

## 95. THE COLLEGE OF AIR MAGICS

The College of Air Magics concerns the shaping of the powers of the element of air.

**[95.1] Adepts of the College of Air Magics may only practice their arts if they are in contact with air.**

They may never practice air magic while underwater or in a vacuum.

**[95.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the College of Air Magics.**

Caster occupies a mountain top	20
Caster is totally enclosed*	- 15
Caster is underground**	-10
Caster is only partially enclosed***	-5

\*Total enclosure is defined as being surrounded by walls or earth in a windowless area where there is no direct and immediate communication with the air outside.

\*\*Caster is underground or within the interior of a building but there is a free flow of air from the outside.

\*\*\*Partial enclosure is defined as being in a cave or dwelling or similar walled or earth-enclosed area, but being in sight of a window or means of egress or other means of direct contact with the air outside. Only a single negative modifier will be applicable at any given point in time though the caster may be subject to both a positive and negative modifier depending on his location.

### [95.3] Talents

#### 1. Predict Weather (T-1)

The Adept predicts with some accuracy what the weather will be like over the ensuing three days in the area within range of his talent. The talent operates effectively within a radius of 10 miles of the adept (+ 10 additional miles per Rank). The adept's player announces that he is checking the weather (sniffing the air and such) and then rolls D100. If the result is equal to or less than the adept's modified Perception, he is successful in making a prediction. In addition to other modifiers affecting the operation of this talent, the player adds 5 for each Rank he has achieved with the talent. If the adept is successful in making a prediction, the GM secretly rolls D100 to check the accuracy of the prediction. The following results may occur:

Dice	Accuracy
01-05	Totally wrong (opposite of the prediction occurs)
05-10	Generally incorrect (fairly wide divergence)
11-85	Generally correct (close, but not totally accurate)
86-100	Almost totally accurate (say, within 1 degree)

Following this dice roll, the GM delivers

the prediction arrived at by the character as if it were generally correct. The workings of the talent may not be resisted. It has an Experience Multiple of 150.

#### 2. Detecting Fumes (T-2)

The Adept may detect the presence of fumes or vapors in the air immediately surrounding him and has a 25% chance (+ 3 per Rank) of identifying them. Experience Multiple of 100.

#### 3. Speak to Avians (T-3)

The adept can speak to all flying creatures within 10 feet (+ 10 additional feet per Rank). The communication may be verbal in some cases, but will usually employ a combination of telepathic contact, sign language, and a few verbal symbols at the lowest Ranks. The Experience Multiple for this talent is 50.

### [95.4] General Knowledge Spells

#### 1. Spell of Resistance to Cold (G-1)

**RANGE:** Caster must touch target  
**DURATION:** 1 day X D10 X Rank (X 1, if unranked)  
**EXPERIENCE MULTIPLE:** 100  
**BASE CHANCE:** 40%  
**RESIST:** May not be resisted  
**EFFECTS:** The target of this spell is protected from the harmful effects of non-magical cold such as arctic weather conditions or immersion in freezing water (but not drowning).

#### 2. Spell of Ice Creation (G-2)

**RANGE:** 15 feet + 10 additional/Rank  
**DURATION:** Rank X 6 minutes (1 X 6, if unranked)  
**EXPERIENCE MULTIPLE:** 100  
**BASE CHANCE:** 25%  
**RESIST:** May not be resisted  
**EFFECTS:** The spell creates a film of ice 1 inch thick and equal to 25 square feet plus 25 additional per Rank. Any entity attempting movement on or through the area affected must roll 3 X Modified Agility or less to remain standing.

#### 3. Spell of Mage Wind (G-3)

**RANGE:** 10 feet + 10 additional/Rank  
**DURATION:** 5 minutes X D10 X Rank (X 1, if unranked)  
**EXPERIENCE MULTIPLE:** 125  
**BASE CHANCE:** 30%  
**RESIST:** May not be resisted.  
**EFFECTS:** The Adept may summon a wind strong enough to power a longship at the rate of 5 knots (+ 1 additional knot per Rank), unless the ship is facing into the wind. If facing into the wind, the speed of the prevailing wind is subtracted from the ship's speed in knots (the rate at which it is propelled by the mage wind). The Adept may freely alter the direction of the mage wind during the spell.

