

# Create Shade I



**Alteration, Province: Sand**

Level: 7

Range: 10 yds./level

Components: V, S

Casting Time: 7

Duration: 1 turn/level + 2d4 turns

Area of Effect: 10-ft. cube/level

Saving Throw: None

This magic creates a cool, shaded patch of ground for the comfort, rest, and survival of creatures stranded in a hot desert or other sun-baked place. The area is clearly delineated by a patch of dark shade on the ground, though there is no object to cast such a shadow. Those within the area of effect require less water, just like individuals in natural shade.

The spell does not otherwise modify temperature. Provided all can fit in the shaded area, any number of creatures can enjoy these benefits. In fact, this spell often attracts a large number of unwanted life-forms (such as insects). Other spells can be cast within the shaded area-for example, to eliminate unwanted intruders- without destroying the shade. Of course, a successful dispel magic causes the magical shade to disappear immediately. The caster doesn't have to concentrate to maintain the spell. He's free to sleep, study spells, or undertake intricate activities within the shade, without risking its loss. He can end the create shade spell instantly by an act of will.

There is no material component for the create shade spell, but it must be cast on sand or solid, natural ground. Cast on a roof or on the deck of a ship, it fails. Once cast, the shade cannot be moved. It remains in place regardless of the sun's position.

Notes: Common in arabian settings; otherwise virtually unknown.