#### The Rune of Earthsblood

**Description**

This rune manifests itself as a tarry, earthy substance that replaces a portion of the caster’s blood. A first circle mage has about 25% of his blood replaced, making it brown, thick and gritty. A fourth circle mage no longer has human blood. There is no visible mark on the caster’s skin. However, as soon as he is cut, his inhuman nature will become apparent.

**Purpose**

Earthsblood is an elemental rune of earth and has no agenda. Most who seek it are mages that desire the considerable power associated with elemental earth. There is one pagan cult in Bostonia that views this rune as holy. Priests of this earth cult seek to master this rune.

**Rune Site**

This rune is found in a dark swamp in the wilds between Bostonia and the cobrat lands. The swamp is difficult to cross and filled with dangers. Disease carrying mosquitoes, giant spiders, quicksand and man-eating plants make finding the site dangerous. At the heart of this place is a black, oozing pool that contains the elemental power of Earthsblood.

**Binding and Raising**

A mage who wishes to obtain the Earthsblood rune must immerse himself in the tarry mess and allow it to enter his body. Exactly how this happens is not generally known. Some scholars speculate that the mage must wound himself before entering the pool. Others argue that the process is closer to drowning. Only practitioners of the rune know for sure and they are not sharing their secrets.

Assuming the mage has properly entered the pool, binding the rune takes a SPI check vs. DL 12. Success means that Earthsblood accepts him and he emerges with a host of new powers. Failure means the mage is rejected by the elemental power and must struggle to the surface or drown. Doing so is difficult requiring a STR (or swimming test) vs. DL 17.

Raising the rune requires that the mage return to the rune site to accept more of the earth’s essence into his blood. Since the Earthsblood has accepted him once, there is no danger associated with this ritual.

**Practitioners**

There are few practitioners of Earthsblood in Bostonia. Only four mages have taken the rune and returned to the lands. The rest of the Earthsblood mages belong to a pagan cult that believes the rune is the manifestation of an elemental god. This cult consists of about 30 members, five of which are mages. These pagans dwell at the edge of the swamp, protecting it from intruders and trying to fathom the wishes of their bubbling, oozing master.

**Effects**

Mages that bind Earthsblood tie a portion of their life energy to the earth. If the mage is not in contact with the earth, he cannot regain spell levels or hit points for resting. Instead, he loses 1 hit point each day. Being in contact with the earth means that he is standing on the ground, or underground. If he is on a floor made of earthen materials, then he is considered in contact with the earth. However, if a floor is wooden, then it must be directly above the ground (say no more than a couple inches from the earth). Thus, an Earthsblood mage could not sleep on the second story of a standard wooden building and regain his strength or magical power. In blighted or diseased lands, the effect is accelerated and the mage loses 1 hit point each hour.

**Skill**

The magic skill for this rune costs 7 buy points and has a base level of SPI/SPI/WIL.

