

Firewater



Alteration, Alchemy

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard changes a volume of water to a volatile, flammable substance similar to alcohol and likewise lighter than water. If this substance is exposed to flame, fire, or even a spark, it will burst into flames and burn with a hot fire. Each creature subject to firewater flame suffers 2d6 points of damage.

The caster can turn 1 pint of water per level into firewater, to a maximum of 10 pints. If poured on a non-porous surface, such as a stone floor, a line 1 foot across and 1 foot wide per caster level can be created. If ignited, it burns for an entire round.

The firewater created will evaporate and be useless within 1 round, even if it is securely contained and sealed, so it must be utilized (ignited) the round after its creation.

The material components of this spell are a few grains of sugar and a raisin.

Notes: Uncommon spell.