

Banish Storm

This spell allows the caster to completely dissipate entire weather systems from horizon to horizon, creating clear, calm skies. The spell doesn't alter the temperature... it merely clears a cloudy or stormy day. Casting this spell is very taxing on the wizard, and he must rest for the day following.

College: Change

Philosophy: Transfiguration

Effect: Change Environment

Casting Time: Special

Target/Area Affected: 4 km radius

Duration: Permanent

Range: No Range

Active Cost: 132

Skill Roll Penalty: -8

Real Cost: 30

END Cost: 15

Banish Storm: Change Environment (Clears The Weather; Up To -10 Wind Levels), 4" Radius, Long-Lasting (Permanent) - MegaArea (1" = 1 km; +3/4) (132 Active Points); Extra Time (Time Required Depends On The Severity Of The Storm, With A Minimum Of 1 Minute; -1 1/2), Side Effects (Caster Cannot Use Spells Until He Rests For 1 Full Day; Always Occurs; -1), No Range (-1/2), Requires A Power Skill: Transfiguration Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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