

Deep Delve

Alteration, Water



Level: 8

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: 4d6 hrs. + 1 hr./level

Area of Effect: 15-ft. radius sphere

Saving Throw: None

Use of this spell causes major changes in the underwater environment around the caster and his companions. These changes improve traveling and fighting conditions underwater for all in the area of effect. When cast, the spell grants the effects of the water breathing spell to all in the area of effect at that instant, dividing its duration between the participants. Each individual affected remains able to breathe underwater for the duration, even if that individual later leaves the area of effect. The sphere is centered on the caster and moves with him.

The caster can mentally propel the sphere and its contents through the water at a movement rate of 18. Those transported can move about within the sphere, but those who leave its confines while it is moving risk being left behind to drown. The sphere's movement never causes turbulence of any kind, nor any significant displacement of water outside the sphere. It otherwise leaves all free-floating creatures and objects undisturbed though sea creatures will tend to avoid entering the sphere. The power to move the sphere cannot be used to harm other creatures. If the sphere comes into contact with any part of the ocean floor (including coral reefs or ship wrecks), it will cease to move until the caster levitates the sphere above such obstacles.

The full concentration of the caster is required to move the sphere; it will hover in place if concentration is broken. Concentration for the purpose of movement can be broken and resumed as often as desired during the duration of the spell.

Vision inside the sphere is also improved according to available light and depth. The spell enhances available natural light and doubles normal visual range for those within its confines, as outlined in the rules for underwater vision (DMG, page 79). For instance, vision at a depth of 30 feet in a freshwater lake is normally reduced to only 30 feet; the deep delve sphere increases visual range to 60 feet. Of course, this power is ineffective at depths dominated by total darkness. The spell does, however, make the lighting of torches, lanterns, candles, and other standard light sources possible underwater. The normal effective range and burning time for fiery light sources are reduced by half. Each torch or lantern lit reduces the maximum duration of the sphere its own duration (for example, a torch normally burning for one hour would last half an hour, but would reduce the duration of the sphere by a full hour).

Lastly, the spell reduces the disadvantages of standard underwater combat by one-half. Spells are still restricted by the normal rules of underwater combat.

The material components for this spell are a piece of straw, a sliver of wood from a sunken ship, and two eyes from any sea creature. The components are mixed in a conch shell, and only the shell can be reused.

Notes: Uncommon for Water or Sea mages; otherwise rare. (Updated from DRAGON Magazine.)