

Command Water Spirits



Evocation, Province: Sea

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect. Special

Saving Throw: None

Despite its name, this spell commands no true spirits. It merely influences currents in the sea and other large bodies of water, enabling the caster to move objects on and under the surface. Results are impressive, leading many to believe they're the work of spirits.

The caster can move any ship fully within range, up to its base move per hour, even in becalmed or adverse wind conditions. (See notes on ocean voyaging in Chapter 14 of the DMG.) The currents also can slow a ship with in range of this spell, reducing its movement by half. The slowed ship incurs no other penalties, and the condition lasts until the spellcaster moves out of range.

In addition, the caster can move floating objects or creatures up to 60 feet per round along the surface. If an object is beneath the surface, the caster can move up to 20 pounds per level, at a maximum rate of 30 feet per round. In this fashion, he can raise an object from the seafloor and bring it to the surface. Finally, the currents can be manipulated into a strong undertow, dangerous to swimmers. To avoid being dragged under, a swimmer must make a Strength check with a -2 penalty, or a swimming proficiency check. If he fails, the swimmer then must make another Strength check each round thereafter to break free. (See "Holding Your Breath" in Chapter 14 of the Players Handbook.)

The material component of this spell is a clear glass, into which some water from the sea or lake is poured. The glass shatters at the end of the spell's duration. Breaking or emptying the glass will end the spell prematurely.

Notes: Common in arabian settings; otherwise very rare.