

Calm Wind

Abjuration, Air, Song

Level: 5

Range: 360 yds.

Components: V, S

Casting Time: 2 rds.

Duration: 1 turn/level

Area of Effect: 20-ft. radius/level

Saving Throw: None

This spell creates an "eye of the storm" effect, reducing even gale force winds to a breeze within the area of effect. Ocean waves are unaffected by this spell, and storm-tossed waters will continue to batter a ship even though the wind has ceased. The spell has no effect on fog or precipitation, only on the wind that accompanies it.

Any ship sailing in the area of effect is treated as if the winds were "light breeze" rather than their current wind speed, although the direction remains unchanged. Exception: If the wind speed was "becalmed" it remains "becalmed."

Notes: Common for Sea mages; otherwise rare.