***Gale, Wind***

***Gale:***  *A blue tinted astrite hilt with a smooth twisted metal grip meets with a long translucent blade jagged like shards of ice.*

**+3 Longsword 1d8, Int 12 C/N, Empathy, causes an additional 1d6 cold damage on hit**(Will not Attune without its sister blade Wind)

**Attune:** *Gale's cold nature now blows in the wind and can be felt within 10ft of the sword.* **+5 Longsword 1d8, causes an additional 2d6 cold damage on hit, creatures struck with this weapon are afflicted with cold vulnerability**  (*Together Gale and wind share a spell point pool see below.)*

***Wind*:** *A golden hilt meshed with intricate leaf-like textures wrap the grip. Two curved antler horns rise outward to form the guard of an invisible blade with an outline of force.*

**+3 Longsword 1d8, Int 14 N/G, Empathy, Finesse, Causes 1d6 Force damage on hit**(Will not attune without it's brother blade Gale)

**Attune:***Wind resonates with violent gusts of air.* **+5 Longsword 1d8, Light, causes 2d6 force damage on hit, can strike up to 2 adjacent targets within 5ft of each other with each attack.***(Together Wind and gale share a spell point pool see below)*

***Gale, Wind Spell Pool 20***

**Cyclone Strike***(Swift Action)****:*** *Wielder spins into a forceful vortex of wind and ice causing cold damage and knocking back all enemies within their path.*

**As part of your movement, cause 2d8 cold and 2d8 force damage to all enemies within 5ft of your movement path. Targets must make a dexterity save of 8 + your dex or str mod or be thrown violently backwards 10ft through the air falling prone. Successful save causes half damage, does not knock prone but still pushes backwards 10ft from the wielder.**

**Fractured Assault** *(Standard Action**Spell)****:*** *Gale forms a large mound of ice in front of the caster from the surrounding air. Wind Sunders this mound of ice propelling shards of ice violently outward.*

**As a full Action cause 4d8 +5 Force damage and 4d6 Cold Damage in a 50ft cone from caster. No Save**

**Glacier Breath** *(Standard Action Spell)****:*** *Caster Presents Gale and Wind in front of them breathing out an Arctic torrent.*

**As an Action, gain a breath weapon with 80ft line range. This Breath weapon causes 2d8 +2 cold damage and freezes enemies feet to the ground, rendering them immobile. At the end of each of their turns; enemies may make a str saving throw DC 15 to break free. Flying creatures are immune to the immobilizing effects.**

**Tailwind** *(Swift Action)* : *A gust of air propels wilder forward through the air.*

**For one turn your movement becomes speed 90 flying.**

**Wind Scythe** *(Attack Action)****:*** *Gale glistens Wind with ice which she propels forwards as a jagged scythe shaped blade.*

**Project a blade of ice forward up to 100ft. Make a ranged attack against all enemies along the line of attack. On successful hit the blade causes 3d8 + str/dex +5 force damage and 4d6 +5 cold damage.**

**Cold Hearted**: (Standard Action Spell 1 hour duration)*Wielder's heart freezes over as their blood turns to ice and their skin thickens.*

**Gain resistance to cold damage, Immunity to poison and non magical disease. Gain +2 Armor class and 3d10 temporary HP.**