

Calm Water

Abjuration, Song, Water, Reversible

Level: 5

Range: 360 yds.

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 turn/level

Area of Effect: 20-ft. radius/level

Saving Throw: None

This spell reduces wave action in the area of effect to the equivalent of calm seas. Chop, whitecaps, and violent storm waves are eliminated, although there might be a noticeable swell in the calm water if the sea itself is storm-tossed.

Ships within the area of effect need not make seaworthiness rolls due to weather, even if the type of weather otherwise calls for it.

The material component of the calm water spell is a bottle of oil (worth 100 gp) poured onto the waves.

The reverse of this spell, churn water, creates waves within the area of effect that are up to 1 foot tall per caster level.

The material component of churn water is a silver wire framework (costing 100 gp), which is swirled in a circular motion before being tossed into the sea.

Notes: Common for Sea mages; otherwise rare.