

BEASTIARY

SYLF

	Sylf, Sprite	Sylf, Wind-borne	Sylph, Cloud Weaver
	Tiny Elemental (Air, Extraplanar)	Small Elemental (Air, Extraplanar)	Medium Elemental (Air, Extraplanar)
Hit Dice:	1d8 (4 hp)	3d8+3 (14 hp)	6d8+12 (39 hp)
Initiative:	+4	+9	+10
Speed:	30 ft., Fly 80 ft. (perfect) (16 squares)	30 ft., Fly 80 ft. (perfect) (16 squares)	30 ft., Fly 80 ft. (perfect) (16 squares)
Armor Class:	17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13	18 (+1 size, +5 Dex, +2 natural), touch 16, flat-footed 13	20 (+6 Dex, +4 natural), touch 16, flat-footed 14
BAB/Grapple:	+0/-9	+2/-2	+4/+5
Attack:	Slam +6 melee (1d3-1)	Small shortspear +8 melee (1d4), or slam +8 melee (1d3)	shortspear +10 melee (1d6+1), or slam +10 melee (1d4+1)
Full Attack:	Slam +6 melee (1d3-1)	Small shortspear +8 melee (1d4), or slam +8 melee (1d3)	shortspear +10 melee (1d6+1), or slam +10 melee (1d4+1)
Space/Reach:	2.5 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	air mastery, spell-like abilities	air mastery, spell-like abilities	Air mastery, spell-like abilities
Special Qualities:	sylf traits, evasion, touch of air	Breeze ward, evasion, sylf traits	Cloud's embrace, evasion, sylf traits
Saves:	Fort +0, Ref +6, Will +0	Fort +2, Ref +8, Will +1	Fort +4, Ref +11, Will +3
Abilities:	Str 8, Dex 18, Con 10, Int 4, Wis 10, Cha 11	Str 10, Dex 21, Con 12, Int 8, Wis 10, Cha 10	Str 12, Dex 22, Con 14, Int 12, Wis 12, Cha 12
Skills:	Listen +2, Spot +2, Tumble +8	Listen +3, Spot +3, Tumble +9	Listen +6, Knowledge (one of choice) +4, Knowledge (meteorology) +6, Spot +6, Survival +6, Tumble +14
Feats:	Dodge ^B , Weapon Finesse	Dodge ^B , Flyby Attack, Improved Initiative ^B , Weapon Finesse	Dodge ^B , Flyby Attack, Improved Initiative ^B , Mobility, Weapon Finesse
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	2	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	2-3 HD (Tiny)	4-9 HD (Small)	7-18 HD (Medium)

