

Condense Water

When this spell is cast, all of the water vapor in the air surrounding the caster collects on any surface indicated by the caster as dew. The water produced is not magical; its simply condensed out of the air. At the absolute most (given 100% humidity and a large open space), this spell precipitates about 3 cups of water out of the air. In very dry conditions (tightly enclosed areas or areas with less than 5% humidity), the spell is unable to produce any water at all. After this spell is cast, the humidity in the local area drops to 0% for several hours. This prevents the caster from using this spell multiple times in quick succession.

College: Change

Philosophy: Transfiguration

Special Effects: Arcane Magic, Change, Transfiguration, Water Magic

Effect: Major Transform 3d6

Casting Time: Full Phase

Target/Area Affected: Special

Duration: Instant

Range: No Range

Active Cost: 30

Skill Roll Penalty: -1

Real Cost: 9

END Cost: 3

Condense Water: Major Transform 3d6 (Creates Water Out Of Nothing)(30 Active Points) - Extra Time (Full Phase: -1/2), No Range (-1/2), Requires A Power Skill: Transfiguration Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4), Not In Arid Areas (-1/4), Side Effect (The 12 Meter Radius Area Around Caster Drops To 0% Humidity For 1d6 Hours After Spellcasting; Happens Automatically; -0).

Spell created by Jack Butler

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