

Air Elemental Magic - Rush

Level 1

Breathe Without Air

Range: Self or others by touch

Duration: 12 melees per level of experience

Saving Throw: None

P.P.E.: Three

This spell enables the person affected to function totally without air, whether it be underwater or in a vacuum or in an area with little or no oxygen. This spell does not protect the person from magic toxins (miasma, cloud of slumber) or any other type of magic, but does protect against natural toxins such as gas.

Cloud of Slumber

Range: 90 feet (27.4 m)

Duration: Four melees per level of the warlock

Saving Throw: Standard

P.P.E.: Four

This spell creates a 20 x 20 x 20 foot (6 m) cloud which magically induces sleep instantly on all who pass through it. All affected will sleep until the cloud dissipates and until then, they cannot be roused, unless dragged from the cloud, in which case they will wake in 1D4 melees.

Stop Wind

Range: 100 foot radius (30.5 m)

Duration: Three melees per level of the warlock

Saving Throw: None

P.P.E.: Five

The warlock is able to completely still the wind for a 100 foot (30.5 m) radius. No breeze or wind can penetrate this area; all is still. This spell only affects winds gusting under 25 mph (40 km).

Level 2

Levitate

Range: 30 feet (9 m) per level of experience.

Duration: Five melees per level of experience.

Saving Throw: None

P.P.E.: Seven

The warlock can lift himself, someone, or something, up into the air. Maximum weight is 200 pounds (90 kg) per level of experience. The maximum height is 30 feet (9 m) per level of the warlock. Levitation is the ability to rise straight up into the air, horizontal movement is impossible.

Orb of Cold

Range: Throw: 200 feet (61 m).

Duration: One melee round; 1D4 minutes for numbness.

Damage: 3D6 M.D. plus numbness penalties.

Saving Throw: Dodge; standard.

P.P.E.: 6

The caster summons a globe of magically charged ice (the size of a softball) into his hands to hurl at an enemy. The character must roll to strike, getting his usual P.P. bonus (if any) and a magical bonus of +1 to strike - the orb disappears in one melee round (15 seconds) if it is not thrown. If the orb hits, it shatters, inflicting impact and cold damage to one target. If it misses, it is gone, unless the G.M. thinks it may hit something or somebody else. Those struck take 3D6 M.D. and must make a save vs magic or suffer from a sudden, debilitating, numbing cold. A numbed opponent loses one melee attack, is -2 on initiative, -1 to strike, parry, and dodge, and speed is reduced by 10%. These penalties are not cumulative, and last for 1D4 minutes.

Silence

Range: 10 foot area (3 m) per level of experience.

Duration: Five melees per level of the warlock

Saving Throw: None

P.P.E.: 10

Creates an atmospheric condition that muffles all sounds, controlling the air's vibrations the warlock can muffle any sound within the area of affect, including radio transmissions, which are barely audible and must be repeated twice to be heard. The pocket of silence can also be used to prowl at a level of 90%, so even a small group clad in clanking armor is silent. The spell affects only sound within the area of atmospheric manipulation.

Level 3

Call Lightning

Range: 100 feet (30.5 m) per level of experience.

Duration: Instant

Damage: 1D6 M.D. per level of experience.

Saving Throw: None

P.P.E.: 10

This spell creates a lightning bolt which can be directed at any specific target up to 100 feet away per level. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the warlock's line of vision.

Walk the Wind

Range: Self or others

Duration: 20 melees per level of the warlock

Saving Throw: None

P.P.E.: 10

This is a sort of limited fly spell, enabling those enchanted to hover up to 20 feet (6 m) off the ground and glide along the wind currents. Warlocks love to impress people by casting this spell and walking into the sky as if climbing a staircase. Speeds: walking is equal to the person's normal speed attribute, gliding on the wind up to 20 mph (32 km). This spell offers maximum control and maneuverability, +1 to parry, +2 to dodge. There are no restrictions in combat.

Wind Rush (60 mph)

Range: 120 feet (36.6 m)

Duration: One melee (15 seconds).

Saving Throw: 18 or higher; to keep balance.

P.P.E.: 10

This spell creates a short, powerful wind, gusting at 60 mph (96.5 km), which is capable of knocking people down, knocking riders off mounts, blowing small objects about 100 feet (30.5 m) away, or creating dust storms.

The wind can be directed by the warlock at a specific target or a general sweep (maximum wind width: 20 feet/6 m) can be made. Any caught in the wind are helpless and unable to attack or move forward. It takes an additional melee to recover, and 1-8 to gather up all the items blown away. A roll of 18 to 20 saves one from losing one's balance and/or losing some item.

Level 4

Handful of Lightning

Range: 400 feet (122 m), + 10 feet (3m) per level of experience.

