

18 The College of Air Magics (Ver 2.1)

The College of Air Magics is concerned with the environment of air and the weather. It should be noted that there used to be a third aspect to this college, but the Ice Mages' increasing interest in ice and cold (rather than air) was considered totally unacceptable and they were expelled (to form the independent College of Ice Magics).

When trying to ascertain the effect of spells which change the weather, especially wind, please read the notes accompanying the Weather Table. An area may be affected by more than one Air College spell or ritual at the same time providing that each change affects a different aspect of the weather.

Traditional Colours

Air Mages traditionally dress in blues and greys. Due to their habit of being outdoors in all weathers, Adepts of this college tend to wear practical clothing and avoid long trailing cloaks or skirts.

Traditional Symbols

Given the ephemeral nature of their element, Air Mages have little use for symbols, usually allowing their traditional colours to advertise their profession.

18.1 Glossary

Totally Enclosed is defined as being surrounded by walls or earth in a windowless area of less than 100 feet in any dimension where there is no direct and immediate communication with the air outside.

Partially Enclosed is defined as being in a cave or building or similar walled or earth enclosed area of greater than 100 feet in its smallest dimension, or in a smaller area, but having means of direct contact with the air outside, such as through an open window or portal.

On top of a Mountain is defined as being within ten minutes walking distance of the peak. Mountains have an enormous impact on the weather patterns.

18.2 Restrictions

Adepts of the College of Air Magics may only practise their arts if they are in contact with the air. They may never practise Air magics while underwater or in a vacuum. They may never summon avians into an environment where they could not survive.

The MA requirement for this college is 13.

18.3 Base Chance Modifiers

The following modifiers are added to the Base Chance of performing any talent, spell or ritual of the College of Air Magics. Only one modifier may be applied:

Caster is underground or totally enclosed	-15
Caster is only partially enclosed	-5
Caster is flying, or otherwise not in contact with any liquid or solid surface	+5
Caster is standing in natural winds of 40 mph or greater	+10
Caster is more than 100' above ground (flying or falling etc.)	+10
Caster is above all landmarks within 10 miles and at least 500' above the ground (flying or falling etc.)	+20
Caster is on top of a mountain	+20

18.4 Talents

Aerial Affinity (T-1)

Experience Multiple: 75

Effects: Due to their close association with the environment of air, Air Mages have the following abilities:

1. The Adept can modify any flying or landing rolls by 1 step better per 5 full ranks.

Example The Air Mage comes in for a landing and the GM tells the player that they need to make a 3 × AG landing roll, but because the Air Mage has this talent at rank 12 they need only make a 5 × AG landing roll.

2. They will not suffer from the effects of high altitude. This talent only works up to a height of 2,000 feet per rank.

Example Hypothermia (at high altitudes), flying sickness, altitude sickness.

3. General knowledge relating to being airborne.

Example Safe velocities, altitude, down drafts, flight hazards.

4. Due to their close association with the environment, the Adept can modify the Force downwards and Gauge upwards on the Weather Scale Table by 1 per 4 ranks, for themselves.

Detect Fumes (T-2)

Range: 10 feet + 10 / Rank

Experience Multiple: 100

Effects: The Adept may detect the presence of fumes and vapours and has a chance equal to the Adept's modified perception (+ 3 / Rank) of accurately identifying each smell present. The Adept must spend a pulse sniffing the air while applying this talent. If the Adept's sense of smell is not operating, for whatever reason, then this talent may not be used. This talent may only be attempted once per set of smells. When new smells are introduced, the Adept may be able to identify these new smells by attempting this talent again, but any previously unidentified smells will remain so.

Predict Weather (T-3)

Experience Multiple: 50

Base Chance: 30% + 4% / Rank

Effects: The Adept may predict the local weather over the next day (+ 1 / 3 Ranks). The Adept must be outside or able to see the sky to use this ability. If the Adept has resided in an area for a length of time they will be more familiar with the local weather. If they have lived in the area for over one month they will receive a bonus for predicting weather in the season they are familiar with. If they have lived in the area for over one year they will receive a bonus in any season.

