

## Boil Liquids

This spell brings one cubic game inch of water to a boil instantly, even if the water in question is in the form of ice. This spell cannot be used to directly harm living creatures except those creatures made of water (such as water elementals, naiads, and so on), though casting the spell on water containing living things could potentially be harmful to them.

**College:** Change

**Philosophy:** Transfiguration

**Special Effects:** Arcane Magic, Change, Transfiguration, Heat/Fire, Water Magic

**Effect:** RKA 1d6 or Change Environment

**Casting Time:** 1/2 Phase

**Target/Area Affected:** Single Water-Based Creature or Body of Water

**Duration:** Instant

**Range:** 450 Meters

**Active Cost:** 45

**Skill Roll Penalty:** -2

**Real Cost:** 20

**END Cost:** 4

**Boil Liquids:** Multipower (45)(45 Active Points) - Requires A Power Skill: Transfiguration Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

u 2) Change Environment (Adds +10 Temperature Levels) - Area Effect (5 Meter Radius; +1/2)(45 Active Points); Only vs. Bodies of Water (-1).u 1) Ranged Killing Attack 1d6 - No Normal Defense (Defense Is Power Defense; +1), Does BODY (+1)(45 Active Points); Only vs. Water-Based Creatures (-1)

**Spell created by Jack Butler**

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