



Weather magic is as variable as the weather itself. A powerful weather mage can summon earthquakes, hurricanes, and tornadoes or water a neighboring field, depending on his or her whim. Weather magic also allows its practitioners to control lightning in various ways; for this reason, skilled weather mages should be treated with respect. . . .

Weather magic is not available to witches

Total Spells:	340
Spell Breakdown:	
1–5 points:	160
6–10 points:	47
11–15 points:	22
16–24 points:	28
25–34 points:	19
35–44 points:	14
45+ points:	50

The diamonds after each spell's cost indicate the number of times a wizard gets points for casting that spell.

The default ranges given for each spell can be adjusted downward at the same spell cost, though doing so will make casting take a little longer. In other words, a spell that costs 2/hour could be cast for 8 hours (for 16 points), for 1 hour (for 2 points) or for ½ hour (also for 2 points, as the caster chooses. And a spell with a 100-yard radius could be scaled down to cover a single house for the same cost.

Spells marked with ☞ are available to minstrel mages



absorb magic 10/point ◇◇◇ similar to store magic, except that this spell absorbs spell points cast at it rather than storing them to be re-used. Used in conjunction with ensorcel and permanency to make spell-absorbing magic items. for example, a sword with 8 points of absorption (ensorcel + absorb magic x 8 + permanency = 180 points total cost) could absorb any spell of 8 points or less cast at its wielder. Once a spell is absorbed, a vent magic spell

must be used to empty the points before another spell can be absorbed.

alter wind current 5 ◇◇◇ alters a wind current very slightly—just enough to knock a flight of arrows off course, for example. . . . ☞

amplify darkness ½ original spell cost ◇◇◇ doubles the area of any darkness spell, including darkness of disorientation, icy darkness, etc. ☞

amplify light 1/2 original spell cost ◇◇◇ doubles the area of any light spell, including spells originally cast by someone else. ☞

attract clouds 7/week ◇◇◇◇ clouds will gather around a single place or creature. Subject to availability of water vapor. ☞

attract hail 5/week ◇◇◇ to a person or an area. ☞

attract inclement weather 8/square mile/month ◇◇◇◇ when cast on an area, that area becomes a magnet for thunderstorms, hail, sleet, etc., etc. . . . ☞

attract lightning variable causes lightning bolts to have an affinity for whatever the spell is cast on—a building, a field, a person, etc. . . . Especially effective during thunderstorms.

attract lightning ◇◇◇ 3/day ☞

attract lightning II ◇◇◇◇ 20 (permanent) ☞

attract rain 5/week ◇◇◇ to a person or an area. ☞

attract snow 1/day ◇◇◇ to a person or area. This will only work in climates prone to snowfall, when there are clouds in the sky. But it will keep that possible storm from just passing by. ☞

attract tornados 3/year ◇◇◇ to a person or area. The spell won't create a tornado, but if one occurs within range of the spell (1 mile per point of the caster's INT + 1 mile per caster's level) it will hit the target. ☞

aurora 50 ◇◇◇◇◇ creates a brilliant aurora in the nighttime sky. ☞

avalanche 20 ◇◇◇◇◇ causes a rockslide on the side of a hill or mountain. ☞

ball light 4/hr ◇◇◇ a floating ball of light, controllable by the caster, which gives about the illumination of a 40-watt bulb.

ball lightning 18 ◇◇◇◇◇ causes a chain-lightning effect: a bolt of energy that jumps from surface to surface. This will cause a +3 stun on 2–12 creatures within 30 feet of the caster and within 10 feet of each other. ☞

blast of heat trap 6/week ◇◇◇◇ when triggered, causes a stun on 1–3 creatures. Causes severe sunburnlike injuries; peeling and infection may follow. ☞

blast of sleet 1 ◇◇◇ causes a brief individual barrage of sleet around a person. ☞

call lightning 18 ◇◇◇◇◇ calls a bolt of lightning—raw energy—in a direction of the caster's choice, from an already occurring storm. Creatures hit directly sustain a +10 stun; those hit indirectly sustain a +5 stun; a near miss is a +2 stun. All other creatures within a 10-foot radius sustain a stun. This spell only works during storms.

calm gale 45 ◇◇◇◇◇ calms a wind, up to and including winds of hurricane force. ☞

calm sandstorm 40 ◇◇◇◇◇ calms a sandstorm of any size.

calm sea 2/100 foot radius ◇◇◇ calms rough waters. Lasts as long as the spell caster focuses all of his or her attention on the affected area. This can be cast on a place or an object (such as a boat).

calm wind 1/2 mph/square mile ◇◇◇ allows a wizard to slow a wind. ☞

charge variable electrifies an object (preferably metal or anything that would be able to conduct a charge) which is not currently being handled (or otherwise grounded). Once touched, the item emits a mild shock.

