## Earth Spells

Magicians of the Earth Element study the earth and stones, seeking to understand their properties and the matrices that hold the world together. As a result of their studies they are typically methodical, well-organized, and persistent.

**Earth Magics** typifies the power of the element, and magician’s ability to manipulate that power.

**Hindrances** are used to pose obstacles in another’s path, through the blocking nature of earth and stone.

**Magnetism** spells allow the caster to manipulate the natural attractions and repulsions that exist in various material objects. Items composed primarily of iron, nickel, or cobalt that are affected by magnetism are called “ferromagnetic.” Most spells in this group only affect ferromagnetic items. However, this group also contains spells to endow non-ferromagnetic items with that property.

**Metallurgy** focuses on the art of smithing metallic materials into artisanal products such as weapons and armor, as well as calling upon such materials present in the earth to aid the mage and their allies.

**Cindrolafo** spells channel molten earth and geothermal heat to manipulate ash and magma. This spell group is shared between earth mages and fire mages, and both can purchase the group at base cost.

**Necromancy** spells form a very powerful group capable of dealing certain death and sending living matter to the clay from whence it came, or manipulating undead and corpses.

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| **1. Earth Magics**  1 Earth Spike  2 Liquify  3 Trench  4 Stone Weapon  4 Erupting Earth  5 Wax/Wane  6 Armor Spikes  6 Transparency  7 Shatter  8 Cone of Spikes  9 Sandstorm  10 Earth Grab  11 Catapult  12 Rockfall  12 Sandform  13 Stone Skin  14 Crumble  15 Terovoki  16 One with the Earth  16 Earthquake | **2. Hindrances**  1 Bar  2 Springe  3 Mage Lock  4 False Door  5 Jam  6 Caltrops  7 Punchdoor  8 Deadfall  9 False Trails  10 Camodoor  11 Trigger  12 Thorny Maze  13 Blockade  14 Mankiller  15 No Trace  16 Seal | **3. Magnetism**  1 Compass  2 Magnetize  3 Iron Defense  4 Modify Permeability  5 Hither  6 Deflect Missile  7 Flux Shield  8 Faraday Cage  9 Repulse Metal  10 Dervish  11 Monopole  12 Magic Buckler  13 Arcane Hysteresis  14 Aurora Beam  15 Magnetic Terrain  16 Velocitas Eradico | **4. Metallurgy**  1 Signature Design  2 Call of Inspiration  3 Artisan’s Integrity  4 Expert Hands  5 Temper  6 Brace  7 Reclaim  8 Metal Adaptation  9 Expose Metal/Mineral  10 Mantle’s Protection  11 Shrapnel Shroud  12 Iron Curtain  13 Compactor  14 High Carbon Copy  15 Hardware Link  16 Terisolem |
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| **5. Cindrolafo**  1 Ash Strike  2 Lava Bullet  3 Cremation  4 Ash Field  5 Shape Lava  6 Summon Laf’hundo  7 Lava  8 Magma Armor  9 Molten Cerberus  10 Volcanic Storm  11 Lava Chains  12 Magma Mortar  13 Lava Terrain  14 Pyroclasm  15 Lafovoki  16 Ashen Phoenix | **6. Necromancy**  1 Bolster Undead  2 Minor Life Drain  3 Grave Precision  4 Rapid Shambling  5 Corpse Explosion  6 Repair Undead  7 Sharpen Claws  8 Earthbone  8 Life Drain  9 Stiffen Bone  10 Undeath Vigor  11 Toughen Sinew  11 Scythe  12 Death Mist  13 Necrotic Enervation  14 Obliterate  15 Theft of Opportunity  16 Force Undeath  16 Army of the Dead |  |  |
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##### **Earth Magics**

