

THE BOOK OF AIR

“It takes a week without water to kill a man, yet but a moment without air.”

—Sai Golzul, Stormbringer

Many claim that seeing is believing, but he who does not believe in air is a fool. Air finds its way into everything. Air surrounds; air fills. And dormant within air is always the power of the storm—the uncontainable force of nature’s wrath. Yet air is also a bringer of life; without air, there is no breath, no animus. A balance between fire, which only burns, and water, which only soothes, the realm of air is suited for those who want it all. Air is immensely malleable and innately changeable—it can help you fly, bring the rain to your crops, or help you kill. Those who master air are truly masters of their world and their destinies—they are in every sense of the word, Stormbringers.

A sky dancer who follows the path of air enters into a contract with one of the six primal forces of creation. One cannot hope to achieve control over such forces, but rather must endeavor to conduct them. Air is a wild dance partner; one learns to be its counterpart, moving guided by innate senses. A gifted Stormbringer must learn to understand the ebb and flow of the forces of air if they have any hope to brandish the element’s might; any who think that they can conduct the primal powers of nature through brute force are sure to come to ruin.

Like the books of Earth, Fire, Water, Life, and Light and Darkness, Life is considered a primal form of magic. These are some of the oldest forces in creation, the palette employed by gods, angels, demons, elementals and mythic powers to shape the cosmos. Beings such as these speak in tongues of raw force that can move mountains and alter realities. What little we know and understand of their speech we have come to call the Primal tongue. This is the third of the seven ancient languages, older than Music, Nature, Dragon, or Sylvain. Primal words do not typically translate across the board to our modern ways of speech; they are far more diverse, and each encompasses a concept rather than a single meaning. This language can be very dangerous to employ—learn and practice it with caution and reverence or it will consume you, body and spirit.

The Primal word for air is **ai’a**. To simply whisper this ancient word will stir the air, and to invoke it is to awaken the latent energy that binds all things—sparks will fire, ideas will literally fly, and the winds of change will begin to blow.

The basic tenet of Air is Breeze. It represents awareness of the connection between oneself and the air that surrounds all things—and of the ease of change. To truly master Air, however, requires learning of a second basic tenet, Spark. This is a crossover from Fire and Light and Darkness, and some might not consider it in the realm of air at all, but it brings to air the power of electricity, a must for any would-be Stormbringer.

Spells in elemental books often employ Primal words combined with the tongues of Music and Nature as well as Sylvan to achieve the desired effect. The gestures used in the casting of the spell are meant to focus the caster's mind on the magical energies involved. Races without arms or hands (or even those with missing limbs) will have to develop other gestures that make sense to them to cast these spells. Often times these self-developed gestures make the magic more potent. Races with no vocal chords may be able to simply think the words rather than say them aloud (Focus roll of 20 or better to trigger any spell).

Careful study and pronunciation will aid a bringer in the use of these effects, but only someone with a forceful personality and a love of change should pursue this line of study. Petitioners with strong wills will find that Air bends easily to their wishes, while those of weaker hearts may find that the wind blows against them, causing them generally to diverge off onto other fields of study. There is no traditional dark side to the school of Air, the wrath of the lightning bolt is considered as core to the pursuit as the gentle rain that brings the wheat to the fields. All Stormbringers are both sought after and feared, and that is how they like it to be.

One final word of warning to the would be Stormbringer, as Air touches upon all things, so does its magic energies. True mastery of the book of Air requires at least a basic understanding of nearly all of the other primal forces. The student must truly know what he wants and where he is going in order to get to the end of this path.

AIR EFFECTS

Air is a rather forgiving element, and tends not to be as complicated or as messy as, say Fire, to adjudicate. However, there are a still a few details here and there one must learn to keep track of.

Lightning and electricity is a powerful force, and is the source of most wound damage dealt out by Stormbringers. Lightning will strike a targeted location, like an arrow, and then make its way through the body along the shortest path into the earth. Roll a random location for the starting location (right arm, say), and then trace a line to the ground—arm, then torso, then both legs, for example. Divide all wound damage

between these locations. If the target is immersed totally in water, only the targeted location will take the damage (though it will take the full damage). If the target is suspended fully in air, the damage will be divided evenly amongst all hit locations.

Metal armor provides an easier path for electricity to get to the ground. While it makes it more likely the target will get hit, it may actually reduce damage if it goes all the way down the leg and then actually makes contact with the ground. Metal spurs or light chains are often attached to boots to make this final contact. Metal armor penalizes defense rolls against lightning effects by 5, but cuts damage in half if properly grounded. In this case, the electricity just travels down the armor to the ground instead of going into the body. Also be aware that metal armor will never provide damage reduction against electrical effects.

All lightning spell (starting with Arc) create a bright flash that may blind nearby creatures when cast in a darkened area. See the vision rules in the core manual for details.

Some spells can be maintained once cast. A stormbringer may maintain only one spell on a given round, though he may continue to cast spells normally while maintaining his one spell. Mana for maintained spells is paid at the start of each round.

When casting any spell, the stormbringer must score a Magical Attack (or Defense if required) roll of at least 10+Spell Order, or the effect will fizzle out—even if there is no opponent to resist it.

Air magic is not always an exact science—the wind does not always respond upon command, but may answer in its own time. Thus if any spell from the book of air should critically fail with a roll of one, there is a 10% chance that in the following round it will go off in a magnified state, doubling all effects. If the Stormbringer maintains his concentration after a critical failure into the next round (by not taking any other spell or attack actions), this chance goes up to 40%.

BASIC TENETS

Breeze

Prerequisite: Magical Awakening (Any type)

Sacrifice: 1 (unless free with awakening)

Mana Cost: 1

Duration: 1 Round

Area of Effect: 5 meter sphere around the caster

Roll: Magical Attack 10 or better

Resist: None

Casting Time: 1 Action

Words: ᠠᠫᠢᠨᠠ

Casting: The wielder utters the Primal word for Breeze while waving outward with his hands.

Those with affinity to the natural elements can often reach out with their senses and push upon the air around them, causing it to move gently. This simple breeze is not fast enough to blow out candles or knock over enemies, but it might be refreshing on a hot day, or it might help clear a room of bad air, or move a cloud of poison away from the caster. It also allows the caster to begin learning the Book of Air.

Spark

Prerequisite: Magical Awakening (Any type)

Sacrifice: 1 (unless free with awakening)

Mana Cost: 1

Duration: 1 minute

Roll: Magical Attack 10 or better

Resist: None

Casting Time: 1 Action

Words: ᠡᠫᠠᠭ

Casting: The wielder utters the Primal word for Spark while snapping his fingers.

Spark simply creates a small spark (like that from a flint and steel or an electric spark plug) in the caster's hand. It can come from their fingertips or from their palm as desired. Basically the caster snaps their fingers and the spark springs forth. The spark acts like a normal spark, and can be used to start fires, make a small flash of light, shock someone (no damage, just a sting), or anything else one might do with a spark.

Spark is not completely necessary to those who wish to learn how to wield Air, but one will not get far without it. Not only is it the basis of all electrical effects, it is also the basic tenet for both the Book of Fire and the Book of Light and Darkness.

FIRST ORDER SPELLS

Unlike with more complex spells, Stormbringers can take first-order spells immediately after gaining the basic tenets necessary.

Create Air

Order: 1

Prerequisite: Breeze

Sacrifice: 1

Mana Cost: 1d4 per cubic meter

Range: Caster

Target: Area

Area of Effect: Area around caster

Duration: Instant

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Words: *stap ai'a*

Effect: Creates breathable air

Casting: The wielder utters the Primal words for begin and air, drawing out the final “a” as long as possible to increase the amount of air that is created, while sweeping his palms out away from his mouth.

This spell creates breathable air anywhere. It is especially useful if trapped underground or in a tight space underwater. It also tends to freshen bad-smelling air. However, if the air around the caster is toxic or poisonous, the fresh air will become quickly fouled, at a rate of about 1 cubic meter per round.

If winds are present, created air will be blown away in 1 round, and if underwater and there is nothing to stop the air, it will simply rise to the surface. Generally the air does not come out of nothing, but existing matter (usually moisture) is converted to gaseous form. Casting this repeatedly is known to make a Stormbringer somewhat parched.

The air created appears all around the caster and cannot be directed to a specific place, though the second-order spell, Fill, will do this if this is desired.

Material Bonus: Blue lace agate held in the hand during the casting of this spell will double its area of effect. This stone can be found in high mountain regions or extinct volcano ranges—make a partial Scholar: Geology roll to find. It can also be purchased from gem and stone dealers for around 10 units. The Stormbringer may also wear a pendant with blue lace agate set in it for the same bonus.

Purify Air

Order: 1

Prerequisite: Breeze

Sacrifice: 1

Mana Cost: 1d4 per meter radius of effect

Range: Caster

Target: Area

Area of Effect: Sphere of air around caster

Duration: Instant

Roll: Magical Defense

Resist: Will -5 or Magical Defense if applicable.

Casting Time: Full Round

Words: **ai'a pia**

Effect: Cleans air of all toxins

Casting: The caster utters the Primal words for air and clean while waving his arms as if pushing away the bad air. Ai'a is pronounced with a harsh, almost growling, emphasis on the first "a".

The caster can remove toxins from the air, making it safe and breathable. If the air around the purified air is still fouled, the toxins will slowly leech back into the purified air. If there is low or no wind, the air will remain breathable for 1d6+3 rounds. However, if there is wind or the caster is moving, the spell must be maintained each round.

This spell may actually cause damage to creatures made of air, such as elementals or those in a gaseous state. In this case, the spell deals 1d10 for each meter of the radius that hits the creature (plus Depth).

Material Bonus: Aventurine (white) held in the hand during the casting of this spell will double the effective radius. This stone can be found in high mountain regions or extinct volcano ranges—make a partial Scholar: Geology roll to find. It can also be purchased from gem and stone dealers for around 50 units. The sky dancer may also wear a pendant with the white aventurine set in it for the same bonus.

Shape Air

Order: 1

Prerequisite: Breeze

Sacrifice: 1

Mana Cost: 1 breeze, 1d4 Wind, 2d4 Violent Blast (per round)

Range: Caster

Target: Area

Area of Effect: 20° arc out 20 meters from caster

Duration: 1 Round (maintained)

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: ʌiʌ

Effect: Creates wind

Casting: The stormbringer utters the Primal word for air while raising an arm and pointing their hand in the direction they wish the air to move. When maintained, the caster can guide the gust with further arm motions.

By shaping the air, the caster can create wind—from a simple breeze to a powerful gust. A gentle breeze may clear out stale air from a room, or scatter some unattended papers.