Time	Familiarity	Bonus
1 month	Current season	+ 5% †
1 year	Complete	+10% †

†only one modifier applies.

18.5 General Knowledge Spells

Calm (G-1)

Range: 50 feet + 50 / Rank

Duration: 15 minutes + 15 / Rank

Experience Multiple: 100

Base Chance: 50%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: The Adept halts all gross or extreme non-magical air movement within a volume of 10 foot (+ 10 / Rank) cubed. The entire volume must be within the Adept's range. The air within the volume will stay fresh and will slowly intermingle with air outside the volume. Once cast the volume may not be moved.

Feather Falling (G-2)

Range: 10 feet + 10 / Rank

Duration: 30 minutes + 30 / Rank

Experience Multiple: 200

Base Chance: 40%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: This spell causes the target to drift gently downwards if they fall more than 5 feet (should the

target be falling faster than 5 feet per pulse they will undergo a magical deceleration over one pulse). The target will be subject to wind effects while drifting downwards.

Mage Wind (G-3)

Range: 10 feet + 10 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 125

Base Chance: 30%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Object

Effects: The Adept causes 1 wind-driven object to be affected by a magical wind with an effective speed of up to 5 miles per hour (+ 1 / Rank). Only the object targeted is affected by the magical wind. By concentrating the Adept may alter the direction and strength of the Mage wind.

Mist (G-4)

Range: 20 feet + 20 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 100

Base Chance: 20%

Resist: None

Storage: Investment, Ward, Magical Trap

Target: Volume

Effects: The Adept conjures 1000 cubic feet of mist (+ 500 / additional Rank) of any shape entirely within the Adept's range. The mist must be at least 1 foot in any dimension and may have detail no finer than 1 foot in size. The visibility in this mist is normally 30 feet (6 hexes). If the wind is stronger than a light breeze, the Adept must actively concentrate to maintain the mist. Otherwise, while the Adept actively concentrates, the mist may be changed in one of the following ways:

1. The Adept may move the mist up to 1 hex/pulse so long as it remains within range.
2. The Adept may change the visibility within the mist down to a minimum visibility of 6 hexes (-1 / 4 full Ranks).

Speak to Avians (G-5)

Range: 10 feet + 10 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 75

Base Chance: 50%

Resist: None

Storage: Investment, Magical Trap, Potion

Target: Self

Effects: The spell allows the target to communicate with any one type of aerial life within range of the spell. This communication usually consists of sound and gesture. If the Adept wishes to converse with several different types of aerial life concurrently then they may cast this spell multiple times.

Storm Calling (G-6)

Range: Special

Duration: 60 minutes + 30 / Rank

Experience Multiple: 200

Base Chance: 40%

Resist: None

Storage: Investment, Magical Trap

Target: Special

Effects: The Adept may summon any storm front which may exist anywhere in sight. If no front can be seen, the spell can still be cast but the Base Chance is modified by -20. Generally, a storm front can be seen for 20 to 30 miles. Upon reaching the spot occupied by the Adept at the time of casting, 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). The storm front will take D10 × 3 minutes (- 1 / Rank) to arrive, minimum 1. Once the duration has lapsed the weather will gradually return to normal over a similar amount of time.

Summon Avians (G-7)*Range:* 5 miles*Duration:* Immediate*Experience Multiple:* 125*Base Chance:* 30%*Resist:* Active, Passive*Storage:* Investment, Magical Trap*Target:* Avians

Effects: The Adept may summon one avian per Rank (minimum 1) to their current location. The avians must be native to or present in the area and the Adept must specify the species (one per spell) that is being summoned. The Adept may summon a specific avian providing it is within line of sight (the species need not be known in this case). The avian will arrive by the shortest flight path and their initial reaction will be wary. The avians must have a clear flight path to the Adept and will spend up to 5 minutes attempting to reach the Adept. Note that not all avians will have a movement rate which will allow them to reach the Adept's location within this time. This spell may not be cast if the Adept is totally enclosed. If the avian being summoned is fantastical it gains a +20% to its base chance to resist this spell.

