

Storms

Storms is a dual element spell group. It can be bought by base Air or base Water mages or have the ability to cast both at a base cost of 450 XP.

1 – Umbrella

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: block rain

Umbrella creates a force field a foot above the caster's head that follows the caster. This field will protect them from drizzle or slow rain. The water will slide off the field and not touch the caster.

2 – Summon Cloud

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 1 + 1/F Days
Area: 1 met
Effect: create a cloud

The caster creates a large cloud in the sky, with them standing at the center of it. The shape and size of the cloud is up to caster's discretion, but can only be a shape that can normally be formed in nature.

Spells that require sunlight must have the caster make a 2d6 PWR check to pierce the clouds.

3 – Forecast

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: know weather

The caster will know the weather for the next 7 + 1/F days.

4 – Personal Rain Cloud

Time to Cast: 1 round
Resist Check: 4d6 vs PWR negates
Target: LOS 100 + 50/F'
Duration: 1 + 1/F minutes
Area: single creature
Effect: create small raincloud

A tiny cloud will appear just inches over the target's head and rain on it for the duration of the spell. If the target moves, the raincloud will follow it.

5 – Feel It In My Bones

Time to Cast: 1 round
Resist Check: 4d6 vs WIL negates
Target: LOS 100 + 20/F'
Duration: instantaneous
Area: single creature
Effect: think storm is coming

This spell makes the target believe that a fierce storm will come sometime in the next day.

6 – Spring Showers

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 10 minutes
Area: 200 + 50/F' radius
Effect: warm rain

This spell must be cast in rain.

The rain affected by this spell feels warm and relaxing. Over the course of the spell duration, people in the radius of the spell heal 5d6 of damage.

7 – Summon Rain

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: 1 met
Effect: create rainstorm

The caster creates a large raincloud, with themselves at the center. For the duration of the spell, it rains from this raincloud. The more finesses used change how hard it rains.

- No finesses - Drizzle
- 2 Finesses - Light Rain
- 4 Finesses - Medium Rain

8 – Wherever the Wind Blows

Time to Cast: 1 round
Resist Check: 4d6 vs STR negates
Target: LOS 200 + 50/F'
Duration: instantaneous
Area: single creature
Effect: thrown by wind

A massive gust of storm winds blast the target 200ft in a random direction. They cannot be blown upwards.

9 – Obscuring Pour

Time to Cast: 1 round
Resist Check: 5d6 vs PER negates
Target: caster
Duration: 10 + 5/F minutes
Area: 1 met
Effect: blind with rain

This spell must be cast in rain

Obscuring Pour makes rain begin to fall so hard it becomes extremely difficult to see. If the check is failed, vision is limited to 20ft.

10 – Hold Rain

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: 1 met
Effect: pause rain

Hold Rain stops the rain from falling. Raindrops will levitate in the air until the spell ends. Any spells that affect the rain are also paused and will resume normal effects once this spell ends.

Wind and lightning are not stopped and act normally.

11 – Lightning Never Strikes the Same Place Twice

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: take less lightning damage

While this spell is active, the caster will only take lightning damage from the first source per round. Anytime lightning damage would be dealt outside of the first source, the attacker must make a 4 die check vs PWR. If they succeed, the spell affects the caster like normal.

12 – Summon Storm

Time to Cast: 2 rounds
Resist Check: none
Target: caster
Duration: 4 + 2/F rounds
Area: 200 + 50/F' radius
Effect: create thunderstorm

This spell allows the caster to summon a thunderstorm around themselves. Rain downpours and lightning strikes randomly.

Once per turn, a bolt of lightning will randomly strike someone in the area of the spell. It deals 3d6 of Lightning damage. A 4d6 vs HEA halves the damage.

13 – Calm the Skies

Time to Cast: 1 minute
Resist Check: special
Target: caster
Duration: instantaneous
Area: 1 met
Effect: clear skies

This spell can quell even the fiercest of storms. Any inclement weather is cleared up and the skies return to a calm condition. If the weather is magical, a 5 die check against PWR must be made by the weather or the caster who created the weather.

14 – Storm Chase

Time to Cast: 1 round
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single creature

This spell magically transports a person to a memlocked location that has great winds.

Effect: return to the storm

15 – Pluvego

Time to Cast: 4 rounds
Resist Check: 4d6 vs HEA halves
Target: caster
Duration: 1 + 1/F minutes
Area: ½ met radius
Effect: sharp rain

This spell must be cast while in rain.

For each round this spell is in effect, the storm deals 2d6 of edged damage from the rain. The resistance check should be made each round.

16 – Eye of the Storm

Time to Cast: 2 rounds
Resist Check: 5d6 vs PWR negates
Target: caster
Duration: 10 + 5/F minutes
Area: ¼ met radius
Effect: prevent casting

This spell must be cast while in a storm.

For the duration of this spell, anyone attempting to cast a water or air spell must make the resist check. They must make the check each time they try to cast a water or air spell. If failed, the spell does not go off, and no units or XP is used.

This spell cannot be plugged. All rain and wind stops for the duration of the spell.