The moderate wind effect is most often used to clean dirt away from an area or object, or to repel insects or other flying creatures. It will knock over light objects that are not fixed in place, such as mugs or tankards. It can also be used to clear away toxins or foul air. It is unlikely to harm anyone or knock them over.

A full blast of violent wind is a different matter. It will slow the maximum movement of anyone in the area by half. It will knock over nearly any object that is not heavy or tied down. Lighter objects will be swept back out to the range of the spell. The effect will also knock over any targets who fail their Reflex rolls (creatures with more than 2 legs get a +5 Reflex bonus). This effect is also very useful when there is sand; loose dirt, or small light objects that may be thrown back. These environmental elements can cause blindness or real damage.

Sand will cause to all sighted creatures an effect akin to a bright flash of light used upon a creature with high-color vision. Glass, nails, or other shrapnel-like objects will deal 2d4+Depth damage to targets in the line of fire.

Material Bonus: Howlite crystal held in the off-hand while casting this spell will grant a +4 bonus to the wielder's Magical Attack roll. Found in deep canyons along cave mouths, it is extremely rare—make a fully successful Scholar: Geology roll to find. It can also be purchased from gem and stone dealers for around 500 units per small crystal. This rare crystal is worth the effort to find or the cost to buy, as it will be useful in many other air spells later on. The wielder may also wear a pendant with howlite crystal set in it for the same bonus.

Shocking Touch

Order: 1

Prerequisite: Spark

Sacrifice: 1

Mana Cost: 1d6

Range: Touch

Casting: The stormbringer utters the Primal word for shock and wriggles his fingers as he touches the target.

The caster's skin, fur, or scales charge with electricity, causing $2d4 + \text{Depth}$ points of damage to anyone in contact with them. Generally this is an offensive spell, where the caster attempts to touch the target, but it can be employed defensively as well. Once cast, it will last until the end of the round (or until discharged) and affect anyone that touches the caster.

This spell will take effect through metallic weapons as well (whether wielded by and hitting the caster). It can be cast off-hand and instantly apply its effect to a metal weapon if the caster takes a two-weapon fighting penalty on his attack. If the caster manages to cast this spell when grappled (roll Focus vs. a Grapple roll), the effect against the grappler is instant and no touch roll is required.

A seemingly minor spell on the surface, this first electrical effect leads a sky dancer down a path to brandishing the most dangerous of air's many faces—lightning.

Material Bonus: Fulgurite stone kept anywhere on the caster (as long as it is in contact with the skin) will add +2 to Magical Attack and damage. This stone will aid in the boosting of most electrical spells. Most air-wielders will have a pendant or a ring made from this strange stone that occurs when lightning strikes sand. It can be found anywhere where sand or silica-rich rock is present. If looking on high dunes, in deserts, beaches or on high mountain tops after violent thunderstorms—make a fully successful Scholar: Geology roll to find. High level air wielders can create their own fulgurite with lightning effects.

Stormbringers who wish to learn second-order spells must be at least second level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Air Jet

Order: 2

Prerequisite: Create Air, Shape Air

Sacrifice: 1

Mana Cost: 1d6

Range: 40 Meters

Target: Single creature or object (up to 350 lbs.)

Area of Effect: Target

Duration: 1 Round (maintained)

Roll: Magical Attack

Resist: Reflex (or Magical Defense)

Casting Time: 1 Action

Words: **ai'a rūptal**

Effect: Blasts back a single target

Casting: The caster must say the Primal words for air and force while raising their arm and pointing at the target they wish to blast.

The caster creates a solitary, focused stream of air that can send a single target of man-size or smaller flying through the air. Targets who succeed at their Reflex rolls are treated as if hit by the strong variety of the Shape Air spell (and if they didn't beat the caster on the roll by at least 5, they will be knocked over).

Those who fail their reflex rolls will be sent flying backwards at a rate of 30 meters per round. If the creature ends up inside the range of the spell at the end of the round, the spell can be maintained, otherwise, the effect ends. The speed at which the target moves can cause real damage if he hits something solid—treat as falling damage: 1d10+Depth for each round airborne when hitting a hard surface. The target may take more damage if it strikes a rough surface, and if sent off a cliff or high rooftop, the damage can be even greater.

If an object is the target, it can be sent flying into a creature, dealing damage similar to sending the creature flying into a solid object.

Material Bonus: Howlite crystal held in the off-hand while casting this spell will grant a +4 bonus to the wielder's Magical Attack roll.

Analyze Air

Order: 2

Prerequisite: Purify Air

Sacrifice: 1

Mana Cost: 1d6

Range: 40 Meters

Target: Point in space

Area of Effect: 10 meter radius around target point

Duration: Instant

Roll: Magical Attack

Resist: Magical Defense (if applicable)

Casting Time: 1 Action

Words: ʌi'a kʌhɲ

Effect: Caster learns what the air around him is made up of.

Casting: The caster must say the Primal words for air and know while cupping his hands up to his nose and breathing in deeply.

A spell suited more for scientists than warriors, analyze air is far more useful than it is given credit. The spell is literally used to analyze a patch of air, giving the caster a breakdown of what it is made of. For example: 78% nitrogen, 21% oxygen, 1% argon, and so forth. The spell will tell the caster if the air is breathable and if any hidden toxins lie within it. If any living creatures are hiding in the air (elementals perhaps), their presence will be indicated.

Arc

Order: 2

Prerequisite: Shape Air, Shocking Touch

Sacrifice: 1

Mana Cost: 1d8

Range: 20 meters

Target: 1 creature or object

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Will+5

Casting Time: 1 Action

Words: ʋoɭɾʌɲ ʌi'a

Effect: A bolt of electricity strikes the target

Casting: The wielder utters the Primal words for shock and air while pointing two fingers at their target.

This step in his learning is where a wielder begins to understand the raw influence of Air and the potency its force can exact against one's enemies.

This dangerous spell allows the caster to send an arc of electricity from his fingertips to strike any one target within 20 meters, causing damage and possibly stunning the target.

Damage dealt is 1d12+Depth. Targets losing the Will roll against the spell are also stunned for 1 round. Stunned targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth).

Material Bonus: Fulgurite stone kept anywhere on the caster (as long as it is in contact with the skin) will add +2 to Magical Attack and damage.

Clean

Order: 2

Prerequisite: Purify Air, Shape Air

Sacrifice: 1

Mana Cost: 1d6

Range: 40 meters

Target: Single creature or large object, or 1 cubic meter of surface

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Magical Defense

Casting Time: 1 Action

Words: **ᠨᠢᠠ ᠠᠢᠠ**

Effect: Cleans dirt and dust off of target.

Casting: The caster must say the Primal words for clean and air and flicking his fingers at the target.

This mild but useful incantation uses air to blow away any dirt or dust from an object or area. This is the most effective and safest way to clean any object, as it does not harm the target object at all. The spell is a particular favorite of antique collectors and archaeologists. This spell will not remove stains, water, oils, or particularly sticky grime, though it does have a mild drying effect and will remove some damp spots and light mud.

Fill

Order: 2

Prerequisite: Create Air, Shape Air

Sacrifice: 1

Mana Cost: 1d6 per cubic meter

Range: 30 Meters

Target: Any opening within range

Area of Effect: Up to 5 cubic meters per round

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: **ai'a ta'ai**

Effect: Creates air to fill an object

Casting: The caster must say the Primal words for air and fill while shaping his fingers into a cylindrical arrangement and pointing it at the object to be filled.

This spell creates breathable air and directs it into a specific location. Generally the spell is targeted at an opening, like that of a balloon or a tent, though it can simply be used to create air from a distance.

The air created will pass only one way through the targeted opening as long as the spell is maintained. So if a balloon is to be filled, the air won't just come out as fast as it is going in, but if the end of the balloon is not secured, it will all come squirting out as soon as the spell ends. Also, the object to be filled generally needs to be held in place somehow, or the spell will simply push it away from the caster.

This spell can be used offensively as well, where the caster points at a target's mouth or nose and fills his lungs with air. When used in this fashion, the spell deals 1d6 damage per cubic meter of air filled, plus Depth. Large creatures (horse sized) will take 1d4 damage, and huge creatures (elephant size or bigger) are not affected. Smaller creatures, such as cats (or anything smaller than that), take 1d8 damage. Those who succeed at a Reflex roll manage to close their mouths before the spell hits, canceling the effect.

Material Bonus: Blue lace agate will double the effect of this spell, creating 2 cubic meters of air per 1d6 mana, and filling up to 10 cubic meters per round.

Mist

Order: 2

Prerequisite: Create Air, Create Water [W]

Sacrifice: 1

Mana Cost: 1d8 per 5 meter diameter

Range: 60 meters

Target: Area

Area of Effect: 10m high cloud – diameter depends on mana

Duration: Instant

Roll: Magical Attack

Resist: Magical Defense

Casting Time: 1 Action

Words: owa ai'a

Effect: Creates a cloud of mist

Casting: The caster must say the Primal words for water and air while holding up his hands and writhing his fingers like trails of mist.

The first step on the path of manipulating the weather, this relatively harmless spell requires some basic knowledge of the book of Water.

With his words of magic, the wielder creates a natural mist, hanging low in a thick fog. It has no special properties—it is just natural fog—though it does limit vision. This heavy mist limits vision to 5 meters within it, and blocks vision through it. The caster cannot see through the mist any more than anyone else.

The mist will dissipate naturally after a period of time depending on wind and weather conditions. Indoors or in tight spaces, the mist will be especially persistent. Outdoors, the mist will not last more than 10 minutes, though if there is any significant wind, it will only last 2d4 rounds.

Odorless

Order: 2

Prerequisite: Purify Air

Sacrifice: 1

Mana Cost: 1d6

Range: Touch

Target: Single creature, object, or area

Area of Effect: Up to a 10-meter cube of air

Duration: 2d10 minutes (maintainable)

Roll: Magical Defense

Resist: Melee Defense vs. touch

Casting Time: 1 Action

Words: ai'a pia pak'a

Effect: Target gives off no scent

Casting: The wielder utters the Primal word for air, clean, and smoke while pinching his nose; it helps if this spell is uttered in a whisper.

The targeted area, creature, or object gives off no odor, making tracking or finding it by scent impossible. Essentially the air around it locks it down, trapping the scent molecules from escaping out.

If cast upon a creature, the creature gains a bonus of +5 to Stealth and Hide skills. If cast upon an area, it shuts down the noses of any creatures in the area, giving a -5 penalty to Awareness. If cast upon an object that has any kind of scent, it applies a -5 penalty to any Examine rolls made towards trying to find the object—or perhaps towards a roll made to notice poison in a drink or the like.

This versatile spell has many intangible uses and may serve well a creative caster.