Vapour Breathing (G-8)*Range:* 10 feet + 10 / Rank*Duration:* 30 minutes + 30 / Rank*Experience Multiple:* 150*Base Chance:* 35%*Resist:* Active, Passive*Storage:* Investment, Ward, Magical Trap*Target:* Entity

Effects: The target can breathe any gas including otherwise poisonous vapours (e.g. Knockout Gas, Noxious Vapours etc). This spell will not enable the target to breathe in a vacuum or underwater. Also, this spell will not protect the target from any non-gaseous contents of the atmosphere, e.g. Sleep Dust.

Wind Whistle (G-9)*Range:* Special*Duration:* D10 hours + 1 / Rank*Experience Multiple:* 125*Base Chance:* 40%*Resist:* None*Storage:* Investment, Potion*Target:* Special

Effects: The Adept is able to create a wind over an open space of up to 100 feet (+ 100 / Rank) diameter centred on the Adept. Outside of this area, the wind will fade back to the prevailing wind over half again the distance. The wind will build up over D + 5 minutes (- 1 / Rank, minimum 1) and the Mage must choose at the time of casting which direction the wind will blow. The speed of the wind is determined by rolling a D100 roll as follows:

Dice	Force	Speed (mph)
01-05	5	19-24
06-15	4	13-18
16-30	3	8-12
31-50	2	4-7
51-70	3	8-12
71-85	4	13-18
86-95	5	19-24
96-100	6	25-31

The Adept can choose to modify the dice roll up or down by up to 2 × Rank points to determine the actual wind speed once the dice have been rolled. The effects of this spell override any existing wind effects including already existing Wind Whistle spells.

If the resulting wind is Force 5 or over, missile fire will be affected, reducing base chances by (wind speed/2)%.

18.6 General Knowledge Rituals**Windspeak (Q-1)***Range:* 400 feet + 400 / Rank*Duration:* 1 hour + 1 / Rank*Experience Multiple:* 150*Base Chance:* 2 × MA + 3% / Rank*Resist:* None*Storage:* None*Target:* Area*Cast Time:* 1 hour*Material:* None*Actions:* None*Concentration Check:* Standard

Effects: 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 (+ 300 per rank) can be communed with in this manner. There is no backfire.

18.7 Special Knowledge Spells**Air Blast (S-1)***Range:* 10 feet + 10 / Rank*Duration:* Immediate*Experience Multiple:* 200*Base Chance:* 30%*Resist:* Active, Passive*Storage:* Investment, Ward, Magical Trap*Target:* Entity, Object

Effects: This spell projects a narrow and extremely strong blast of air at the target. The blast will impact either on the target or on the first obstruction blocking the path from the Adept to the target. If the target weighs less than 100 pounds (+ 20 / Rank) they will be thrown back 10 feet (+5 per 3 full rank). On landing the target suffers damage of [D - 5] + 1 per 3 full ranks and must make a 1 times PS + AG check to remain standing. The target is thrown in an arc away from the Adept and the highest point of the arc equals (Rank + 1) feet.

Arrow Flight (S-2)*Range:* 5 feet*Duration:* 20 minutes + 20 / Rank*Experience Multiple:* 200*Base Chance:* 35%*Resist:* None*Storage:* Investment*Target:* Arrows or Quarrels

Effects: The Adept can temporarily improve the flying quality of 2 (+ 1 / 2 Ranks) arrows or quarrels. Anyone firing arrows or quarrels affected by this spell has their Base Chance modified by +2% (+ 1 / Rank). At rank 16+ the arrows are counted as magical for determining which entities may be harmed.

Avian Control (S-3)*Range:* 100 feet + 100 / Rank*Duration:* Concentration: maximum 10 minutes + 10 / Rank*Experience Multiple:* 200*Base Chance:* 20%*Resist:* Active, Passive*Storage:* Investment, Potion*Target:* Avian

Effects: The Adept may control 1 (+ 1 / Rank) avian within range unless the avian successfully resists. If the avian is fantastical, it gains +20% on its base chance to resist this spell. If the Adept fails to gain control or loses control, the avian will immediately attack the Adept. An avian which is still controlled when the spell duration expires, will flee the Adept's presence. The Adept may recast this spell before its duration has expired without breaking concentration. When the duration of the first casting expires the target gets another resistance check. The Adept may also choose to release an avian from their control before the spell's duration is up, whereupon it will flee as above. If the avian is sentient and is made to take an action that would endanger itself, another resistance check is made.

