

Calm the Winds

Using this spell, the wizard can negate the effects of wind (magical or natural).

College: Change

Philosophy: Transfiguration

Special Effects: Arcane Magic, Change, Transfiguration, Air Magic

Effect: Suppress Wind Powers 4d6

Casting Time: Full Phase

Target/Area Affected: 6 Meter Radius

Duration: Instant

Range: 600 Meters

Active Cost: 60

Skill Roll Penalty: -3

Real Cost: 22

END Cost: 6

Calm the Winds: Suppress Wind/Air Powers 4d6 - Area Effect (6 Meter Radius; +1/2)(60 Active Points); Requires A Power Skill: Trnasfiguration Magic Roll (-1/2), Gestures (-1/2), Incantations (-1/4), Extra Time (Full Phase; Only To Activate; -1/4).

Spell created by Jack Butler

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