charge ◇◇◇ 1

extended charge ◇◇◇◇ 10/month (charge is not dissipated by

touch)
permanent charge ◇◇◇◇ 26 (charge is not dissipated by touch)
charge II variable electrifies an object (preferably metal or anything that would be able to conduct a charge) which is not currently being handled (or otherwise grounded) with a powerful current. If touched, the item emits a shock, causing a +3 stun, or a +4 stun if the victim is armored in metal.
charge II ◇◇◇◇ 8
extended charge II ◇◇◇◇ 58/month (charge is not dissipated by touch)
permanent charge II ◇◇◇◇ 98 (charge is not dissipated by touch)
chill 16 ◇◇◇◇ drops the temperature by 20°F over a 10-foot radius. ☹
chill room 40 ◇◇◇◇ suddenly drops a normal sized room's temperature by 50°. ☹
chill wind 2/mph/1 mile radius ◇◇◇ creates a wind 20° lower than the current temperature. As a breeze, this will be chilling; as a faster wind, it can be deadly. ☹
clear sky 45 ◇◇◇◇ clears all clouds from the sky in the vicinity of the caster. ☹
clear smoke 1 ◇◇◇ clears smoke, mist, or fog from a room-sized area. If the source of the smoke isn't addressed, the area will fill with smoke again, naturally. ☹
cloudburst 8 ◇◇◇◇ a sudden, intense rainfall that lasts only for a minute or less. Requires clouds. ☹
cloudseed 15 ◇◇◇◇ turns clouds into rainclouds. Clouds required. ☹
coldburst 7 ◇◇◇◇ allows the caster to throw an intensely cold blast of air, which acts as a +2 stun on one creature. This will not affect anyone protected vs. cold.
cold fog 4/3,000 cubic feet ◇◇◇ creates a cold, clammy, dense fog. ☹
conceal trail 1/100 feet/day ◇◇◇ makes a creature's trail untraceable by normal means. ☹
condensation 1 ◇◇◇ creates condensation on a surface of the caster's choosing: windows, sword hilts, armor, glasses, etc. . . . Will not work in exceptionally dry climates. ☹
conditional delay 50 ◇◇◇◇ will permanently delay a spell until the conditions set on the spell have been reached. For example, a spell could be delayed indefinitely until a creature walked through a certain door. ☹
conditional ensorcel 50 ◇◇◇◇ enchants an item in the same manner as an *ensorcel* spell, but allows a condition to be imposed on the ensorcelled item. A sword that could only be used against blue creatures, for example, would use *conditional ensorcel*. As with *ensorcel*, a *permanency* spell must be cast on the enchanted object within a month or the magic will fade. ☹
control hurricane 80 ◇◇◇◇ lets you have your very own guided tropical storm. Lasts as long as the spell caster concentrates on it (and up to 1 hour per caster's level after the wizard stops concentrating). Useful to protect one's beachfront villa. ☹
control sandstorm 29 ◇◇◇◇ allows a wizard to take control of an existing sandstorm, unless it's being actively controlled by another wizard. Lasts as long as the caster concentrates on it. ☹
control storm 60 ◇◇◇◇ allows a wizard to control the motion and intensity of a rain- or snowstorm. Lasts as long as the spell caster concentrates on it (and up to 1 hour per caster's level after the wizard stops concentrating). ☹
control tornado 35 ◇◇◇◇ allows a wizard to take control of an already existing tornado within his or her line of sight, but does not affect the force of it. ☹
control wind 25 ◇◇◇◇ allows a wizard to control and alter the direction, but not the force, of a wind. The control lasts as long as the wizard concentrates, and up to 1 hour per caster's level after

the wizard stops concentrating. ☹
cool 3 ◇◇◇ slowly lowers the temperature in a room or confined area to a comfortable level. ☹
cool room 20 ◇◇◇◇ suddenly drops a normal-sized room's temperature by 20°. ☹
creeping darkness 2/hr ◇◇◇ causes a darkness spell to move gradually in a direction chosen by the caster. This is designed to be cast in conjunction with another darkness spell—*darkness of disorientation*, *icy darkness*, etc.—but if cast alone will act as a movable darkness spell. ☹
creeping fog 3/3,000 cubic feet ◇◇◇ creates a dense fog which moves slowly in a direction chosen by the caster. ☹
creeping light 3/hr ◇◇◇ causes a light spell to move gradually in a direction chosen by the caster. This is designed to be cast in conjunction with another light spell, but if cast alone will act as a moveable light spell. ☹
creeping wall of hail 12/100 square feet/day ◇◇◇◇ creates a wall of dense hail or sleet which moves slowly in a direction chosen by the caster. ☹
darkness 1/hr ◇◇◇ creates a dark area about 12 feet in diameter; pitch dark in its center while only dim on its outskirts. The spell must be cast on an inanimate object. ☹
dawntime 1 ◇◇◇ determines what time the sun will rise. ☹
dehumidify 8/square mile ◇◇◇◇ lowers the humidity in the air. This can help dissipate a fog or prevent impending rain, although in practice it is unlikely to stop rain already falling—a situation in which the environment is dehumidifying itself. ☹
delay variable delays a spell until a certain vague condition is met. For example, a spell might be delayed until a creature passed through a door, etc.
delay ◇◇◇◇ 10/year ☹
extended delay ◇◇◇◇ 30/10 years ☹
delay frost 12/week/square mile ◇◇◇◇ delays the first frost in the area over which the spell is cast. ☹
delay storm 15/day ◇◇◇◇ delays the arrival of a storm heading toward an area. ☹
delay storm clearing 10/day ◇◇◇◇ delays the end of a storm already affecting an area. ☹
delay thaw 13/square mile/week ◇◇◇◇ delays the first thaw in the area over which the spell is cast. ☹
detect air currents 1/hr ◇◇◇ allows caster to see air currents (especially useful while flying) ☹
detect climate change 1/100 years ◇◇◇ allows caster to determine the changes in weather in a specific area over the course of time. ☹
detect currents 1 ◇◇◇ discovers the location of nearby ocean or river currents. The spell lasts as long the caster watches the affected body of water. ☹
detect depth 2 ◇◇◇ determines how deep a body of water is. ☹
detect humidity 1 ◇◇◇ allows caster to know the level of humidity in an area and information concerning recent and upcoming humidity levels ☹
detect magic 2/hr ◇◇◇ causes all enchanted objects within the caster's line of sight to become visible. The spell may be cast on non-wizards, but will take some practice to get used to. With frequent use, the spell can be used to differentiate between classes of magic, as well as just detecting magic (i.e., a magic ring created by a summoner will look different than one created by an emotionist). ☹
direct current variable directs a water current in a direction chosen by caster, but does not affect the force of that current. the spell lasts as long as the caster concentrates on it, then afterward, the