#### 4. Spell of Far Sight (G-4)

**RANGE:** Only affects the caster.  
**DURATION:** Concentration/maximum 1 minute + 1 additional/Rank

**EXPERIENCE MULTIPLE:** 100

**BASE CHANCE:** 30%

**RESIST:** May not be resisted.

**EFFECTS:** Allows the Adept to view distant objects as if they were (2 X Rank) times closer to the Adept or 2 times if Rank is 0. For example, at Rank 4 an object that was 800 yards away would appear to be only 100 (800 / (Rank 4 X 2)) yards away.

#### 5. Wind Whistle Spell (G-5)

**RANGE:** Works at any range

**DURATION:** D10 hours

**EXPERIENCE MULTIPLE:** 100

**BASE CHANCE:** 40%

**RESIST:** May not be resisted.

**EFFECTS:** The Adept is able to create a wind of up to 30 knots over the area he occupies. The wind will take D-2 minutes to arrive and the Adept's Player must state before that time what direction the wind is blowing. The actual velocity of the wind is determined by rolling D100:

Dice	Velocity
01-10	20 knots
11-25	10 knots
25-50	3 knots
51-75	10 knots
76-90	20 knots
91-100	30 knots

The Adept may add or subtract (his choice) a number equal to his Rank from the dice roll used to determine velocity. He need not announce his intention to do so until after he has rolled the dice and ascertained the result.

#### 6. Spell of Conjuring Mist (G-6)

**RANGE:** 20 feet + 20 additional/Rank

**DURATION:** 1 minute X D10 X Rank (X 1, if unranked)

**EXPERIENCE MULTIPLE:** 100

**BASE CHANCE:** 20%

**RESIST:** May not be resisted.

**EFFECTS:** Indoors the Adept creates a 10 foot cube of mist or fog. He may add an additional 10 foot cube per Rank. Outdoors the effect is much greater and a fog bank extending 10 + Rank feet vertically and covering 10 hexes plus 10 more per Rank is created. However, all the fog must fall within the Adept's range. It may be of any shape and may be moved by the Adept so long as it is all within range. Subtract 1 from the Base Chance for each knot of wind currently blowing.

#### 7. Spell of Protection from Magical Cold (G-7)

**RANGE:** 10 feet + 10 additional/Rank

**DURATION:** 10 minutes X [D - 5] X Rank (X 1, if unranked)

**EXPERIENCE MULTIPLE:** 100

**BASE CHANCE:** 40%

**RESIST:** May not be resisted

**EFFECTS:** The target of this spell gains 2 per Rank to its Magic Resistance for purposes of resisting a spell which damages via cold. In addition, 1 is subtracted from the damage done by any cold damage spell for every 2 Ranks.

## 9. Spell of Free Fall (G-9)

**RANGE:** 15 feet + 15 additional/Rank  
**DURATION:** 30 seconds + 30 additional/Rank  
**EXPERIENCE MULTIPLE:** 150  
**BASE CHANCE:** 25%  
**RESIST:** May only be actively resisted.  
**EFFECTS:** The subject of the spell may fall 10' plus 10 X Rank additional feet without taking damage from the fall. If the subject should fall a distance greater than that they will take damage for the difference as described in 61.8.

## [95.5] General Knowledge Rituals

### 1. Ritual of Windspeak (Q-1)

The Adept can speak with the whispering spirits of the wind, learning what they have seen or heard and even soliciting their aid. All winds within a range of 300 feet + an additional 300 feet per Rank can be communed with in this manner. The Adept must spend one hour performing this ritual and may not move or engage in any other activity during that time. The Base Chance that the ritual will be effective is equal to the Adept's Magical Aptitude + 5 for each Rank the Adept has achieved. The ritual has an Experience Multiple of 150, and there is no backfire.

### 2. Ritual of Purifying Air (Q-2)

The Adept may purify the air within a radius of 10 feet + 10 additional feet per Rank for a period equal to 1 hour (+ 1 additional hour per Rank). The ritual removes all foul odors and toxins from the air rendering it fresh and breathable. It takes an hour to perform the ritual which has a Base Chance equal to the Adept's Magical Aptitude (+ 4 per Rank). The Experience Multiple for this ritual is 250. This ritual cannot backfire and if the attempt fails the air remains unchanged.