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Earth Spike** | |  |
| Time to Cast: | 1 round | The target is hit with a large spike made from stone that does 1d6 + 1d6/2F earth damage.  Alternatively the spike remains in the caster’s hand as a 10 pound rock. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | earth damage |
|  |  |  |
| **2 – Liquify** | |  |
| Time to Cast: | 1 round | *Liquify* turns a horizontal surface of earth, sand, or clay into a viscous mud. The creatures in the area are *slowed* to quarter normal movement, and their Move defense values are reduced by -2.  When fully finessed, any *prone* creatures in the area need to spend their standard action to stand up regardless of their armor type. |
| Resist Check: | none |
| Target: | LOS 40 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 2/F’ radius |
| Effect: | debuff (*slowed*) |
|  |  |  |
| **3 – Trench** | |  |
| Time to Cast: | 1 round | A caster using *Trench* can dig a hole into the earth, sand or clay of the indicated volume. The dimensions are as the caster desires, within the given area of effect. The trench is created by displacing the earth and remains until manually filled.  When fully finessed the spell affects stone. |
| Resist Check: | none |
| Target: | LOS 10 + 3/F’ |
| Duration: | instantaneous |
| Area: | 5 + 2/F’ radius |
| Effect: | dig hole in earth |
|  |  |  |
| **4 – Stone Weapon** | |  |
| Time to Cast: | 1 fifth | This spell enables the caster to gather existing earth and stone into any manual weapon (table found in *Chapter 5: Equipment*) and wield it without a STR requirement for the spell’s duration. The weapon does its base damage as earth damage and counts as magical for bypassing resistances. The weapon is enchanted to +1/F. The weapon can be handed to other creatures, but regains its normal STR requirement. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | single weapon |
| Effect: | create earthen weapon |
|  |  |  |
| **4 – Erupting Earth** | |  |
| Time to Cast: | 1 round | *Erupting Earth* causes a section of earth to erupt in a fountain of gravel and stone. Creatures in the area must make the resist check to halve 4d6 earth damage.  When fully finessed, the creatures are *knocked prone* on failure. |
| Resist Check: | 4d6 vs AGI halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 10 + 5/F’ radius |
| Effect: | earth damage, debuff (*prone*) |
|  |  |  |
| **5 – Wax/Wane** | |  |
| Time to Cast: | 1 round | Choose between *Wax* and *Wane* when casting this spell.  *Wax* grants Exceptional STR to its target as well as raising damage from weapon attacks by 2 + 1/F (*bonus*).  *Wane* grants Inferior STR to its target as well as reducing damage from weapon attacks by 2 + 1/F (*bonus*). |
| Resist Check: | 4d6 vs PWR negates |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | debuff |
|  |  |  |
| **6 – Armor Spikes** | |  |
| Time to Cast: | 1 fifth | The target grows long magical rock spikes out of their body. This adds +1 to magic DVs and anybody grappling, hitting with natural attacks, or moving to touch the caster takes 1d6 + 1 earth damage for each strike. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | revenge damage |
|  |  |  |
| **6 – Transparency** | |  |
| Time to Cast: | 1 round | By this magic, the caster allows light to pass through earth or stone, creating a cylindrical viewing portal. This portal allows viewing in only one direction of the caster’s choice. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | 1 + .5/F’ radius |
| Effect: | see through stone |
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| **7 – Shatter** | |  |
| Time to Cast: | 2 rounds | *Shatter* causes the target object to vibrate at its resonance frequency, and shatters it. With no finesses, it can shatter non-magical glass, rock, or clay. With two finesses, it can shatter non-magical metal. With four finesses, it can shatter magical materials and non-earthen objects. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single object <100 lbs. |
| Effect: | shatter |
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| **Elemental Spell Name and Details** | | **Description** |
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| **8 – Cone of Spikes** | |  |
| Time to Cast: | 1 round | The caster creates a large cone of stone spikes, dealing 8d6 earth damage to all in the area. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 10 x (80 + 10/F)’ cone |
| Effect: | damage (*earth*) |
|  |  |  |
| **9 – Sandstorm** | |  |
| Time to Cast: | 1 round | The caster creates a raging sandstorm to appear in the area. Creatures moving through the sandstorm or starting their round inside must make a 5d6 vs PER or be *blinded* for the round.  Additionally, creatures that end their turn in the sandstorm take 2d6 earth damage as they are buffeted by the sands. |
| Resist Check: | 5d6 vs PER negates |
| Target: | LOS 80 + 20/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 20 + 5/F’ radius |
| Effect: | debuff (*blinded)* |
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| **10 – Earth Grab** | |  |
| Time to Cast: | 1 round | *Earth Grab* turns the surrounding earth and stone into the extension of the caster’s hands. The caster may interact with any creature or object within the area as if they were adjacent to them. This includes attacking with a weapon, grappling, casting touch targeted spells, etc. When grappling, wielding weapons or lifting objects use PWR instead of STR. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self, 30 + 5/F’ radius |
| Effect: | extra reach |
|  |  |  |
| **10 – Rock Wall** | |  |