- natural direction of the current slowly reasserts itself.
- direct current I** ◇◇◇ 2 (stream or small river) ℥
- direct current II** ◇◇◇◇ 12 (large river) ℥
- direct current III** ◇◇◇◇◇ 22 (ocean current) ℥
- direct rain 6/square mile/hr** ◇◇◇◇ allows a wizard to shift the direction of already falling precipitation—be it rain, hail, snow, sleet or whatever. This spell assumes the absence of hurricane conditions, and it will be absolutely useless in shifting the direction of tornadoes, etc. It is useful to get the rain out of one's eyes and into one's opponents'.
- direct wind 1/5 mph/1 mile radius** ◇◇◇ directs a breeze in direction chosen by caster; does not affect force of the breeze.
- disensorcel 50** ◇◇◇◇◇ causes a magic item to lose its enchantment. Works on all but the most powerful magic items. ℥
- dispel magic 7 + original spell cost** ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. ℥
- dispel riptide 15** ◇◇◇◇◇ ends a nonmagical riptide, but will not prevent future riptides in the same location. ℥
- dispel sandstorm 40** ◇◇◇◇◇ ends a sandstorm of any size, unless it's being actively controlled by another wizard (in which case a *dispel magic* would be needed). ℥
- dispel tornado 30** ◇◇◇◇◇ dispels a tornado, but does not dispel the storm which created it. ℥
- dispel tsunami 40** ◇◇◇◇◇ dispels a naturally occurring tsunami and returns the water to its normal state. ℥
- dispel weather magic spell cost + 4/level of caster above dispeller** ◇◇◇ allows a wizard to negate another weather mage's spell. ℥
- dissipate fog 12** ◇◇◇◇◇ both natural and magical.
- drizzle 4/square mile/hour** ◇◇◇ creates a slow, steady, slight rain over an area specified by the caster. Weren't invited to the neighbors' barbecue? No problem. . . . Also good for watering plants, but will not work in especially dry areas. ℥
- drought curse 60/square mile/year** ◇◇◇◇◇ prevents any rain from falling on a particular area, field, crop, etc. ℥
- dry air 2** ◇◇◇ creates a gentle warm blast of air to dry wet clothes, hair, body, or small items. Lasts as long as the caster concentrates on it. ℥
- dry mud 1/1,000 square feet** ◇◇◇ removes the water from mud to dry it. This spell is very temporary; unless there is a means of moving the water, the ground will revert to mud quickly. ℥
- dry spring 30** ◇◇◇◇◇ causes a well or a spring to run dry. ℥
- dusk 1/hr** ◇◇◇ creates the limited visibility associated with dusk over an area 12 feet in diameter per level of the caster. ℥
- dust demon 1** ◇◇◇ stirs up a whirling cloud of loose dust. Works only in the presence of loose dust or dirt. ℥
- earthquake variable** causes a quake. The epicenter can be up to 1 mile away for every point of the caster's INT, plus 1 mile per level.
- earthquake 100** ◇◇◇◇◇ causes a full-sized quake. ℥
- minor earthquake 55** ◇◇◇◇◇ causes a localized earthquake. ℥
- end rain 1/sq mile** ◇◇◇ stops a nonmagical rainfall. The rain may start again quickly if conditions are very humid.
- ensorcel variable** the preliminary spell used in creating a magic item. This lays the initial enchantment on an inorganic object and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate.
- ensorcel** ◇◇◇◇◇ 50 ℥
- extended ensorcel** ◇◇◇◇◇ 75 (extends an ensorcel spell for a second month. An ensorcel can be extended only once.) ℥
- equalize temperature 2/square mile/week** ◇◇◇ prevents sudden natural changes in temperature. Useful to farmers with delicate crops. ℥
- evaporate 2/gallon** ◇◇◇ vaporizes a liquid. ℥
- extension ½ original spell cost** ◇◇◇ extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant, i.e. a one-hour spell will be extended an additional hour for each extension cast. ℥
- eye of storm variable** creates a small area of calm within most types of storms. The spell lasts as long as the caster concentrates on it.
- eye of storm I** ◇◇◇◇ 8 (1 person)
- eye of storm II** ◇◇◇◇◇ 12 (10 x 10 x 10 area)
- false dawn 19/square mile/hr** ◇◇◇◇◇ creates a dawnlike sky when the sun actually isn't rising yet. Useful to accelerate firing squad timetables to get rid of your enemies. ℥
- false trail 1/100 feet/day** ◇◇◇ creates a false trail which will hold up to the closest scrutiny—including bloodhounds. ℥
- find trail 5/hr** ◇◇◇ heightens the caster's ability to pick up on more subtle variations in dirt, snow, mud, and other terrain affected by someone's passage. ℥
- find water 1** ◇◇◇ locates any sources of water within the caster's line of sight. This does not determine the purity or impurity of water so located. ℥
- finger lightning 1** ◇◇◇ charges two of the casters fingers and creates a small, harmless lightning bolt between them which continues as long as caster concentrates on it.
- fireproof variable** protects a surface against fire and heat damage.
- fireproof** ◇◇◇ 3/cubic foot/year ℥
- fireproof II** ◇◇◇◇◇30/year (cottage or small structure) ℥
- fireproof III** ◇◇◇◇◇ 41/year (large house) ℥
- flash 1** ◇◇◇ causes a sudden, brief flash of the intensity and duration of a camera flashbulb. This does no real harm, but may cause nearby creatures to see spots for a few minutes. ℥
- flashblind 8** ◇◇◇◇◇ causes a sudden, blinding flash of intense light. This flash will blind 2–12 Table I creatures or 1–3 Table II creatures who view it for 1–6 minutes. It will not affect more powerful creatures or creatures who fail to see the flash. Any creature whose resistance roll is 81+ is paralyzed rather than blinded. Only creatures which normally have vision are affected. ℥
- flash trap 4/day** ◇◇◇ causes a sudden, brief flash of the intensity and duration of a flashbulb affecting 1–3 creatures when triggered. Doesn't do much harm, but causes them to see spots in front of their eyes for a few minutes. ℥
- flood river 35/mile** ◇◇◇◇◇ causes a river to overflow its banks. ℥
- flurry 2/100 foot radius** ◇◇◇ causes a flurry of snow to appear. The flurry dissipates either quickly or slowly depending upon the temperature. ℥
- fog 2/3,000 cubic feet** ◇◇◇ creates a dense fog. ℥
- freeze 22** ◇◇◇◇◇ causes a sudden 80°F drop in temperature over a 5-foot diameter. Anyone caught fully within the circle sustains a +6 stun; an indirect exposure causes a +2 stun; those in close proximity take a stun. ℥
- freeze mud 2/10 foot radius** ◇◇◇ freezes existing mud with all its ruts, hoofprints, footprints, etc. intact. Won't last long in warm

weather. ☹

freeze water 1/gallon ◇◇◇ freezes water. ☹

freezing fog 12/3,000 cubic feet ◇◇◇◇ creates an intensely cold and dense fog. ☹

freshen air 1 ◇◇◇ creates a slight breeze to air out a limited space. Good for airing out rooms. Lasts as long as the caster concentrates on it. ☹

frost 5/hr ◇◇◇ creates an invisible field of cold which can be cast on an inanimate object. Anyone touching a frost will suffer 1d6% of damage unless protected against cold. If cast on a weapon, frost will cause an extra 5% to all damage rolls, but will prevent any extra bleeding.

frost heave 15 ◇◇◇◇ causes a road or flat area to buckle as it would from frost heave. Affects an area up to a 10 foot radius per point of INT of the caster (so a wizard with a 22 intelligence can heave the ground over a 220 foot radius from the spell's center), and can be cast anywhere within the caster's line of sight. ☹

frostbite 4 ◇◇◇ causes frostbite on the victim's extremities.