	Sylf, Windwitch	Sylf, Storm-keeper	Sylf, Royal
	Medium Elemental (Air, Extraplanar)	Large Elemental (Air, Extraplanar)	Large Elemental (Air, Extraplanar)
Hit Dice:	12d8+48 (102 hp)	18d8+90 (171 hp)	24d8+144 (252 hp)
Initiative:	+12	+14	+15
Speed:	30 ft., Fly 80 ft. (perfect) (16 squares)	40 ft., Fly 100 ft. (perfect) (20 squares)	40 ft., Fly 100 ft. (perfect) (20 squares)
Armor Class:	26 (+8 Dex, +6 natural, +2 deflection), touch 20, flat-footed 18	30 (-1 size, +10 Dex, +8 natural, +3 deflection), touch 22, flat-footed 20	36 (-1 size, +11 Dex, +11 natural, +5 deflection), touch 26, flat-footed 24
BAB/Grapple	+9/+11	+13/+21	+18/+26
Attack:	shortspear +17 melee (1d6+2), or slam +17 melee (1d4+2)	Large shortsword +22 melee (1d8+10), or slam +22 melee (1d6+4)	Large shortspear +28 melee (1d8+4), or slam +28 melee (1d6+4)
Full Attack:	shortspear +17/+12 melee (1d6+2), or 2 slams +17 melee (1d4+2)	Large shortsword +22/+17/+12 melee (1d8+10), or 2 slams +10 melee (1d6+4)	Large shortspear +28/+23/+18/+13 melee (1d8+4), or 2 slams +28 melee (1d6+4)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Air mastery, spell-like abilities, spells, whirlwind	Air mastery, infuse weapon, spell-like abilities, spells	Air mastery, spell-like abilities, spells
Special Qualities:	DR 5/-, elemental traits, evasion, sylf traits, unearthly grace	DR 10/-, cold and electrical resistance 20, evasion, sylf traits, unearthly grace	DR 10/-, evasion, sylf traits, unearthly grace, wind spirit magic
Saves:	Fort +10, Ref +18, Will +9	Fort +14, Ref +24, Will +11	Fort +19, Ref +31, Will +16
Abilities:	Str 14, Dex 26, Con 18, Int 16, Wis 12, Cha 14	Str 18, Dex 30, Con 21, Int 18, Wis 15, Cha 16	Str 18, Dex 32, Con 22, Int 22, Wis 16, Cha 21
Skills:	Concentration +12, Diplomacy +7, Hide +10, Knowledge (any two) +10, Knowledge (meteorology) +15, Listen +7, Move Silently +10, Spot +7, Spellcraft +15, Survival +7, Tumble +15	Bluff +12, Concentration +15, Diplomacy +6*, Hide +18, Intimidate +21, Knowledge (any one) +12, Knowledge (meteorology) +21, Listen +12, Move Silently +18, Search +15, Spot +12, Spellcraft +12, Tumble +21	Bluff +16, Concentration +16, Diplomacy +16*, Hide +24, Knowledge (any two) +24, Knowledge (meteorology) +30, Listen +16, Move Silently +24, Search +16, Sense Motive +16*, Spot +16, Spellcraft +24, Tumble +30
Feats:	Agile Riposte, Dodge ^B , Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Weapon Finesse	Agile Riposte, Dodge ^B , Element Focus (Air), Flyby Attack, Great Flyby Attack, Improved Initiative ^B , Mobility, Razor of the Wind, Weapon Finesse	Dodge ^B , Element Focus (Air), Empower Spell, Flyby Attack, Improved Element Focus (Air), Improved Initiative ^B , Mobility, Quicken Spell, Weapon Finesse
Epic Feats:			Blinding Speed (2)
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	9	13	18
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	13-24 HD (Medium)	19-36 HD (Large)	25-48 HD (Large)

BEASTIARY

Sylfs are humanoid spirits of elemental air. They possess a high degree of sophistication and magic ability that their more dim-witted and simple cousins, the air elementals, lack.

Males have short spiky hair that is constantly rippling as in caught in a breeze, while females possess wings (these wings increase the flying speed of female sylfs to 100 ft, perfect).

While all sylfs have some degree of magical control over the element of air, the more intelligent sylfs have access to the more subtle arts of divination and illusion.

Combat

Sylf Traits (Ex): All sylfs share a number of traits in common.

—Air Mastery: Airborne creatures take a –1 penalty on attack and damage rolls against a sylf. This is an extraordinary ability.

—Elemental: Darkvision 60 ft; immunity to poison, sleep effects, paralysis, and stunning; not subject to critical hits or flanking; requires a *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore to life.

—Evasion: If a sylf makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. This is an extraordinary ability.

—Spear Mastery: Sylfs treat half-spears as light weapons and their range increment when throwing a spear or javelin is increased by 10'. This is an extraordinary ability.

—+4 racial bonus on Tumble checks.

Sprite

Playful fickle, wind-borne sylfs resemble 18" mature human adults, clothed in the barest wisps of fog. Sprites are never armed, and will attempt to flee combat, and will only attack if compelled or trapped.

Air's Touch (Su): Sprites may turn *invisible*, as per the spell, at will. This effect can be dispelled, but the sprite can renew it the next round as a move action that does not provoke an attack of opportunity.

Spell-like abilities: 3/day—*ghost sound*; 1/day—*gust of wind* (DC 12) and *obscuring mist*. Caster level equals HD. Save DCs are Charisma-based.

Wind-borne

Playful and fickle, wind-borne sylfs resemble 3' mature human adults, clothed in the barest wisps of fog. Unlike sprites, wind-borne some times carry weapons, typically spears, shortswords, or daggers.