**Earthsblood Spells**

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Climbing Claws | 10 | S | S | 10m | Y | * You grow claws that allow you to easily climb stone or brick * Gain +3 to climb skill, or a level of 13, whichever is higher |
| Detect Minerals | 8 | S | S | 5m | Y | * Select a mineral at the time of casting * Can detect that mineral and get a general idea of the amount within a 50 hex radius |
| Encapsulate | 10 | VS | T | 30m | Y | * You encase a single object you can fit in your hands to be encased in stone * The stone protects and hides the object |
| Phantom Digger | 10 | S | 100” | 1h | Y | * Calls an minor earth elemental into being to dig or build an earthen structure * The creature digs at the same rate as an average man * Subsequent castings create additional diggers, but each additional casting has a +2 DL |
| Stone Skin | 10 | C | T | 10r | Y | * Gives stone skin, increasing the target’s armor value to 4, or increasing it by 2, whichever is higher * Decreases movement, defenses and action skills by 1 |
| Whipping Stones | 10 | CS | 6/12/18/30 | Inst | N | * Stone flies through the air, striking the target for 2d8 damage |
| **Second Circle** | | | | | | |
| Earth Sink | 13 | NE | S | 10m | Y | * You sink into the earth to a depth of 2-10 meters * You are hidden and protected from most environmental effects * You do not need to breathe, eat or excrete * You can rise at any time * This spell confers no special senses, and if you can be found, you can be dug up |
| Melt Stone | 13 | S | 10” | Inst | N | * You can destroy about 1 cubic meter of stone |
| One with the Earth | 12 | NE | S | 10r | Y | * You gain an awareness of vibrations and the layout of earthen structures around you in a 10 hex radius * You can detect tunnels and passages * You cannot be flanked or surprised in combat unless your opponent is totally still, or can leap or fly to your position |
| Preserve | 14 | S | T | Perm | N | * Encases a non-living object you could carry in stone and sinks it into the earth * Item remains hidden until the spell is cast within 10 hexes of the original spot, or until dug up manually |
| Singing Stones | 14 | VS | 20” | 5m | N | * Make stone object answer a question that can be answered in one word * Question must be about someone who has passed across it, touched it, something sitting on or near it, or the layout of adjacent floors and walls * Only a single question can be asked and then the spell ends |
| **Third Circle** | | | | | | |
| Bloody Earth | 16 | C | 20” | 10r | Y | * Create a 3 hex area of bloody, marshy ground * Anyone in, or moving through, the target hexes must save or be immobilized (STR 16) * Immobilized characters can attack and defend at -2, but cannot move * Escape takes a full action and requires another STR save * Swimming skill (+5) may be substituted for STR |
| Call Earthen Wolf | 18 | S | 6” | 1h | Y | * Creates a wolf made of earth, roots and stone to act and fight for the caster through a telepathic link * Additional castings call another wolf, but have a DL of +2 |
| Earth Slip | 17 | NE | S | 10m | Y | * You gain the ability to slip into the earth and move unseen below the surface (PER 20 to spot, Track 20 to follow your trail) |
| Hail of Stones | 17 | C | 6/12/18/30 | Inst | N | * Throw 4 different stones at up to 4 targets * Each stone does 2d8 damage |
| The Cage | 18 | C | 40” | 1h | N | * Cause jagged, earthen teeth to trap an enemy (SPI 18) * 1d4+1 sharp teeth hold the victim in place * If the victim tries to break free, or someone else tries to break him free, 1 tooth/combat round can be broken * If any tooth is broken, the remaining teeth do 1d6 points of damage and the damage has Pierce(8) |
| Whipping Rock | 16 | C | 6/12/18/30 | Inst | N | * Tosses a stone at the opponent that does 3d10 damage |
| **Fourth Circle** | | | | | | |
| Animate Statue | 24 | VL | T | 1w | Y | * Animates a statue to do your bidding * Exact attributes of the statue are up to the GM and are based on the subject of the statue * Spell can be maintained, but each week has a 25% chance of crumbling regardless of success |
| Earthquake | 25 | L | Sight | 2-4m | N | * Causes an earthquake that severely damages structures in a 100 hex radius * Characters in the area take 0-20d6 damage based on where they are during the quake (GM’s discretion) * Characters in the open take 0-3d6 damage, while characters in a collapsing structure take 10-20dg |
| Eternal Rest | 24 | S | T | Perm | N | * Similar to Preserve spell, but can be cast on a living object (SPI 24) * Target cannot age, or be harmed while under the effects of this spell * Target can be dug up, or recalled if this spell is cast within 50 meters of the original spot |
| Gruesome Cage | 22 | C | 80” | 6h | N | * Similar to The Cage, but save is SPI 22 and 2d4+1 teeth are created |
| One with Earth True | 22 | S | S | 30m | Y | * Similar to One With Earth, but effect is 250 hex radius * Surface terrain is also detected with this spell so that you get the lay of the land * +6 bonus to navigation checks and important features such as passes, river crossings, etc. are easy to find |
| Sink Into Stone | 21 | NE | S | Inst | N | * You sink into the earth and appear instantly up to 10 hexes away * If you can concentrate for 3 rounds, you can travel up to 150 hexes |