

# Air Current (Spell)

Causes a current of air to continually blow.

Modification Point cost: 6

**Area of Effect:** 25' cylinder-like pattern (like a massive rush of wind through a large tunnel). This current of air will blow from directly in front of the caster and out 10 spaces (50').

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 1 hour (720 turns) x the level of the caster.

**Effect time:** Instant.

**Explanation:** This spell will cause a current of air to begin blowing at a speed of 10 spaces (50') per turn. This current of air can be used to drive off swarms of insects, fill a sail with air, etc. Once Air Current commences, its course cannot be changed (it must be cut and then cast again in the desired location – note that more than one Air Current can be cast simultaneously).

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Air creatures are not effected.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 space (5') out from the caster (the current of air will billow forth the way the caster desires).

**Resting time:** None.

**Special:** None.

**Spell Preparation:** There must be air present to cast this spell (in other words, this spell cannot be cast in a void, or underwater, etc., unless somehow air can be managed and manipulated).

**Spell-points to cast:** 3

**Susceptibilities:** None.

**Value:** Scroll: 7,000 white-gold / **Spell-rune:** 70 white-gold