

This subclass of elemental magic deals with the air—controlling it, flying through it, making it perform nasty tricks, etc. No qualified air mage will ever be caught in a windstorm, unless it is of his own making. These wizards can summon elementals and spirits of the air, can cause monstrous tornadoes and sandstorms, can fall unharmed from the highest cliffs, can breathe the thinnest air. They can also perform more mundane feats: amplifying or lessening airborne sounds or odors (forget to change the litterbox? no problem), making arrows travel farther, dissipating fogs.

Air magic is not available to witches.




Total Spells:	199
Spell Breakdown:	
1–5 points:	104
6–10 points:	36
11–15 points:	5
16–24 points:	7
25–34 points:	10
35–44 points:	9
45+ points:	25

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.







accuracy 3/misile   gives a missile +3 to hit. The spell wears off after a missile is fired, whether it hits its target or not. Accuracy cannot be used to make permanent magic items—the spell wears off if not used within a day, regardless of whether *ensorcel* is used (it will work with *delay* spells, however). Accuracy is not cumulative with other magic bonuses; if cast on a +1 arrow, the arrow will be +3, not +4. Eyesight bonuses and bonuses for levels still apply however. 







adjust pitch 5/day   changes the frequency of the target's voice slightly to automatically harmonize with a song. 



adjust pitch II 1/day   changes the pitch of a voice or instrument to change its key and/or octave. 





air creature I    creates a Table I creature from air, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. An air vole or air dog could be created this way. 






air creature II 9     creates a Table I creature from air, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. An air horse or air shark could be created this way. 


air creature III 27      creates a Table III creature from air, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. An air troll or air whale could be created this way. 




air creature IV 81      creates a Table I creature from air, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. An air giant or air dragon could be created this way. 




air object 2/cubic foot of mass/hr   will create any object from air. This spell can be used to temporarily create ladders, swords, shields, etc., all of which will remain solid for the duration of the spell. The caster can choose to end the spell prematurely (for example, to make a bridge disappear after he or she has crossed it, trapping pursuers on the opposite river bank).


air pocket 5    the immediate area around the caster's head (or an area chosen by the caster) is filled with fresh air, and other contents of that space are displaced. Useful for surviving in shipwrecks. 





airbridge 10/10 feet/hr     creates an opaque bridge of air. 

airrows 3/hr  allows the caster to use a bow or crossbow without actually having the arrows. These missiles are made of air/force and are invisible, but strike as if they were normal arrows. Airrows cannot be enchanted further . . . i.e., *accuracy* won't work on them.

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

amplify light ½ original spell cost    doubles the area of any light spell, including spells originally cast by someone else.

amplify smell 2/hr   doubles the strength of any smell. 

amplify sound 3/hr    doubles the intensity of a sound. This can be applied to a creature's voice. 

armor variable surrounds the recipient with a protective field equivalent to armor over all areas of the body. Point costs vary depending on how strong the protection is; the number given is equal to the modified d10 roll needed to penetrate each type of armor (in

other words, someone would need to roll a 6 or better after all bonuses are factored in to penetrate *armor 6*, about the same as chain mail, and a lot better when you factor in that it's weightless instead of 60 pounds of metal.

armor 2 ◇◇◇ 2/hr (roll 2+ to penetrate armor) ℥

armor 3 ◇◇◇ 3/hr (roll 3+ to penetrate armor) ℥

armor 4 ◇◇◇ 4/hr (roll 4+ to penetrate armor) ℥

armor 5 ◇◇◇ 5/hr (roll 5+ to penetrate armor) ℥

armor 6 ◇◇◇◇ 6/hr (roll 6+ to penetrate armor) ℥

arrow of deflection 3 ◇◇◇ when cast on an arrow, this spell causes other small airborne objects to become widely diverted from their paths as the arrow passes. The spell expires after one flight, but will last about a week on an arrow that hasn't been shot yet.

attach sound variable allows a new sound to be attached to a specified movement (e.g., a door opening could sound like a wolf howl instead of a squeak).

attach sound ◇◇◇ 1/day ℥

attach sound II ◇◇◇◇ 15/year ℥

attach sound III ◇◇◇◇◇ 25 (permanent) ℥

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.

aura variable causes an aura to appear around an object or creature.