## [95.6] Special Knowledge Spells

### 1. Windstorm Spell (S-1)

**RANGE:** 30 feet + 30 additional/Rank  
**DURATION:** 10 seconds + 10 additional/Rank  
**EXPERIENCE MULTIPLE:** 200  
**BASE CHANCE:** 40%  
**RESIST:** May only be passively resisted.  
**EFFECTS:** The Adept creates a windstorm within an area with a radius of 30 feet + 30 additional feet per Rank. All characters within this area except the Adept must either resist or suffer D - 6 (+ 1 for every 2 Ranks) damage and must check to determine if they remain standing. Each character's Player rolls D 100. If the result is less than or equal to the sum of the character's Physical Strength and Agility minus the Rank of this spell, the character remains standing. Otherwise, the character falls prone.

### 2. Spell of Storm Calling (S-2)

**RANGE:** Works at any Range.  
**DURATION:** Variable  
**EXPERIENCE MULTIPLE:** 200  
**BASE CHANCE:** 40%  
**RESIST:** May not be resisted.  
**EFFECTS:** The Adept may summon any storm

front which may exist anywhere in sight. Upon reaching the spot occupied by the Adept, the storm front will slow and finally cease moving and begin to downpour (snow, rain, hail, sleet, or whatever else the GM feels the clouds may contain). Generally, a storm front can be seen for 20 to 30 miles. If no front can be seen, the spell can still be cast, but the Base Chance is reduced by 20. The storm front will take D10 X 3 (- 1 per Rank) minutes to arrive.

### 3. Spell of Ice Construction (S-3)

**RANGE:** 15 feet + 5 additional per Rank  
**DURATION:** 10 minutes + 10 additional/Rank  
**EXPERIENCE MULTIPLE:** 225  
**BASE CHANCE:** 30%  
**RESIST:** May not be resisted.  
**EFFECTS:** The Adept may create 10 cubic feet of ice (+ 10 additional cubic feet per Rank) in any shape(s) of the Adept's choice. The objects always appear entirely within range of the Adept and may not appear on top of or inside (partially or wholly) any character or entity.

### 4. Spell of Flight (S-4)

**RANGE:** Self only  
**DURATION:** 30 minutes + 30 additional/Rank  
**EXPERIENCE MULTIPLE:** 250  
**BASE CHANCE:** 25%  
**RESIST:** May not be resisted.  
**EFFECTS:** By manipulating currents in the air the Adept may propel himself through that air at a rate of 5 miles per hour (+ 5 per Rank).

### 5. Spell of Freezing Wind (S-5)

**RANGE:** 10 feet + 10 additional/Rank  
**DURATION:** 30 seconds + 30 additional/Rank  
**EXPERIENCE MULTIPLE:** 250  
**BASE CHANCE:** 30%  
**RESIST:** May be actively & passively resisted.  
**EFFECTS:** The spell causes arctic conditions to prevail in a 10 foot cube. The area may be increased by 1 foot (all dimensions) per Rank. Any character in this area (including the adept) must resist or take D-4 (+ 1 per Rank) damage due to freezing. Increase the Base Chance of infection as a result of damage from this spell by 30. If a creature of fire (efreet, salamander or elemental) is caught within the effective area of the spell, the creature takes D-1 (+ 1 per Rank) damage.

### 6. Spell of Ice Projectiles (S-6)

**RANGE:** 25 feet + 5 additional/Rank  
**DURATION:** Immediate (during Pulse)  
**EXPERIENCE MULTIPLE:** 300  
**BASE CHANCE:** 30%  
**RESIST:** May not be resisted.  
**EFFECTS:** The spell attacks one target within range per Rank (minimum of 1). Any target hit by the ice projectiles takes D - 3 (+ 1 per Rank) damage due to being pierced by type-A weapons made of ice. In addition, his chance of infection is increased by 10 as a result of any wound from ice projectiles. The damage from the ice projectiles will be reduced by armor.

### 7. Lightning Spell (S-7)

**RANGE:** 60 feet

**DURATION:** Immediate (during Pulse)  
**EXPERIENCE MULTIPLE:** 225  
**BASE CHANCE:** 30%  
**RESIST:** May only passively resist (then suffers half damage).  
**EFFECTS:** The Adept may throw a single bolt of lightning 60 feet long from his fingertips. The bolt must extend the entire 60 feet and will rebound any feet not traveled initially. Any target that is in the path of the bolt must successfully resist or suffer D + 5 damage + 1 additional point for every 3 or Fraction Ranks (and become automatically stunned).