Slow Fall

Order: 2

Prerequisite: Shape Air

Sacrifice: 1

Mana Cost: 1d6 per minute, plus 2 for every 50 lbs. over 150 the target weighs or carries

Range: Touch

Target: Any creature or object

Area of Effect: Single creature or object

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Words: **ai'a agraas**

Effect: Slows rate of falling

Casting: The wielder utters the Primal word for air and slow while placing his hands over his heart.

The caster can control the speed at which the target falls, anywhere from a full plummet to about the speed of a slow walk. The caster cannot control the target's motion laterally, and the target will be blown about if hit by a strong wind while falling. Primarily, this spell is used to avoid falling damage, but it can have other more creative uses as well.

As long as the caster can pay for the cost of the weight they may allow others to hold on to the target and fall slowly as well.

Material Bonus: A feather held in the hands against the chest will reduce the base mana cost to 1d4 per minute and increase the base weight limit to 200lbs before having to spend more mana. The feather will be consumed by the spell upon its completion.

Speed Arrow

Order: 2

Prerequisite: Shape Air

Sacrifice: 1

Mana Cost: 1d4

Range: Touch

Target: Any projectile weapon

Area of Effect: Target

Duration: 1 minute

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Words: **ai'a shap zo'ap**

Effect: Slows rate of falling

Casting: The wielder utters the Primal word for air, speed, and weapon while touching the weapon to be fired.

The caster can expedite the speed of any thrown or projectile weapon. If the weapon is fired before the spell wears off, the weapon gains +4 to hit and 1d4+Depth additional damage. The bonus will last for one full round of fire before the spell dissipates.

Material Bonus: Howlite crystal increases the duration of this spell to 10 minutes.

THIRD ORDER SPELLS

Stormbringers who wish to learn third-order spells must be at least third level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Alter Temperature

Order: 3

Prerequisite: Analyze Air, Cool [W], Heat [F]

Sacrifice: 2

Mana Cost: 1d6 per 10 degrees (Stackable)

Range: 30 meters

Target: Point in space

Area of Effect: 5 meter radius

Duration: 10 Minutes (Maintained)

Roll: Magical Attack

Resist: Magical Defense

Casting Time: 1 Action

Words: ʌi'ʌ chʌp

Effect: Changes the air temperature in the affected area

Casting: The wielder utters the Primal word for air and the word for alter while clutching his hands to their opposing elbows.

The caster can change the air temperature in the affected area by ten degrees for each 1d6 mana spent, stackable up to 10 degrees per character level the caster has attained.

If the caster is the target of the spell, the air around the caster will remain altered for the duration and the effect moves with the caster. This spell is useful in hot deserts or frozen tundra.

Winds stronger than a pleasant breeze will reduce the duration of the spell by half.

Material Bonus: Blue Quartz held in the off-hand during the casting of this spell doubles the duration to 20 minutes. This stone can be found in mines or caves, and is fairly common—make a partial Scholar: Geology roll to find. It can also be purchased from gem and stone dealers for around 20 units. The Stormbringer may also wear a ring or pendant with blue quartz set in it for the same bonus.

Breathe Underwater

Order: 3

Prerequisite: Clean, Fill

Sacrifice: 2

Mana Cost: 1d8 per minute

Range: 40 meters

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Reflex (if applicable)

Casting Time: 1 Action

Words: ʌi'ʌ embpɔ

Effect: Allows target to breathe underwater

Casting: The wielder utters the primal words for air and embrace, placing their hand over their mouth or pointing at a target's mouth.

This spell allows the caster or a target to breathe underwater. Air is created in a small bubble around the target's face. This spell also allows the target to breathe in other fluids or when surrounded by bad air. It also has the beneficial effect of protecting against poison gas or other related inhaled toxins.

Material Bonus: Fluorite crystal held in a hand or worn as a pendant will change the duration of this spell to 10 minutes (instead of 1). This crystal can be found alongside any rich metal vein in a cave or mine—make a partial Scholar: Geology roll to find. It can also be purchased from gem and stone dealers for around 20 units.

Clouds

Order: 3

Prerequisite: Mist, Air Jet

Sacrifice: 2

Mana Cost: 1d10 per 100-meter diameter

Range: Line of sight

Target: Point in sky

Area of Effect: Per mana spent

Duration: 1 Hour (maintainable)

Roll: Magical Attack

Resist: Magical Defense (if applicable)

Casting Time: 1 Round

Words: **evann ta'ain**

Effect: Causes clouds to appear in the sky

Casting: The caster must say the Primal words for sky and fill while ritually dancing and waving his arms broadly up to the sky.

This fairly harmless ritual is the key to nearly all of the Stormbringer's later powers. This spasmodic ritual entreats the sky to gather with clouds, which generally begin to form within a round of casting. This version of the spell produces pleasant, white, fluffy clouds that have little effect but to shield the caster from the sun.

This is a favorite spell when traveling in the desert and other hot regions. It reduces the environmental heat effect by two levels. Keep in mind, however, that the clouds will not travel with the caster, so it is best suited for camping, as the cost is much lower than most other options. This spell also will block vision, and may protect against the caster being spotted by flying creatures or anyone up on the top of a mountain. Though keep in mind the clouds are quite high in the sky.

Concussion Wave

Order: 3

Prerequisite: Air Jet

Sacrifice: 2

Mana Cost: 1d10 for burst effect, 2d10 for full round

Range: Caster

Target: Self

Area of Effect: 20-meter radius

Duration: Instant for burst, or maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: **ai'a tūptal**

Effect: Creates a wave of force pushing away everything around the caster

Casting: The wielder must bring his limbs in tight around his body and then utter the Primal words for air and force while stretching out his arms to their far extremes.

The sky dancer creates a powerful concussion wave that can send everyone and everything around them flying. Targets that succeed at their Reflex roll, either manage to hold on to something or take cover. If they fail their roll, they are knocked prone, and if they fail by 5 or more, they are sent flying backwards.

Affected objects and creatures under 200 lbs. are sent flying out from the caster at a rate of 30 meters per round. Objects up to 300 lbs. will move at 20 meters per round, and objects up to 400 lbs. will move 10 meters per round. Flying objects or creatures that are still within the area of effect after the first round will be affected again (no Reflex roll) on the second round if the spell is maintained.

The speed at which the targets move can cause real damage if they hit something solid (1d10+Depth for each round airborne). Targets may take more damage if they strike a rough surface, and if sent off a cliff or high rooftop the damage can be even more. Scale damage as per falling if rough or soft objects are hit.

If the spell is maintained as opposed to bursted, any melee attacks made by anyone in the affected area are made at a -4 penalty (even those made by the caster). Any ranged attacks that pass through the area while the spell is in effect suffer a -10 penalty to hit. This does not apply to energy weapons such as lasers that do not fire physical projectiles.

Material Bonus: Howlite crystal will grant a +2 bonus to the wielder's Magical Attack roll.

Levitate

Order: 3

Prerequisite: Air Jet, Slow Fall

Sacrifice: 2

Mana Cost: 1d10 per minute, plus 2 for every 50 lbs. over 150 the target weighs or carries

Range: Touch

Target: Any creature or object

Area of Effect: Single creature or object

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Words: **ai'a embro**

Effect: Causes target to float upwards

Casting: The wielder utters the Primal word for air and embrace while placing one hand over his heart.

This spell allows the caster to float up and down at will, but not back and forth and around. Movement rate is normal walk speed going up, and double going down. If there is a wind or if someone gives the target a shove, it will float in the appropriate direction. As long as the caster can pay for the weight cost, they may allow others to hold on to the target and rise as well.

Material Bonus: Turquoise held in the off-hand or worn in a pendant will allow the wielder to move laterally at a rate of 1 meter per round in any direction he wishes. Turquoise can be found alongside any rich copper vein in a cave or mine, or purchased for a relatively low cost—make a full Scholar: Geology roll to find. It can also be purchased from gem and stone dealers for around 30 units.

Multi-Arc

Order: 3

Prerequisite: Arc

Sacrifice: 2

Mana Cost: 1d8 per arc

Range: 40 meters

Target: Up to 10 creatures or objects

Area of Effect: Targets

Duration: Instant

Roll: Magical Attack

Resist: Will+5

Casting Time: 1 Action

Words: ὁλ̣τ̣αρ̣ αἰ'α σαλ̣υι̣ν

Effect: Bolts of electricity strike multiple targets at once

Casting: The sky dancer utters the Primal words for shock, air, and enemy while pointing his fingers in the direction of his enemies.

The caster can now unleash multiple Arc spells in a single action, each capable of striking a separate target. The caster can create up to as many Arcs as the order of the highest level spell he knows. (3 at a minimum, just for knowing this one).

No archer could hope to hit so many targets in a single round—this spell is where a stormbringer begins to understand his true power to strike fear into those who live mundane lives. The blazing arcs spark out of the caster's fingertips, burning through the air, avoiding friends and innocents, and striking the caster's enemies.

Damage dealt is 1d12+Depth for each arc. Targets losing the Will roll against the spell are also stunned for 1d2 rounds. Stunned targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth).

One caveat to keep track of here, the caster must focus on his enemies so as not to let the spell go astray. When casting the spell, make a Focus roll. If the total does not equal 10 plus 2 per target, some of the bolts will go off mark and strike at random targets. Figure as many bolts strike home as the Focus roll would warrant, so if the caster casts 4 arcs and rolls a 14 Focus, 2 arcs strike home and 2 others strike random targets.

Material Bonus: Fulgurite stone kept anywhere on the caster (as long as it is in contact with the skin) will add +2 to Magical Attack and damage.

Odor

Order: 3

Prerequisite: Create Air, Odorless

Sacrifice: 2

Mana Cost: 1d8 per 10-meter cube, creature, or object

Range: 40 Meters

Target: Area, or single creature or object

Area of Effect: Target

Duration: Instant (see below)

Roll: Magical Attack

Resist: Magical Defense

Casting Time: 1 Action

Words: **ai'a chahp**

Effect: Creates a false scent

Casting: The wielder utters the Primal word for air and alter while pinching his own nose and focusing on the scent he wishes to generate. If the smell is foul it helps to say the words as if with disgust.

The caster creates the natural scent molecules of a scent of his choosing and adheres them to a target or an area. This must be a scent the caster has possession of (see materials below).

The scent will dissipate naturally after a period of time depending on wind and weather conditions. Indoors or in tight spaces, the odor will be especially persistent (lasting up to an hour). Outdoors, the scent will not last more than 10 minutes, though if there is any significant wind, it will only last 2d4 rounds. If cast upon a person or an object, the smell will move with the target. Immersion in water will wash the scent away.

Material Requirements: A piece or fragment of something that smells like the odor the caster is trying to create is needed to cast this spell. The fragment will be consumed by the spell upon casting.

