

# Animate Water



## Conjuration/Summoning, Water

Level: 2

Range: 20 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 5 ft. cube/level

Saving Throw: None

This spell allows the wu jen to animate any amount of water up to the area of effect. The wu jen cannot shape the water, but can bid it to flow in any direction he desires. So long as the wu jen continues to concentrate on the spell, he can cause the water to move about at the rate of 6. However, the water is still subject to the natural laws of evaporation, absorption, and gravity. Thus, fire and heat quickly do away with the water form, while earth turns to mud, drawing off most of the watery body.

The wu jen can cause the animated water to climb gentle grades, but walls, staircases, and other abrupt rises are impassable to it. If used for attack, the water does 1-2 points of damage per 5-foot cube of water animated, crashing in a wave against opponents. While concentrating on the spell, the wu jen can move at a rate of 3, but no other actions can be taken. If the wu jen's concentration is broken before the end of the spell duration, the spell is canceled.

The material component for this spell is a small vial of pure spring water mixed with cinnabar.

Notes: Common in oriental settings; otherwise very rare.