frosttime 11 ◇◇◇◇ determines when the first frost will occur. ☹

fry 24 ◇◇◇◇ causes a sudden 80°F rise in temperature over a 5-foot diameter. Anyone caught fully within the circle sustains a +6 stun; an indirect exposure causes a +2 stun; those in close proximity take a stun. ☹

geyser *variable* causes water to suddenly spurt upward in an enormous fountain. The spell lasts as long as the caster concentrates on it. Cost varies based on the height of the geyser desired; of course the height is also limited by the size of the body of water involved.

geyser I ◇◇◇ 4 (2–12 feet) ☹

geyser II ◇◇◇◇ 12 (14–34 feet) ☹

geyser III ◇◇◇◇◇ 36 (44–64 feet) ☹

glareblind 2 ◇◇◇ when cast on a surface, any creature looking at it will be blinded by the brilliance of the light reflecting from that surface. ☹

glareice 18/square mile/day ◇◇◇◇ when cast on ice, causes it to reflect light to such an intensity that any creature looking at it will be temporarily blinded. ☹

glaze 1/100 square feet ◇◇◇ causes a thin, difficult to detect layer of ice to form on a flat surface. Will not last long in warm weather. ☹

hail 4/100 square feet/hr ◇◇◇ causes hail to fall. ☹

hail to rain 5/square mile/hour ◇◇◇ turns a hailstorm into a rainstorm.

heatburst 3 ◇◇◇ allows the caster to throw an intensely hot blast of air, which acts as a stun on one creature, but will not affect anyone protected vs. heat. Can cause severe sunburn-like injuries; peeling and infection may follow. ☹

heat lightning 9/hour ◇◇◇◇ causes lightning bolts to appear in an overhanging cloud cover. It must be hot in order to produce this effect, and the lightning will not strike the ground unless a *call lightning* spell is cast. ☹

heatstroke 8 ◇◇◇◇ causes a creature to be overcome by heat prostration. Works only in warm or hot environments.

heatwaves 4/square mile/hr ◇◇◇ causes the ground to ripple with heat waves; makes it hard to see exactly what's where until you're right on top of it. ☹

howling wind 2 ◇◇◇ causes a howling wind around the immediate area of the spell. The volume, length, and direction of the wind are based on the caster, who must concentrate for the spell to last. ☹

humidify 8/square mile ◇◇◇◇ increases the humidity in the air. Where air is already humid, this will cause rain or fog; it will turn dry heat to wet heat. This spell will have virtually no effect in desert climates. ☹

hurricane *variable* causes a full-scale hurricane. The wizard can control the hurricane for as long as he or she concentrates on it, and for up to 1 hour per level afterward (so a weather-5 could cause a storm to do her bidding for up to 5 hours after she turned her attention to something else). Once the storm is no longer controlled, it behaves like a normal hurricane.

hurricane 90 ◇◇◇◇◇ over a 10-mile radius. ☹

minor hurricane 60 ◇◇◇◇◇ over a 1-mile radius. ☹

ice crack 1 ◇◇◇ breaks the ice under an individual within the caster's line of sight. Ice crack can be repaired with ice slick.

ice slick 1/square foot ◇◇◇ turns puddles of water into ice. The ice won't last long in warm weather. ☹

ice storm 5/100 square feet/hr ◇◇◇ causes a barrage of tiny bits of ice. ☹

ice trap 7/100 square feet/week ◇◇◇◇ creates an invisible patch of great coldness, which causes a stun on any unprotected creature stepping within it. ☹

ignite 5 ◇◇◇ causes a flammable object within range (equal to the wizard's spell points in feet) to burst into flames. The object must be easily ignitable—i.e. a tunic, straw, etc., not a log or a tree. The flames catch and spread quickly, unlike those caused by a kindle spell. The spell can be cast quite rapidly; the object to be ignited must be pointed to.

individual aurora 4/night ◇◇◇ Makes a person more visible, at nighttime or otherwise. Can be cast on a person or small object.

individual dust devil 1/hr ◇◇◇ creates a whirling cloud of dust around a single creature. Dust required.

individual fog 2/hr ◇◇◇ causes fog around a single creature.

individual hail 8/hr ◇◇◇◇ causes a hailstorm over a single creature.

individual hurricane 15 ◇◇◇◇◇ causes a hurricane around a single creature.

individual icestorm 9/hr ◇◇◇◇ causes a barrage of tiny bits of ice over a single creature.

individual rain 4/hr ◇◇◇ causes a rainstorm over a single creature.

individual snowstorm 10/day ◇◇◇◇ over a single creature. Works in any weather.

individual tornado 16/day ◇◇◇◇◇ around a single creature. Works in any weather.

individual wind 3/hr ◇◇◇ causes strong winds around a single creature.

induce frost 10/acre ◇◇◇◇ when cast on an area, that area and its contents will suffer the effects of an untimely frost which will dissipate either quickly or slowly according to the season. Not good for crops. . . . ☹

infinity 10 x *original spell cost* ◇◇◇◇ causes an effect of a magical item to become permanent—i.e. without charge. Effective only in conjunction with ensorcel and permanency spells. For instance a sword could be made to give off light whenever it was held (*light + infinity*). *Infinity* only works on spells that have a definite duration; it can't be used on one-shot spells like *fireball* or *shockthrow*.

intensify rain 6/square mile/hr ◇◇◇◇ heightens the level of precipitation already falling—whether rain, snow, sleet, hail, etc. This will turn a drizzle into a steady rain, a steady rain into a downpour, a downpour into a deluge, and so on. It will not cause precipitation where it does not already exist.

irritate fog 4/3,000 ◇◇◇ cubic feet makes existing fog slightly caustic and irritating to remain in for more than a few moments.

irritate rain 4/square mile/hr ◇◇◇ makes already falling rain slightly caustic and irritating to remain in for more than a few minutes. Works only in relatively moist conditions; the spell wouldn't work in a desert, or during a drought.

kindle 1 ◇◇◇ starts a small fire.

