

## Abi-Dalzim's Horrid Wilting



**Alteration, Necromancy, Water**

Level: 8

Range: 20 yds./level

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: 30-ft. cube

Saving Throw: ½

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage per level of the caster, to a maximum of 16d8. Affected creatures are allowed a saving throw vs. spell for half damage. This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

The material component is a bit of sponge.

Notes: Uncommon or rare (ToM).