aura ◇◇◇ 2/hr ℥

colored aura ◇◇◇◇ 3/hr (color chosen by caster) ℥

ball light variable a floating ball of light, controllable by the caster, which gives about the illumination of a 40-watt bulb. It bursts spectacularly but harmlessly on contact with anything.

ball light ◇◇◇ 2/hr ℥

colored ball light ◇◇◇ 3/hr (color chosen by caster) ℥

bonus I 40 ◇◇◇◇◇ causes an ensorcelled weapon to give +5% on damage—effective only in conjunction with ensorcel and permanency. ℥

bonus II 50 ◇◇◇◇◇ causes an ensorcelled weapon to give +10% on damage—effective only in conjunction with ensorcel and permanency. ℥

bubble delay half accompanying spell cost/year ◇◇◇ when cast alongside another spell, this will encase the contents of that spell inside a bubble. The spell will be delayed until the bubble touches or is touched by something. The bubble will move at the caster's command, but a wizard can control only one bubble at a time. If the bubble is not touched within a year, both bubble and accompanying spell are dissipated harmlessly. Note that both bubble delay and the spell to be contained within the bubble must be cast at the same time, so the spell caster must have at least 150% of the spell points needed to cast the contained spell. ℥

buzz 3/hr ◇◇◇ initiates a faint but annoying buzzing noise, audible within a hundred yards or so. ℥

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

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

calm wind 1/2 mph/square mile ◇◇◇ allows a wizard to slow a wind. Lasts as long as the spell caster focuses all of his or her attention on the wind. ℥

ceiling 1 ◇◇◇ doubles the height a wizard can achieve with a flying spell. ℥

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 (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 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 50 ◇◇◇◇◇ 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. ℥

cold aura 4/hr ◇◇◇◇ surrounds a person with a layer of supercooled air without actually freezing that person. Anyone trying to touch the recipient will receive a stun unless protected vs. cold. ℥

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. ℥

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. ℥

conductive armor 6 ◇◇◇◇ sheathes a person in a temporary shell of energy that doesn't harm the wearer. If a conductive object like metal or flesh hits the armored person, then the shell is spent and does +3 stun damage to the attacker. The shell causes a noticeable shimmer on the recipient's body. It fades away in about a day if not expended. ℥

control air elemental variable controls any single air elemental of any form, including elemental guardians, demi-elementals, elemental spirits, etc. (See p. 225 for more on elementals.)

control air elemental ◇◇◇◇◇ 20/week ℥

control air elemental II ◇◇◇◇◇ 50/month ℥

control elemental variable allows the caster to control any single elemental. Includes elemental guardians, elemental spirits, demi-elementals, etc. (See pp. 225, 233, 235, 245 for more on elementals.)

control elemental ◇◇◇◇◇ 20/day ℥

control elemental II ◇◇◇◇◇ 40/week ℥

control elemental III ◇◇◇◇◇ 100/month ℥

control hurricane 80 ◇◇◇◇◇ lets you have your very own guided tropical storm. Lasts as long as the spell caster concentrates on it. Useful to protect one's beachfront villa. ℥

control sandstorm 19 ◇◇◇◇◇ allows a wizard to take control of an existing sandstorm, unless it's being actively controlled by another wizard. ℥

