

Evaporate Fluid - Witch



Alteration, Air, Alchemy

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: 50-ft. cube

Saving Throw: Special

This spell causes any mass of exposed liquid designated by the caster- within the spell's volume limit-to sublimate into the atmosphere. Water, acid, blood, oil, chemical solutions, poison, potions, or even molten rock or metal can be transformed into harmless steam or vapor. Even if the substance would normally remain dangerous as a vapor or gas, the evaporate fluid spell renders it inert and completely safe; dangerous temperatures or toxic properties are dissipated. The caster can affect a volume up to a 50-foot cube or its equivalent.

The fluid evaporates from the entire surface, lowering the level of the entire body of water at once. This spell does not allow the caster to create a passage or selectively reveal a submerged object. In large bodies of water, the wizard's efforts may produce negligible or unnoticeable results.

The evaporate fluid spell can be focused to attack a single creature with an aqueous or liquid body, such as a water weird, a slime, an ooze, and similar monsters. The creature is allowed a saving throw vs. spell to ignore the effects, but if it fails it suffers 10d6 points of damage. Such creatures are likely to flee.

The material component is a bit of salt.

Notes: Common for witches; rare for others.