

98. THE COLLEGE OF EARTH MAGICS

The College of Earth Magics is concerned with the shaping of the powers of the earth itself and of those things that are hidden within the earth or in contact with it.

[98.1] Practitioners of the College of Earth Magics must always be in contact with the earth to perform magic of this College.

A practitioner of this College is considered in contact with the earth if he is in contact with an item which is, itself, rooted in the earth (tree, plant, foundation of a house, etc.). He would not be in contact with earth if he were in the air or in water where he could not touch bottom, or if he were atop a piece of furniture or an animal since they are not rooted in the ground. An Adept in a man's arms is not in contact with earth.

[98.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of Earth Magics:

Caster is standing on bedrock*	5
Caster is in contact with earth, but beneath water**	- 20
Caster is in a man-made dwelling without an earthen floor	- 5

*Bedrock being solid stone that goes down deep within the earth at the GM's discretion.

**For example, beneath the ocean, if the caster can find a way of breathing in such a situation, the caster's BC would always be reduced by 20.

These additions to the Base Chance are cumulative. They are added to the modifiers listed in 27.7.

[98.3] Talents

1. Earth Awareness (T-1)

By concentrating for one minute the Adept will be aware of all living creatures on or under the ground within 10 yards plus 10 per Rank achieved with this talent. Only a general sense of direction and size of the creatures detected will be known by the Adept. If the Adept can roll D100 under PC + Rank he may locate a specific creature if one is within range. Experience Multiple for this talent is 75.

2. Detect Caves & Tunnels (T-2)

By concentrating for one minute the Adept will be aware of caves and tunnels under the ground within 10 feet plus 10 additional per Rank achieved with this talent. The Adept will be able to determine the direction and size of the cave(s) or tunnel(s) detected. Experience Multiple for this talent is 100.

[98.4] General Knowledge Spells

1. Surefoot Spell (G-1)

RANGE: May only be cast over self
DURATION: 1 hour + 1 additional per Rank
EXPERIENCE MULTIPLE: 100

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: For the duration of the spell the Adept may add 5 plus an additional 5 per Rank to the chance of successfully maintaining their feet on even the most treacherous of ground. The Adept may only receive the benefit of this spell while standing on ground or stone.

2. Spell of Treacherous Ground (G-2)

RANGE: 10 feet + 10 additional/Rank
DURATION: 30 seconds + 30 additional/Rank
EXPERIENCE MULTIPLE: 150
BASE CHANCE: 25%

RESIST: May not be resisted.

EFFECTS: The Adept causes 1 hex of ground (+ 1 additional/Rank) to become rough and broken making it difficult to cross. Any entity attempting to enter or cross the affected hex(es) must roll under 2 X Modified Agility or fall prone. Missing the roll by 40 or more means that the entity has also taken D10 damage from the fall. All of the affected hexes must be within the range of the spell.

3. Spell of Finding Buried Objects (G-3)

RANGE: 5 feet + 5 additional/Rank
DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The caster may locate objects buried beneath the ground up to a depth of Rank feet. This spell is used for locating objects that would not naturally occur beneath the ground such as buried chests, coffins, corpses, etc.

4. Spell of Earth Blending (G-4)

RANGE: May be cast over self only.
DURATION: 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 50
BASE CHANCE: 60%

RESIST: May not be resisted.

EFFECTS: In order to cast this spell, the subject must remain stationary. If successfully cast, the subject will appear to be a natural mound of dirt and/or stone and cannot be distinguished from the natural surroundings by non-magical means. If, at any time while the spell is in effect the caster moves, the spell is broken.

5. Spell of Finding Ore Deposits (G-5)

RANGE: : 10 yards + 10 additional/Rank
DURATION: : Concentration/max 1 hour + 1 additional/Rank
EXPERIENCE MULTIPLE: 150
BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The Adept may detect metal ore deposits near the surface within range of the spell. The Adept may detect buried deposits within Rank yards of the surface. The direction and type of ore deposit will be known to the Adept. The presence and type of ore deposits, if any, is at the discretion of the GM.

6. Spell of Mending Metal (G-6)

RANGE: Must be in touch with object
DURATION: Immediate

EXPERIENCE MULTIPLE: 125

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: The Adept may repair damaged, bent or broken items made from metal by casting this spell and laying hands upon the item to be repaired. The Adept may affect 1 pound of metal + 1 additional per Rank achieved with the spell. The Adept must spend 1 minute for each pound of metal to be repaired.

7. Spell of Detecting Traps and Snares (G-7)

RANGE: 20 feet + 5 additional/Rank
DURATION: D10 minutes + 10 additional per Rank
EXPERIENCE MULTIPLE: 75
BASE CHANCE: 60%

RESIST: May not be resisted.

EFFECTS: This spell reduces the Base Chance of being trapped or ambushed while outdoors by 10 (+ 1 additional point per Rank).

