

MYSTIC BASE 4.7.2

GAS ALTERATION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Condensation	1 cu' water	P	touch	E
2)	Airwall	10'x10'x3'	C	10'	E
3)	Fog II	20'R	1 min/lvl	100'	E
4)	Vacuum A	5'R	—	100'	F
5)	Air Stop I	10'R	C	touch	F
6)	Fog X	100'R	1 min/lvl	10'	F
7)	Airwall True	10'x10'x3'	1 min/lvl	10'	E
8)	Fire Bolt I	1 target	—	100'	DE
9)	Vacuum B	5'R	—	100'	F
10)	Air Stop V	50'R	C	touch	F
11)	Fog XXX	300'R	1 min/lvl	10'	E
12)	Gas-Air	10'R	P	touch	F
13)	Vacuum C	5'R	—	100'	F
14)	Oxygenation	50'R	C	100'	E
15)	Whirling Winds	10'R	C	touch	E
16)	Firebolt III	1 target	—	300'	DE
17)	Vacuum D	5'R	—	100'	F
18)					
19)	Reverse Winds	100'R/lvl	C	100'/lvl	E
20)	Fog True	100'R/lvl	1 hr/lvl	10'	E
25)	Vacuum E	5'R	—	100'	F
30)	Cloud Shaping	clouds	C	self	F
50)	Transmutation	1000 cu' gas	P	20'	F

15. **Whirling Winds** — Creates a whirlwind about caster. The whirlwind moves with the caster and has a 10'R. No missile attacks can penetrate it and any movement or melee (except for caster's) into or through it is cut by 80%.

16. **Firebolt III** — As *Firebolt*, except range is 300'.

17. **Vacuum D** — As *Vacuum A*, except results in a 'D' Impact critical.

19. **Reverse Winds** — Allows the caster to change the direction of the wind within the radius.

20. **Fog True** — As *Fog*, except duration is 1 hour per level and area of effect is 100' per level.

25. **Vacuum E** — As *Vacuum*, except causes an 'E' Impact critical.

30. **Cloud Shaping** — Caster has complete control of clouds within range (includes fog). He can control storm clouds and cause them to rain, but he cannot create them.

50. **Transmutation** — May transmute 1000 cubic of gas (no part can be more than 20' away) into another non-magical gas that the caster has a sample of. This spell takes 8 hours of uninterrupted concentration.

SPECIAL NOTES

- 1) All vacuums created by the spells on this list also create a loud noise. The larger the radius the louder the noise. The GM may wish to rule that all within the radius must make a second RR or be deafened for 1 round per 10 failure (RR attack level equals the radius of the vacuum).
- 2) An elemental creature made of gas will be cut to 20% activity if attacks with an *Air Stop* spell (and the creature fits into the area of effect. A *Vacuum* spell thrown upon an elemental creature made of gas will result in a Slaying Critical on the creature. A *Whirling Winds* has no effect on an elemental creature made of gas.

GAS ALTERATION

1. **Condensation** — Condenses once cubic foot of water from the surrounding air into the caster's hands. The caster can then funnel the water into any available receptical.
2. **Airwall** — Creates 10'x10'x3' wall of dense air. This wall reduces all movement through it by 50%. In addition, all attacks through the wall suffer a -50 penalty.
3. **Fog II** — Creates dense fog in a 20'R.
4. **Vacuum A** — Creates a 5'R near vacuum, all in radius take a 'A' Impact critical, as air leaves and rushes back in.
5. **Air Stop I** — Stops all generalized air movement (e.g., wind) up to 30 mph and cuts stronger winds by 30 mph.
6. **Fog X** — As *Fog I*, except the area of effect is 100'.
7. **Airwall True** — As *Airwall*, except has a fixed duration of 1 minute per level.
8. **Fire Bolt I** — A bolt of fire is shot from the palm of the caster. Attack is resolved on the Fire Bolt Table (a fire source must be within 10').
9. **Vacuum B** — As *Vacuum A*, except results in a 'B' Impact critical.
10. **Air Stop V** — As *Airstop I*, except the area of effect is 50'.
11. **Fog XXX** — As *Fog I*, except the area of effect is 300'.
12. **Gas-Air** — All gas within 10'R of the caster is converted to normal, breathable air.
13. **Vacuum C** — As *Vacuum A*, except results in a 'C' Impact critical.
14. **Oxygenation** — Creates a 50'R of high oxygen content air. All within receive a +20 bonus to their OBs **and** all fire attacks deal double damage.