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 20/hr** ◇◇◇◇ allows a wizard to control and alter the direction, but not the force, of a wind. ☞
- create smell 5/smell/hr** ◇◇◇ creates a distinct smell of the caster's choice. ☞
- create sound 5/sound/hr** ◇◇◇ creates a distinct sound of the caster's choice. ☞
- creeping wall of fog 3/100 square feet/day** ◇◇◇ creates a wall of fog which moves slowly in a direction chosen by the caster. ☞
- cushion 1/20 square feet/day** ◇◇◇ creates a soft cushion of air on which to sit or sleep. Useful when you aren't staying at the 4-star hotel or when viewing long performances. ☞
- decrease friction 2/square foot/day** ◇◇◇ decreases the friction of a particular surface chosen by the caster. The affected area must be touched by the spell-caster.
- deflate 2** ◇◇◇ takes air out of an inflatable object. The spell lasts as long as the user concentrates on it: It only takes a few seconds to deflate a small balloon, but a giant hot air balloon might take an hour or more. Note that the spell deflates the object without harming it; it doesn't "pop" a balloon. ☞
- deflect motion 1/40 lbs** ◇◇◇ slightly alters the motion of something—for example a charging lancer—enough to cause it to miss its target. ☞
- 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 ☞
- delayed sending 15** ◇◇◇◇ creates an image of the spell caster, activated upon the occurrence of some specified event. This image can speak and act as the caster chooses, but all words or actions must be chosen in advance. Sendings are insubstantial, and not quite opaque. A delayed sending may last up to an hour, longer with extensions. ☞
- detect air currents 1/hr** ◇◇◇ allows caster to see air currents (especially useful while flying)
- detect altitude 1** ◇◇◇ tells the caster how far up he or she is. ☞
- detect cracks 2** ◇◇◇ detects the cracks/holes in any object through air pressure. Great for finding hidden handholds, or the place where that "priceless" vase was patched.
- detect humidity 1** ◇◇◇ allows caster to know the level of humidity in an area and information concerning recent and upcoming humidity levels
- detect invisible 1/hr** ◇◇◇ allows the caster to detect any invisible creature within his or her normal line of sight. ☞
- detect poisonous gas 1/day** ◇◇◇◇ canary in a coal mine. . . . ☞
- detect source of sending 4** ◇◇◇ allows a wizard to detect the location from which a sending originates. ☞
- 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 wind 1/5 mph/1 mile radius** ◇◇◇ directs a breeze in direction chosen by caster; does not affect force of said breeze. ☞
- disensorcel 50** ◇◇◇ causes a magic item to lose its enchantment. Works on all but the most powerful magic items. ☞
- dispel air magic *spell cost + 4/level of caster above dispeller*** ◇◇◇ allows a wizard to negate another air mage's spell. ☞
- dispel elemental 30** ◇◇◇◇ forces an elemental to return to its own plane. (See pp. 225, 233, 234, 245 for more on elementals) ☞
- dispel magic 7 + *original spell cost*** ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. ☞
- dispel sandstorm 30** ◇◇◇◇ 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.
- disperse poisonous gas 4/3,000 cubic feet** ◇◇◇ dissipates a harmful gas. ☞
- dissipate fog 12** ◇◇◇◇ works on both natural and magical fogs. ☞
- distort 2/1,000 cubic feet/3 hours** ◇◇◇ distorts the outlines of all objects, animate or inanimate, within the spell area. ☞
- drone 8/hr** ◇◇◇ initiates a loud droning noise, which interferes with conversation nearby and serves as an annoyance for a quarter mile or so. ☞
- drought curse 60/square mile/year** ◇◇◇◇ prevents any rain from falling on a particular area, field, crop, etc. ☞
- dust 1** ◇◇◇ removes dust from a room-sized area, and deposits it in a nearby location of the caster's choice. ☞
- dust demon 1** ◇◇◇ stirs up a whirling cloud of loose dust. Works only in the presence of loose dust or dirt. ☞
- echo 2/day** ◇◇◇ causes an object to have an echo. ☞
- elemental guardian 10/skill level** ◇◇◇◇ a minor spirit summoned as a protector from another plane. It is composed entirely of the wizard's element—fire, earth, air or water—and stands between six and seven feet high, shaped roughly as a human. Elemental guardians fight only passively; they may be ordered to defend a doorway, for example, but they would not then attack any creature not threatening that doorway. Such guardians fight as at least a weapon-1, more if their summoner expends more points. They are table I creatures, are never at a length advantage or disadvantage, can take 100% damage and are unarmored. They are unaffected by missiles. ☞
- 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.) ☞
- evaporate 3/gallon** ◇◇◇ vaporizes a liquid. ☞
- extend range 2/shot** ◇◇◇ doubles the normal range of any missile weapon. ☞
- 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. ☞
- fall without harm 8/100 feet** ◇◇◇◇ allows a creature to fall without being hurt. ☞

false front 2/1,000 square feet/day ◇◇◇ summons an image of what a place or object used to look like when it was at its best (or at least, the best the caster has previously seen). Lasts for a short duration, and any type of in-depth inspection will reveal that something is wrong. ℥

flash 2 ◇◇◇ 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 9 ◇◇◇◇ 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. ℥

flat/sharp pitch 1/day ◇◇◇ causes a voice or instrument to sound flat or sharp. ℥

float 2/100 pounds/2 hours ◇◇◇ makes an object bouyant. ℥

flying 11/hr ◇◇◇◇ allows a creature to fly at a height of up to 100 feet per point of FOR—twice that if a ceiling spell is used—at speeds equivalent to a horse. A flying creature is subject to the effects of air currents.