| Time to Cast: | 2 rounds | *Rock Wall* causes a 10’ tall 120 + 30/F’ long wall rise from the ground in front of or away from the caster. Alternatively it can create a horizontal bridge of the same dimensions.  The structure crumbles if it takes 120 points of damage or at the end of the duration. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | 10 x 120 + 30/F’ |
| Effect: | stone structure |
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| **11 – Catapult** | |  |
| Time to Cast: | 1 round | *Catapult* allows the caster to hurl large stones as a standard action (including the round the spell is casted) at creatures up to 100’ away with a ranged attack using the higher between +12 and their normal ranged modifier. On hit, the stone deals 4d10 blunt damage (*core*). Critical multiplier is capped at x3. Hits against *knocked prone* creatures are always critical. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | throw large stones |
|  |  |  |
| **12 – Rockfall** | |  |
| Time to Cast: | 1 round | Caster stomps the ground and sends rocks and debris flying in the air. For the duration the debris rain down in the area, dealing 6d6 earth damage to anyone passing through. The affected creatures must use their fifth to attempt the resist check or they automatically fail. |
| Resist Check: | 4d6 vs AGI halves\* |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 rounds |
| Area: | 20 + 5/F’ radius |
| Effect: | rocks fall! |
|  |  |  |
| **12 – Sandform** | |  |
| Time to Cast: | 1 round | *Sandform* turns the target and their possessions into grains of fine sand. The target is capable of movement, can slip under doors or through cracks and receives a +6 bonus to magic DVs. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 10 + 5/F minutes |
| Area: | single creature |
| Effect: | become sand |
|  |  |  |
| **13 – Stone Skin** | |  |
| Time to Cast: | 2 rounds | *Stone Ski*n makes the caster’s skin as hard as stone. For the duration of the spell, the caster reduces damage from weapons and damage from spells that cause physical damage (such as Fireball and Lightning Bolt) by 4 + 1/F points per attack or source. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | protective skin |
|  |  |  |
| **14 – Crumble** | |  |
| Time to Cast: | 2 rounds | *Crumble* causes the indicated area of natural stone or stonework to crumble into dust. |
| Resist Check: | none |
| Target: | LOS 100 + 20/F’ |
| Duration: | instantaneous |
| Area: | 30 + 10/F radius |
| Effect: | turn stone to dust |
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| **Elemental Spell Name and Details** | | **Description** |
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| **15 – Terovoki** | |  |
| Time to Cast: | 4 rounds | *Terovoki* summons 4 + 2/F earth elementals to any point within the caster’s range. A source of earth must be available and must be part of the planet.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
| Resist Check: | none |
| Target: | LOS 100 + 20/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | special\* |
| Effect: | summon earth elementals |
|  |  |  |
| **16 – One with the Earth** | |  |
| Time to Cast: | 1 round | *One with the Earth* extends the reach and senses of the caster to cover the area. In addition to all effects of the *Earth Grab* the caster gains the following:   * The caster can pinpoint locations of all creatures in the area that touch the ground ignoring cover, invisibility effects and other obstacles. * The caster may target any creature they can sense through this spell with LOS spells and touch spells without the need for the roll or valid LOS. * Damage for *Earth Spike*, *Erupting Earth*, *Cone of Spikes* and *Rockfall* is increased by 4d6*.* * Creatures failing resistance checks for *Erupting Earth*, *Cone of Spikes* and *Rockfall* are *knocked prone*. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self, 300’ radius |
| Effect: | act through earth |
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| **16 – Earthquake** | |  |
| Time to Cast: | 1 round | The *Earthquake* sends devastating seismic vibrations through the ground around the caster.   * Any creature in the radius not excluded by the caster must make a 5d6 vs AGI resistance check or be *knocked prone.* They must attempt this check every round. * Any creature in the radius not excluded by the caster is *slowed* to half their normal land movement rate. * Structures in the area attempt a 1d6 vs STR resistance check, collapse on failure. Increase the check by 1d6 for every round the spell is active. Any creature inside the collapsing structure takes 15d6 blunt damage. * Any creature inside structures takes 4d6 blunt damage from falling objects and debris. |
| Resist Check: | special |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 300’ radius |
| Effect: | debuff (*prone*), damage (*blunt*) |
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| Forging A quick ritual can be performed to turn raw materials into finished objects (small statues, tools, weapons, etc). The workmanship cannot exceed what the caster is capable of without the use of this ritual and all skill checks need to be attempted.  The ritual takes 1 minute to complete and affects up to 25 lbs of material. Once complete the objects are mundane and will retain their shape. The type of materials that can be affected is determined by the caster’s highest rank between *Earth Magics, Metallurgy* and *Changings* group:  1 Clay, Glass, Aluminum  2 Gold  3 Silver  4 Tin  5 Platinum  6 Copper  7 Brass  8 Bronze  9 Iron  10 Steel  11 Adamantite  12 Exotic Metals |
| --- |

