Fimbulwinter (spell)

Fimbulwinter
Transmutation [Cold]
Level: Cleric 9, druid 8, sorcerer/wizard 8, Winter 9
Components: V, S, XP
Casting Time: 10 minutes (see text)
Range: 1 mile/level
Area: 1 mile/level radius, centered on you
Duration: 4d12 weeks
Saving Throw: None
Spell Resistance: No

You change the weather to a state of permanent winter, or strengthen winter conditions already present. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest themselves. The current, natural weather conditions are determined by the DM. You then choose what wintry conditions you want to manifest; the strength of the winter depends on the existing climate and season of the area.

Season	Possible Weather
Spring	Frequent snowfall, nightly frost
Summer	Light snow, hailstorms, cold rain, cloudy
Autumn	Frequent snowfall, frost
Winter	Frigid cold, blizzard, and constant snowfall

Daily wind and snowfall during a fimbulwinter are determined randomly; roll 1d20, add the listed modifiers for climate and season, and consult the table. Roll separately for wind and snow. The snow and wind shown are the maximum possible for the day; at your option, there can be less wind or snow.

Condition	Modifier
Cold climate	+2
Temperate climate	-2
Hot climate	-6
Winter	+8
Spring or Autumn	+4
Summer	-2

d20 Roll	Amount of Snowfall	Amount of Wind
0 or less	1d12 inches of snowfall melt	Weak (0 -10 mph)
1-5	No new snow	Weak (0-10 mph)
6-10	1d4-1 inches snow	Moderate (11-20 mph)
11-15	1d8 inches snow or 1 inch hail	Moderate (11-20 mph)
16-20	1d12 inches snow	Strong (21-30 mph)

21-25	2d12+4 inches snow	Strong (21-30 mph)
26+	1d6+1 feet of snow	Very strong (31-50 mph)

You control the general tendencies of the weather, such as the direction and intensity of the wind. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later).

XP Cost: 100 XP.

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