fog 5/3,000 cubic feet ◇◇◇ creates a dense fog. ℥

glide 7/hr ◇◇◇◇ allows a creature to glide on air currents, although not necessarily to fly. It is wise to stay near updrafts.

hear 4/hr ◇◇◇ gives the recipient extraordinarily acute hearing. ℥

heat aura 4/hr ◇◇◇ surrounds a person with a layer of superheated air without actually baking that person. Anyone trying to touch the recipient will receive a stun unless protected vs. heat. ℥

heat vision 2/hr ◇◇◇ extends the recipient's vision into the infrared spectrum. ℥

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

help 1/2 miles ◇◇◇ sends a generic distress call to a creature of the caster's choice, or to all creatures within range, at the caster's discretion. ℥

hold door 5/day ◇◇◇ keeps a door from closing or being closed. ℥

hold trap 4/hr ◇◇◇ keeps a trap from going off. ℥

horse of air 8/hr ◇◇◇◇ creates a nearly opaque mount equivalent in all respects to a medium warhorse. The horse requires no rest and can be ridden continuously. ℥

imitate voice 1/day ◇◇◇ allows the target to assume the voice and accent (language must be aquired separately) of any person the caster has heard.

increase friction 2/square foot/day ◇◇◇ increases the friction on a particular surface chosen by the caster. The affected area must be touched by the spell-caster.

individual fog 4/hr ◇◇◇ causes fog around a single creature. ℥

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

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 *shock-throw*.

inflate 1 ◇◇◇ puts air into an inflatable object. The spell lasts as long as the user concentrates on it: It only takes a few seconds to inflate a small balloon, but a giant hot air balloon might take an hour or more. ℥

infrared area 2/acre/hour ◇◇◇ causes anything that gives off heat

to glow; similar to heat vision, only everyone can see the heat sources, and the spell is fixed in place. ℥

inhibit light 4/day ◇◇◇◇ makes a light source 10 times less effective (i.e., 90% less bright). ℥

invisible light 4/hr ◇◇◇ a ball of light which can be cast on any inanimate object—gives about the illumination of a 40-watt light bulb. This light can be seen only by the caster. ℥

irritating fog 6/3,000 cubic feet ◇◇◇◇ creates a dense, slightly caustic fog, which is irritating to remain in for more than a few moments. ℥

jump 4/10 feet ◇◇◇ allows a creature to leap a great distance up or across.

know direction 2 ◇◇◇ allows the caster to determine direction. ℥

ladder 5/ten feet/hr ◇◇◇ creates an opaque ladder of air.

leechfield 75/100 square feet ◇◇◇◇ creates a field which feeds on spell points (essentially transforming non-air spells to air spells) Any wizard who passes through a leechfield is drained of spell points; magic items are disensorcelled and drained. A leechfield will fade if it does not drain 75 spell points (or equivalent in magic items) in a 24 hour period; otherwise, it lasts forever. ℥

levitation 10/hr ◇◇◇◇ allows a Table I creature to float in the air at a height of up to 10 feet per point of FOR, but not to move unless other means of locomotion are applied. ℥

light variable a ball of light which can be cast on any inanimate object—gives about the illumination of a 40-watt light bulb.

light ◇◇◇ 1/hr ℥

colored light ◇◇◇ 2/hr ℥

light II 2/hr ◇◇◇ lights an entire room. ℥

mass sound 13/50 foot radius/hr ◇◇◇◇ creates a distinct sound of the caster's choice clearly audible to all creatures within a 50-foot radius. ℥

message 4/mile ◇◇◇ sends a brief message to a creature of the caster's choice. Only the recipient can hear the message. ℥

message wind 28/hour ◇◇◇◇ sends a message on the wind. The message will be heard by everyone whom the wind touches, until either the wind or the spell dissipates. ℥

mildwind 6/hr ◇◇◇◇ initiates a gentle breeze. ℥

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.