Barrier of Wind (S-4)*Range:* 5 feet + 1 / Rank*Duration:* 30 minutes + 30 / Rank*Experience Multiple:* 150*Base Chance:* 30%*Resist:* None*Storage:* Investment, Ward, Magical Trap*Target:* Entity

Effects: This spell forms a swirling pattern of wind around the entity in all directions. Thrown and missile weapons passing through the barrier have a chance of being deflected from their course, to impact harmlessly elsewhere. The deflection adds 5 (+ 2 / Rank) to defence against missiles. This spell provides a bonus of 5 (+ 1 / Rank) in melee or close combat.

Conjuring Air (S-5)*Range:* 10 feet + 10 / Rank*Duration:* 5 minutes + 5 / Rank*Experience Multiple:* 150*Base Chance:* 25%*Resist:* None*Storage:* Investment, Ward, Magical Trap*Target:* Volume

Effects: The Adept may conjure anywhere within their range 5 cubic feet (+ 5 / Rank) of sweet smelling breathable air in any shape or shapes of their choice. No dimension of the shape may be less than 1 foot. The volume of air will hold its shape versus any non solid intrusions for the full duration. At the end of the duration the volume will rapidly disperse into the surrounding area, mixing with whatever atmosphere was already there.

Flying (S-6)*Range:* 5 feet + 5 / Rank*Duration:* 30 minutes + 30 / Rank*Experience Multiple:* 250*Base Chance:* 30%*Resist:* Active, Passive*Storage:* Investment, Potion*Target:* Entity

Effects: This spell enables the target to fly at a speed of 30 mph (+ 1 / Rank) by walking winds and air currents. Initially it will take [D + 10 - Rank] minutes for the wind currents to arrive. After the wind currents have arrived the target can take off and land as many times as they desire, but to recall the winds to take off after landing will take [D + 2] pulses. When taking off, it takes one pulse to accelerate to full speed. If the target tries to land, it will take one pulse to slow to a standstill. The target can only travel into places where air currents or winds are possible. This will not normally occur inside buildings or tunnels.

Gaseous Form (S-7)*Range:* Self, touch at Rank 11+*Duration:* 5 seconds + 5 / 2 Ranks*Experience Multiple:* 300*Base Chance:* 20%*Resist:* Active, Passive*Storage:* Potion, Invested, Magical Trap*Target:* Entity

Effects: When this spell is cast the target (and possessions) turn into a cloud of vapour, that appears as a heavy mist. The target may be affected by magic spells. Normal or silvered weapons do not harm the target, but magical weapons may. The target may not use any possessions such as weapons, nor may the target cast or trigger magic. Magical or Racial Talents may be used however. The target may move up to TMR 2 in any direction and pass through any opening that is not airtight. When the duration of the spell expires, the target will reform in the nearest hollow space large enough to accommodate the target's body.

Gliding (S-8)*Range:* 5 feet + 5 / Rank*Duration:* 5 minutes + 5 / Rank*Experience Multiple:* 200*Base Chance:* 30%*Resist:* None*Storage:* Investment, Potion*Target:* Sentient Entity

Effects: This spell enables the target to glide at an angle of approximately 1 + Rank feet horizontally for every foot of descent. The target's maximum forward speed will be approximately 80 feet / pulse (+ 1 / Rank) and their minimum vertical speed (relative to the air around them) will be approximately

40 feet / pulse (-2 / Rank, minimum 1) downwards. If the target is gliding in thermals or down-drafts, their actual rate of descent (or ascent) may vary. The actual rate of descent is up to the GM. The target must keep their arms (or equivalent) outstretched until landing or they will fall downwards, although the spell will resume if the target returns their arms to an outstretched position. The target flies with their body horizontal and may turn at a rate of 30 degrees / pulse (+ 5 / Rank) while gliding. The spell will cause the target to automatically become vertical when within 5 feet of a horizontal surface. The target must then make flying roll when landing.