- know direction 2** ◇◇◇ allows the caster to determine direction. ℹ
- lastfrost 2** ◇◇◇ predicts when the last frost will fall on a particular area. The wizard's substitute for the groundhog. ℹ
- lessen precipitation 1/square mile/hr** ◇◇◇◇ lessens the force of but does not stop rain, snow, or other precipitation.
- light 1/hr** ◇◇◇ a ball of light which can be cast on any inanimate object—gives about the illumination of a forty watt light bulb. ℹ
- lightning bolt 26** ◇◇◇◇◇ fires a bolt of lightning—raw energy—in a direction of the caster's choice. Creatures hit directly sustain a +10 stun; those hit indirectly sustain a +5 stun; a near miss is a +2 stun. All other creatures within a ten foot radius sustain a stun. This spell is not meant to be used in confined areas. . . . ℹ
- lightning burst 32** ◇◇◇◇◇ causes a burst of 4–24 bolts of energy to explode within a 20 foot radius. Creatures hit directly sustain a +5 stun; indirect hits cause a +3 stun; those in close proximity sustain a stun. Damage is at +2 for creatures wearing metal armor or holding other conductive materials (i.e. swords). ℹ
- lightning rain 62** ◇◇◇◇◇ causes a shower of lightning bolts over a 100 yard radius; direct hits cause a +5 stun; indirect hits cause a +3 stun; near misses cause a +2 stun; creatures in close proximity sustain a stun. Damage is at +2 for creatures wearing metal armor or holding other conductive materials (i.e. swords). ℹ
- melt ice 1/cubic foot** ◇◇◇ liquefies ice. ℹ
- melt slush 1/10 square feet** ◇◇◇ liquefies slush. Easier than shoveling. ℹ
- melt snow 2/10 foot radius** ◇◇◇ liquefies snow. Less effective at exceptionally cold temperatures. ℹ
- miniature sandstorm 3** ◇◇◇ creates a miniature sandstorm using a handful of sand or dirt about a cubic foot in size which will erode and abrade with the same power as its full-sized counterpart. The storm lasts as long as it's fully concentrated on.
- mini-lightning 22** ◇◇◇◇◇ causes 2–12 small lightning bolts in an area chosen by the caster. Direct hits cause a +4 stun; indirect hits cause a +2 stun; near misses cause a stun. Damage is at +2 for creatures wearing metal armor or holding other conductive materials (i.e. swords). ℹ
- mini-waterspout 2** ◇◇◇ cast on one cubic foot of water; can drench person to discombobulate them or can cause a drink to be "thrown" in someone's face. ℹ
- misdirect scrying variable** causes attempts to magically scry on a protected place or object to go awry.
- misdirect scrying** ◇◇◇ 2/day ℹ
- misdirect scrying II** ◇◇◇◇◇ 12/year ℹ
- misdirect scrying III** ◇◇◇◇◇ 22/permanent ℹ
- moondim 6/10 foot radius/night** ◇◇◇◇◇ temporarily dims moonlight; will not work on any other light source. ℹ
- moonrise 1/yr** ◇◇◇ determines the time of any moonrise during the year in which the spell is cast. ℹ
- moonphase 1/yr** ◇◇◇ determines phases and durations thereof of the moon during the year in which the spell is cast. Useful in planning romantic trysts, fertility rites, or midnight raids. ℹ
- moonset 1/yr** ◇◇◇ determines the time of any moonrise during the year in which the spell is cast. ℹ
- mudden 1/100 square feet** ◇◇◇ makes a dirt ground, floor, or trail muddy. There must be humidity in the air for the spell to work; the effect is magnified in very humid conditions. ℹ
- mute sound 2/hr** ◇◇◇ mutes all sounds within a 10-foot radius. This does not cause complete silence. ℹ
- night vision 2/day** ◇◇◇ gives the recipient night vision as good as his or her normal vision. ℹ
- object scry 5/hr** ◇◇◇ allows the caster to observe a distant object or area with which he or she is familiar. ℹ
- part water 9/10 feet/hr** ◇◇◇◇ forces water to change its course to accommodate a wizard. ℹ
- pass without trace 5/hr** ◇◇◇ allows a creature to move without leaving any sort of trail—visual or olfactory—behind. ℹ
- perfect shelter 2/10 hours/500 cubic feet** ◇◇◇ creates a fixed area that is a pleasant temperature, waterproof, dry, and protected against any natural weather. Includes a low glow that can be dismissed on command. ℹ
- permafrost 50/square mile** ◇◇◇◇◇ freezes a tract of land to a depth of several feet. In colder climates, this is permanent. In warmer climates, the land will eventually thaw, but it will remain barren until a *remove permafrost* or a *dispel magic* spell is cast. ℹ
- permanency 50** ◇◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. Normal extension and delay spells will not work with permanency. ℹ
- pervert magic same as original spell cost** ◇◇◇ causes a spell to escape from its caster's control. ℹ
- phosphorescence 3/hr** ◇◇◇ causes a sickly, dim light, which can be cast on animate or inanimate objects. ℹ
- phosphorescence trap 3/week** ◇◇◇ when triggered, causes a sickly, dim light to form around the first 4 creatures to walk into it. ℹ
- poison fog 16/3,000** ◇◇◇◇◇ cubic feet causes a dense and poisonous fog, which kills plants and small animals and sickens larger creatures caught within it. ℹ
- poison rain 10/square mile/hr** ◇◇◇◇ creates a heavy rain capable of killing small animals and vegetation and sickening humans. Works only in relatively moist conditions; it would have no effect in a desert, or during a drought. ℹ
- precipitate 13** ◇◇◇◇◇ if there are clouds present, allows a wizard to cause any type of precipitation he or she chooses, over a 1 mile radius. ℹ
- predict weather variable** allows an accurate prediction of weather conditions for the next week.
- predict weather** ◇◇◇ 1/week ℹ
- predict weather II** ◇◇◇ 5/month ℹ
- propel small craft 2/hr** ◇◇◇ moves a boat at the same rate as if it were under sail. Ineffective on full sized ships. ℹ
- protection vs. cold 1/day** ◇◇◇ protects against most extremes of cold. ℹ
- protection vs. dust 3/day** ◇◇◇ makes it possible to breathe in dust storms, pass through dust walls, etc. ℹ
- protection vs. gas 2/day** ◇◇◇ prevents gases from taking effect. ℹ
- protection vs. heat 1/day** ◇◇◇ protects against most extremes of heat. ℹ
- protection vs. lightning variable** prevents a creature from being struck by lightning (both normal and magical lightning).
- prot. vs. lightning** ◇◇◇ 1/day ℹ
- extended prot. vs. lightning** ◇◇◇◇◇ 21/year ℹ
- permanent prot. vs. lightning** ◇◇◇◇◇ 34 ℹ
- protection vs. plagues 2/square mile/year** ◇◇◇ protects a field of crops against plagues. ℹ
- protection vs. pressure 6/hr** ◇◇◇◇◇ protects against water pressure. ℹ
- protection vs. sound variable** protects a creature from the direct effects of both natural and magical noises. For example, a protected creature would be unaffected by a thunderbolt, but could still be crushed under an avalanche caused by that thunderbolt.
- prot. vs. sound** ◇◇◇ 1/day ℹ
- prot. vs. sound II** ◇◇◇◇ 10 year ℹ
- prot. vs. sound III** ◇◇◇ 5/day (10-foot radius) ℹ