minor tornado 63 ◇◇◇◇ causes localized tornado conditions. ℥

misdirect scrying variable causes attempts to magically scry on a protected place or object to go awry.

misdirect scrying ◇◇◇ 2/day ℥

misdirect scrying II ◇◇◇◇ 12/year ℥

misdirect scrying III ◇◇◇◇ 22/permanent ℥

mute sound 2/hr ◇◇◇ mutes all sounds within a 10-foot radius. This does not cause complete silence. ℥

night vision 3/hr ◇◇◇ gives the recipient night vision as good as his or her normal vision. ℥

object scry 7/hr ◇◇◇ allows the caster to observe a distant object or area with which he or she is familiar. ℥

pendulum 2 ◇◇◇ causes a dangling object to sway back and forth with a desired amplitude and frequency. ℥

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.

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 save potions. ☞

pervert magic *same as original spell cost* ◇◇◇◇ causes a spell to escape from its caster's control. ☞

phosphorescence 2/hr ◇◇◇ causes a sickly, dim light, which can be cast on animate or inanimate objects. ☞

poison fog 35/3,000 cubic feet ◇◇◇◇ causes a dense and poisonous fog, which kills plants and small animals and sickens larger creatures caught within it. ☞

poke 2 ◇◇ a quick jab, as with a finger. Most effective on eyes.

protection vs. elementals 2/day ◇◇◇ protects against even the most powerful elementals. This protection is negated if a protected creature attacks an elemental. (See pp. 225, 233, 234, and 245 for more on elementals.) ☞

protection vs. gas 1/day ◇◇◇ prevents gases from taking effect. ☞

protection vs. lightning *variable* prevents a creature from being struck by lightning, whether normal or magical.

prot. vs. lightning ◇◇◇ 1/day ☞

extended prot. vs. lightning ◇◇◇◇ 21/year ☞

permanent prot. vs. lightning ◇◇◇◇ 34 ☞

protection vs. magic detection 6/day ◇◇◇◇ makes the recipient and all he or she is carrying immune to the effects of a *detect magic* spell. ☞

protection vs. missiles 7/hr ◇◇◇◇ protects against all non-magical missiles below 10 pounds in weight, as well as against creatures with breath weapons. ☞

protection vs. odor 1/day ◇◇◇ protects against foul odors. ☞

protection vs. pressure 3/day ◇◇◇ protects from water pressure. ☞

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 ☞

prot. vs. sound II ◇◇◇◇ 10/year ☞

prot. vs. sound III ◇◇◇ 5/day (10-foot radius) ☞

prot. vs. sound IV ◇◇◇◇ 50/year (10-foot radius) ☞

protection vs. wind 1/day protects against wind. ☞

ram 1/force of 1 person ◇◇◇ delivers a powerful, crushing blow to an inanimate object, hitting it like a battering ram. The spell cost depends on the force the caster wants to throw at the castle gate or other object being rammed, so for 20 points, he or she can strike the gate with a blow equivalent to a ram driven by 20 people. As with any battering ram, repeated blows may be necessary to stave in the target. ☞

randomly misdirect scrying *variable* causes attempts to magically scry on a protected person/object/place to bounce, showing a random place/person/object known to caster instead of the intended target.

randomly misdirect scrying II ◇◇◇ 2/day ☞

randomly misdirect scrying II ◇◇◇◇ 12/year ☞

randomly misdirect scrying III ◇◇◇◇ 22 permanent ☞

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 three point spell could be used to perform that effect once every three 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. ☞

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 cre-

ator—it costs only 10 points to dispel a magic-0's wizardmark, but 60 points to remove the mark made by a magic-6. ☞

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 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. ☞

sandstorm *variable* causes a sandstorm. Requires sand.

