

AEROMANCER (Magician): The aeromancer is a sorcerer who manipulates air, and boreal winds. Through arcane studies and binding pacts made with air spirits, sylphs or Boreas himself the aeromancer develops a spell book similar to that of a magician. Aeromancers may be guild members of an esoteric branch, or adherents of a secret society. Some sects of the latter seek to unlock the genius of a cabal of sorcerer-priests who, in immemorial times, dwelt in a floating citadel in the clouds. Aeromancers garb themselves in coloured robes revealing their personal ethos: Lawful/Chaotic Good aeromancers don pale white-blue robes trimmed with white and silver; Lawful/Chaotic Evil aeromancers wear dark grey robes trimmed with white and silver; and Neutral aeromancers vest themselves in grey robes trimmed with white and silver. When ranging the skies of Hyperborea, aeromancers prefer light weapon and missiles; favouring bow, and javelins for reach.

Attribute Requirements: Dexterity 9, Intelligence 9, Wisdom 9.

Prime Attributes: Intelligence, Wisdom.

Hit Die Type: d4.

Alignment: Any.

Armour Allowed: None.

Shields Allowed: None.

Favoured Weapons: Bow (short), dagger, dart, hooked throwing knife, javelin, spear (long, short), quarterstaff.

Saving Throw Modifiers: Device +2, Sorcery +2.

Aeromancer (Magician)

Lvl	EP	HD	FA	CA	Spell Levels					
					1	2	3	4	5	6
1	0–2,499	1d4	0	1	1	—	—	—	—	—
2	2,500–4,999	2d4	0	2	2	—	—	—	—	—
3	5,000–9,999	3d4	1	3	2	1	—	—	—	—
4	10,000–19,999	4d4	1	4	3	2	—	—	—	—
5	20,000–39,999	5d4	2	5	3	2	1	—	—	—
6	40,000–79,999	6d4	2	6	4	3	2	—	—	—
7	80,000–159,999	7d4	3	7	4	3	2	1	—	—
8	160,000–319,999	8d4	3	8	4	4	3	2	—	—
9	320,000–479,999	9d4	4	9	5	4	3	2	1	—
10	480,000–639,999	9d4+1	4	10	5	4	4	3	2	—
11	640,000–799,999	9d4+2	5	11	5	5	4	3	2	1
12	800,000+	9d4+3	5	12	5	5	4	4	3	2

Aeromancer (Magician) Class Abilities:

Air: Once per day per level of experience, the aeromancer can evoke enough air to breath for 1 hour, the air is contained in a thin membrane and easily carried like a waterskin, the membrane can burst if pierced with a knife, but the air remains, his would assist those trapped in a sealed room.

Air Affinity/Earth Vulnerability: +2 bonus to saving throws versus cold-related effects, cumulative with *air resistance* (q.v.); –2 penalty to saving throws versus earth related effects.

Read Magic: The ability to decipher unintelligible magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media by means of the *sorcerer mark* spell (q.v.) or other like methods.

Read Scrolls: To decipher and invoke spells on aeromancer scrolls (see Vol. II, p. 139: Spells, *spell casting*).

Scribe Scrolls: To write from one to five known spells onto a scroll, creating a single-use magical device, at a cost of 500 gp + 100 gp per spell level. Materials may include the finest vellum, paper, or papyrus; a fresh quill; and sorcerer's ink, such as sepia. This involved process requires one week per spell level.

Sorcery: Aeromancers cast spells that they memorize from arcane tomes; they also gain favour from elemental forces and otherworldly beings associated with air and wind. The aeromancer begins his career with a spell book that contains three level 1 spells, drawn from the **Aeromancer Spell List** (see *Aeromancer Spells*). Through personal research, the patronage of elemental powers, and perhaps "Boreas" himself, an aeromancer develop one new spell at each level gain; this spell is learnt automatically, with no need of a qualification roll. To learn a spell outside of level training, refer to *PM*; Vol. II, p. 136: Spells, *acquiring new spells*. Aeromancers of high intelligence cast a greater number of spells per day (see *PM*; p. 8: Attributes, *intelligence*).

Alchemy: When an aeromancer reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see *PM*; Vol. III, p. 226: Adventure, *hirelings*). By 11th level, the aeromancer may engage in this activity on his own. More information on brewing potions is available for the referee in Vol. V.

Stronghold: At 9th level, an aeromancer who builds a castle or tower on a high hill or mountain and establishes a 5- to 10-mile radius of control becomes eligible to attract a small body of men-at-arms, 0th-level fighters of 1d8 hp each. Here follows a typical troop:

★ **12 longbowmen** (*studded armour, longbows, short swords*)

★ **12 light crossbowmen** (*chain mail, small shields, light crossbows, short spears, short swords*)

★ **12 spearmen / pikemen** (*splint armour, long spear or pikes, hand axes*)

Attracted units include one officer, a 2nd-level fighter responsible for the unit and for communication betwixt the lord and his men. If the reputation of the lord is favourable, further troops may be attracted. Men-at-arms receive 10 gp per month for their service, plus 50 gp for the officer. Common inhabitants of the aeromancer's domain will provide 5 sp in taxes per person per month. Once control and reputation have been established, the aeromancer also will attract 1d3 apprentice aeromancers (0th-level), who will petition him for learning.