8. Spell of Trenching (G-8)

RANGE: 10 feet + 10 additional Rank
DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: The spell digs a 10 foot long x 2 foot wide by 2 foot deep trench in either dirt or sand. Any large rocks, boulders or other solid objects will be left in the trench.

9. Spell of Repairing Stonework (G-9)

RANGE: Must be in contact with the stone to be affected.
DURATION: Immediate
EXPERIENCE MULTIPLE: 100
BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: The Adept may repair damaged, cracked or broken stonework by casting this spell and then laying hands upon the stone work to be repaired. The Adept may affect 1 cubic feet of stone + 1 additional per Rank achieved with the spell. The spell will take 1 minute for each cubic foot of stone to be repaired.

10. Spell of Land Surveying (G-10)

RANGE: 1 acre + 1 additional/Rank
DURATION: 10 minutes per acre surveyed
EXPERIENCE MULTIPLE: 125
BASE CHANCE: 25%

RESIST: May not be resisted.

EFFECTS: By successfully casting this spell and walking the land to be surveyed for the duration of the spell the Adept may deliver an accurate and complete report of the quality of the land, its suitability for a particular crop type, and irrigation or fertilizer requirements. The spell will also reveal the types of natural resources such as clay, salt or other useful minerals within the area surveyed.

11. Spell of Tracking (G-11)

RANGE: May be cast over self only
DURATION: 1 day + 1 additional/Rank
EXPERIENCE MULTIPLE: 100

BASE CHANCE: 15%

RESIST: May not be resisted

EFFECTS: Because of the casters affinity with the earth, the caster adds 10 (+2 additional/Rank) to his chance of Tracking entities over dirt, sand and stone.

[98.5] General Knowledge Rituals

1. Ritual of Constructing Earthworks (Q-1)

With this Ritual the Adept can construct temporary earthworks for protection. The earthworks can only be constructed on the type of ground that would normally support such an activity. The Adept spends 1 hour preparing the area that the earthworks will be raised from and then if he successfully rolls a D100 less than his cast chance the earthworks appear in the designated location. The Base Chance for this Ritual is 20 plus an additional 3 per Rank with the Ritual. The earthworks will consist of a 5 foot high earth bank 15 feet in diameter surrounded by a 5 foot deep and 5 foot wide ditch. The earthworks will last for 4 hours plus an additional hour per Rank at which time the area will return to its natural state. The Experience Multiple for this ritual is 150.

[98.6] Special Knowledge Spells

1. Earth Hammer Spell (S-1)

RANGE: 25 feet + 10 additional/Rank

DURATION: Immediate

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 40%

RESIST: May not be resisted.

EFFECTS: The caster conjures a hammer of stone from the ground beneath him which hurls itself at a target of the caster's choosing. The maul has a Base Chance equal to 45 plus 3 per Rank with the spell. A successful hit does [D - 4] (+ 1 per Rank) damage which may be absorbed by armor.

2. Hands of Earth Spell (S-2)

RANGE: 20 feet + 5 additional/Rank

DURATION: 1 hour + 1 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 25%

RESIST: May only be passively resisted.

EFFECTS: The spell causes a number of hands of stone equal to the Rank of the caster to materialize out of the ground within range. Each hand is 7 feet tall. Once they appear, they remain stationary. They may clutch anything in their grasp, but may not move from the spot on which they surfaced. A character standing on a spot where a hand materializes will be snatched up and will be unable to move until the spell dissipates.

3. Strength of Stone Spell (S-3)

RANGE: 10 feet

DURATION: 1 hour + 1 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The target of this spell has his

Physical Strength or Fatigue (caster's choice) increased by 1 for each Rank the caster has achieved with the spell. The spell may not be cast over oneself.

4. Armor of Earth Spell (S-4)

RANGE: 10 feet

DURATION: 30 minutes + 30 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: May be cast over one target individual. It reduces the Base Chance of hitting that individual with any physical weapon by 2 for each Rank the caster has achieved with the spell. At Rank 11 and above, it also absorbs 1 Damage Point per Strike.

5. Diamond Weapon Spell (S-5)

RANGE: 5 feet + 5 additional/Rank

DURATION: 20 seconds x (D-5) x Rank (x 1, if unranked)

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 30%

RESIST: May not be resisted.

EFFECTS: This spell is cast over a weapon of the caster's choice. It increases the Base Chance of that weapon hitting a character by 1 per Rank (minimum of 1). Any character attempting to Strike a character who possesses a weapon that has this spell in effect over it, breaks his own weapon on a roll of 94-99 instead of 99.

6. Spell of Conjuring and Controlling Earth Elemental (S-6)

RANGE: 20 feet

DURATION: Concentration: No maximum

EXPERIENCE MULTIPLE: 225 for each portion of spell

BASE CHANCE: 25% / 20%

RESIST: May not be resisted.