Damage: 6D6 M.D., +2 points per level of experience.

Duration: Until all three bolts are used up, or one melee round per level of experience expires (whichever comes first).

Saving Throw: Dodge with a Natural 18, 19 or 20, or a modified 24 or better.

P.P.E.: Twenty

The spell creates three magic spears shaped like lightning bolts. One bolt may be fired immediately upon completing the spell (line of sight), or it may be held in reserve with the other two. If held, the bolts appear in the least dexterous hand. The spell caster may then pluck one with his other hand and throw it at any target within his line of sight (must see the target to hit it). The second the lightning bolt leaves his hand, it turns into the real thing, and hurls at its target in a flash; + 3 to strike. Repeat until all three are gone or duration ends. Any bolts not used before the spell duration ends vanish. Each bolt does 6D6 M.D., +2 per level of experience.

Invisibility

Range: Self or 6 foot (1.8m) area.

Duration: Four melees (one minute) per level of the warlock.

Saving Throw: None

P.P.E.: 20

This spell renders the warlock or everyone/everything in a six foot (1.8 m) area invisible. The spell requires intense concentration on the part of the warlock, preventing him from casting any additional spells unless he drops the invisibility. He cannot perform any complicated task lest he lose concentration and become visible. All effects and abilities are identical to the wizard spell of invisibility.

Lightblade

Range: Self; close combat/hand to hand.

Duration: One minute (4 melee rounds) per level of experience.

Damage: 1D4x10 +1 M.D. point per level of experience.

Saving Throw: Parry or dodge.

P.P.E.: 12

This spell causes a sword of brilliant white light to form in the spell caster's dominant hand. The size varies with the blade's power, which is represented by the character's level of experience. Thus, a first to third level mage creates a lightblade the size of a short sword and rapier thin, a mid-level sorcerer makes a blade resembling a bastard sword, while at 10th level or higher it is a large lightblade with the length of a two-handed sword (although it can be easily wielded one-handed) and as thick as a two-by-four. The blade is weightless, serves as an extension of the sorcerer, is +1 to strike, and can be used to attempt to parry energy attacks (no special bonus to parry).

Against vampires, Shadow Beasts, and other demons *vulnerable to light*, the Lightblade inflicts double its normal damage (double hit point damage to vamps). However, the sword inflicts no damage against those immune to energy, and only the spell caster can use the Lightblade.

Phantom Footman (fragmented elemental essence)

Range: Immediate area.

Duration: 10 minutes per level of the warlock.

Saving Throw: None

P.P.E.: 20

This is another spell that enables the warlock to summon and command an air elemental essence fragment. This invisible assistant will stay at the warlock's side (within 200 feet/61 m) helping to carry items, open doors, locate secret compartments/doors (89%), fly slightly ahead to check out a passage, etc.

Phantom Footman

- M.D.C.: 40
- Invisible, six feet (1.8 m) tall, P.S. 20, P.P. 8, flying speed 35 mph, +1 on initiative and parry, +4 to dodge, two melee attacks/actions per melee, and can see the invisible.
- The footman can carry up to 1,000 pounds and still moves at its maximum speed. It can perform simple tasks and simple reconnaissance. The elemental servant will obey only the warlock and will stay within 1,000 feet (305 m) of him. It will remain in this world until the spell's duration elapses or it is sent back by the warlock. Its supernatural strength means it can inflict 1D6 M.D. from a punch or 2D6 M.D. from a power punch.

Level 5

Breath of Life

Range: Touch

Duration: Permanent

Saving Throw: None

P.P.E.: 60

The warlock can revive a recently dead person by invoking the elemental magic and pressing his mouth to the dead person's mouth and blowing his breath into the lungs of the corpse. The person will revive in 1D4 melees if successful. Success Ratio: 70% + 1% per level of experience. This spell can be attempted only once, although another warlock can try on the same body.

This is the only life-restoring elemental magic spell that exists. It will restore life to any creature which has died within the past 24 hours. The breath of life restores life into someone who is recently dead, but does not restore missing limbs, heal burns, or cure insanity. It only restores one-half of the creatures' original hit points, the rest must be regained through rest and medical means.

Invisible Wall

Range: 60 feet (18.3 m) away, covers a 10 foot (3 m) area per level of the warlock.

Duration: Four melees (one minute) per level of the warlock.

Saving Throw: None

P.P.E.: 30

This elemental magic creates an invisible wall composed of wind and water that cannot be easily penetrated because it continually renews itself; 50 M.D.C. per melee. A dispel magic barrier spell will destroy it completely in the blink of an eye. Likewise suffering double M.D.C. damage (100 points) in a single melee will completely destroy it. This spell can be cast up to 60 feet away.

