

Weather Law

Level	Spell	Area of Effect	Duration	Range	Type
1)	Weather Prediction I	caster		1 mi/lvl	E
2)	Rain Deflection *	caster	1 min/lvl	self	E
3)	Breeze Call	10'R/lvl	1 min/lvl	self	E
4)	Fog Call	100'R/lvl	1 min/lvl	self	E
5)	Call Light Rain	100'R/lvl	10 min/lvl	self	E
6)	Unfog	100'R/lvl	P	self	E
7)	Weather Prediction V	caster		1 mi/lvl	E
8)	Calm Water	100'R	C	self	E
9)	Unrain	100'R/lvl	1 hr/lvl	self	E
10)	Weather Watch	caster	1 hr/lvl	self	E
11)	Call Rain	100'R/lvl	10 min/lvl	self	E
12)	Control Wind	10'R/lvl	1 rnd/lvl	self	E
13)	Weather Prediction X	caster		1 mi/lvl	E
14)	Summon Sleet	100'/lvl	1 min/lvl	100'	E
15)	Temperature Control	50'R/lvl	1 min/lvl	self	E
16)	Water Control	10'R/lvl	1 min/lvl	self	E
17)	Call Blinding Rain	100'R/lvl	10 min/lvl	self	E
18)	Summon Snow	100'/lvl	10 min/lvl	100'	E
19)	Weather Prediction True	caster		1 mi/lvl	E
20)	Clear Skies	100'R/lvl	10 min/lvl	self	E
25)	Storm Call	100'R/lvl	10 min/lvl	self	E
30)	Blizzard	100'R/lvl	10 min/lvl	self	E
35)	Tornado	1'R/lvl	1 min/lvl	100'/lvl	E
40)	Call Lightning	10'R/lvl	C	100'/lvl	E
50)	Deluge	10 mi R/lvl	1 day/lvl	10 mile/lvl	E

1. Weather Prediction I – Caster has a 95% chance of predicting time, type, and severity of weather over next 24 hr period.
2. Rain Deflection – Caster is protected from precipitation. No rain, snow, sleet, hail, or fog will come closer than an inch from the caster or what the caster is wearing, allowing the caster to pass through a downpour and come out completely dry.
3. Breeze Call – Caster causes breeze to come forth which will drive out any gaseous matter (clouds, fog, poison gasses, etc.) and subtracts from all missile attacks (-10). Once set, the direction of the breeze will not change.
4. Fog Call – Caster causes fog to arise that obscures nearly all vision in and through the radius; treat as a heavy fog as described in *Character Law*, Section 13.2.
5. Call Light Rain – If there are clouds in the sky, it will rain outdoors for the duration of the spell. The rain will reduce visibility by 1/4, and perception and MM by -5.
6. Unfog – Disperses fog within the area of effect. If not all of a fog is dispersed (i.e., the fog covers a greater area than the area of effect for this spell), the fog will refill the area of effect, reducing the cleared radius by 10' every 1-5 minutes (varying depending on the heaviness of the fog and ambient humidity).

7. Weather Prediction V – Caster has a 95% chance of predicting time, type, and severity of weather over next 5 day period.
8. Calm Water – All water within a 100'R is calmed; waves are cut by 20' in the center and less towards the perimeter. This will negate the effects of currents in the area of effect.
9. Unrain - No rain will fall within area of effect for duration of spell.
10. Weather Watch – Alerts the caster any time that the weather within the area of effect is altered by supernatural means.
11. Call Rain – If there are clouds in the sky, it will rain outdoors for the duration of the spell. The rain will reduce visibility by 1/2, and perception and MM by -15.
12. Control Wind – Caster can control the speed and direction of the wind. Caster can increase or decrease wind speed by 1 mph/level. By directing the wind against missile attacks the caster can cause a -1 modification for each mph of wind speed. Note that caster can also control the direction of the flow of gases and/or clouds.
13. Weather Prediction X – Caster has a 95% chance of predicting time, type, and severity of weather over next 10 day period.
14. Summon Sleet – Summons sleet within area of effect to sleet; reducing visibility by 10%, -10 to Fatigue rolls and +5 to fumble range.
15. Temperature Control – Caster can adjust the temperature up or down by 1°F/lvl. Once the duration of the spell is over, the temperature will slowly adjust back to the ambient temperature (over the course of an hour).
16. Water Control – Caster can control water movement within the limits of the spell. Caster can also control the flow of surface currents on a large body of water, providing up to 1 mph per caster level of current, which can carry boats or ships along.
17. Call Blinding Rain – If there are clouds in the sky, it will rain outdoors for the duration of the spell. The rain will reduce visibility by 3/4, and perception and MM by -50.
18. Summon Snow - Summons a medium snow fall for duration of spell. (2-4" accumulation). reducing visibility and movement by 50%, -20 to Fatigue rolls, -20 to MM and +5 to fumble range.
19. Weather Prediction True – Caster has a 95% chance of predicting time, type, and severity of weather over next 1 day/lvl period.
20. Clear Skies – Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind.
25. Storm Call – Caster may call forth a storm of any type with maximum wind speeds equal to 2x level in miles per hour, and intensity according to the caster's desires. Effects will vary according to circumstance (and the GM's discretion). For example, a 30th level caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 mph: the GM may wish to have random rolls to determine possible lightning strikes vs. exposed targets.
30. Blizzard - Summons a blizzard for duration of spell. (1-6' accumulation). reducing visibility and movement by 70%, -30 to Fatigue rolls, -30 to MM and +5 to fumble range.
35. Tornado – Caster creates a tornado. This spell requires a cloudy sky and at least 20 mph winds. The tornado will be 15' in radius and will move 100' randomly each round that the caster does not concentrate. If the caster concentrates, he can control the movement of the tornado (up to 100' per round). The tornado is resolved on living things and structures as a Large Ram Attack with an OB equal to the spell level.
40. Call Lightning – Caster can cause lightning bolts to strike a region within range, with anyone in the area subject to a 25% chance of being targeted by a lightning bolt during any given round. The results are determined as LARGE attacks on the Lightning Bolt Attack Table, with the OB equal lvl. This spell requires that there already be clouds in the sky.
50. Deluge - Caster can summon torrential rains that will last 1 day/lvl. Depending on the topography this will call severe flooding, mudslides, melt, rivers overflowing and low lying areas to flood completely. Visibility and movement will be severely affected.