Predict Weather

Order: 3

Prerequisite: Arc, Analyze Air

Sacrifice: 2

Mana Cost: 1d6 per day forward read

Range: Line of sight

Target: Caster's point of vision

Area of Effect: 1 cubic mile

Duration: Instant

Roll: Magical Attack

Resist: None

Casting Time: Full Round

Words: **aiwa kahp**

Effect: Predicts future weather conditions

Casting: The caster must say the Primal words for weather and know while clutching his arms to his chest and shaking while focusing on the area to be sussed.

Though not much use in the heat of battle, this simple spell is the sky dancer's bread and butter. By concentrating for a full round, the caster is able to predict the weather for a

given area on a given day. He must simply view the area and focus on the day in question. This viewing need not be in person, it can be done via scrying, a crystal ball, or the like.

The spell returns the general weather conditions on the day sought. For example: rain in the morning, followed by sun and then clouds in the evening. The spell will tell the caster of a pending eclipse, the phase of the moon or other similar details. It won't be scientifically specific; it might say heavy rain, but not 8 inches.

To accurately predict the weather of the target day, the caster must Make a Focus roll of at least 10 plus 1 per day ahead being read.

Material Component: Blue Quartz changes the mana cost of this spell from 1d6 per day to 1d6 per week. Also, the Focus roll is now 10+1 per week.

Repel

Order: 3

Prerequisite: Air Jet, Clean

Sacrifice: 2

Mana Cost: 2d6 per round

Range: Self

Target: Caster

Area of Effect: Up to 3-meter radius around caster

Duration: Maintained

Roll: Magical Defense

Resist: Reflex

Casting Time: 1 Action

Words: ʌi'a pʌ'kaʊ

Effect: Creates a shield of wind around caster that stops projectiles and enemies.

Casting: The caster must say the Primal words for air and repel while thrusting his palms violently forward.

A sister spell to concussion wave, Repel is more about keeping things away from you as opposed to getting them away from you.

This spell creates a field of swirling air around the caster that disrupts anything that hits it. Ranged attacks that pass through the shell while the spell is in effect suffer a -10 penalty to hit. This does not apply to energy weapons such as lasers that do not fire physical projectiles. Melee attackers must beat the caster's Magical Defense roll with a Reflex roll to pass through the shell of air. Those who fail their Reflex rolls by 5 or more are

knocked down. Polearms pushed through the shell can be used to make melee attacks if they are long enough, though they suffer a -5 penalty to hit.

The caster can control the radius of the effect from 0 to 3 meters. Anyone within the shell with the caster at the start of the spell is also protected, and must make a Reflex roll to leave the area. If the caster moves, the shell moves with him and anyone it touches must make a Reflex roll. Success indicates the shell passes over him, failure means the winds push him back, and failure by 5 or more mean the shell knocks him over and pushes him back.

Material Bonus: Howlite crystal will allow the caster to up the radius to 4 meters.

Suffocate

Order: 3

Prerequisite: Clean, Fill

Sacrifice: 2

Mana Cost: 1d12 per round

Range: 60 Meters

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: **ai'a salwin ifan**

Effect: Forces the air out of a creature's lungs

Casting: The caster chants the Primal words for air, enemy, and end in a raspy voice while clutching at his own throat.

It is best to keep a master of air on one's good side, as they quite literally can decide at a moment's notice whether you should live or die. The fragile bodies of mortals are far more dependent upon a steady supply of fresh air as we may choose to think. A supply that is far too easily cut off.

With a few words, the stormbringer can force the puny amount of air out of a person's lungs, rendering them unconscious and even dead in a matter of moments.

Victims of this spell are subject to suffocation rules. At the start of each round after the spell is cast, the victim takes 1d12 points of damage, and suffers a cumulative -1 penalty to all rolls each round (see Osiris core rules for details). When this spell is first cast the

victim is allowed a Reflex roll to close his nose and mouth and prevent the air from being forced out, however this does not stop the spell, it only delays it. If the stormbringer maintains the spell, ones held breath will soon be running out (held breath lasts 1 round per point of the victim's fitness), and suffocation will kick in soon enough.

Material Bonus: Blue lace agate allows the caster to add his Depth to the damage dealt from suffocation each round.

Vision Mist

Order: 3

Prerequisite: Mist, Vision [LD]

Sacrifice: 2

Mana Cost: 1d10 per 10-meter diameter

Range: 60 meters

Target: Area

Area of Effect: 10m high cloud – diameter depends on mana

Duration: Instant

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Words: owa ai'a vis

Effect: Creates mist that the caster can see through

Casting: The caster must say the Primal words for water, air, and see while writing his fingers before his eyes.

A much more dangerous version of the common mist spell. This incantation creates a natural mist that is transparent to the caster. To all other creatures, this heavy mist limits vision to 5 meters within it, and blocks vision through it.

This spell has many nasty uses and is often employed by assassins or archers to attack their enemies without being seen.

The vision mist will dissipate naturally after a period of time depending on wind and weather conditions. Indoors or in tight spaces, the mist will be especially persistent, lasting up to an hour. Outdoors, the mist will not last more than 10 minutes, though if there is any significant wind, it will only last 2d4 rounds.

FOURTH ORDER SPELLS

Stormbringers who wish to learn fourth-order spells must be at least fourth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Calm Weather

Order: 4

Prerequisite: Alter Temperature, Clouds, Predict Weather

Sacrifice: 2

Mana Cost: 1 per minute

Range: Line of sight

Target: Point in sky

Area of Effect: 1 cubic mile

Duration: Maintained

Roll: Magical Defense

Resist: Magical Attack (see below)

Casting Time: Full round

Words: **aiwa chap**

Effect: Calms weather effects in the area of effect

Casting: The caster must say the Primal words for weather and change while ritually smoothing the surrounding air with outstretched arms.

While most folk might picture a stormbringer soaring high in the midst of a great storm, hair flying about while lightning strikes blast around him, the reality is that, more often than not, the client's desire is to prevent the rain, not to bring it. This spell is the calm counterpart to the bevy of violent effects at the bringer's disposal. It simply cancels any existing weather effects, returning an area to clear skies and calm winds.

As long as the sky dancer can make the minimum Magical Defense roll (14 for a 4th order spell), this ritual will calm any natural weather effect as long as it is maintained. It will stop wind, rain, snow, hail, lightning, and even clear the sky of clouds completely if that is desired. As soon as the spell is dropped, the area will return to its natural state. In many cases, the worst of a storm has passed by the time the spell is over. Bringers with this spell are particularly sought by seafaring vessels, as it can literally mean the difference between life and death for the crew.

If this spell is used to cancel another stormbringer's magical weather effect, the bringer's must make opposed rolls. The caster of the Calm Weather spell must beat the Magical Attack roll of the weather effect with a Magical Defense roll. If this roll succeeds, the

weather clears, and as long as the clear effect is maintained, the attacker cannot recast his spell until he can beat the Magical Defense roll used to cast this spell.

If this spell is used in a failed attempt to oppose another caster's weather effect, or if another caster fails in attempt to cast a weather spell while this spell is in effect, the failed attempt costs the failing caster 1d10 mana.

Material Component: Blue Quartz cuts the mana cost of this spell in half.

Lightning

Order: 4

Prerequisite: Multi-Arc, Speed Arrow

Sacrifice: 2

Mana Cost: 1d8 (stackable)

Range: 100 Meters

Target: Single creature or object

Area of Effect: Straight line from caster to target and beyond

Duration: Instant

Roll: Magical Attack

Resist: Ranged Defense, Will

Casting Time: 1 Action

Words: voltap tüntal

Effect: A lightning bolt shoots from the caster's fingertips and strikes the target

Casting: The caster must say the Primal words for shock and force while pointing a finger at the intended target.

The ultimate symbol of the stormbringer's power, this mighty spell is probably the most well-known magical effect of all—and for good reason. The magical energies in a lightning bolt travel at the speed of light; they cannot be dodged or reasoned with. Stormbringers have very few enemies, as those who claim that title are quickly reduced to a small pile of smoldering ash.

With a few words, the caster unleashes a massive bolt of electricity that leaps from his fingertips and strikes the intended target at the speed of light. Damage dealt by the bolt is 1d12 per 1d8 mana spent, plus Depth. Additionally all struck by the bolt must succeed at a Will roll or become stunned for 1d3 rounds. Stunned targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth).

Though the bolt itself cannot be dodged, it is something of an art for the caster to know where to direct the bolt, particularly with a moving target. The target gets to roll a

Ranged Defense roll, and if it beats the caster's Magical attack, the target is merely grazed by the bolt, taking half damage and not having to roll for stun.

The caster may choose whether to angle the bolt down or to fire it flat, if the latter option is chose, the lightning bolt will continue on after it has struck the initial target and hit and other targets that stand in the direct line passing from the caster to the target. After 100 meters however, the bolt will ground and fizzle out. Contrary to some misinformed beliefs, a lightning bolt will not "bounce" if it hits a wall or other solid object, but will go to ground and stop.

The caster may stack as many mana dice as the highest level spell he knows (at least 4 assuming he knows this one).

Material Bonus: Fulgurite stone kept anywhere on the caster (as long as it is in contact with the skin) will add +2 to Magical Attack and damage.

Move Object

Order: 4

Prerequisite: Concussion Wave, Speed Arrow

Sacrifice: 2

Mana Cost: 1 per round per lb. of object to be moved

Range: 100 Meters

Target: Single non-living object

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense

Casting Time: 1 Action

Words: ɔi'ɔ t'eɭɔɔ

Effect: Moves a single object through the air

Casting: The caster must say the Primal words for air and distance while twisting his hand about to guide the object's movements.

An extremely useful spell with a broad spectrum of applications, this incantation causes the air around an object to push upon it, causing it to move through the air in a controlled fashion. A key may float over to the caster from a desk, or a bomb may be guided into a narrow target, or a dagger thrust into a back. The uses are endless.

The object moves at a brisk speed, but not a breakneck one. It may move up to 4 times the caster's Magical Attack roll in meters per round, and may not leave the caster's line

of sight (or get farther than 100 meters from the caster) or the effect will drop immediately.

If this spell is used to strike at an opponent with a weapon, treat the caster's magical attack roll as a Melee Attack roll. Weapon damage is per weapon type plus Depth (in place of Strength).

This spell cannot be used to make fine manipulations to an object. It can be used to pull a trigger perhaps, but it cannot unscrew the lid off a jar or operate a marionette. It is a crude directional force only.

Anything attached to the object will come with it (and will add to the weight cost). The spell is not strong enough to work if resisted, so generally creatures cannot be moved unless they are willing participants.

Material Bonus: Howlite crystal will cut the mana cost in half.

