

JOURNEYMAN POWERS:

BUTTERFLINGERS (SHOTGUN 5, INSTANT)
 CHARACTER MAY THROW FIVE PACKETS WITH THE CALL "MAGIC DISARM".

WIND BOLT (SINGLE, INSTANT)
 "(10 X LEVEL OF CHARACTER) MAGIC WIND".

WIND GUIDANCE (TOUCH, DEBRIEFING)
 NEXT MELEE ATTACK DOES +4 "PIERCING WIND".

WIND RIFLE (RAPID FIRE, INSTANT)
 ONE PACKET/LVL: "12 MAGIC WIND"

WIND SWARM (SHOTGUN 4, INSTANT)
 "(5X LEVEL) MAGIC WIND".

Focus of Wind (Touch, Debriefing)
 FOR EACH PAIR OF MASTRIES THE TARGET HAS, THEY GAIN AN ADDITIONAL MASTERY. "WIND" IS ALSO ADDED TO THE DAMAGE CALL.

IMPROVED WIND BLADE (SELF, DEBRIEFING)
 SWING MELEE WEAPON FOR "MAGIC WIND" ONCE PER LEVEL

MAGIC INVULNERABILITY (TOUCH, DEBRIEFING)
 NEXT MAGIC ATTACK IS NULLIFIED. TARGET MUST CALL "SHIELD".

MAGIC REFLECTION (TOUCH, DEBRIEFING)
 NEXT MAGIC ATTACK IS NULLIFIED. TARGET MUST CALL "REBOUND".

RELEASE (SINGLE, INSTANT)
 "MAGIC RELEASE".

WEB (SINGLE, DEBRIEFING)
 "MAGIC NET: BODY".

WEIGHT DISTORTION (TOUCH, WEEKLY)
 ONE ITEM OF ROUGHLY DOOR-SIZE OR SMALLER BECOMES LIGHTER (BLUE) OR HEAVIER (GREEN). DATE/TIME MUST BE MARKED. BLUE OR GREEN TAPE OR CLOTH WITH YELLOW "MD" MUST BE ON IT. "LIGHTER" OBJECTS ARE EASILY MOVED BY ANYONE. "HEAVIER" ITEMS REQUIRE SUPERHUMAN STRENGTH TO MOVE.

APPRENTICE SPELLS:

BREAK (SINGLE, INSTANT)
 "MAGIC BREAK: {TARGET ITEM}"

DISARM (SINGLE, INSTANT)
 "MAGIC DISARM: {TARGET ITEM}"

WIND BLADE (SELF, DEBRIEFING)
 SWING MELEE WEAPON FOR "MAGIC WIND" ONCE

WIND BLAST (SHOTGUN 3, INSTANT)
 "(3X LEVEL) MAGIC WIND"

WIND SPIKE (SINGLE, INSTANT)
 "(5 X LEVEL OF CHARACTER) MAGIC WIND"

MAGIC GLUE (TOUCH, WEEKLY)
 FIRMLY AFFIXES ANYTHING '1' X '1' OR SMALLER TO A FIXED SURFACE. ITEM CANNOT BE MOVED WITHOUT BEING BROKEN. IF MAGIC GLUE IS AGAIN CAST ON A GLUED ITEM, THE GLUE WILL BE DISPELLED. GLUE MUST BE PHYSICALLY BY INVISIBLE TAPE ON ITEM TO ADHERE IT TO THE OBJECT. A DATE MUST BE WRITTEN ON A CARD UNDER THE TAPE.

PHYSICAL SHIELD (TOUCH, DEBRIEFING)
 NEXT PHYSICAL ATTACK IS NULLIFIED. TARGET MUST CALL "SHIELD".

QUERY (SINGLE, INSTANT)
 "MAGIC DETECT {TYPE}"; {TYPE} MAY BE: MAMMALIAN, HUMANOID, DEMONIC, REPTOID, AVIAN, DIMENSIONAL, ARACHNOID, INSECTOID, CONSTRUCT, ASTRAL OR UNDEAD.

SNARE (SINGLE, DEBRIEFING)
 "MAGIC NET: {TARGET LIMB}"

SPRAY OF WIND (RAPID FIRE, INSTANT)
 ONE PACKET/LVL: "6 MAGIC WIND".

STUN (SINGLE, INSTANT)
 "MAGIC STUN"

MASTER POWERS:

BANISHMENT (SINGLE, INSTANT)
 "MAGIC BANISH".

BARRIER OF SILVEEN (TOUCH, WEEKLY)
 CREATES BARRIER THAT DOES "(5 X LEVEL OF CHARACTER) MAGIC WIND" DAMAGE TO ANYONE THAT CROSSES ITS THRESHOLD. AREA COVERED MUST BE MARKED USING SINGLE YELLOW LINE ON THE GROUND ON TOP. AREA MAY NOT EXCEED 10' BY 10' PER USE OF THIS POWER. OTHER MAGES CAST TO ADD THEIR DAMAGE AND SIZE TO THE BARRIER. ALL CASTERS ARE IMMUNE TO ITS EFFECTS.