- prot. vs. sound IV ◇◇◇◇ 50/year (10-foot radius) ℹ
- protection vs. weather 4/10 feet cubed/day ◇◇◇ protects against extremes of weather. ℹ
- rain to hail 6/square mile/hr ◇◇◇◇ turns a rainstorm into a hailstorm.
- rain to snow 6/square mile/hr ◇◇◇◇ changes already falling rain to snow. Will not work in warm conditions.
- recharge 5 x original spell cost ◇◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a 3-point spell could be used to perform that effect once every 3 days. This spell is only effective in conjunction with *ensorcel* and *permanency* spells.
- recovery 8/week ◇◇◇◇ allows a spell caster to recover spell points at a rate of 3/day, no matter how active he or she may be. ℹ
- redirect lightning 10 ◇◇◇◇ basically rebounds a lightning bolt from its original destination to one chosen by the caster. Especially useful if the caster is the target of the lightning bolt and doesn't want to waste it (assuming the caster is protected in some manner vs. lightning—if not, redirection becomes more imperative). If cast during a storm, it will affect the first lightning bolt after its casting.
- remove permafrost 20/square mile ◇◇◇◇◇ removes the permafrost from frozen land, whether naturally or supernaturally frozen. ℹ
- remove wizardmark 10/level of original caster ◇◇◇◇ allows a wizard to erase another spellcaster's wizardmark or wizardscript. The cost varies depending on the level of the wizardmark's creator—it costs only 10 points to dispel a magic-0's wizardmark, but 60 points to remove the mark made by a magic-6. ℹ
- repel inclement weather 11/square mile/month ◇◇◇◇◇ when cast on an area, no inclement weather (rain, hail, sleet, etc.) will bother it. One should be careful in one's use of this spell on fields of crops unless one has an artificial irrigation system. ℹ
- repel lightning 3/year ◇◇◇ causes lightning bolts to be repulsed by the object or person the spell is cast on. Bolts will then strike randomly at the nearest unprotected object or person. ℹ
- reverse wind 30 ◇◇◇◇◇ reverses or otherwise shifts the direction of the wind in a local area (up to a square mile per level of the caster), but does not affect the force of the wind. The spell caster can choose the new wind direction. The spell lasts while fully concentrated on, and is very draining, requiring at least a full day of rest afterward, and a shock roll to avoid complete collapse or death if the spell is maintained for an hour or more (add 10% to the roll for each additional hour it's maintained). Once the spell is released, the wind gradually shifts back to its normal course. ℹ
- riptide 20 ◇◇◇◇◇ causes a riptide in a body of water. ℹ
- riverebb 40 ◇◇◇◇◇ causes the level of a river to ebb. ℹ
- roughen sea 3/100 foot radius ◇◇◇◇◇ roughens calm waters. Lasts as long as the spell caster focuses all of his or her attention on the affected area. This can be cast on a place or an object (such as a boat). ℹ
- rust 2/square foot ◇◇◇◇◇ oxidizes a metal surface. ℹ
- rustproof 1/square foot/year ◇◇◇◇◇ protects a metal surface from oxidation. ℹ
- sandstorm *variable* causes a sandstorm. Requires sand.
- minor sandstorm 40 ◇◇◇◇◇ causes a localized sandstorm. ℹ
- sandstorm 70 ◇◇◇◇◇ causes a full-sized sandstorm. ℹ
- seasonable weather *variable* makes the weather of a particular place conform *precisely* to seasonal patterns.
- seasonable weather ◇◇◇◇◇ 1/square mile/day ℹ
- seasonable weather II ◇◇◇◇◇ 4/square mile/week ℹ
- seasonable weather III ◇◇◇◇◇ 14/square mile/month ℹ
- seasonable weather IV ◇◇◇◇◇ 34/square mile/year ℹ
- see water currents *variable* makes the patterns of currents beneath the water's surface visible to whoever the spell is cast on. Useful in navigating.
- see water currents ◇◇◇◇◇ 4/day ℹ
- see water currents II ◇◇◇◇◇ 14/month ℹ
- see water currents III ◇◇◇◇◇ 24/year ℹ
- settle dust *variable* calms an area of dust that has been disturbed by wind or by someone's passage. Won't prevent wind from kicking the dust up again, but momentarily clears the air.
- settle dust ◇◇◇◇◇ 1/10 ft radius ℹ
- settle dust II ◇◇◇◇◇ 15/square mile ℹ
- sheet ice 2/100 square feet ◇◇◇◇◇ causes a thick layer of ice to form on a flat surface. Will not last long in warm weather. ℹ
- sheet lightning 26 ◇◇◇◇◇ fires a sheet of lightning—raw energy—in a direction of the caster's choice. Any creature hit directly suffers a +2 stun, while those hit indirectly suffer a stun. Others nearby, even if they sustain no real damage, are likely to be knocked down and possibly put temporarily out of commission. ℹ
- shockthrow 8 ◇◇◇◇◇ fires a bolt of electricity at a creature. A hit causes a +3 stun, or a +4 stun if the victim is armored in metal.
- shower 5 ◇◇◇◇◇ creates a brief rainshower over a small area if moisture is present in the air. ℹ
- sightstun 5 ◇◇◇◇◇ causes a bright flash in the face of a Table I creature, stunning that creature for 1–3 rounds. Only one creature can see the flash. ℹ
- sightstun trap 8/week ◇◇◇◇◇ when triggered, causes a bright flash in the faces of 1–3 Table 1 creatures, stunning them for 1–3 rounds. ℹ
- sinkhole 20/1,000 cubic feet ◇◇◇◇◇ causes a sinkhole to appear in natural ground at a location of the caster's choice, anywhere within his or her line of sight. ℹ
- sleigh pass 5/day ◇◇◇◇◇ allows a sled or sleigh to travel over dry, unpassable, or difficult terrain. The spell also makes the sleigh incredibly easy to track. ℹ
- slush 1/10 foot radius ◇◇◇◇◇ turns fallen snow into slush. Less effective at exceptionally low temperatures. ℹ
- slush to ice 2/10-foot radius ◇◇◇◇◇ turns slush into ice. This ice will not be a smooth, unbroken sheet, but will rather retain all ruts, hoofprints, footprints, etc., in the original slush. If the slush is deep enough, any creature unlucky enough to be standing in it at the time will be frozen into it. ℹ
- slush to snow 3/10 foot radius ◇◇◇◇◇ turns slush into snow. Less effective at exceptionally low temperatures. ℹ
- snow 8 ◇◇◇◇◇ if there are clouds in the area, causes a snowfall over a 1-mile radius. ℹ
- snowblind 6 ◇◇◇◇◇ works only when snow is falling. Causes a creature to be blinded by falling snow, no matter how light the snowfall may be.
- snowdrift 1/day ◇◇◇◇◇ allows caster to direct falling snow to drift onto/against a particular place (a door, for example).
- snowglare 10/square mile/day ◇◇◇◇◇ when cast on snow, causes the snow to reflect light so intensely that anyone looking at it will be temporarily blinded.
- snowice 1/50 foot radius ◇◇◇◇◇ creates a thin layer of ice over existing snow. This spell makes snow harder to walk through. ℹ
- snowsight 3/week ◇◇◇◇◇ allows a person to ignore naturally or magically created snow or ice glare. ℹ
- solidify mud 1/100 square feet ◇◇◇◇◇ temporarily renders mud solid. Any hoofprints, footprints, or unwary feet will remain in the solidified mass. ℹ

