

# CREATE OR DESTROY WATER

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

*1<sup>st</sup> level transmutation*

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: Instantaneous

You either create or destroy water.

**Create Water:** You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30ft cube within range, extinguishing exposed flames in the area.

**Destroy Water:** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30ft cube within range.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5ft, for each slot level above 1<sup>st</sup>.



VERBAL



SOMATIC



MATERIAL

*A drop of water to create or a few grains of sand to destroy*

PLAYER'S  
HANDBOOK

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