Breeze Ward (Su): Shifting, gusting breezes always surround a wind-borne, granting them DR 5/– against ranged weapons. This is a supernatural ability that cannot be dispelled, but may be suppressed.

Spell-like abilities: At will—*gust of wind* (DC 12); 3/day—*invisibility*; 1/day—*frozen wind* (DC 12) and *windkey*. Caster level equals HD. Save DCs are Charisma-based.

Cloud weaver

Intelligent and carefree, cloud weavers love to sculpt and weave clouds (done through a combination of gust of wind and craft (cloud sculpting)). Cloud weavers often transform cloud banks in amazing shapes, startling and surprising the ignorant groundlings.

Cloud's Embrace (Su): As a move action, a cloud weaver can assume *gaseous form* at will as the spell (caster level 6th), but it can remain *gaseous* indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spell-like abilities: At will—*blur*, *fog cloud*, *gust of wind* (DC 13); 3/day—*rain dance*, *silent image*, *windkey*. 1/day—*ice storm* (DC 15) or

widened *sleet storm* (DC 14). Caster level equals HD. Save DCs are Charisma-based.

Windwitch

Intensely curious and filled with wanderlust, windwitches travel wherever their whims take them, constantly in search of new experiences and knowledge.

Spell-like abilities: At will—*gust of wind* (DC 14), *invisibility*, *wind walk*; 3/day—*control winds*, *frozen wind* (DC 14), *major image*, *sensitivity to psychic impressions*; 1/day—*divination*, and *rain dance*. Caster level equals HD. Save DCs are Charisma-based.

Spells: A windwitch has the spellcasting ability of an 8th level druid with access to spells on the Air domain list. Windwitches use Charisma in place of Wisdom to determine bonus spells and save DCs. Spells per day—4/5/4/3/2.

Unearthly Grace (Su): A sylf adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Whirlwind (Su): Once per hour a windwitch can surround itself with a whirlwind and maintain the whirlwind for 1 round per 2 HD. While using the ability the windwitch may move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 40 feet tall. The windwitch controls the exact height, but it must be at least 10 feet.

While this ability is active another creature may be caught in the whirlwind if it touches or enters the whirlwind, or if the windwitch moves into or through the creature's space.

A Medium-size or smaller creatures coming into contact with the whirlwind must succeed a Reflex save (DC 18) or take 2d6 points of damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically inflicting 2d6 points of damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the windwitch carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The windwitch can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The windwitch can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the windwitch and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A windwitch using this ability cannot make melee or ranged melee attacks and does not threaten the area around itself. The windwitch may, however, cast spells, use spell-like abilities, and make melee touch and ranged touch attacks, and use any other extraordinary or supernatural abilities it may possess.

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Storm Keeper

Infuse Weapon (Su): A storm keeper can infuse any weapon it wields (including its slam attack) with either the *icy burst* or *shocking burst* weapon special ability. If disarmed or dropped a weapon loses the *icy burst* or *shocking burst* trait after 1 round.

Resistances (Ex): Storm keepers possess cold and electrical resistance 20.

Spell-like abilities: At will—*fog cloud*, *gust of wind* (DC 16*), *major image*, *wind wall*; 3/day—*control winds*, *invisibility*, *rain dance*, *storm hammer* (DC 17*); 1/day—*call lightning storm* (DC 19*), *control weather*, *screaming*, and *shout* (DC 17). Caster level equals HD. Save DCs are Charisma-based. * Save increased due to Element Focus (Air) feat.

Spells: A storm keeper has the spellcasting ability of an 12th level druid with access to spells on the Air and Storm domain lists. Storm keepers use Charisma in place of Wisdom to determine bonus spells and save DCs. Spells per day—4/6/5/5/3/3/2.

Unearthly Grace (Su): A storm keeper adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Royal

Spirit Wind Magic (Ex): When apply metamagic feats to weather-related spells or spells with the Air descriptor a royal may reduce the cost of each metamagic feat applied by one (a metamagic feat's cost may not be reduced below 1).

