

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*, and *ignite*, but *Refract* and give -2 Spell Attack when firing into Tactical Cover.

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

Wave Strike: Creates a powerful wave that strikes a target on land. *Minimum Spell Power 2*. The target must be within one Long stick from a large body of water, such as the sea, rivers and streams one Long stick wide or Lakes two Long sticks across. It has Spell Attack bonus of +2, with *Armor Break (1)* and strikes targets as a *Blast (-1 Short radius)* with *Knockback*. If a victim is adjacent to the water, it must make a Strength Check with two successes or be dragged by a rip current into the water. It then needs to swim if the water is deep. A *fallen* or *transfixed* model is automatically dragged into the depths. The wave extinguishes any burning model or scenery.

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

Earthquake: This spell harnesses the magnetic fields of the earth, causing a massive tremor in front of the caster that knocks enemies to the ground while jagged rock impale them. *Minimum Spell Power 3*. Models caught on the deadly ground are shredded and tossed around like dolls. The spell rises up one Altitude Level and can even affect *Airborne* models. The storm of rock erupts from the ground as a *Spray (90 deg)* in front of the caster with a bonus of +1 to the Spell Attack, hurling enemies aside with *Knockback*. It also tears through armored enemies with *Armor Break (3)*. The range stick for the attack is always Short and cannot be extended with a Long Shot.

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

Elemental Magic Conjunction Spells

These spells manipulate the ethers to modify the environment. Spells last the entire battle but can be dispelled by an *Arcanist* or *Elementalist* within Short distance using 2 actions. A caster can keep one spell active and dispels it with 1 action or when caster is killed. Declare spell type before the Spellcasting Roll. Mishaps occur on 3 failures.

Innundate: Casting this spell causes rain clouds to form in a zone of Short radius. The center of the zone is up to 1 Medium stick from the caster per Spell Power point used and must be its field of view. Amplification increases the range by 1 Medium stick per Power Point > 3. Burning Scenery in the zone is extinguished and clouds above one Altitude Level block visibility for *Airborne* models. Ranged attacks against models in the zone are at -2 and the zone is Difficult Terrain.

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

Flight: This spell gives *Airborne* to one adjacent, friendly, medium-sized model or to the caster. The spell works for one Game Turn per Spell Power point, including amplification. The spell does not work on models with *Magic Resistance* or *Big* or *Huge* models. The *Airborne* model flies with its normal ground movement rate and falls to the ground at the end of the spell, so it is best to land before then.

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

Thunderstorm: This spell forms thick clouds that crackle with lightning. *Minimum Spell Power 2*. The Thunderstorm may be oriented in any direction, with the center placed one Medium stick from the caster per Spell Power point used, in the caster's field of view. The clouds are one Medium Stick thick and have a length of one Medium stick per Spell Power point. The clouds cover the area of the ground up through all Altitude Levels and restrict visibility to models without *Echolocation*. Amplifying the spell increases the range of the cloud center by one Medium stick per Spell Power greater than 3. Models entering the storm or activating inside must roll a *Resistance Check* with 2 successes or suffer 1 wound and be *transfixed*. Models inside the storm 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*.

Mind 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 altitude 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. *Minimum of Spell Power 2*. 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. *Minimum of 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 structure. 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. *Minimum 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 an Elder Ethereal. *Minimum Power 4 spell with Amplification*. Each point of Spell Power gives 50 points for summoning. The ethereal appears up to 2 Long sticks from caster in field of view. Caster must use 1 action per turn or lose control - Ethereal then becomes a predatory Wild Creature (see rulebook). A caster of Dimensional Magic can banish the Ethereal 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*.

Deflection Shield: This spell makes a swirling energy field around the target, making it difficult to see and shoot 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 are 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*.

Black 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 (SP), 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 on 3 failures.

Soul Arrow: This caster uses ethereal energy from a dark entity to create a bolt that breaks the victim's link to its soul. This spell has *Armor Break (2)*.

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

Acid Spray: This horrific spell coalesces a demonic entity from the ethereal void, spraying out corrosive acid onto victims. *Minimum Spell Power 3*. The Acid Spray creates a *Spray (90 deg)* of *Corrosive* fluid with *Armor Break (2)*. It is a Short range attack unless amplified, and cannot be extended by a "long shot".

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

Death Grip: The caster calls forth a horrific ethereal demon that shoots out tentacles from swirling mists to grip and crush enemies. *Minimum Spell Power 3*. The spell is cast as a Long ranged attack at one target using the *Spell Attack* score. At the target, a black mist forms from which tentacles shoot grab all targets as a *Blast (-1 Short radius)* with *Armor Break (2)*. Those that lose their defense roll are Constricted and must try to break free each turn by activating and using *1 action* for a Strength Check at -2, then rolling two successes. On three failures, the victim suffers 2 Body wounds and is *fallen*. Adjacent allies can help by spending one action to add +1 to the roll to break free. The Constricted victim cannot move or fight back so attacks against it are treated as if it were *transfixed*. If the spell misses its target it will continue in a straight line for one Long stick or until it strikes an object or a model before "blasting". Amplifying the spell adds the extra Spell Power points to the *Spell Attack* score.

Mishap: Tentacles erupt around the caster and it loses the ability to cast spells until healed by a *Healer*. The caster must defend against as the spell as a Free Hack with CS 6. Other models within a Short distance must defend against the spell with CS 5.