minor sandstorm 40 ◇◇◇◇ causes a localized sandstorm. ☞

sandstorm 70 ◇◇◇◇ causes a full-sized sandstorm. ☞

sending 6 ◇◇◇◇ allows the spell caster to send an image of his or herself to a distant location where it can speak and act as the caster chooses. The wizard must be totally undisturbed and devote his or her entire concentration on the sending to maintain it. Sendings are insubstantial, and not quite opaque—always in the exact image of the caster. They can be cast anywhere within a range of (INT + magic level) miles. Maintaining a sending is draining, and a magician must spend one hour immediately afterward resting for each five minutes of time spent concentrating on the spell. ☞

shield 4/hr ◇◇◇ creates an opaque shield of air. ☞

shatter 2 ◇◇◇ causes glass to vibrate at a high enough frequency to shatter. ☞

shockwave 55 ◇◇◇◇ creates an ultrasonic wave which does damage as a stun attack to all creatures within a 100-yard radius. ☞

sightstun 6 ◇◇◇◇ causes a bright flash in the face of a Table I creature, stunning that creature for 1–3 rounds. Only 1 creature can see the flash. ☞

silence 3/2 hrs ◇◇◇ creates a field of total silence over a 5-foot radius. No sound at all can be heard from within the field. ☞

silt 30/year ◇◇◇◇ causes silt to pile up at the mouth of a river or to clog a river channel. ☞

skywriting 5/word ◇◇◇ surrender Dorothy! Writes a short message in dark smoke in the sky which dissipates in a few minutes.

slap 3 ◇◇◇ causes a palm or fist of air to strike a person with a medium to hard blow. (What did the five fingers say to the face...?)

smooth 1 ◇◇◇ removes creases and wrinkles from paper, cloth, and other similar materials. ☞

soundstun 4 ◇◇◇ causes a sudden loud noise, which stuns a Table I creature for 1–3 rounds. Only 1 creature can hear the noise. ☞

sparkling 1/gallon/day ◇◇◇ adds sparkle and fizz to any drink. ☞

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.)

starve fire *variable* starves a fire of all oxygen. Magical fires may not be affected.

starve fire I ◇◇◇ 3 (campfire-sized fire) ☞

starve fire II ◇◇◇◇ 21 (burning house-sized fire) ☞

starve fire III ◇◇◇◇ 51 (any sized fire) ☞

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 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. ☞

summon clouds 7 ◇◇◇◇ 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 demi-elemental 40 ◇◇◇◇ calls an air demi-elemental, but does not protect the caster against that elemental's wrath. See p. 225 for more information on demi-elementals. ☞

summon elemental 60 ◇◇◇◇ calls a powerful air elemental, but does not protect the caster against that elemental's wrath. See p. 225 for more information on elementals. ☞

summon elemental spirit 25 ◇◇◇◇ calls an air spirit, but does not protect the caster against that elemental's wrath. See p. 226 for more information on elemental spirits. ☞

sword of air 3/hr ◇◇◇ creates a weapon—it need not be a sword—of the caster's choice. The weapon does no special damage but its wielder cannot be disarmed.

telekinesis 4/10 pounds/hr ◇◇◇ allows a wizard to move things he or she is not actually touching. The object affected can be 1 foot distant for each point of FOR the caster has. ☞

throw 2 ◇◇◇ allows the recipient to throw a single object under 5 pounds in weight as if he or she had skill in it as a missile weapon.

thunderbolt 26 ◇◇◇◇ creates a sudden loud noise, which stuns all creatures within a 100-yard radius for 1–3 rounds. ☞

tornado 88 ◇◇◇◇ causes a full-sized tornado. ☞

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) ☞

updraft 4 ◇◇◇ causes a sudden upward moving wind. ☞

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.

vibrate 3/hr ◇◇◇ causes an object to vibrate with a controllable frequency. ☞

walk on mud 10/hr ◇◇◇◇ allows a creature to travel over semi-solid surfaces, like mud or quicksand, as if they were solid. ☞

walk on water 20/hr ◇◇◇◇ Allows a creature to travel on liquid or semi-solid surfaces as if they were solid. ☞

wall of air 10/100 square feet/day ◇◇◇◇ creates an impenetrable and invisible wall of air. ☞

wall of fog 1/100 square feet/day ◇◇◇◇ creates an opaque, though otherwise harmless, wall of fog. ☞

wall of light 8/100 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. ☞

water breathing 8/hr ◇◇◇◇ allows a creature to draw oxygen directly from water—e.g., an aqualung.

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

whispershout trap 8/week ◇◇◇◇ the first three creatures walking into it will immediately have their sounds audible to all creatures within a half-mile. Cheaper than large barking dogs . . . ☞

white noise 1/10foot radius/hr ◇◇◇ causes a soft buzzing noise in the background. Useful to stop eavesdroppers or to drown out the neighbor's barking dog.

wind 1/1mph/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.

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