CHANNELED FORCE (TOUCH, DEBRIEFING)
 NEXT MELEE HIT IS NULLIFIED, TARGET MUST CALL "ABSORBED". NEXT MELEE STRIKE TARGET MAKES AFTER HIT WILL USE SAME CALL THAT WAS NULLIFIED.

CRIPPLING FORCE (SINGLE, INSTANT)
 ONE PACKET/LVL: "MAGIC MAIM".

WIND AURA (SELF, DEBRIEFING)
 BECOME CREATURE OF WIND. WIND EFFECTS HEAL DOUBLE AMOUNT OF ATTACK. EARTH EFFECTS DOUBLE AMOUNT. IMMUNE TO POISON FLAVOR.

WIND EXPLOSION (SINGLE, INSTANT)
 "(15 X LEVEL OF CHARACTER) MAGIC WIND".

WIND TEMPEST (RAPID FIRE, INSTANT)
 ONE PACKET/LVL: "18 MAGIC WIND".

FIELD OF PROTECTION (TOUCH, WEEKLY)
 ONE OPENING OF ENCLOSED ROOM IS DESIGNATED ENTRYWAY. CASTER AND CHARACTERS TOUCHING THEM AT CASTING MAY ENTER THROUGH THE ENTRYWAY AT WILL. NOTHING ELSE MAY ENTER UNLESS LISTED CHARACTER LOWERS ENTRYWAY FOR 5 SECONDS BY CALLING "ENTRY DOWN 1, ENTRY DOWN 2..." DURING WHICH ANYTHING MAY CROSS THROUGH THE ENTRYWAY.

HYPERACCELERATED WIND (TOUCH, DEBRIEFING)
 NEXT SHOT WITH RANGED WEAPON "+25 WIND".

MAGIC DRAINING (SINGLE, INSTANT)
 "MAGIC DRAIN".

MASS WEBBING (SHOTGUN 5, DEBRIEFING)
 "MAGIC NET: BODY".

STOP ARMY (RAPID FIRE, DEBRIEFING)
 ONE PACKET/LVL: "MAGIC NET: {LIMB}".

SUPERIOR WIND BLADE (SELF, DEBRIEFING)
 SWING MELEE WEAPON FOR "(+LEVEL) MAGIC WIND" ONCE PER LEVEL

WIND MAGIC

DEITIES: AGNOSTIC, ERAEN, ORN, RISIRR, SILVEEN, VEIL

MINOR SCROLLING
 CREATING SCROLL COSTS TWO SPELL TAGS PLUS 1 SILVER FOR APPRENTICE, 2 FOR JOURNEYMAN, AND 3 FOR MASTER. SKILL MAY BE USED TO REMOVE ANY NET EFFECTS BY TOUCH IN A 10 COUNT. ALSO IDENTIFIES BASIC SCROLLS.

DETECT MAGIC
 THIS SKILL IDENTIFIES WHETHER TARGET HAS ANY MAGIC POWERS ACTIVELY EMBEDDED IN IT. THIS SKILL CANNOT DETERMINE THE EXACT MAGIC EFFECT PRESENT, ONLY WHETHER ONE EXISTS. THIS SKILL TAKES TEN SECONDS OF CONCENTRATION TO PERFORM. ONCE PER DAY YOU MAY IMMEDIATELY PACKET-DELIVER "MAGIC DETECT MAGIC".

DISPEL POWERS
 THIS SKILL TAKES TEN SECONDS AND GRANTS THE ABILITY TO IMMEDIATELY PACKET-DELIVER ONE "MAGIC DISPEL MAGIC". ALTERNATELY, THIS SKILL MAY ACT AS A "DETECT ARCANE" SKILL. MAY PACKET DELIVER A SINGLE "MAGIC DETECT ARCANE" PACKET INSTEAD OF USING IT AS A DISPEL MYSTIC PACKET.

WORD OF THE ARCANE
 THIS SKILL ACTS AS AN "IDENTIFY MAGIC" AND CAN IDENTIFY ALL MAGIC CURRENTLY ACTIVE ON THE TARGET OBJECT. IDENTIFICATION REQUIRES TOUCH AND A TEN COUNT TO USE OR THE TIME IT TAKES OOP TO ACQUIRE THE TAGS/DESCRIPTIONS FOR THE ITEMS, WHICHEVER IS LONGER. THIS SKILL ALSO IDENTIFIES SPELLBOOK PAGES EVEN ON SPELLBOOK PAGES THE CHARACTER CANNOT CAST. THIS SKILL ALSO ALLOWS CHARACTER TO ADD OR REMOVE SPELLBOOK PAGES FROM SPELLBOOKS.