Black Magic Conjuration Spells

Warlocks and witches utilize this form of magic, drawing power directly from evil beings of the ethereal void. These spells can be dispelled by an *Arcanist* within a Short distance using *2 actions*. The caster can keep only one spell active and may dispel it with *1 action*. Spells are also dispelled if the caster is killed. Declare the spell type before the Spellcasting Roll - Mishap on 3 failures.

Invisible Assistant: The caster creates an invisible ethereal *Assistant* that lasts for the Game Turn it is summoned and gives a +1 bonus for non-combat or spellcasting activities. The Assistant can be placed up to a distance based on SP and does not move unless helping a model drag an object. Range: 1 SP = Short, 2 SP = Med, 3 SP = Long. Amplifying adds one Assistant per SP > 3.

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

Ghostly Veil: Creates a wall of misty fog with ghostly shapes. *Requires Spell Power 2*. The Ghostly Veil may be oriented in any direction, with the center of the wall up to one Medium stick from the caster per SP. The fog is one Medium stick thick, and the length is one Medium stick per SP. The fog goes up one Altitude Level and is treated as Tactical Cover. Models moving into or activating in the wall must roll a Will Check with two successes or become *Transfixed*. Amplifying the spell gives -1 to the Will Check roll per SP > 3.

Mishap: Ghostly Veil appears around caster and lose spells until healed by a *Healer*.

Shroud of Darkness: This spell creates a wall of darkness that absorbs all visible light and chills the blood. *Requires Spell Power 2*. The wall is one Medium Stick thick, with length one Medium per Spell Power point. The center of the wall is up to one Medium stick from the caster per SP used, in the caster's field of view. Models cannot fire into or out of the zone, and when moving inside will go in a random direction. Roll a die, using the model's last movement as the base direction. 1 = forward, 2 = to the right, 3 = back, 4 = to the left, 5-6 = no movement for that turn. Models with *Echolocation*, *Scent Tracker* or *Dimension Shift* can act normally. Models moving or activating in the wall must roll a Resistance Check with two successes or suffer 1 wound. On three failures, the model suffers 2 wounds. Models with *Energy Resistance* are not affected.

Mishap: Shroud appears around caster and lose spells until healed by a *Healer*.

Channeling Magic Attack Spells

These fire-based spells are treated as ranged attacks where the caster's Combat Score = 1 Die roll + *Spell Attack* score (the sum of Spell Power (SP), 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 these spells 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.

Flame Bolt: This spell condenses ethereal energy into a bolt of searing flame to shoot at one model. This spell has +2 to *Spell Attack* and causes the target to *Ignite*.

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

Hellfire: This spell channels ethereal energy into the caster, who then generates a massive spray of burning death from his hands into enemies nearby. *Minimum Spell Power 2*. The fire shoots as a *Spray (90 deg)* at one target with +1 to *Spell Attack*, with *Armor Break (2)*, and *Ignites* flammable materials. It is a Short range attack and cannot be extended by a "long shot" although amplifying the spell also has an additional effect of increasing the range stick to Medium.

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

Fireball: This roiling mass of concentrated ethereal energy is hurled at an enemy to cause a tremendous explosion. *Minimum Spell Power 3*. The spell is cast as a Long ranged attack at one target with +2 to *Spell Attack*, creating a *Blast (-1 Short radius)* with *Armor Break (2)*, and will *Ignite* flammable materials. If the fireball misses its target it will continue in a straight line for one Long stick or until it strikes an object or a model, where it explodes.

Mishap: The fireball explodes in the caster's hand and the caster loses the ability to cast spells until healed by a *Healer*. The caster must defend against the spell as a Free Hack with CS 6. Other models within a Short distance must defend against the spell with CS 5.

Channeling Magic Conjuration Spells

These spells ignite objects or create walls of fire or zones of ethereal light. Zones and walls 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 or Wall active and dispels them with *1 action* or when the caster is killed. Declare the spell type before the Spellcasting Roll. Mishaps occur on 3 failures. (Spell Power = SP)

Ignition: This spell sets fire to flammable scenery (not other models) as per the *Ignite* effect. Range depends on spell power: SP 1 = Short; SP 2 = Medium; SP 3 = Long. Amplifying the spell increases range by one additional Long stick per SP point. The spell cannot be dispelled.

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

Wall of Flame: This spell conjures up a crackling wall of fire from the ground that rises up one Altitude Level. The Wall of Flame may be oriented in any direction, with the center of the wall placed up to one Medium stick from the caster per SP point used, in the caster's field of view. Amplification adds one Medium stick to range per SP > 3. The wall is one Medium Stick thick, one Medium Stick tall, and the length varies with Spell Power. Each SP point makes the wall one Medium stick in length. Models moving into or activating inside the fire must roll a Resistance Check with 2 successes or suffer 1 wound and be *Ignited*. A model with *Energy Resistance* may move through the flames with no effect and can use the wall as Tactical Cover.

Mishap: A Wall of Flame appears below the feet of the caster, forcing a Resistance Check as above. No more spells until healed by a *Healer*.

Ethereal Glow: This spell makes a glowing outline on models within a zone. Ranged attacks against models in the zone are at +2, and *Camouflage* and *Stealth* effects are negated. The center of the zone may be placed one Medium stick from the caster per SP point used, in the caster's field of view. Amplification adds one Medium stick to range per SP > 3.

Mishap: Lose spells for the battle unless 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.