| Terraform The ritual allows the caster to create one of the following structures, made of stone. Depending on the form, the structure has differing dimensions, casting times, costs and rank of Earth Magics required to perform the ritual.   * Shelter (1 hour, free, 8 ranks), 30’ x 30’ x 20’. A simple shelter built with earth and stone. It is enough to have a safe rest protected from environmental effects. * Tower (1 day, 1,500 gc, 12 ranks), 50’ x 50’ x 100’. This allows the caster to raise a stone tower out of the ground. The layout of the tower may be of the caster’s choosing. * Gorge (1 week, 3,000 gc, 14 ranks), 500’ x 500’ x 2000’. The ground sinks while the caster is concentrating on the spell. * Mountain (1 month, 4,500 gc, 16 ranks), 20 x 10 x 5 mets. The ground rises while the caster is casting the spell. |
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##### Hindrances

| **Elemental Spell Name and Details** | | **Description** |
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| **1 – Bar** | |  |
| Time to Cast: | 1 round | Bar applies a magical force across the inside of an existing door just as if it were barred with a stout length of wood. STR attribute checks to open the door are made with one additional die. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single door |
| Effect: | bar a door |
|  |  |  |
| **2 – Springe** | |  |
| Time to Cast: | 4 rounds | *Springe* enables the magician to quickly lay a snare, the type that uses a bent sapling or other springy object to tighten a rope around a victim’s feet and lift them into the air. The snare can be found and harmlessly tripped by making the resistance check. |
| Resist Check: | 4d6 vs PER\* |
| Target: | touch |
| Duration: | until tripped |
| Area: | 5’ square |
| Effect: | lay a snare |
|  |  |  |
| **3 – Mage Lock** | |  |
| Time to Cast: | 2 rounds | The door or chest that this spell is cast on deals 3d6 pure magical damage to the person that moves it in any way. The target of this spell has a rune on it that, if known, will give it away that there is a spell on the object. Once activated, the rune is dispelled. |
| Resist Check: | 3d6 vs AGI halves |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single door or chest |
| Effect: | creates trap |
|  |  |  |
| **4 – False Door** | |  |
| Time to Cast: | 4 rounds | *False Door* creates a door that leads nowhere and cannot be opened. Upon close examination and a successful resistance check, it becomes apparent that the door is fake. *False Door* counts as a door for the purposes of other *Hindrances* spells. |
| Resist Check: | 4d6 vs PER\* |
| Target: | touch |
| Duration: | permanent |
| Area: | single surface |
| Effect: | create fake door |
|  |  |  |
| **5 – Jam** | |  |
| Time to Cast: | 2 rounds | *Jam* reinforces and wedges a door such that trying to open it simply jams it tighter. The door can be opened by *Revoking* the spell or by making a STR attribute check with 4 extra dice, destroying the door in the process. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single door |
| Effect: | wedge door |
|  |  |  |
| **6 – Caltrops** | |  |
| Time to Cast: | 1 round | *Caltrops* will create hundreds of four-headed spikes, one of which always points up. The caster chooses 2 + 1/F horizontal squares that are 5’ x 5’ to be affected by this spell. Each square must be contiguous with another square. Moving through the area must be done at quarter normal movement rate or suffer 4d6 points of magical, piercing damage per round. |
| Resist Check: | none |
| Target: | 60 + 15/F’ |
| Duration: | 30 + 10/F’ minutes |
| Area: | special |
| Effect: | prickly footing |
|  |  |  |
| **7 – Punchdoor** | |  |
| Time to Cast: | 2 rounds | A door under the effect of *Punchdoor* delivers the same number of dice and type of damage as was used to try to open it. This damage is considered magical.For STR attribute checks to open the door, the damage returned is blunt. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single door |
| Effect: | hit with door |
|  |  |  |
| **8 – Deadfall** | |  |
| Time to Cast: | 5 rounds | *Deadfall* enables the caster to identify a good trap area and speedily set up a deadfall trap using available materials. The trap can be noticed by making the indicated resistance check and then tripped without damage. Stumbling into a deadfall inflicts 6d6 points of magical, blunt damage. |
| Resist Check: | 4d6 vs PER\* |
| Target: | touch |
| Duration: | until tripped |
| Area: | 5’ square |
| Effect: | create deadfall |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – False Trails** | |  |