Whirlwind

Range: 300 feet (91.5 m) distance per level of the warlock, but must always be within sight.

Duration: Four melees (one minute) per level of the warlock.

Saving Throw: None

P.P.E.: 30

The warlock creates a whirlwind, which is a rotating windstorm of limited intensity, moving in an inward and upward spiral motion. Its 75 mph (120 km) winds will suck up, hurl and dash to the ground anyone or anything within its 20 foot (6 m) area. Everyone caught in the whirling wind cannot attack, cast spells, speak, etc., for one full melee before being hurled to the ground about 40 feet (12m), suffering 2D6 + 2 M.D. and are dazed for an additional 1D4 melees (all attacks and bonuses are reduced to half).

S.D.C. objects such as wooden doors, fences, walls, cars, etc., exposed to the full force of the whirlwind will be smashed within one melee. S.D.C. stone and metal is hammered into scrap at a rate of ten feet per every four melees/one minute.

The whirlwind can move in all directions at once, but must be directed by the warlock, requiring his full attention. This means that the whirlwind can be sent to strike a foe equal to the warlock's number of hand to hand melee attacks. The whirlwind can strike targets within a 300 foot area, traveling at 75 mph. A warlock cannot cast any other spells while maneuvering a whirlwind and must be within 300 feet of it.

Level 6

Electro-Magnetism

Range: Affects a 40 foot (12m) area and can be cast up to 300 feet (91.5 m) away.

Duration: Five minutes per level of the warlock.

Saving Throw: None

P.P.E.: 40

This spell creates an area that is super magnetized. Any iron or iron alloy that enters its radius will be irresistibly drawn to the center of the field and held there until pulled away or the spell elapses. This will include iron objects in knapsacks, pockets, belt buckles, tools, rail guns and their ammunition, vehicles, bots, etc. (borgs and cybernetics are not made of iron). The magnetic force is invisible and undetectable except for its irresistible pull. To remove an object requires a combined strength (P.S.) of 600. The force can pull and hold a single object weighing up to 1000 pounds per level of the creating warlock. The magnetism is so strong that it will rip swords from their scabbards, iron utensils from pockets, and draw to it an entire suit of iron armor, man and all. A dispel magic barrier or negate magic spell can destroy the field; the magnetic field has a + 5 to save, however.

Shoot Objects

Range: 20 feet (6.1 m) plus 15 feet (4.6 m) per level.

Duration: Instant.

Damage: 2D4 S.D./M.D. per level.

Saving Throw: Dodge or parry.

P.P.E.: Twenty

This spell allows the Warlock to fling mundane objects at incredible speeds (around 300 mph/480 kph) toward a select target. This is similar to what happens inside a tornado, where straws of hay have been known to impale trees! The Warlock is capable of flinging a barrage of 2D4 items per level. The damage is dependent upon the objects that he flings: a volley of S.D.C. objects does 2D4 S.D. per level, and a volley of M.D.C. objects does 2D4 M.D. per level. The objects in question must be small and light weight, such as straws of hay, pebbles, pencils, tiny slivers of wood or metal, pieces of glass, and other odd bits that can serve as shrapnel. The Warlock must be holding the items, or they must be next to him when he casts the spell. This spell is NOT designed for flinging large or heavy objects; only to use wind to turn small items into high speed projectiles. It is a potentially devastating magic to use against unsuspecting targets, since it doesn't have all the attention grabbing potential of a fireball or a lightning strike.

Vacuum

Range: Affects two foot (0.6 m) area per level of the warlock and can be cast up to 10 feet (3 m) away.

Duration: One minute (4 melees) per level of the warlock

Saving Throw: Special

P.P.E.: 40

The warlock is able to create a vacuum (an area devoid of air). If the vacuum is placed around a person/animal the person will immediately begin to choke/gasp for air and will be rendered unconscious in two minutes and dies from suffocation within six

minutes. Air elementals caught in a vacuum suffer 2D4 + 2 M.D. each melee. The warlock can manipulate the vacuum as he desires, at a speed of 8. **Saving Throw:** The standard roll is made but it is to indicate if the person can escape from the vacuum area. The victim can roll two times every minute until unconscious.

Level 7

Atmosphere Manipulation

Range: 300 foot (91 m) radius per level of the warlock.

Duration: 30 minutes per level of the warlock.

Saving Throw: None

P.P.E.: 50

This elemental magic enables the warlock to actually manipulate atmospheric conditions. In this way he can increase condensation and air temperature to cause heavy or light rain, a storm, frost, snow, darkness in the sky, clouds to roll in, etc. He can also increase, slow or stop rain, make clouds go away, etc. Specifically, the warlock can:

1. Raise or lower the temperature 10 degrees per level of experience.
2. Increase or decrease the wind 10 mph per each level of experience.
3. Increase or decrease precipitation 12% per level of experience.
4. Create normal fog covering a 300 foot area per level.
5. Dispel normal fog at a rate of a 300 foot area per level of experience.

