

# Drawmij's Breath of Life



## Alteration

Level: 2

Range: 100 yds.

Components: V

Casting Time: 1/10

Duration: 5 turns

Area of Effect: 1 creature/level

Saving Throw: None

With the power of this spell, the wizard can endow one or more creatures within range with sufficient endurance to hold their breath for five full turns. Affected creatures cannot drown or be subject to the effects of inhaled gases while holding their breath. The caster can bestow the spell upon one creature for every level of experience. The spell is only one word long, and has no somatic or material components, so the wizard can cast the spell quickly in an emergency.

Notes: Uncommon spell (WoG).