| Time to Cast: | 4 rounds | *False Trails* enables the caster and those they touch within the casting time to leave signs of passage in 2 + 1/F directions as they travel. One trail is real, of course, but can only be positively identified by making the resistance check. These trails do not radiate magic, and dissipate at the end of the duration. |
| Resist Check: | 4d6 vs PER\* |
| Target: | multitouch |
| Duration: | 30 + 10/F’ minutes |
| Area: | touched beings |
| Effect: | obscure travel |
|  |  |  |
| **10 – Camodoor** | |  |
| Time to Cast: | 4 rounds | A door under this spell blends perfectly with its surroundings. It can only be found by making the resistance check (one attempt per person). |
| Resist Check: | 4d6 vs PER\* |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single door |
| Effect: | blend door |
|  |  |  |
| **11 – Trigger** | |  |
| Time to Cast: | 1 minute | When this spell is cast, a harmful glyph is inscribed on a surface (either a 5’ x 5’ section of floor, a door, or a chest). If cast on a section of floor, the effect is triggered when a creature steps upon the surface. Otherwise, the effect is triggered when the door or chest is moved in any way. The glyph is nearly invisible, and requires a 5d6 vs PER to find it.  When the caster casts this spell, the caster casts a second spell during the casting time of *Trigger* which is held in suspension. If the effect is triggered, the second spell is set off. The triggered spell is subject to its normal resistance checks.  Alternatively, the caster can choose to set the glyph to explode when triggered, which will deal 10d6 of pure magical damage in a 30’ radius centered on the glyph, with a 4d6 vs AGI resist check to halve.  Once activated, the glyph is dispelled. The caster cannot stack this spell multiple times on a single target. |
| Resist Check: | special\* |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | special\* |
| Effect: | arcane trap |
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| **12 – Thorny Maze** | |  |
| Time to Cast: | 1 minute | Touching a door protected with *Thorny Maze* and failing the resistance check puts the target in the midst of a maze of dense thorn bushes. They must roll 10 or above on 2d6 to extricate themself (repeating this check each round within the maze). For every failed attempt, they take 1d6 points of pain damage. On a successful check the maze disappears and they are once again standing before the door. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single door |
| Effect: | send to maze |
|  |  |  |
| **13 – Blockade** | |  |
| Time to Cast: | 4 rounds | The caster names 1 + 1/F persons, creatures, or items when casting this spell. For the duration, the named targets cannot pass through the door without making the resistance check. All other persons, creatures, and items can pass through normally. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single door |
| Effect: | block specific targets |
|  |  |  |
| **14 – Mankiller** | |  |
| Time to Cast: | 1 minute | *Mankiller* creates a trap that uses swinging swords, thrusting spears, etc. to deal death and destruction. The setup and type of weapons are up to the caster. The trap is so elegant that it cannot be discovered until it’s too late. The victim dies unless the resistance check is made. |
| Resist Check: | 5d6 vs AGI negates |
| Target: | touch |
| Duration: | until tripped |
| Area: | 10 + 5/F’ square |
| Effect: | make lethal trap |
|  |  |  |
| **15 – No Trace** | |  |
| Time to Cast: | 4 rounds | At the end of the spell, the caster and those they touch during the casting time may travel and leave no visible signs of their passage, regardless of the terrain. Anyone making the resistance check can find the trail, but only one attempt per seeker is allowed. |
| Resist Check: | 6d6 vs PER\* |
| Target: | multitouch |
| Duration: | 12 + 3/F hours |
| Area: | touched beings |
| Effect: | leave no trace |
|  |  |  |
| **16 – Seal** | |  |
| Time to Cast: | 1 minute | A *Sealed* area cannot be passed. In addition, if the caster finesses the effect, anyone who touches the door must succeed at a resistance check of five dice against PWR or suffer the associated effect:  1 Finesse: Magical Paralysis  2 Finesses: Petrifaction  3 Finesses: Death  4 Finesses: Body Destruction |
| Resist Check: | special\* |
| Target: | touch |
| Duration: | permanent |
| Area: | single door |
| Effect: | special\* |
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##### Magnetism

