. The ethers were described in tablets and mosaics as a flowing field of energy that permeated all matter and the space between, an ocean of energy that could be tapped into as one harnesses the forces of wind and waves. This energy field is the source of all power used by those studying arcane secrets.

Casting Spells

Spellcasters need to make a Spellcasting Roll to channel ethereal energy. This is handled the same as the Activation Roll but the spell type to be cast must be declared before rolling the dice. Roll one, two or three dice and compare to the model's Quality stat. The available Magic Power points that can be used are equal to the number of rolls above the Quality stat (i.e., two successful rolls = Power 2 spell). Rolls of 1 always fail and 6 always succeeds. If a caster gets fewer Magic Power points than needed for the spell declared, the caster can still use the points for weaker spells.

Successes can also be used for movement or physical activities instead of spells, but not attacks. If rolling two failures and one success, use the one point for a spell or movement before transferring play to the opponent. On three failures, there is a Spell Mishap determined by the spell declared.

Spellcasters may Amplify a spell by storing the Spell Power points for one turn, then casting the same spell again and adding in the new Spell Power points. The caster cannot attempt any actions, fail a Will Check or lose in combat during the two turns. If there is a Spell Mishap on the second turn the caster is rendered *fallen* and must roll a Resistance Check with a successes equal to the Magic Power points stored from the first turn or suffer 4 wounds.