### 8. Spell of Hibernation (S-8)

**RANGE:** May only be cast over self or adjacent character  
**DURATION:** Variable according to Rank  
**EXPERIENCE MULTIPLE:** 350  
**BASE CHANCE:** 20%  
**RESIST:** May be actively or passively resisted.  
**EFFECTS:** The Adept may cause himself or one other character to enter a state of suspended animation lasting for the following periods (dependent upon Rank):

Rank	Duration
1-3	1 week
4-8	1 month
9-11	3 months
12-16	6 months
17-19	1 year
20	Any duration of the adept's choice

The target of the spell will awaken when the spell is over with no ill effects except that his Physical Strength will be reduced by D-6 due to muscle atrophy. This reduction is temporary and the character can regain his previous Physical Strength at the rate of 1 point per day. Physical Strength cannot be reduced below 1.

### 9. Weapon of Cold Spell (S-9)

**RANGE:** 5 feet + 5 additional/Rank  
**DURATION:** 20 seconds X [D - 5] X Rank ( x 1, if unranked)  
**EXPERIENCE MULTIPLE:** 250  
**BASE CHANCE:** 30%  
**RESIST:** May not be resisted.  
**EFFECTS:** The weapon over which the spell is cast becomes infernally cold without harm coming either to the weapon or the user of it. The Base Chance of hitting with the weapon is increased by 1 and by an additional 1 for each Rank the Adept has acquired with the spell. The damage done by the weapon is increased by 1 for every 3 Ranks (or fraction of 3) the Adept has acquired with the spell. The damage is increased by 1 per Rank (instead of for every 3 Ranks) if used against a Fire character.

### 10. Barrier of Wind Spell (S-10)

**RANGE:** May only be cast over self.  
**DURATION:** 30 seconds + 30 additional/Rank  
**EXPERIENCE MULTIPLE:** 250  
**BASE CHANCE:** 20%  
**RESIST:** May not be resisted.  
**EFFECTS:** The spell forms a barrier of wind around the Adept that decreases the Strike

Chance of any attacker in Melee Combat by 5 (+ 1 for each Rank). Hurling weapons and missile weapons have their Strike Chance reduced by an additional 2 per Rank (instead of 1).

### 11. Wall of Ice Spell (S-11)

**RANGE:** 20 feet + 10 additional/Rank

**DURATION:** 10 minutes + 10 additional/Rank

**EXPERIENCE MULTIPLE:** 150

**BASE CHANCE:** 15%

**RESIST:** May not be resisted.

**EFFECTS:** The Adept may create a wall 2 feet thick, 10 feet tall and 20 feet long or a ring 2 feet thick, 10 feet tall and with a 5 foot radius or a pillar 15 feet high and 4 feet thick made of ice. He may increase any dimension by 1 foot per Rank. This spell may not be cast on top of characters.

### 12. Ray of Cold Spell (S-12)

**RANGE:** 35 feet + 10 additional/Rank

**DURATION:** Immediate (during Pulse)

**EXPERIENCE MULTIPLE:** 300

**BASE CHANCE:** 30%

**RESIST:** May only passively resist (then suffers half damage).

**EFFECTS:** The spell projects a ray of frozen air at a target. Anything standing between the caster and the target blocks the ray. Anything struck by the ray (target or another character or object) must either resist or suffer D-1 (+ 1 per Rank) points of damage due to freezing. If a character successfully resists, the damage is halved (round up). Regardless of whether full or half damage is suffered, the Base Chance of infection increases by 20.

### 13. Spell of Sleep Gas (S-13)

**RANGE:** 30 feet + 10 additional/Rank

**DURATION:** 5 minutes + 5 additional/Rank

**EXPERIENCE MULTIPLE:** 450

**BASE CHANCE:** 5%

**RESIST:** May only be passively resisted.

**EFFECTS:** The spell creates a cloud of knockout gas 20 cubic feet (+ 10 additional cubic feet per Rank) in size anywhere entirely within the Adept's range. Any character (including the Adept) inhaling the gas must successfully resist or suffer D-3 (+ 1 additional point per Rank) damage. In addition, a second check must be made against each character's Endurance. All characters whose Players roll a D100 result higher than their modified Endurance immediately fall unconscious. A character must check to determine if he falls unconscious even if he passes his initial Resistance Check.