Knockout Gas (S-9)

Range: 30 feet + 10 / Rank
Duration: 5 minutes + 5 / Rank
Experience Multiple: 450
Base Chance: 15%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Area

Effects: This spell creates a heavy cloud of knockout gas that rises 10 (+ 1 / Rank) feet above the ground. The area has a diameter of 15 feet (+ 5 / Rank). At ranks: 0 to 9 the cloud appears as a translucent mist (i.e. does not inhibit vision) and is pungent smelling; 10 to 15 the gas is invisible and pungent smelling; 16 and above the cloud becomes invisible and odourless. Any entity (including the Adept) within the gas must resist. If they fail to resist, they must roll under 2 × EN each pulse or fall unconscious (not asleep) while they remain within the gas. Any wind over 15 mph will disperse the gas in D-Force pulses. Once the gas is dispersed, the duration expires or a victim is removed from the area, any unconscious entities will recover in 1 pulse (+ 1 / 5 full Ranks).

Lightning Bolt (S-10)

Range: 60 feet
Duration: Immediate
Experience Multiple: 225
Base Chance: 30%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity, Object

Effects: The Adept may throw a single bolt of lightning 60 feet long from their fingertips. The bolt must extend the entire 60 feet and will deflect off stone until it reaches its full extent. All targets that are in the path of the bolt must resist or suffer [D + 5] (+ 1 / 3 Ranks) damage (save for half damage). In addition, any target who fails to resist is automatically stunned.

Lightning Strike (S-11)

Range: 15 feet + 5 / Rank
Duration: 30 minutes + 30 / Rank
Experience Multiple: 250
Base Chance: 35%
Resist: Active, Passive
Storage: Potion
Target: Entity

Effects: This spell creates sheets of lightning that slowly arc around the entity's body doing no damage. This is extremely obvious. The first time the entity takes damage from a blow in combat and the attacker is within range, a bolt will strike out at the entity's attacker doing [D - 4] (+ 1 / 2 Ranks) damage (save for half damage). The spell then dissipates. The Range is 5 feet (+ 5 / Rank). At rank 10 or greater, any attacker who fails to resist and is capable of being stunned is automatically stunned. This spell cannot be cast on a target if they are already under the effect of a Lightning Strike spell.

Resist Cold (S-12)

Range: Touch
Duration: 1 hour + 1 / Rank
Experience Multiple: 100
Base Chance: 40%
Resist: None
Storage: Investment, Ward, Potion
Target: Entity

Effects: This spell protects the target from the effects of cold temperature by increasing the Gauge by 1 (+ 1 / 4 full ranks) up to a maximum of Gauge 7 (Comfortable). It will totally protect the target from the effects of Hypothermia at rank 11+. In addition, the target suffers 1 (+ 1 / 4 full ranks) less damage due to magical or non-magical cold based attacks.

Shaping Cloud (S-13)

Range: 5 miles + 1 / Rank
Duration: Concentration: maximum 1 minute + 1 / Rank
Experience Multiple: 150
Base Chance: 40%
Resist: None
Storage: Investment, Potion, Ward
Target: Cloud bank

Effects: The Adept can cause some of a cloud bank (cloud density 5+) within range and line of sight to slowly shape a different image in it each minute. Each new shape will be gradually formed from the old over the course of the minute. The shape in the clouds is recognisable up to a range of 5 miles (+ 1 / Rank). Measurements for this spell should be taken from the ground (i.e. disregarding the height of the cloud bank).

Whirlwind Vortex (S-14)

Range: 15 feet + 15 / Rank
Duration: Immediate
Experience Multiple: 650
Base Chance: 1%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity

Effects: This spell creates a tornado around one human sized target for every 3 or fraction ranks (minimum 1). If the target fails to resist they are so tossed and torn by the winds that muscles and ligaments tear, joints dislocate, bones break, organs rupture, and they perish. If the target successfully resists they suffer [D - 4] (+ 1 / Rank) damage due to excessive forces (instead of perishing). Targets that fail to resist may be resurrected.