Stifle

Order: 4

Prerequisite: Analyze Air, Suffocate

Sacrifice: 2

Mana Cost: 2d8 per round

Range: 100 Meters

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Magical Defense

Casting Time: 1 Action

Words: **ai'a sal'vijn a'f'fa'u**

Effect: Removes the oxygen from the air around a creature

Casting: The caster chants the Primal words for air, enemy, and exit in a nearly silent voice while clutching at his throat and pointing at his mouth.

For those who think the Suffocate spell a dark work of evil, this incantation is the devil himself. By simply changing the makeup of the air around the target, the caster can suffocate him in a matter of moment without the target even understanding what it going on.

With this spell, the caster filters the oxygen out of the air around the target's head, replacing it with common nitrogen or some other easily attainable gas. The target feels

nothing but perhaps the slightest of breezes, and unless he has seen the caster chant this spell, will likely have no idea at all that he is about to die.

Victims of this spell are subject to suffocation rules. At the start of each round after the spell is cast, the victim takes 1d12 points of damage, and suffers a cumulative -1 penalty to all rolls each round (see Osiris core rules for details). Unlike with Suffocate, there is no possibility of holding one's breath, and thus no defense from the spell besides trying to get the caster to drop it (if the target even understands that that is what is happening).

For those sky dancers not totally committed to the dark path, this is generally a very good way to render an opponent unconscious without resorting to violence. The path of the Sorcerer abilities Quiet Casting and Look, Ma are especially dangerous when combined with this spell. Your opponent simply starts feeling lightheaded and before he can begin to figure out what is wrong with him, he simply collapses. Be sure to drop the spell once that target goes down to prevent unintended death.

Material Bonus: Blue lace agate allows the caster to add his Depth to the damage dealt from suffocation each round.

Stink Cloud

Order: 4

Prerequisite: Odor, Clouds

Sacrifice: 2

Mana Cost: 2d8 per 5 meter diameter

Range: 100 Meters

Target: Area

Area of Effect: 10m high cloud – diameter depends on mana

Duration: Instant

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: **איזא פֿון אָסן**

Effect: Creates a cloud of putrid mist

Casting: The caster must say the Primal words for weather, scent, and pain while holding his nose and waving a hand back and forth as if to clear the air.

A much maligned but very effective spell, Stink Cloud is similar to the Mist effect, only it is combined with an extremely strong and putrid odor. In fact, the odor is so strong, and anyone breathing the cloud (basically anyone in the area of effect) must make a Will roll vs. the caster's magical attack or become sickened.

Sickened creatures cannot attack, suffer a -4 penalty to all rolls, and generally want to do little but try to clear the area. Those who fail their will rolls by 5 or more will vomit from the putrid odor, effectively equivalent to being stunned for 1d4 rounds. Stunned targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth).

The caster can control the opaqueness of the cloud, from totally see-through (just a yellowish haze to the air) to a thick mist that blocks vision beyond 5 meters. The caster is not immune to his own brand, and may become sickened himself if he enters the area of effect.

The stinking mist will dissipate naturally after a period of time depending on wind and weather conditions. Indoors or in tight spaces, the mist will be especially persistent, lasting up to an hour. Outdoors, the mist will not last more than 10 minutes, though if there is any significant wind, it will only last 2d4 rounds.

Material Requirements: A piece or fragment of something that smells foul is needed to cast this spell. The fragment will be consumed by the spell upon casting. Typical items may be a piece of feces, a rotten egg, ripe cheese, or a dead mouse.

Walk on Air

Order: 4

Prerequisite: Concussion Wave, Levitate

Sacrifice: 2

Mana Cost: 1d8 per round (up to 150 lbs., plus 1d4 per each 50 lbs. over)

Range: Touch

Target: Single creature or object

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense vs. touch

Casting Time: 1 Action

Words: **ai'a aεpas**

Effect: Target can walk through the air

Casting: The caster must say the Primal words for air and hold while stepping upward into the air.

Much as the name suggests, this spell allows the target to walk on air as naturally as he might walk upon solid ground. The target can walk up and down as easily as forward and side to side. Upward and downward move speed are the same as the target's

normal ground move speed. So if the target can move 20 meters in a round, he can move those 20 meters in any direction (up, down, forward, backwards, right, left) he desires.

If the target's weight exceeds the spell's maximum, the spell will become a slow fall spell instead.

Material Bonus: Turquoise will increase the base weight limit to 200 lbs., and the incremental weight limits to 100 lbs.

FIFTH ORDER SPELLS

Stormbringers who wish to learn fifth-order spells must be at least fifth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Chain Lightning

Order: 5

Prerequisite: Lightning

Sacrifice: 3

Mana Cost: 1d12 (stackable)

Range: 200 meters

Target: Single creature or object, plus chained targets

Area of Effect: Straight line from caster to target, plus chains

Duration: Instant

Roll: Magical Attack

Resist: Ranged Defense, Will

Casting Time: 1 Action

Words: **voɫtaɾ tũntaɫ aɕiɾc**

Effect: Lighting bolt that strikes multiple targets in an area

Casting: The caster speaks the Primal words for shock, force, and total while rubbing his hands together rapidly to create friction.

If the lightning bolt spell is the most feared spell in the sky dancer's repertoire, it is only because nobody has seen this spell and lived to tell the tale.

Chain lightning starts as a standard lightning bolt, striking a single target that may have a chance to be partially missed. However, the electricity of the spell is too potent to go to ground here, and next jumps to the nearest available living creature, and then from there to the next one, and the next one, and so on, until the electrical force is completely spent.

The force level of the spell depends upon the number of mana dice stacked into it. The caster may stack as many as the highest level spell he knows (at least 5 considering he knows this one). Damage dealt to the first target is 2d10 per mana stack, plus depth. Each time the bolt chains to a new target, it drops one stack in potency.

So, if the caster spends 5d12 to fuel the spell, the spell will strike 5 targets, dealing 10d10+Depth to the first, 8d10+Depth to the second, 6d10+Depth to the third, and so on, as long as there are targets to hit. Also, once the bolt has travel 200 Meters in total (counting all steps in the chain), it will ground out and stop, skipping any remaining targets.

A caster must be very careful with this spell and count his enemies well and keep track of where they are. If there are only 3 of them and he stacks 5 times, the bolt will almost certainly hit him. Note that the bolt will not pick enemies over friends; it is electricity, and will go to the closest target. If two targets are equal distance from the previous target, the one carrying the most metal will be struck first. The bolt will not strike any target twice.

Because the caster directs the initial bolt, the first target of the spell is allowed a Ranged Defense roll, and if it beats the caster's Magical attack, the target is merely grazed by the bolt, taking half damage and not having to roll for stun. Secondary targets do not get a Reflex roll and always take full damage.

Additionally, all targets struck by the bolt must succeed at a Will roll or become stunned for 1d3 rounds. Add 1 to the Will roll for each target past the first that the given target is. Stunned targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth).

Material Bonus: Fulgurite stone will add +2 to Magical Attack and damage.

Dead Air

Order: 5

Prerequisite: Stink Cloud, Stifle

Sacrifice: 3

Mana Cost: 2d10 per 5 meter diameter

Range: 200 Meters

Target: Area

Area of Effect: 10m high cloud – diameter depends on mana

Duration: Maintained

Roll: Magical Attack

Resist: Magical Defense

Casting Time: 1 Action

Words: **ai'a affau acipc**

Effect: Eliminates oxygen from an area

Casting: The caster must say the Primal words for air, exit, and total while pulling his hands down his face as if stretching a mask over it.

In incredibly feared and effective spell, Dead Air is perhaps the fastest way to take out all of one's enemies at once without even a fight. This spell would be banned as devilish sorcery in most civilizations, except stormbringers like to keep this incantation a secret... and for good reason.

Like with Stifle, this spell filters all of the oxygen out of the air; only in this case, it is done over an entire area, affecting anyone who happens to be within it. The victims feel nothing but perhaps a gentle breeze, and unless they witness the caster chanting this spell, will likely have no idea at all that they are about to die.

Victims of this spell are subject to suffocation rules. At the start of each round after the spell is cast, each creature in the affected area takes 1d12 points of damage, and suffers a cumulative -1 penalty to all rolls each round (see Osiris core rules for details). Unlike with Suffocate, there is no possibility of holding one's breath, and thus no defense from the spell besides trying to get the caster to drop it (if the targets even understand that that is what is happening).

This spell works best indoors in closed quarters where the targets cannot easily move out of the area. If necessary, the area of effect can be moved slowly, with a rate of meters per round equal to the caster's Depth. It is also quite possible for the caster to remain in the area of effect of this spell if he casts the Breathe Underwater spell upon himself (or anyone else he wishes to protect).

Note that this spell kills more than just one's enemies. Animals, insects, and even microscopic creatures will be affected by not having oxygen. Damage should scale down accordingly with a creature's size for creatures smaller than a dog, say (i.e. if it takes 3 or 4 rounds to kill a person, it should also take 3 or 4 rounds to kill a bug). As a result, this spell can be effective for sterilization (although it won't kill life forms outside the animal kingdom).

Material Bonus: Blue lace agate allows the caster to add his Depth to the damage dealt from suffocation each round.

Fly

Order: 5

Prerequisite: Move Object, Walk on Air

Sacrifice: 3

Mana Cost: 1d12 per round for up to 200 lbs., plus 1d6 per extra 100 lbs.

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Words: **ai'a aqras shap**

Effect: Caster can fly

Casting: The caster must say the Primal words for air, hold, and speed while thrusting his arms up and together.

The spell of everyone's dreams, Fly is just what it sounds like—it allows the caster to fly through the air at high speed with perfect maneuverability. A very versatile spell, it has many combat uses as well as a significant number of creative applications.

The caster can fly forward at a speed (Meters per round) equal to his Magical Attack roll x 4 per round, double downwards (x8), and half when going against gravity (x2). The caster can move in any direction he likes and change direction instantly with a thought.

All items or creatures the caster carries (or that cling to him) will come with him, as long as he can pay the cost for the weight.

Material Bonus: Turquoise will increase the spell's duration to per minute instead of per round.

Poison Cloud

Order: 5

Prerequisite: Stink Cloud, Poison [B,P,L]

Sacrifice: 3

Mana Cost: 2d10 per 5 meter diameter

Range: 200 meters

Target: Area

Area of Effect: 10m high cloud – diameter depends on mana

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: 𐌆𐌿𐌿𐌶 𐌹𐌿𐌿𐌶𐌹𐌿

Effect: Creates a cloud of poison mist

Casting: The caster must combine the Primal word for weather with the Natural word for poison, while holding cupped palms before his mouth and blowing out.

Similar to the stink cloud spell, this incantation creates a cloud of mist that is poisonous to all who breathe it in.

