

Create Water II



Evocation

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 20 cu. ft./level

Saving Throw: None

This magic creates pure, cool, safe water: fresh or salt, as the caster desires. The water pours from the caster's hand, and will run away and be lost without available container(s) to hold it (although others can drink from the hand as if from a spout, or bathe in the flow). At the base level, this creates about 2,500 gallons, which will require about two hours to discharge.

Once begun, the spell continues until the caster's maximum volume has been created; the caster cannot turn off the flow and then turn it back on again, or save any for later emission. (The caster can move about to fill various containers and water various plants, or to avoid flooding a specific area, without affecting the flow). The flow of water is not powerful enough to disturb the caster's movement or to cause damage as a weapon. Although the water thus created is permanent, it evaporates as all water does in desert conditions, and may sink into the sand and be lost.

The material component is a drop of the caster's spittle or tears.

Notes: Common for Bedine desert sorcerers; otherwise very rare.