

Drought - Hishna



Alteration

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 100 yard square/level

Saving Throw: None

This spell requires a full hour of concentration on the part of the caster, and must be performed in the center of the area to be affected . Upon completion of the casting, the area begins to dry out- if it was swamp or marsh, the water drains away; if it was field or forest, the ground withers to dust, and all vegetation perishes within a few days. Drought cast on an area with more than a foot of standing water will have no effect- the water drains away, but other water flows in to take its place. The magical drought lasts until natural or magical changes in the weather bring on rain. A dispel magic spell is effective only if completed successfully before the casting time of the drought spell has elapsed.

The material component of the spell is the dried foot of a desert rat.

Notes: Restricted to practitioners of hishna magic (the Maztica setting); common.