

# Create Atmosphere



## Alteration

Level: 8

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 hr.

Duration: Maximum 1 mo./level

Area of Effect: 1 cu. mi. volume/level

Saving Throw: Special

This difficult spell creates not merely air, but a magically self-renewing atmosphere that survives for one standard (28-day) month per level of the caster. It will last until exhausted or until the reverse of this spell is cast; dispel magic has no effect.

The create atmosphere spell can be cast on an object of any size, and will remain with it regardless of the object's gravity or state (for example, if a ship is destroyed, the spell remains centered on the largest chunk, or a random fragment, as the DM desires). This created atmosphere will replenish the atmosphere of another ship it encounters if their combined atmospheres are within the spell's volume limit, at the rate of 1 ship-ton per turn (that is, the atmosphere of a 24- ton ship can be renewed completely in 1 day). The spell cannot be cast on a creature of any sort.

This spell requires a small, stoppered flask and a drop of water. One hit point is permanently drained from the caster each and every time this spell is cast (a wish or limited wish can restore a hit point lost in this manner).

The reverse, destroy atmosphere. counters create atmosphere. It has no independent function; that is, it cannot be used to foul or eliminate an atmosphere that was not created by the create atmosphere spell.

Notes: Uncommon for spellcasters from a spelljamming culture; otherwise very rare.