EFFECTS: This is a two-part spell. Each part of the spell is learned, ranked and recorded separately, but there is a single procedure and a single Fatigue cost to cast the spell. The caster has a BC of 25% of successfully casting the first part of the spell. If successful, an Earth Elemental with a combined Fatigue and Endurance of 15 + an additional 5 per Rank appears within 20 feet of the caster. The caster must immediately make a second check with a Base Chance of 20% to see if he controls the Elemental. If successful in establishing control over the Elemental, the caster maintains control until his concentration is broken or he banishes the Elemental with a counterspell. If he fails to gain control of the Elemental or gains control, but has his concentration broken, the Elemental will immediately attack him. A caster cannot banish an Elemental he does not control.

7. Spell of Sinking Doom (S-7)

RANGE: 30 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 650

BASE CHANCE: 1%

RESIST: May be actively & passively resisted.

EFFECTS: The spell opens an 8 foot diameter, 10 foot deep, circular pit under a single human-

sized target per each 5 (or fraction of 5) Ranks. The pit immediately closes over the unfortunate victim burying them alive. Anyone buried in such a manner takes 1 pt of damage to Fatigue, or Endurance when Fatigue runs out, per Pulse that they are buried. Digging someone out requires 50 - (combined Physical Strength of characters digging) Pulses.

8. Wall of Stone Spell (S-8)

RANGE: 20 feet + 10 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 150

BASE CHANCE: 10%

RESIST: May not be resisted.

EFFECTS: Creates a 10 foot high x 20 foot long wall of granite or a 10 foot high ring of stone with a 20 foot radius or a pillar of stone 15 feet high and with a 2 foot radius. The caster increases any dimension by 1 foot per Rank. He may not attempt to cast the spell on top of a character.

9. Wall of Iron Spell (S-9)

RANGE: 20 feet + 10 additional/Rank

DURATION: 10 minutes + 10 additional/Rank

EXPERIENCE MULTIPLE: 250

BASE CHANCE: 5%

RESIST: May not be resisted.

EFFECTS: Same as for S-12 (Wall of Stone Spell) except that the caster creates a wall of cold iron.

10. Spell of Tunneling (S-10)

RANGE: 5 feet + 1 additional/Rank

DURATION: 30 seconds + 5 additional/Rank

EXPERIENCE MULTIPLE: 200

BASE CHANCE: 10%

RESIST: May not be resisted.

EFFECTS: The caster creates a circular opening or tunnel 10 feet in diameter and 20 feet deep in a wall, ceiling, floor, ground surface, cliff face, etc. The caster may add 1 foot to either depth or radius per Rank.

11. Spell of Smoking Magma (S-11)

RANGE: 25 feet + 5 additional/Rank

DURATION: 10 seconds + 10 additional/Rank

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 7%

RESIST: May only be passively resisted (then does half damage).

EFFECTS: The caster creates a pool of molten rock which wells up from underground. The pool has a radius of 5 feet (+ 1 additional foot per Rank). Any character within the area covered by the pool suffers damage of [D - 5] + 1 per Rank. If the character successfully resists, this damage is halved.

12. Spell of Diamond Javelins (S-12)

RANGE: 30 feet + 10 additional/Rank

DURATION: Immediate (during Pulse)

EXPERIENCE MULTIPLE: 300

BASE CHANCE: 20%

RESIST: May not be resisted.

EFFECTS: The spell causes diamond-tipped javelins to fly from the earth at the caster's feet and travel toward a target(s) of the caster's

choice. The number of javelins appearing is always 1 + 1 additional javelin for every 2 (or fraction) Ranks of the spell. The javelins have a Base Chance equal to the Base Chance of ordinary javelins of hitting their target + 3 per Rank of the spell. Each javelin does [D - 4] (+ 1 per every 2 or fraction Ranks) damage.

13. Spell of Earth Transformation (S-13)

RANGE: 10 feet + 10 additional/Rank

DURATION: 3 hours + 1 additional/Rank

EXPERIENCE MULTIPLE: 400

BASE CHANCE: 10%

RESIST: May only be passively resisted.

EFFECTS: This spell turns 3 cubic feet of stone into mud or vice versa. The caster may add one cubic foot to this figure per Rank. A character standing on a spot containing a mud puddle that is turned to stone has an opportunity to passively resist the effects of the spell. If he fails to resist, he will become trapped in the stone that has taken the place of the mud he was standing in. If he resists, the mud turns to stone, but he is not trapped.

[98.7] Special Knowledge Rituals

1. Ritual of Binding Earth (R-1)

This ritual takes one hour to perform. At the end of the ritual, the Adept's player rolls D100. If the resulting number is equal to or less than the Base Chance to employ the ritual successfully, the Adept gains complete control over a 125 cubic feet of earth and stone (plus an additional 125 cubic feet per Rank). He can shape or move the earth, change its consistency or instill intelligence in it at his option. The Base Chance to successfully employ this ritual is 10%. It can affect any earth or stone within 10 feet (plus 10 per Rank) of the Adept. It cannot be resisted. Once cast, it lasts for 1 hour plus an additional hour for each Rank or until the Adept's concentration is broken. The Experience Multiple for this ritual is 500.