This magical poison has an immediate onset, and deals 2d20+depth damage on initial inhalation. 1d4 rounds later, the full effect is felt, as the targets take 3d6 Wound damage (distributed evenly between the body and head).

Those who succeed at a Reflex roll vs. the caster's Magical Attack can attempt to hold their breath before the spell hits, taking only half damage (both standard and wound). Of course, if they don't get out of the area before they have to breathe again, they will take the other half. Those who don't hold their breath will be affected by the poison anew each round they breathe it.

The caster can control the opaqueness of the cloud, from totally see-through (just a yellowish haze to the air) to a thick mist that blocks vision beyond 5 meters. The caster is not immune to the cloud, and will become poisoned himself if he enters the area of effect.

The poison mist will dissipate naturally after a period of time depending on wind and weather conditions. Indoors or in tight spaces, the mist will be especially persistent, lasting up to an hour. Outdoors, the mist will not last more than 10 minutes, though if there is any significant wind, it will only last 2d4 rounds.

Material Requirements: A symbolic token from some kind of poisonous creature is needed to cast this spell (the fang of a snake perhaps, or the wart of a toad). The item will be consumed by the spell upon casting.

Rain

Order: 5

Prerequisite: Calm Weather

Sacrifice: 3

Mana Cost: 2 per minute, double for heavy rain

Range: Line of sight

Target: Point in sky

Area of Effect: 1 cubic mile

Duration: Maintained

Roll: Magical Attack

Resist: Magical Defense (if applicable)

Casting Time: Full round

Words: **aiwa owa**

Effect: Calls rain clouds to the area

Casting: The caster must chant the Primal words for weather and water repeatedly while dancing rhythmically.

This spell is pretty much the single reason that the general public tolerates stormbringers in their midst and do not simply hunt them all down with torches and pitchforks.

Farmers pay good money for the bringers to bring the rain to their crops, and in doing so, the stormbringer feeds the people and gains their respect.

Combat-wise though this spell is rarely used, though it can be effective in putting out fire effects. The caster brings clouds heavy with rain to the area which proceed to dump rain upon the earth. The caster can control the ferocity of the rain, from drizzle to average rain (1 inch per hour) to deluge (2 inches per hour). Anything past an average rain requires double the mana output though.

The effect of the rain is the same as the effect of a natural rain. Water will saturate the ground if the rain lasts long enough, and may flood out low areas.

There is a 5 percent cumulative chance per minute of average rain (double for a deluge) that a natural fire will go out, including conflagrations such as like forest fires and house fires.

Magical fires are another matter. Reduce damage for magical fires in the area by 1d4 per minute (or fraction thereof) exposed to the rain (1d6 for a deluge). Once the spell's damage is reduced to nothing, it will sputter out. After one minute of rain exposure, creatures in the area will begin to take half damage from fire effects.

Material Component: Blue Quartz cuts the mana cost of this spell in half.

Whirlwind

Order: 5

Prerequisite: Calm Weather, Move Object

Sacrifice: 3

Mana Cost: 1d6 per 1 meter radius per round

Range: 200 meters

Target: Area

Area of Effect: 20 meter high cylinder of air

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: *ai'a embro tūptal*

Effect: Creates a swirling circle of air that knocks over people and objects

Casting: The caster must say the Primal words for air, embrace, and force while spinning his hands about one another in a rapid circle.

A terrifying showcase of the power of pure air, a whirlwind is less lethal a tool than the lightning bolt, but with perhaps a far greater variety of applications.

The whirlwind is a spinning circle of air that disrupts and knocks over everything in the area. Its primary use is in a battle between two armies. The whirlwind is employed to disrupt the flank of the enemy and allow the stormbringer's forces to drive deep into their formation. It has its place in smaller battles as well, and can easily knock an entire troop off their feet and off their mounts.

Like Repel, this spell creates a field of swirling air that disrupts anything within it. The difference here is that there is no safe zone in the center, and that it no longer need be centered on the caster. All caught within the area of effect must make a Reflex roll each round or be knocked prone. Those who manage to stay on their feet must make a second Reflex roll while taking any action, and if that roll fails, that action is lost. Even if the Reflex roll is successful, all rolls made in the area of the spell are made at a -2.

Any object weighing less than 200 lbs. and not bolted down will also be knocked over. Due to the flying objects and dirt and general knocking about, all within the area also take 1d12+Depth points of damage per round. Flying creatures that fail their reflex rolls will crash to the ground.

If any part of the area of effect is located over a cliff, pit or the like, there is chance that those who lose their footing will fall in. Figure a 5% chance per point their Reflex roll is missed by.

Ranged attacks that pass through the area while the spell is in effect suffer a cumulative -10 penalty to hit per meter of the whirlwind they travel through. This does not apply to

energy weapons such as lasers that do not fire physical projectiles, though these take a -4 penalty to hit anyone in the area due to the general movement.

Material Bonus: Howlite crystal will increase the radius of the spell by 1 meter for free.

SIXTH ORDER SPELLS

Stormbringers who wish to learn sixth-order spells must be at least sixth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Body of Air

Order: 6

Prerequisite: Fly, Repel, Lightning

Sacrifice: 3

Mana Cost: 2d10 per minute

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: Magical Defense (if applicable)

Casting Time: 1 Action

Words: *ai'a tūap*

Effect: Caster physically turns into air

Casting: The caster must shout the Primal words for air and become while completely relaxing all muscles and crumpling towards the ground.

At this stage in his learning, the stormbringer will have fully committed to the pursuit of sky, and the line between the sorcerer and the element will have begun to blur. When a sky dancer can truly feel the force of the air surging through him at all times, he can let his body go and simply merge with the air, vanishing into a puff of wind.

While the caster is merged with the air, he is totally invisible and can move as if flying, with a max speed of 8 times his Magical Attack roll. He also has the physical properties of air, so he can slip through cracks under doors and through keyholes and the like. Any organic items carried by the caster (clothing, leather armor, bone, paper, etc.) will be turned to air with him, but anything inorganic (stone, metal) will be left behind (except for intimate items, such as jewels and jewelry in direct contact with his skin). Small weapons that can fit in the hand (such as a dagger) will transfer as well. The caster can

reform at will at any time he chooses. If he runs out of mana, he will reform wherever he may be, so if he is halfway through a keyhole, he will likely be torn apart.

Physical attacks will not harm the caster, though some Air spells may disrupt him. Figure any wind-based spell (unless otherwise stated) does 1d6 damage per order of the spell, plus Depth. Lighting will not strike the caster, though fire will do half damage (though it will never catch and do burn damage). Concussives (grenades and bombs) will deal half damage.

The primary uses of this spell (besides the sheer joy of it) are to escape from a sticky situation or to slip into somewhere secured. This may well be ultimate assassin spell across all the books.

Material Bonus: Clear Quartz held in the off-hand during the casting of this spell doubles the duration to 2 minutes. This stone can be found in many places, and often near hot springs—make a partial Scholar: Geology roll to find. It can also be purchased from gem and stone dealers for around 30 units. The Stormbringer may also wear a ring or pendant with clear quartz set in it for the same bonus.

Lightning Shield

Order: 6

Prerequisite: Chain Lightning, Repel

Sacrifice: 3

Mana Cost: 1d12 per charge

Range: Touch

Target: Single creature or object

Area of Effect: Target

Duration: Until discharged (or canceled) – up to 1 hour per charge

Roll: Magical Defense

Resist: Will

Casting Time: 1 Action

Words: uoɫɹɹ ɹɔɹɔ

Effect: Creates a shield that shocks all who come near

Casting: The caster must say the Primal words for shock and total while weaving a patterned shell around him with his hands.

An innovative alternative to the more well-known lightning spells, the lighting shield is built to protect the stormbringer from attacks while he lays waste to his enemies. It may also be used quite effectively to pack extra force into a warrior's melee attacks.

When cast, the spell infuses its target with intense electrical energies, such that any time they touch or are touched by another creature, a bolt of lightning jumps from the target and strikes down the interloper. The trigger for the spell can be adjusted, from 0 (touch) up to 3 meters, so that the bolt will strike anyone who is foolish enough to approach within that range.

Each bolt does 3d12+Depth damage, and the creature struck must roll Will or be stunned for 1d2 rounds. Stunned targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth). Once all charges are spent, the spell ends.

The caster may stack as many charges into the spell as the highest order spell he knows (at least 6 for knowing this one). The target of the spell can discharge the spell safely at will if ever it no longer serves its purpose. If the trigger is based on proximity instead of touch, the target may also choose to spend a charge to strike down a ranged weapon or projectile that enters the spell's area of effect. This is a free action on the target's part.

This spell can be cast upon an inanimate object, and will work much the same way, as long as the object is somewhat insulated from the ground (like the top of a wooden chest, say).

If the spell is not triggered, its energies will slowly dissipate. Each hour that passes without a triggering, the spell loses one effective charge.

Material Bonus: Fulgurite stone will allow the spell to stay charged for up to 6 hours before it begins to dissipate (after 7 hours, 1 charge will be lost, and so on).

Puppet

Order: 6

Prerequisite: Fly, Move Object

Sacrifice: 3

Mana Cost: 2d10 per round for up to 200 lbs., plus 1d10 per extra 100 lbs.

Range: 100 meters

Target: Single creature or object

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Magical Defense or Reflex -5

Casting Time: 1 Action

Words: **ai'a acpas salvin**

Effect: Caster can move another creature through the air at will

Casting: The caster must say the Primal words for air, hold, and enemy while jerking his hands about as if pulling on invisible puppet strings.

A terrifying power that defines the ferocity of the stormbringer, Puppet is the sort of incantation that makes mortal fear and despise magic, though it is just as easily used for good as it is for an ambush.

Puppet gives the caster the ability to propel another creature through the air with just the force of his will. The effect is the same as fly, although the caster can apply it to any creature within range of the spell. The creature can be moved laterally at a speed (Meters per round) equal to the caster's Magical Attack roll x 4 per round, double downwards (x8), and half upwards (x2). The caster can move the creature in any direction he likes and change direction instantly with a thought. The caster cannot move the creature out of the range of the spell.

All items or creatures the target carries (or that cling to him) will come with him, as long as he can pay the cost for the weight. When the spell ends, the target will fall if he remains in the air. This spell is often employed to fly a creature up and then drop it, or to push it over a cliff or into a pit or vat of acid.

At the start of the spell, the target is allowed a Reflex roll to try to grab only something solid (such as a tree) and fight the force of the spell. If there is nothing to grab onto (maybe the target is just out standing in a field) there is no roll allowed. If there is something easy to grab (a railing right in front of him, maybe, or a friend's hand) the Reflex roll is made without the -5 penalty.

Material Bonus: Turquoise will double the effective range of this spell.