Whispering Wind (S-15)

Range: 100 miles + 100 / Rank
Duration: Special
Experience Multiple: 150
Base Chance: 40%
Resist: None
Storage: Potion
Target: Self

Effects: This spell sends a message to an entity using the winds. The Adept must know the name of the entity and be able to pick them out from a crowd. The maximum length of the message is 5 words per rank. The messages will be in the voice of the Adept at the same volume as when spoken, and can only be heard by the target. There is a noticeable but minor affect of swirling air when the message is sent and received. The time taken for the message to reach the entity (the duration) is 1 hour (+ 2 minutes per mile) - rank hours (minimum of 1 hour).

Windstorm (S-16)

Range: 30 feet + 30 / Rank
Duration: 10 seconds + 10 / Rank
Experience Multiple: 200
Base Chance: 40%
Resist: None
Storage: Investment, Ward, Magical Trap
Target: Area

Effects: The Adept creates a windstorm of Force 9 centred on the Adept and extending out to the full range of the spell. Once cast the Windstorm will not move. The winds in the area of a windstorm are random and violent, they do not prevail in a particular direction. All entities within this area except the Adept and those in the same hex must check against 2 × (Physical Strength + Agility) - 2 × Rank, every pulse, to regain their feet and/or remain upright. Every time an entity within the area falls prone, they take [D - 2] damage. This damage is physical. For the duration

of this spell they have their TMR halved. All entities attempting to use missile or thrown weapons through or inside the area of effect have their Base Chance reduced by 5 per every 2 hexes of Windstorm travelled through.

Wind Walking (S-17)

Range: 10 feet + 10 / Rank
Duration: 30 seconds + 30 / Rank
Experience Multiple: 350
Base Chance: 25%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Entity

Effects: The target of this spell (and possessions) turns into wind, keeping their approximate size and appearance. In the first pulse, the spell's effect is to accelerate the target to full speed and in the last pulse, the target will gradually slow. The distance travelled over the first and last pulse is half that of normal. The target moves through the air at 50 mph (+ 5 / Rank). The target can only pass through an area that they could pass through normally. The target chooses the direction of the flight but the speed may not be altered. The target will not collide with stationary objects during the flight, but if rushing directly towards an object or wall, will brush along or past it as a wind would. If blown down a corridor to a dead end or similar situation, the target will not stop but double back in a tight loop. Anything dropped by the target will go in a random direction.

Ball of Lightning (S-18)

Range: 35 feet + 10 / Rank
Duration: Immediate
Experience Multiple: 350
Base Chance: 30%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Entity or Object

Effects: This spell creates a ball of lightning which shoots from the caster to the target. The ball is utterly silent and moves in a straight line. Anything standing between the caster and the target will be struck instead. Upon striking anything the ball explodes, in a bright flash, causing [D - 1] (+ 1 per Rank) electrical damage. If the target successfully resists the damage is halved (round up), otherwise they are also blinded for Rank / 4 pulses (round down).

Thunderclap (S-19)

Range: 20 feet + 20 / Rank
Duration: Immediate
Experience Multiple: 325
Base Chance: 30%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Area

Effects: The Adept causes the air in the targeted area to violently compress with a loud crash. The target area has a diameter of 5' at Ranks 0-5, 15' at Ranks 6-12, 25' at Ranks 13-19, and 35' at Rank 20. The entirety of the affected area must be within the caster's spell range for the spell to be effective. All those within the area suffer [D + 1] (+ 1 per 2 full Ranks) concussive damage (resist for half — round up). Those failing to resist can hear nothing except a loud ringing for Rank pulses. On a Double or Triple effect any entities which fail to resist are also stunned (normal stun recovery applies). Note that this spell can be heard from a distance as per normal thunder.