### 14. Spell of Lifting (S-14)

**RANGE:** 10 feet + 10 additional/Rank

**DURATION:** Concentration/maximum 5 seconds + 5 additional/Rank

**EXPERIENCE MULTIPLE:** 300

**BASE CHANCE:** 20%

**RESIST:** May be actively & passively resisted.

**EFFECTS:** The Adept can lift a man-sized target, or smaller, up into the air and hold them there for the duration of the spell. The Adept may lift the target either 10' vertically or move them 5'

horizontally during each 5 seconds the target is in the air. When the spell ends the target will fall to the earth and taking falling damage per 61.8 unless there is something to cushion their fall.

### 15. Whirlwind Vortex Spell (S-15)

**RANGE:** 15 feet + 15 additional/Rank

**DURATION:** Immediate (during Pulse)

**EXPERIENCE MULTIPLE:** 350

**BASE CHANCE:** 30%

**RESIST:** May be actively & passively resisted.

**EFFECTS:** Creates a whirlwind around one human-sized target for every 3 Ranks (minimum of 1) or fraction of 3 Ranks. If the targets fail to resist, the target suffers D-4 (+ 1 per Rank) damage. If the spell is cast, but a target's passive resistance is successful, they take half damage.

### 16. Spell of Frozen Doom (S -16)

**RANGE:** 20 feet + 20 additional/Rank

**DURATION:** Immediate (during Pulse)

**EXPERIENCE MULTIPLE:** 500

**BASE CHANCE:** 1%

**RESIST:** May be actively & passively resisted.

**EFFECTS:** Turns the blood of one target entity to ice causing death. If the target successfully resists, they take D-4 (+ 1 per 2 or fraction of 2 Ranks) damage. This spell is ineffective against targets whose modified Magic Resistance is greater than the modified chance of casting the spell (though the spell could still backfire).

## [95.7] Special Knowledge Rituals

### 1. Ritual of Controlling Weather (R-1)

The Adept may gather storm clouds, increase or decrease the temperature by 5° (+ 1 additional degree per Rank), increase or decrease the barometric pressure by 0.5 inch (+0.2 inch additional per Rank) and/or cause 4 inches of precipitation to fall (+ 1 inch per Rank) within a radius of 5 miles (+ 1 additional mile per Rank) by spending 1 hour to perform this ritual. The Adept may not move or engage in any other activity during that time. He can maintain these alterations in the weather as long as he maintains his concentration on them (maximum of 1 hour + 1 additional hour per Rank). The Base Chance of effectively employing this ritual is 9%, 5 is added to this number for each Rank the Adept has achieved with the ritual. The Experience Multiple for this ritual is 450, and if a backfire occurs, the weather affects the Adept.

### 2. Ritual of Summoning and Controlling Air Elemental (R-2)

The Adept may summon an Air Elemental and temporarily bind him to service in exactly the same manner (and with the same type of results) as described for the summoning of Fire Elementals in 42.7, with the exception that the summoning of an Air Elemental requires an open or semi-enclosed area. An Air Elemental cannot be summoned and bound by an Adept who is underground and cut off from direct access to the air outside, for example. All

procedures and numbers from 42.7 apply to this ritual.

### 11. Ritual of Creating a Snow Simulacrum Spell (R-3)

**RANGE:** Caster must shape object and touch it to cast spell.

**DURATION:** 1 hour + 1/Rank

**EXPERIENCE MULTIPLE:** 250

**BASE CHANCE:** 2%

**RESIST:** May not be resisted.

During the ritual the Adept must form a human or animal figure out of snow or ice. The time required to actually build the sculpture will depend upon the size of the entity being sculpted and must be determined by the GM. This sculpture will then be animated at the completion of the ritual. The Adept may employ an assistant to sculpt the snow or ice but both sculptor and Adept must be present throughout the ritual. The animated sculpture will have the same characteristics as the sculptured entity except that all characteristics are reduced 25%. Although no longer composed of snow, the simulacrum will have an adverse reaction to the presence of heat and flame and will take an additional 2 points damage from heat and flame attacks. The simulacrum will last for 1 hour + 1 per Rank and at the end of that time will simply melt away. The simulacrum will be loyal to the Adept and will faithfully follow any instructions given to it by the Adept. A simulacrum created in the shape of a creature normally capable of speech will be able to speak the native language of its creator at Rank 4. The simulacrum will have no other skills or abilities. The Base Chance of effectively employing this ritual is 10 + 5 for each Rank that the Adept has achieved with this ritual. Failing the roll will allow the adept to try again but a Backfire result will cause the sculpture to melt into a puddle of water. The Experience Multiple for this ritual is 250.