Cower Water





Causes water or similar liquid to reduce its depth by as much as 2' per caster level (to a minimum of 1"). The water is lowered within a square-shaped depression whose sides are up to 10' long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool. When cast on water elementals and other water-based creatures, this spell acts as a **slow** spell (save vs. Spells). The spell has no effect on other creatures.