Snow

Order: 6

Prerequisite: Rain, Freeze [W]

Sacrifice: 3

Mana Cost: 2d4 per minute, double for heavy snow

Range: Line of sight

Target: Point in sky

Area of Effect: 1 cubic mile

Duration: Maintained

Roll: Magical Attack

Resist: Magical Defense (if applicable)

Casting Time: 1 Minute per 10 degrees c above freezing (20 deg f)

Words: **aiwa owa ppiig**

Effect: Causes snow to fall over the area

Casting: The caster must incant the Primal words for weather, water, and cold, while clutching his arms to his body and convulsing ritually in a shaking dance.

A much more sinister sister to the Rain spell, snow is much rarer, but far more impressive in its sheer elemental power. When the ritual begins, clouds begin to roll into the area and the temperature begins to fall. When the temperature reaches freezing, snow begins to fall from the clouds. Mana cost must be paid for the minutes before the snow starts as well.

The effect of the snow is the same as the effect of a natural snowfall. The snow is soft and will blanket the landscape quickly, covering everything exposed to the elements. The caster can control the rate of the snowfall, from a dry flaking to full snow (2 inches per hour) to a heavy dumping (4 inches per hour). Anything past 2 inches per hour requires double the Mana output though.

The uses for the spell are many. It is the best way to cool off a large area, and snow is excellent for covering tracks, hiding bodies or signs of conflict, or confusing other and causing them to lose their way. The cold can kill small creatures and plants, especially those not used to frost. The freezing temperature itself can cause damage to unprotected creatures, and it can block vehicles or cause them to crash. Snow is also heavy, and when it builds up, it can cause structures to collapse.

All in the area are affected as if by moderate cold, meaning they must roll Fitness+1d20 and if the total is less than 18, they take 1d8 points of damage and take a -1 penalty to all rolls. If the spell lasts more than an hour, roll again, with the penalty being cumulative.

Snow is also very effective in putting out fire effects. There is a 10 percent cumulative chance per minute of average snow (double for heavy snow) that a natural fire will go out, including conflagrations such as like forest fires and house fires.

Magical fires are another matter. Reduce damage for magical fires in the area by 1d8 per minute (or fraction thereof) exposed to the snow (1d12 for a heavy fall). Once the spell's damage is reduced to nothing, it will sputter out. After one minute of snow exposure, creatures in the area will begin to take half damage from fire effects.

Material Component: Blue Quartz cuts the mana cost of this spell in half.

Windstorm

Order: 6

Prerequisite: Whirlwind

Sacrifice: 3

Mana Cost: 2d12 per round per area stack

Range: 200 Meters

Target: Area

Area of Effect: 15 meter cube (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: **ai'a pa'kaū tūpūtal**

Effect: Wind pushes everything in the area in a single direction

Casting: The caster must say the Primal words for air, repel, and force, while raising his arms above his head, then sweeping them back, down and forward in a fluid motion.

A key element of the sky dancer's signature Storm spell, windstorm is the ultimate culmination of the pure power of air, unblended with any other force. The windstorm is much like a whirlwind, but linear in its motion. Everything in the area is pushed constantly in a single direction. While the spell is in effect, everything in the area is blasted by a constant rush of air, making normal actions almost impossible.

All creatures caught within the area of effect must make a Reflex roll each round or be sent flying. Those who manage to keep their footing must make a second Reflex roll while taking any action, and if that roll fails, that action is lost. Even if this second Reflex roll is successful, all rolls made in the area of the spell are made at a -4. Creatures that lose their footing will be moved out of the area at a speed in meters equal to the caster's magical attack roll. Swept away creatures will take falling damage equal to the distance they flew if they hit a solid object (+Depth). Even landing on flat ground though will deliver 2d8+Depth damage.

In addition to creatures, any object weighing less than 300 lbs. and not bolted down will be knocked over. Any object weighing under 200 lbs. will be sent flying. Due to the flying objects and dirt and general knocking about, all creatures within the area suffer 2d4+Depth points of damage per round. Flying creatures that fail their Reflex rolls will crash to the ground.

The spell is often used to direct creatures over a cliff, into pit or so on. Creatures sent airborne will end up wherever the area of the spell ends. The direction of the wind is controlled by the caster and can change from round to round. The spell can just as readily dump fleeing enemies at the casters feet as knock a battalion off a mountain.

Natural fires in the area have a 40% cumulative chance per round exposed to this spell of going out. The windstorm is also effective in putting out magical fires. Roll opposed magical attacks between the stormbringer and the fire mage. If the wind wins, the fire goes out. Fires that somehow survive the duration of this spell will actually spread though.

SEVENTH ORDER SPELLS

Body of Lightning

Prerequisite: Lightning Shield, Body of Air

Mana Cost: 2d8 per round + 1d12 per shock attack

Target: Caster

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense, Will

Casting Time: 1 Action

Words: uoɫɹɐ ɹuɐɹ

Effect: Caster physically turns into electricity

Casting: The caster must say the Primal words for shock and become while tensing every muscle in his body and becoming rigid as a board.

At this point, this stage of magical evolution is considered beyond the pale, even for the most well-known of sky dancers. Those who attain this level of knowledge are truly masters of the art, and must travel far and wide to find others who they can study from. Those who do reach this point must lose some of their humanity in the process, their mind and motivations closer to the element of the sky than the thoughts of the living.

With a few words of power, the caster's body ceases to be, and his life energy takes the form of pure electrical energy. He is visible as a ball of energy, and can move as if flying, with a max speed of 10 times his Magical Attack roll. The effect is much like Body of Air, except for two key differences. The caster can move into the space of other creatures and touch them, dealing lighting damage. Also, the caster can travel through metal at the speed of light (and through water at the speed of sound), allowing him to travel long distances along wires or rivers in an instant.

The caster can strike as many enemies as he can touch in the course of his movement. Each time he approaches an enemy, he can make a Magical Attack roll (opposed by Melee Defense) to touch them. Touching an enemy releases a charge of electrical energy, dealing 4d12+Depth damage. The creature struck must roll Will or be stunned for 1d3 rounds. Stunned targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth). There is no limit to the number of targets the caster can hit in a round, though the caster may only roll against a given creature once in a round (however, he can sacrifice some of his movement to improve his chances of hitting—each 10 meters of movement given up adds +1 to his Attack roll). This bonus must be applied before the attack is rolled, and does not apply on the Will roll for stun.

While the caster is transformed, he has the physical properties of both air and electricity, so he can slip through cracks under doors, zip through metal barriers, and pass through keyholes and the like. Any organic and metal items carried by the caster will be turned to air with him, but anything stone or mineral in nature will be left behind (except for small intimate items, such as jewels and jewelry in direct contact with his skin. The caster can reform at will at any time he chooses. If he runs out of mana, he will reform wherever he may be, so if he is halfway through a keyhole, he will likely be torn apart.

Physical attacks will not harm the caster, though some Air spells may disrupt him. Figure any wind-based spell (unless otherwise stated) does 1d6 damage per order of the spell, plus Depth. Lighting will not strike the caster, and fire will not damage the caster. Concussives (grenades and bombs) will deal half damage.

Material Bonus: Clear Quartz increases the duration to a minute instead of a round. Fulgurite stone increases Magical Attack and damage by +2. Only one stone type can be used in casting the spell.

Body of Poison

Order: 7

Prerequisite: Poison Cloud, Body of Air

Sacrifice: 4

Mana Cost: 3d10 per round

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense

Casting Time: 1 Action

Words: *ai'a tūap ākāvendi*

Effect: Caster physically turns into poison gas

Casting: The caster must say the Primal words for air and become, followed by the natural word for poison while curling himself into a ball.

There simply no denying that those who learn this incantation are evil creatures and have taken the power of air to its dark extremes, but that does not lessen the fact that it is an extremely powerful weapon.

Like with body of air, the caster transforms his body into a puff of invisible air, only in this case, the air in question is unbreathable poison gas. He can move at will as if flying, with a max speed of 10 times his Magical Attack roll. The only real difference here from body of air, is that the caster can move into the space of other creatures, causing them to inhale some of his fumes suffer poison damage.

The caster can poison as many enemies as he can touch in the course of his movement. Each time he approaches an enemy, he can make a Magical Attack roll (opposed by Melee Defense) to try to enter the target's lungs. Since the caster is invisible, these attacks are made as if by stealth (the defender doesn't get a roll, only his base defense). If the targets know what is going on, they can try to cover their noses or hold their breath, giving them a normal Defense roll.

This magical poison has an immediate onset, and deals 2d20+depth damage on initial inhalation. 1d4 rounds later, the full effect is felt, as the target takes 3d6 Wound damage (distributed evenly between the body and head). A given creature may be poisoned up to once per round.

Attacking an enemy is quick, but not as instant as with body of lightning. Each attempt to poison subtracts the defender's Defense roll from the caster's total movement for the round (whether it hits or misses). There is no limit to the number of targets the caster can hit in a round (other than his movement rate), though the caster may only roll against a given creature once in a round (however, he can sacrifice some of his

movement to improve his chances of hitting—each 40 meters of movement given up adds +1 to his Attack roll).

While the caster is merged with the air, he has the physical properties of air, so he can slip through cracks under doors and through keyholes and the like. Any organic items carried by the caster (clothing, leather armor, bone, paper, etc.) will be turned to air with him, but anything inorganic (stone, metal) will be left behind (except for intimate items, such as jewels and jewelry in direct contact with his skin). Small weapons that can fit in the hand (such as a dagger) will transfer as well. The caster can reform at will at any time he chooses. If he runs out of mana, he will reform wherever he may be, so if he is halfway through a keyhole, he will likely be torn apart.

Physical attacks will not harm the caster, though some Air spells may disrupt him. Figure any wind-based spell (unless otherwise stated) does 1d6 damage per order of the spell, plus Depth. Lighting will not strike the caster, though fire and concussives will do half damage (though they will never catch and do burn damage).

Material Bonus: A symbolic token from some kind of poisonous creature is needed to cast this spell (the fang of a snake perhaps, or the wart of a toad). The item will be consumed by the spell upon casting. Also, clear quartz held increases the duration to 2 rounds.

Hail

Order: 7

Prerequisite: Snow

Sacrifice: 4

Mana Cost: 3d10 per minute

Range: Line of sight

Target: Point in sky

Area of Effect: 1 cubic mile

Duration: Maintained

Roll: Magical Attack

Resist: Magical Defense (if applicable)

Casting Time: 1 Minute per 10 degrees c above freezing (20 deg f)

Words: **aiwa owa ppiis tũntal**

Effect: Causes hail to fall over the area

Casting: The caster must incant the Primal words for weather, water, cold, and force, while shaking all over and twitching his fingers as if hail falling down and bounding around.