- solidify snow** 1/100 square feet/hr ◇◇◇ renders snow temporarily solid; packs the snow down so that wagons, etc. can pass. ℥
- stale air** 1/day ◇◇◇ stops air from moving into and out of an area, simulating an enclosed space. (It's not fully effective, and won't keep out rain or suffocate people inside the area. But it will get unpleasant to stay in with a group of people.) ℥
- store magic** 10/point ◇◇◇◇ creates a spell-storing item. Usable only in conjunction with ensorcel and permanency spells.
- storm stasis** *variable* this spell stops a storm in its tracks.
- storm stasis** ◇◇◇◇◇ 50 (normal sized storms, localized heavy weather) ℥
- storm stasis II** ◇◇◇◇◇ 75 (large storms, tornadoes) ℥
- storm stasis III** ◇◇◇◇◇ 100 (hurricanes and other huge storm formations) ℥
- storm track** 44 ◇◇◇◇◇ this spell allows a weather mage to send already existing (or magically created) storms in a particular direction. Say you want an army in a field to be miserable and you want to sit at home nice and dry—presto! Of course, storms may dissipate along the way unless the environment (naturally occurring or magically created) permits. ℥
- summersnow** 24 ◇◇◇◇◇ alters ambient precipitation to the form of snow in a local area (up to a square mile per level of the caster) regardless of the temperature. Snow will accumulate on the ground while the spell lasts, but will begin to react appropriately to the temperature when the spell wears off. The spell lasts while fully concentrated on, and is very draining, requiring at least a full day of rest afterward, and a shock roll to avoid complete collapse or death if the spell is maintained for an hour or more (add 10% to the roll for each additional hour it's maintained). Once the spell is released, the precipitation gradually shifts back to its normal state. ℥
- summon clouds** 10 ◇◇◇◇ summons nearby clouds. If they add up to a rainstorm, this will cause one. If there are no nearby clouds, this spell will have no effect. ℥
- summon rain** 40 ◇◇◇◇◇ calls up a rainstorm. If the storm clouds must travel a great distance—for instance if the spell is cast in a desert—the rain may not arrive for several days, and the clouds may dissipate considerably along the way. ℥
- sunglasses** 1/day ◇◇◇ protects eyesight from glare and quick blinding light. ℥
- sunscreen** 1/day ◇◇◇ protects against sunburn. ℥
- sunset** 1 ◇◇◇ determines what time the sun will set. ℥
- sunstroke** 8 ◇◇◇◇ causes a creature to be overcome by sunstroke. Does not work on cloudy days.
- suspend lightning** 3 ◇◇◇ causes the next bolt of lightning within a mile to freeze mid-strike for as long as caster concentrates on it. The caster may bend the lightning bolt, but may not change the location of either terminus. The spell dissipates if it hasn't gone off within a day of being cast. ℥
- temperature** *variable* allows the caster to set the temperature in a specified area. Temperature drops or rises gradually to the specified level. Comes in a variety of forms:
- temperature 1.1** ◇◇◇ 4/day (10-foot radius) ℥
- temperature 1.2** ◇◇◇◇◇ 28/ month (10-foot radius) ℥
- temperature 1.3** ◇◇◇◇◇ 58/year (10-foot radius) ℥
- temperature 1.4** ◇◇◇◇◇ 118 (10-foot radius, permanent) ℥
- temperature 2.1** ◇◇◇◇◇ 16/day (100-foot radius) ℥
- temperature 2.2** ◇◇◇◇◇ 68/ month (100-foot radius) ℥
- temperature 2.3** ◇◇◇◇◇ 118/year (100-foot radius) ℥
- temperature 2.4** ◇◇◇◇◇ 158 (100-foot radius, permanent) ℥
- temperature 3.1** ◇◇◇◇◇ 60/day (1-mile radius) ℥
- temperature 3.2** ◇◇◇◇◇ 128/ month (1-mile radius) ℥
- temperature 3.3** ◇◇◇◇◇ 178/year (1-mile radius) ℥
- temperature 3.4** ◇◇◇◇◇ 248 (1-mile radius, permanent) ℥
- thawtime** 2 ◇◇◇ predicts when the first thaw will occur in a particular area. Useful in determining when to plant crops. ℥
- thunder** 2 ◇◇◇ creates the sound of thunder rumbling in the distance. Lasts as long as the spellcaster concentrates on it. ℥
- thunderbolt** 20 ◇◇◇◇◇ creates a sudden loud noise, which stuns all creatures within a hundred yard radius for 1–3 rounds. ℥
- thunderstorm** 30 ◇◇◇◇◇ creates a thunderstorm over a specified area. Can be used as a base for more complex lightning spells. ℥
- tidetime** 1 ◇◇◇ determines the times of ingoing and outgoing tides for the next 24 hours (plus 1 hour per level of the spell caster). ℥
- tornado** *variable* causes a full-strength tornado. The tornado may be controlled by the caster for as long as he or she concentrates intently on it; once control is released, it cannot be regained except by casting another spell.
- minor tornado** 65 ◇◇◇◇◇ localized tornado conditions. ℥
- tornado** 90 ◇◇◇◇◇ a full-sized tornado. ℥
- tremor** 30 ◇◇◇◇◇ causes earth tremors. ℥
- tropic zone** *variable* maintains a pleasantly warm (70–80°) temperature in a specified area. Comes in a variety of forms:
- tropic zone 1.1** ◇◇◇ 2/day (10-foot radius) ℥
- tropic zone 1.2** ◇◇◇◇◇ 18/ month (10-foot radius) ℥
- tropic zone 1.3** ◇◇◇◇◇ 48/year (10-foot radius) ℥
- tropic zone 1.4** ◇◇◇◇◇ 98 (10-foot radius, permanent) ℥
- tropic zone 2.1** ◇◇◇◇◇ 8/day (100-foot radius) ℥
- tropic zone 2.2** ◇◇◇◇◇ 48/ month (100-foot radius) ℥
- tropic zone 2.3** ◇◇◇◇◇ 98/year (100-foot radius) ℥
- tropic zone 2.4** ◇◇◇◇◇ 138 (100-foot radius, permanent) ℥
- tropic zone 3.1** ◇◇◇◇◇ 30/day (1-mile radius) ℥
- tropic zone 3.2** ◇◇◇◇◇ 88/ month (1-mile radius) ℥
- tropic zone 3.3** ◇◇◇◇◇ 158/year (1-mile radius) ℥
- tropic zone 3.4** ◇◇◇◇◇ 218 (1-mile radius, permanent) ℥
- tsunami** 90 ◇◇◇◇◇ causes a full sized tidal wave. Just add water. ℥
- umbrella** 1/day ◇◇◇ keeps falling water from wetting a creature. ℥
- umbrella II** 3/day ◇◇◇ keeps falling water from wetting all creatures within a 10-foot radius. ℥
- unseasonable weather** *variable* causes unseasonable, unpredictable, wildly varying weather. The caster chooses a number of effects and the spell executes them in random fashion, negating any effort at predicting the weather. There are 3 versions of the spell, each of which affect the area within a 1-mile radius of the casting location.
- unseasonable weather I** ◇◇◇◇◇ 21/day ℥
- unseasonable weather II** ◇◇◇◇◇ 47/week ℥
- unseasonable weather III** ◇◇◇◇◇ 98/month ℥
- vent magic** ½ *original spell cost* ◇◇◇ harmlessly triggers a spell, potion, or rune by bleeding away its potency. A *delayed* fire spell, for example, could be triggered without cooking the spell caster. It costs only half the base spell cost, not the cost of making the rune or potion, or the cost of delaying a spell.
- walk on ice** 2/day ◇◇◇ never slip again on icy sidewalks or frozen ponds. . . . ℥
- walk on mud** 2/hr ◇◇◇ allows a creature to travel over semi-solid surfaces, like mud, quicksand or snow, as if they were solid. ℥
- walk on snow** 3/day ◇◇◇ allows a creature to travel over snow as if it were solid—snowshoes for the weather mage. ℥
- walk on water** 15/hr ◇◇◇◇◇ Allows a creature to travel on liquid or semi-solid surfaces as if they were solid. ℥
- wall of darkness** 5/100 square feet/day ◇◇◇ creates an opaque wall of blackness which cannot be seen through. Unless amplified, the wall will be several feet thick, surrounded by a less dark area

