

Control Weather



Alteration

Level: 6

Range: 0

Components: V, S, M

Duration: 4d6 hrs.

Casting Time: 1 turn

Area of Effect: 4d4 sq. mi.

Saving Throw: None

The control weather spell enables a wizard to change the weather in the local area. The spell affects the weather for 4d6 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the weather conditions to occur. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart.

The upper-cased headings represent the existing weather conditions. The small headings beneath each large heading are the new conditions to which the caster can change the existing conditions. Furthermore, the caster can control the direction of the wind. For example, a day that is clear and warm with moderate wind can be controlled to become hazy, hot, and calm. Contradictions are not possible--fog and strong wind, for example. Multiple control weather spells can be used only in succession.

The material components for this spell are burning incense and bits of earth and wood mixed in water. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

Notes: Common spell (PHB).

Precipitation

CLEAR WEATHER

Very clear
Light clouds or hazy

PARTLY CLOUDY

Clear weather
Cloudy
Mist/light rain/small hail
Sleet/light snow

CLOUDY

Partly cloudy
Deep clouds
Fog
Heavy rain/large hail
Driving sleet/heavy snow

Temperature

HOT

Sweltering heat
Warm

WARM

Hot
Cool

COOL

Warm
Cold

COLD

Cool
Arctic cold

Wind

CALM

Dead calm
Light wind
Moderate wind

MODERATE WIND

Calm
Strong wind

STRONG WIND

Moderate wind
Gale

GALE

Strong wind
Storm

STORM

Gale
Hurricane-typhoon