18.8 Special Knowledge Rituals

Air Spring (R-1)

Duration: Rank × Rank hours (minimum 1)
Experience Multiple: 150
Base Chance: MA + 5% / Rank
Resist: None
Storage: None
Target: Area
Cast Time: 1 hour
Material: None
Actions: None

Concentration Check: Standard

Effects: The Adept can open a one way portal 2 feet in diameter from the elemental plane of Air from which fresh clean air flows. The rate of flow is 5 cubic feet (+ 5 / Rank) per second. Additionally any modifier for being enclosed is reduced by 5.

Conjuring Air Elemental (R-2)

Range: 20 feet

Duration: Concentration: No maximum

Experience Multiple: 200

Base Chance: MA + 5% / Rank

Resist: None

Storage: None

Target: Air Elemental

Cast Time: 1 hour

Material: None

Actions: None

Concentration Check: Standard

Effects: The Adept may summon an Air Elemental and bind it to temporary service by performing this ritual. At the end of the ritual a Cast Check is performed. If the ritual is successful the Elemental is summoned and controlled. If the ritual backfires then the Elemental is summoned but no controlled and will attack the summoner and companions.

The Air elemental will always appear within 20 feet of the summoner. If has a combined Endurance and Fatigue equal to 15 (+ 15 / Rank). The Elemental will remain until it is sent back to its home plane by the Adept (with Special Knowledge Counterspell of the college of Air Magics) or banished. If it is controlled by the summoner it will remain controlled until the summoner's concentration is broken.

Control Weather (R-3)

Duration: 8 hours + 8 hours / Rank

Experience Multiple: 300

Base Chance: 2 × MA + 3% / Rank

Resist: None

Storage: None

Target: Area

Cast Time: 1 hour

Actions: Dance (2 FT when unencumbered)

Concentration Check: None

Effects: The Adept may change one or more of the three components which make up the weather by performing a ritual dance. The three components of weather are;

- Precipitation, Density
- Temperature, Gauge
- Wind, Force

The GM should consult the weather table and advise the Adept of the current level of each of these three components before they start dancing. The Adept may change the current components by a total of 1 +1 per 2 full ranks.

Example At rank 12, the Adept can change a Force 3 wind into a Force 10 wind or Force 3 into Force 7 and Density 5 into Density 2 cloud cover.

All the changes may be in any direction on the table.

This ritual will not cause weather effects outside the normal climatic range of the area (as determined by the GM). The weather will change gradually over (30 - 1 / Rank) minutes per level shifted on the table and the three components will change simultaneously. The area of effect is circular with a radius of 1 mile / Rank (minimum 1). Casting this ritual counts as strenuous activity and the Adept will lose fatigue. This ritual cannot backfire.

Summon and Bind Cloud (R-4)

Range: 5 miles + 5 / Rank

Duration: 5 hours + 5 / Rank

Experience Multiple: 300

Base Chance: 2 × MA + 3% / Rank

Resist: None

Storage: None

Target: Clouds

Cast Time: 1 hour

Material: None

Actions: None

Concentration Check: Standard

Effects: This ritual will summon a quantity of cirro-cumulus cloud and change its consistency to that of packed cotton wool to provide a method of transport. Items will pass through the cloud after 30 seconds unless supported by an Entity. The cloud arrives during the last half hour of casting and spends the first and last half hour of travel rising to and descending from its natural travelling height. The natural height of cirro-cumulus clouds is between 2 and 4 miles above sea level (10,000 to 20,000 feet). The cloud may support 1 entity (+ 1 / Rank) and transports them in a comfortable and oxygenated environment, although it may be slightly cold if improperly clothed. Flying entities may take off or land on the cloud as long as the above limit is maintained. If more entities land on a cloud than it can carry, it will immediately start to descend taking half an hour and dissipate upon reaching the ground. The cloud appears to be a normal cloud but is sufficiently soft to prevent injury to anything that impacts it (it's also non-flammable). The clouds will move with the prevailing winds or can be moved with magical winds such as Mage Wind. By actively concentrating the Adept can cause the clouds to move at a different speed or in a different direction to the prevailing wind. The Adept can alter the movement of the clouds by 2 miles per hour (+ 2 / Rank) in any one direction. The altitude of the clouds may not be controlled. While in contact with the ground the clouds will not move.