Spell-like abilities: At will—*control winds*, *detect magic*, *dispel magic*, *fog cloud*, *invisibility*, *major image*, *screaming* (DC 19), *wind wall*; 3/day—*call lightning storm* (DC 22*), *control weather*, *divination*, *persistent illusion*, *tear of winter* (DC 21); 1/day—*break enchantment* or *freedom of movement*, *plane shift*, *storm of vengeance* (DC 25*) and *vision*. Caster level equals HD. Save DCs are Charisma-based. * Save increased due to Improved Element Focus (Air) feat.

Spells: A royal has the spellcasting ability of an 18th level druid with access to spells on the Air, Deception, and Knowledge domain lists. Royals use Charisma in place of Wisdom to determine bonus spells and save DCs. Spells per day—4/7/6/6/6/5/4/3/3/2.

Unearthly Grace (Su): A royal adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Agile Riposte [General]

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

Special: A fighter may select this feat as one of his bonus feats.

Note: Originally appeared in d20 Modern.

Element Focus [General]

Choose one of the following four elemental descriptors: Air, Earth, Fire, or Water.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells (or spell-like abilities) you cast with descriptor you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different descriptor.

Element Focus, Greater [General]

Choose an elemental descriptor to which you already have applied the Element Focus feat.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells (or spell-like abilities) you cast with descriptor you select. This bonus stacks with the bonus from Element Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new elemental descriptor to which you already have applied the Element Focus feat.

Razor of the Wind

Prerequisites: Dex 15+, Weapon Finesse, Base Attack Bonus +5.

Benefit: When wield a slashing weapon to which the Weapon finesse feat may be applied, you apply your Dexterity modifier to your damage roll instead of your Strength modifier.

BEASTIARY

NEW DOMAINS

DECEPTION

Granted Power: Add Bluff, Disguise, and Hide to your list of cleric class skills.

Deception Domain Spells

- 1 Silent Image:** Creates minor illusion of your design.
- 2 Misdirection:** Misleads divinations for one creature or object.
- 3 Major Image:** As *silent image*, plus sound, smell and thermal effects.
- 4 Polymorph:** Gives one willing subject a new form.
- 5 Mirage arcane:** As *hallucinatory terrain*, plus structures.
- 6 Delusions:** as *modify memory*, except 5 minutes/caster level of the subject's memories can be changed.
- 7 Screen:** Illusion hides area from vision, scrying.
- 8 Polymorph Any Object:** Changes any subject into anything else.
- 9 Shades:** As shadow conjuration, but up to 8th level and 80% real.

STORM

Granted Power: Gain cold and electrical resistance of 5. You are unhampered by adverse weather conditions (i.e. penalties to spellcasting, being blown away by wind, ect).

Storm Domain Spells

- 1 Obscuring Mist:** Fog surrounds you.
- 2 Windkey:** you have control over wind speed and direction.
- 3 Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.
- 4 Rain Dance:** You conjure a short-lived rain storm that impedes ranged attacks, extinguishes flames.
- 5 Control Winds:** Change wind direction and speed.
- 6 Call Lightning Storm:** As call lightning, but 5d6 damage per bolt.
- 7 Control Weather:** Changes weather in local area.
- 8 Whirlwind:** Cyclone deals damage and can pick up creatures.
- 9 Storm of Vengeance:** Storm rains acid, lightning, and hail.

Note: The following spells gain the Air descriptor: call lightning, call lightning storm, chain lightning, cloudkill, control weather, fog cloud, lightning bolt, obscuring mist, solid fog

FROZEN WIND

Conjuration [Creation] [Air, Cold]

Level: Drd 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level) or 50 ft. + 5 ft./level

Area: 5 ft. wide at medium range (100 ft. + 10 ft./level); or 10 ft. wide at close range (25 ft. + 5 ft./2 levels)

Duration: Instant

Saving Throw: Reflex half

Spell Resistance: Yes

The caster unleashes a howling torrent of freezing wind that deals 1d8 points of cold damage per two caster levels (max. 5d8 at 9th level) to each creature within it's area of effect (half damage to objects). Targets caught in the area of effect also suffer the effects of a bull rush attack with a bonus equal to 2 + the caster's spellcasting attribute modifier.

