

# Find Water



## Divination

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d12 turns + 1 turn/level

Area of Effect: 20 mi. +1d8 mi./level

Saving Throw: None

This involved incantation imbues one creature with a remarkable "nose" for water. The individual can smell (or otherwise sense) the presence of water within 20 plus 1d8 miles per level of the caster. The recipient can identify the direction in which the water lies, as well as the approximate distance. He knows whether the water is within 10 feet of the surface, or located deeper. However, find water does not tell the recipient whether the water is pure or readily accessible.

The spell only recognizes water sources containing 10 gallons or more. (A nearby waterskin, for example, won't count.) If the recipient is above ground, only water lying 100 or fewer feet below the surface can be found. If the recipient is below ground himself, the spell can help him locate water lying up to 100 feet above or below his depth.

The recipient's chance of finding water equals the spell's effective range in miles (roll percentile dice). Permanent water sources- wells, oases, cities, lakes, and seas-are always detected first. A second casting of this spell within the same area reveals other sources, if any exist. For each additional casting of the spell per day, the chance of finding water within range drops 10 percent. If the spell does not locate water, that simply means the magic failed; the area may or may not be dry.

The material component of this spell is a drop of the caster's sweat, spittle, or tears.

Notes: Common in arabian settings; otherwise very rare.