Similar to Snow, except the temperature of the area does not fall to freezing, causing the precipitation to fall as hail instead. When the ritual begins, clouds begin to roll into the area and the temperature begins to fall. When the temperature drops to 10 degrees c (or 50 degrees f), hail begins to fall from the clouds. The Mana cost must be paid for the minutes before the hail starts as well.

The effect of the hail spell is the same as the effect of a natural, but powerful hailstorm. The caster can control the size of the stones, from pebbles to golf balls. If the hail stones are large, the spell will deal damage (2d6+Depth) each minute to all those in the area unable to take cover.

The uses for the spell are many, but mostly it is used to decimate armies, as it deals damage over a greater area than any other magical effect.

Hail has force and weight, and can collapse weak structures, though it is not particularly effective in putting out fire effects. There is a 5 percent cumulative chance per minute of hail that a natural fire will go out, including conflagrations such as like forest fires and house fires. Magical fires are another matter. Reduce damage for magical fires in the area by 1d6 per minute (or fraction thereof) exposed to the hail. Once the spell's damage is reduced to nothing, it will sputter out.

All in the area are affected as if by mild cold, meaning they must roll Fitness+1d20 and if the total is less than 15, they take 1d6 points of damage and take a -1 penalty to all rolls. If the spell lasts more than four hours, roll again, with the penalty being cumulative.

Material Component: Blue Quartz increases the size of the stones, upping the damage to 2d8+Depth).

Storm

Order: 7

Prerequisite: Lightning, Rain, Windstorm

Sacrifice: 4

Mana Cost: 3d20 per minute, plus 2d8 per lightning strike

Range: Self

Target: Caster

Area of Effect: 200 meter radius around caster

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Round

Words: **aiwa uol'tar tai'pon**

Effect: Calls a storm to the area, combining wind, rain, lighting, and flight

Casting: The caster must say the Primal words for weather, shock, and storm throwing his arms downward and leaping into the air.

The ultimate culmination of all the stormbringer's learning, this is the rush that a sky dancer has lived his life for, and at this point in his learning he will almost assuredly have severed any ties to dwelling amongst other mortals and can be found out in nature, riding the storm and feeding off of its power.

The power of the storm sweeps the stormbringer into the air, and wherever he goes, all around him the storm rages. The caster gains the power of flight while this spell is in effect. He can move laterally at a speed (Meters per round) equal to his Magical Attack roll x 4 per round, double downwards (x8), and half when going upwards (x2). The caster can move in any direction he likes and change direction instantly with a thought. Up to 100 lbs. of equipment (or whatever) can be carried with him.

The spell's area of effect moves with the caster and is anywhere within 200 meters of the caster's current location. Within this area, both the *Rain* spell and the *Windstorm* spell are constantly in effect. These effects are included in the cost of this spell. Rain will put out fires and flood an area, and the windstorm will fling creatures about like rag dolls.

Also, the caster may choose to fire off a number of lightning bolts per round equal to the highest order spell he knows (at least 7 for knowing this one). The bolts deal 4d12+Depth damage, and those struck must roll Will or become stunned for 1d3 rounds. Stunned targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth). The targets of these bolts may roll Reflex to try to dodge the bolts. A successful Reflex lowers the damage to half and eliminates the possibility of being stunned.

If there is a natural windstorm, rainstorm or lightning storm present, the mana cost of this spell is reduced by 1d20. If all three are present, the cost is only 1d20 per minute.

Material Component: Blue Quartz increases the amount of weight the stormbringer can carry with him to 200 lbs., allowing him to bring a friend into his world.

Tornado

Order: 7

Prerequisite: Windstorm

Sacrifice: 4

Mana Cost: 2d20 per round + 1d20 per addl. 5 meter radius

Range: 200 meters

Target: Point in space

Area of Effect: 100 meter-high funnel with a 5 meter radius (stackable)

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: Full round

Words: **ai'a tūntal apūk**

Effect: Creates a tornado

Casting: The caster utters the Primal words for air, force, and destroy while whirling around like a dervish, bringing his arms slowly up over his head.

This terror of an incantation proves once and for all that air, by itself, without any other element to aid it, is able to wreak destruction unlike any other force. The power of the tornado is unimaginable, and there is no resisting it. Once the tornado has you, you belong to it, and it decides whether you live or die.

After the stormbringer has danced for a full round, the air begins to spin at this spell's focal point, and within a moment, it will have spun itself into a full-strength cyclone of tremendous strength. The tornado is mobile, and the caster can control its movements throughout the battlefield. The tornado has a movement speed of $1d20 + \text{Depth}$ (in meters per round) and moves on the caster's turn. The tornado can pass through spaces occupied by creatures or objects and typically will pick them up and carry them along with it.

Anyone in the tornado's area of effect takes $2d20 + \text{Depth}$ points of damage per round (including objects and buildings, which can easily be torn apart). Creatures hit by the tornado are allowed a Reflex roll to escape its vortex. If this roll is failed, the victim will be picked up by the tornado and sucked into its funnel. At this point, the victim cannot take any actions, but may attempt a Focus roll at the start of each round vs. the damage taken in the previous round. If this roll is successful, the victim is allowed a Reflex roll in place of his attack actions to try to escape the funnel. Of course, this has its own problems—roll $1d100$ to see how many feet in the air the character is when he falls out of the twister. Anyone who escapes the tornado cannot be hit by it again in the current round.

Characters and objects within in the twister take damage each round until dead (or until the spell ends). When the caster cancels the spell, anything and anyone trapped inside will fall $1d100$ feet. If the tornado ends up over the edge of a cliff or the like, this distance may be higher.

Any objects under 500lbs will be picked up by the cyclone as it passes over them. Objects strapped or nailed down have a chance of coming loose. Figure 0% for a high-quality strap, 30% for a medium, and 60% for a flimsy strap, plus cumulative damage dealt by the spell.

Likewise, structures may easily collapse under the force of this spell. An average building has a 20% cumulative chance per round subjected to this spell of collapsing. This changes to 40% for a flimsy shack, and 10% for a reinforced building, like a fortress. Exceptionally-built structures (modern military buildings, say) have only a 5% chance. Generally, only the part of the building hit by the twister will collapse.

Material Bonus: Howlite crystal will allow objects up to 1000 lbs. to be picked up.

EIGHTH ORDER SPELLS

The eighth order represents the highest mastery of air. Though most other books stretch to nine orders, air is no faster to complete, as it requires dabbling in so many other pursuits. Stormbringers who wish to learn eighth-order spells must be at least eighth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Blizzard

Order: 8

Prerequisite: Hail, Storm

Sacrifice: 4

Mana Cost: 4d20 per minute, plus 2d8 per lightning strike

Range: Self

Target: Caster

Area of Effect: 200 meter radius around caster

Duration: Maintained

Roll: Magical Attack

Resist: Magical Defense (if applicable), Will (lightning)

Casting Time: 1 Minute per 10 degrees c above freezing (20 deg f)

Words: aiwa uol'tar tairon friig

Effect: Creates a freezing storm

Casting: The caster must say the Primal words for air, shock, storm, and cold while shaking violently and leaping into the air.

If a stormbringer wants to wipe out an army and bring devastation to an area, he casts storm, if he is truly full of wrath, he will unleash the fury of the blizzard instead.

This spell is an extension of the 7th level Storm spell—the area is filled with a windstorm, and lighting, and the caster can fly through the air. However, instead of the rain effect, the caster can substitute either hail or snow.

Though more potent than storm, this spell takes a little longer to get going. When the ritual begins, clouds begin to roll into the area and the temperature begins to fall. When the temperature reaches freezing, the storm begins. Mana cost must be paid for the minutes before the spell kicks in as well.

If hail is the desired effect, the spell will begin when the temperature drops to 10 degrees c (or 50 degrees f). In addition to all the effects of the Hail spell, Hail increases the Windstorm effect damage from $2d4 + \text{Depth}$ per round to all creatures in the area to $2d10 + \text{Depth}$.

With the snow effect, the spell initiates when the temperature drops to freezing (0 degrees c or 32 degrees f). In addition to the standard Snow spell effects, the biting cold winds deal a freezing effect. Every minute exposed to the blizzard (and starting immediately), those in the area are affected as if by strong cold—roll $1d20 + \text{Fit}$ and score 20 or higher or take $1d10$ damage plus a cumulative -1 penalty to all rolls. This cold penalty lasts until the damage caused by the freezing effect is healed. This effect is often used to weaken an army before a battle.

Material Bonus: Blue Quartz increases the amount of weight the stormbringer can carry with him to 200 lbs.

Stormkill

Order: 8

Prerequisite: Storm, Poison Cloud

Sacrifice: 4

Mana Cost: $5d20$ per minute, plus $2d8$ per lightning strike

Range: Self

Target: Caster

Area of Effect: 200 meter radius around caster

Duration: Maintained

Roll: Magical Attack

Resist: Awareness, Will (lightning)

Casting Time: 1 Round

Words: $\alpha\iota\omega\alpha\ \upsilon\omicron\lambda\tau\alpha\rho\ \tau\alpha\iota\phi\omicron\mu\ \alpha\kappa\alpha\upsilon\epsilon\mu\iota$

Effect: Creates a storm filled with poisonous gas

Casting: The caster must say the Primal words for weather, shock, storm, and the Natural word for poison while leaping into the air and slashing at the air with his hands like claws.

The fabled existence of this most deadly spell of all points at one shocking truth—the iconic Storm spell is just the stormbringer toying with its prey. If the desire is to kill and kill quickly, there is no substitute for this supreme and ultimate pinnacle of the book of air.

This spell is essentially the same as the 7th level Storm spell—the area is filled with a windstorm, rain, and lighting. The caster can even fly about as the spell is maintained. However, there is one major difference here, this storm is filled with toxic gas that can easily kill all creatures that inhale it.

Each round that each creature (other than the caster) spends in the area of this spell, roll 1d100, if this is equal to or less than the caster's magical attack roll, the creature has been exposed to poison gas.

This magical poison has an immediate onset, and deals 2d20+depth damage on initial inhalation. 1d4 rounds later, the full effect is felt, as the target takes 3d6 Wound damage (distributed evenly between the body and head). A given creature may be poisoned up to once per round.

Creatures who are aware of the existence of the poison may hold their breath and avoid the poison percentage roll. However, unlike with the poison cloud spell, the rain and wind of the storm masks the toxic gas, making it very hard to notice unless one has already been poisoned. Roll Awareness vs. the caster's Magical Attack to notice the poison before inhaling it.

Material Bonus: A symbolic token from some kind of poisonous creature is needed to cast this spell (the fang of a snake perhaps, or the wart of a toad). The item will be consumed by the spell upon casting. Also, Blue Quartz increases the amount of weight the stormbringer can carry with him to 200 lbs.

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