The proper manipulation of temperature and water vapor can create any number of different atmospheric conditions. The controller can create any one effect per melee, maintain it or combine effects, adding one to another. **For Example:** He might first darken the sky, increase the wind speed, then create a fog, and throw in a thunderclap or two. Effects such as fog or darken sky will last for 15 minutes, enabling the warlock to go about other activities or use other powers.

Lightning Ride

Range: Line of sight.

Duration: Instant; self, or self and up to two others by touch.

Saving Throw: Not applicable.

P.P.E.: Thirty-Five

The spell caster preps his spell and continues mumbling the invocation until he sees and focuses on a specific bolt of lightning, at that moment, with the utterance of a single activation word, the spell is completed and he (and up to two other people by touch) seem to vanish in a flash of light and a clap of thunder. He/they reappear at the location where the real flash of lightning was seen, appearing below its spiky finger or where it struck ground. This could be a few yards away or up to a half mile (0.8 km) per level of experience. Line of sight is required and the lightning must be, a) within range, b) a true crackle or stream of lightning, and c) visible to the spell caster. The spell does not work with the dull flash of heat lightning or with magic lightning.

In a sense, Lightning Ride is rather like teleportation guided by an actual random lightning bolt. The obvious limitations are that the caster doesn't really control where he goes, and that the spell only works during an actual storm in which lightning occurs (which is only about one third of most thunderstorms), does not work with Call Lightning or other magic spells involving electricity. It is, however, wonderful for escapes from captivity/prison, cages, manacles, being tied up, cornered and fast getaways, provided the mage can see outside and see a lightning bolt to catch and ride.

Tornado

Range: Affects a 100 foot (30.5 m) area and can be cast up to 600 feet (183 m) away.

Duration: Four melees/one minute per level of the warlock.

Saving Throw: None

P.P.E.: 60

The warlock creates the most severe storm possible, a tornado, accompanied by heavy rain, hail, thunder, lightning, and roaring winds. People a hundred feet (30.5 m) away from the funnel cloud take 2D6 M.D. each melee from flying debris.

The awesome, black funnel cloud is the center of the storm, with winds of 120 to 180 mph (192 to 288 km). The funnel sucks in everything within its 100 foot (30.5 m) area of swirling wind, destroying all wood, clay, stone and other S.D.C. structures, and uprooting trees in one melee. Anything actually caught in its funnel suffers 4D6x10 M.D. per melee. After 1D6 melees, the object will be hurled from the funnel, enduring another 2D6x10 mega-damage. If a bot or living creature, the being will be stunned and immobile for 2D6 minutes.

The warlock can maneuver the tornado as he desires, in any direction. This requires the full attention of the warlock, so he may not cast any other spells for the duration of the tornado. Should the warlock be knocked unconscious or killed, there is a 64% chance the tornado will run wild and uncontrolled, disappearing only after the full spell duration has elapsed.

Level 8

Creature of the Wind

Range: Self

Duration: One melee (15 seconds) per level of experience.

Saving Throw: None

P.P.E.: 70

The warlock is temporarily transformed into an air elemental-like being composed of wind, water vapor and energy. The appearance is a semi-transparent vapor in a humanoid form. In this vapor form the warlock can fly at a speed of 500 mph (800 km) or 8.3 miles per minute (13 km), turn completely invisible, is an M.D.C. being with 200 M.D.C., mega-damage attacks inflict half damage, can squeeze through keyholes and cracks in one melee action, and is +2 on initiative, +4 to dodge, + 20% to prowl, but cannot inflict mega-damage, just normal S.D.C. damage. Although he can pick up and carry up to 500 pounds, the warlock is -2 to strike using weapons of any kind.

Wind Cushion

Range: 1,000 feet (305 m); covers a 40 foot (12 m) area plus 10 feet per level of experience.

Duration: One melee per level of experience.

Saving Throw: None

P.P.E.: 50

The warlock can create a swirling, tornado like cone or cushion of wind and air around himself or others. The effect is like standing in the eye of a hurricane. The wind is not designed to move nor to inflict damage, but to negate the impact of explosions and deflect projectile attacks. Hurlled objects, arrows, and rail gun blasts are completely negated and the air cushion absorbs up to 200 M.D.C per level of the warlock from explosions. Likewise, the cushion can be used to cushion a crashing air vehicle and set it on the ground gently. The cushion also negates sonic booms.