

Limited Liquefaction

Transmutation

Level: Water 6, Druid 6, Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target or Area: Caster

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: None

Limited Liquefaction allows the caster to alter his body and carried accoutrements into a malleable, mostly liquid magical state. While the caster retains some semblance of his normal form, he is completely liquid – rippling and undulating like a puddle as he moves. In addition, the caster is able to split and rejoin as if he was living mercury.

While liquefied, the caster may act normally, including casting spells, so long as the spells have no material or verbal components. Any physical attacks made by the caster are ineffectual, although touch based spells work normally. The caster gains damage reduction 10/magic, can breathe water and may Hide at +15 bonus when completely submerged in liquid. Solid objects cannot be manipulated. The caster may slip out of or through solid constraints such as nets, ropes or the arms of a grappler automatically and may pass through openings of any size as quickly as a body of water of similar volume could pour through the same opening. Sealed barriers such as *wall of force*, *wall of stone* or *wall of iron* cannot be bypassed through the use of this spell.

Material Components: Several drops of water.

LEGAL APPENDIX

Release 2.0

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