

Control Fluid

Alteration, Alchemy, Water



Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 3 turns

Area of Effect: 6 cu. ft./level

Saving Throw: Special

This spell allows the caster to control the movements of a quantity of water, oil, acid, or any other fluid. The liquid can be formed into any shape—an upright cylinder, globe, or even a stream or jet—as long as the caster maintains concentration. The controlled liquid can move anywhere within the area of effect at a movement rate of 3, even flowing uphill or through the air if the caster wishes. At 7th level, a typical mass of water is 3 x 2 x 7 feet; a volume a little bigger than man-sized.

The caster can move and engage in combat while maintaining concentration on this spell, but casting another spell breaks his control and ends the spell. If cast on a body of water larger than the maximum area of effect, the caster can choose to detach a quantity of fluid and move it away from the original mass, or create extensions or protrusions from the main mass. Another option is to use this spell to divide, push aside, or create air bubbles in the fluid equal in size to the maximum area of effect.

The control fluid spell can be used to drown helpless or stationary creatures by surrounding them in water (see PHB, Chapter 14, Drowning) but the intended victims can easily escape by moving out of the liquid. If employed against creatures with fluid or liquid bodies (water weards, slimes, oozes, etc.) the target is allowed a saving throw vs. spell to ignore the caster's control.

The material component is a small glass tube and a bit of sponge.

Notes: Uncommon for witches, alchemists and Water mages; otherwise very rare. (Updated from DRAGON Magazine.)