another several feet thick. The wall can be shaped as the caster chooses, but must be based on a solid surface. ☞

wall of fog 1/100 cubic feet/day ☐☐ creates a wall of opaque fog which can be passed through but not seen through. ☞

wall of hail 8/100 square feet/day ☐☐☐ creates a wall of hail or sleet which can be passed through—painfully—but not seen through. ☞

wall of light 4/100 square feet/day ☐☐ creates an opaque wall of light, several feet thick. The wall can be passed through without harm. It can be shaped as the caster chooses, but must be based on a solid surface. ☞

wall of rain 4/10 square feet/hour ☐☐ creates an opaque field of falling rain which can be passed through but not seen through. ☞

warm 4/day ☐☐ raises the temperature in a room or confined area to a comfortable level. ☞

waterproof *variable* protects a surface from water and frost damage. ☞

waterproof ☐☐ 2/cubic foot/year ☞

waterproof II ☐☐☐☐ 20/year (cottage or small structure) ☞

waterproof III ☐☐☐☐☐ 31/year (large house) ☞

waterspout 48 ☐☐☐☐ creates a tornadolike formation over water, usually much smaller and less vigorous than a true tornado. The waterspout may be controlled by the caster for as long as he or she concentrates intently on it; once control is released, it cannot be regained except by casting another spell. ☞

wave 24 ☐☐☐☐ raises a 20-foot-high wave in a standing body of water. ☞

weatherproofing *variable* makes the affected items impervious to the effects of weather. Useful on clothing, armor, and houses.

weatherproof ☐☐ 1/cubic foot/year ☞

weatherproof II ☐☐☐☐12/year (cottage or small structure) ☞

weatherproof III ☐☐☐☐☐ 21/year (large house) ☞

weatherproofing IV ☐☐ 4/cubic foot (permanent) ☞

weatherproof V ☐☐☐☐☐32 (cottage or small structure; permanent) ☞

weatherproof VI ☐☐☐☐☐ 41 (large house; permanent) ☞

whirlpool *variable* creates a whirlpool. Just add water.

minor whirlpool 43 ☐☐☐☐ a localized whirlpool, large but not capable of swallowing full sized ships. ☞

whirlpool 95 ☐☐☐☐☐ a whirlpool capable of swallowing a full-sized ship. ☞

whispershout 6/hr ☐☐☐ makes any noise emitted by the affected creature audible to all creatures within ½ mile. ☞

whispershout trap 8/week ☐☐☐ the first 3 creatures walking into it will immediately have their sounds audible to all creatures within ½ mile. Cheaper than large barking dogs. ☞

wind 1/mph/1 mile ☐☐ radius raises the windspeed. ☞

wind at your back 4/hour ☐☐ causes the wind in the local area to swirl and generate a wind flow behind a person or group of people. The spell affects a small area (1 foot radius per point of INT + 1 foot per level of the caster), and does not work in severe winds (25+ mph). It is easy to spot this effect from a distance. The spell can also be used to make wind blow directly in the faces of a group of people.

witchlight 2/3 hrs ☐☐ forms a floating 3-foot ball of dim translucent light, controllable by its creator.

wizardmark 3 ☐☐ creates a permanent mark on an inanimate object that is unique and visible only to its caster. A *wizardmark* becomes visible if a *detect magic* is cast., but it cannot be removed with a *dispel magic* spell.

wizardscript 5/hr ☐☐ creates permanent writing on an inanimate object that is visible only to the caster. *Wizardscript* becomes vis-

ible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.