If the wind is blocked and the damage causes barrier to break or shatter, the wind may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

RAIN DANCE

Conjuration (Creation) [Air, Water]

Level: Drd 4, Sor/Wiz 5, Storm 4, Water 5

Components: V, S

Casting Time: 1 minute

Range: Long (400 ft. + 40 ft./level)

Area: 100 ft. radius burst/level

Duration: 10 minutes/level (d)

Saving Throw: None

Spell Resistance: No

You briefly summon dark gray clouds from which pours a steady, heavy rain accompanied by strong winds. The rain reduces visibility ranges by half, resulting in a -4 penalty on Listen, Spot and Search checks, and a -4 penalty of ranged attacks. It automatically extinguishes unprotected flames, and has a 50% chance of extinguishing protected flames.

This spell does not function indoors, underground, underwater; or in desert climates. The water created with this spell slakes thirst and provides nourishment to plants.

If cast in freezing weather the rain transforms into snow, doubling the duration, but reduces to the chance to extinguish unprotected flames to 25%, and has no effect on protected flames.

Note: Variant on the *cloudburst* spell found in Complete Divine.

SENSITIVITY TO PSYCHIC IMPRESSIONS

Divination

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: Concentration, up to 10 min./level

Saving Throw: None

Spell Resistance: No

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

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The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for a manifester to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

Beginning with the most recent significant event at a location and working backward in time, you can sense one distinct event for every 10 minutes you maintain concentration, if any such events exist to be sensed. Your sensitivity extends into the past a maximum number of years equal to 100 x your manifester level.

Note: This a spell originally appeared in the *Expanded Psionics Handbook*.

STORM HAMMER

Transmutation [Air, Electricity, Sonic]

Level: Drd 3

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: 15 ft. radius burst

Duration: Instant

Saving Throw: See below

Spell Resistance: Yes

The caster unleashes a staggering peal of thunder and lightning that deals 1d8 points of damage per two caster levels, half electrical and half sonic, to all creatures within the area of effect (max. 5d8 at 9th level, Reflex half). Targets caught in the area of effect also make a Fortitude save or be stunned for 1d3 rounds.

TEAR OF WINTER

Evocation [Air, Cold, Water]

Level: Winter 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Tear of winter is a multipurpose spell. The character can cast any one of the following three versions:

Cold Ray: A ray of cold springs from the character's hand to close range (25 feet + 5 feet/2 levels). The character must succeed at a ranged touch attack to hit the character's target. The ray instantaneously deals 1d6 points of cold damage per caster level (maximum 20d6).

Frigid Sphere: A tiny sphere of freezing matter steaks from the character's fingertips to up to long range (400 feet + 40 feet/level) to strike a body of water or a liquid that is principally water. When it strikes such a target, it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10- foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped

creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

Globe of Cold: The character creates a small globe about the size of a sling stone, cool to the touch but not harmful. This globe is a grenadelike weapon and can be hurled either as a thrown weapon (range increment 20 feet) or in a sling. The globe bursts on impact, dealing 6d6 points of cold damage instantaneously to all targets within a 10-foot radius. Affected creatures can attempt Reflex saves for half damage. If the character does not hurl the globe, it bursts on its own after 1 round per caster level. The character can command the globe to burst sooner if the character wishes, but the time cannot be changed once set (though it still bursts on impact after being hurled).

Focus: a tiny crystal sphere.

Note: This spell is D&D 3.0 version of *freezing sphere*.

WINDKEY

Transmutation [Air]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 40 ft. radius spread/level

Duration: Concentration, up to 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell grants you control over wind speed and direction. The speed of air within the area of effect can be increased or decreased by up to 10 miles per hour + 5 mph per caster level (max 60mph). You can alter the direction of any wind that moves at this speed or less by up to 90 degrees from it's original direction. Powerful enough winds can cause creatures to be blown away, knocked down, or checked (see Table 3-17 in Chapter 3 of the DMG).

Note: Variant of the D&D 3.0 psionic power *control air*.