

# Control Vapor



**Alteration, Air, Alchemy**

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 turn

Area of Effect: 30-ft. sphere

Saving Throw: Special

This spell can be cast in two ways: to control the movement of some amount of gas or vapor, or to create an area free of gas and vapor.

The first option allows the caster to control the movements of a quantity of gas or vapor, directing the cloud to move anywhere within the area of effect at a movement rate of 6. The wizard can move and engage in combat while controlling the vapors. The vapors can be released to allow the wizard to cast spells. This does not break the spell; the caster can regain control merely by exerting his will.

Alternatively, the caster can create a stationary bubble of vapor-free air up to 30 feet in diameter. Natural and magical vapors, and gaseous creatures as well, are pushed away and cannot enter the protected area. If this casting is used, the caster is free to carry out other actions.

The control vapor spell is effective against any naturally occurring mist or gas, as well as gaseous spells such as wall of fog, stinking cloud, cloudkill, incendiary cloud, and gaseous breath weapons. Gaseous creatures (including creatures in gaseous form) are entitled to a saving throw vs. spell to resist the effects and if successful are not controlled by that casting of the spell.

The material component is a small glass tube.

Notes: Uncommon for witches and alchemists; otherwise rare.