| **Elemental Spell Name and Details** | | **Description** |
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| **1 – Compass** | |  |
| Time to Cast: | 1 round | *Compass* enables the magician themself to existing magnetic fields around them. For the duration of the spell, they can sense magnetic north (not necessarily true north). |
| Resist Check: | none |
| Target: | caster |
| Duration: | 12 + 3/F hours |
| Area: | self |
| Effect: | find magnetic north |
|  |  |  |
| **2 – Magnetize** | |  |
| Time to Cast: | 1 round | *Magnetize* allows the caster to make any non-magical earthen item (metal, stone, glass, etc.) ferromagnetic. With two finesses, the caster can target non-magical, non-earthen material as well. With four finesses, the caster can target magical items, which must make a 4d6 vs PWR to negate this effect. This spell is most useful as a preparatory step to other *Magnetism* spells. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | 20 + 5/F lb. object |
| Effect: | magnetizes object |
|  |  |  |
| **3 – Iron Defense** | |  |
| Time to Cast: | 1 round | The magician uses *Iron Defense* to temporarily add a minute amount of the earth’s magnetic power to their body, increasing **one** magic DV of their choice (combat, ranged,or grapple) by 4 + 1/F. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | increase defense |
|  |  |  |
| **4 – Modify Permeability** | |  |
| Time to Cast: | 2 rounds | *Modify Permeability* changes the magic permeability of a set of armor, so that it no longer attracts magic. This removes the PWR resist penalty from a set of armor. Magical armors make a 4d6 vs PWR check to negate this effect. By finessing this spell, the magician can affect up to 3 sets of armor, as long as they touch them during the casting time. |
| Resist Check: | none |
| Target: | touch, multitouch |
| Duration: | 1 + 1/F minutes |
| Area: | 1 + 1/2F sets of armor |
| Effect: | remove PWR penalty |
|  |  |  |
| **5 – Hither** | |  |
| Time to Cast: | 1 round | *Hither* enables the caster to pull a **ferromagnetic object** toward them. If the object is being held, the holder makes a 3d6 vs STR to hold on to the object. The caster gestures at the item and pulls, causing the object to move at a rate of 15 feet per round directly towards them. This cannot affect worn items. Magical objects must make a 4d6 vs PWR to be affected. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | object ≤ 60 + 15/F lbs. |
| Effect: | pull using magnetic force |
|  |  |  |
| **6 – Deflect Missile** | |  |
| Time to Cast: | 1 round | *Deflect Missile* gives the target the ability to cause **any missile with a ferromagnetic head** to swerve away to one side of the target. It is possible that bystanders can be struck by the missiles instead (GM discretion). |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | protect from projectiles |
|  |  |  |
| **7 – Flux Shield** | |  |
| Time to Cast: | 1 round | *Flux Shield* protects the caster and their carried equipment from any natural or magically induced magnetic field or force, including the spells in this group. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | self |
| Effect: | safeguard from magnets |
|  |  |  |
| **8 – Faraday Cage** | |  |
| Time to Cast: | 1 round | This spell magically grounds a **set of ferromagnetic armor** so that it grants the wearer 1 + 1/2F ranks of *Resist Lightning*. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single set of armor |
| Effect: | ground electromagnetism |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Repulse Metal** | |  |
| Time to Cast: | 1 round | Casting this spell and pushing causes a **ferromagnetic object** to move away from the caster at a rate of 15 feet per round. Once a target leaves the range of this spell, the caster can choose a different **ferromagnetic object** to push. If the object is worn or carried, the wearer or holder must make a 4d6 vs STR to resist this effect. Magical objects must make a 5d6 vs PWR to negate this effect. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | object ≤ 300 + 100/F lbs. |
| Effect: | push item away |
|  |  |  |
| **10 – Dervish** | |  |
| Time to Cast: | 2 rounds | *Dervish* causes a **ferromagnetic object** to spin in an alternating magnetic field. The target spins at 60 RPM and if sentient, cannot perform any actions while under the effect. Free standing, non-magical, non-sentient objects automatically fail the resist check. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | object ≤ 300 + 100/F lbs. |
| Effect: | spin at 60 RPM |
|  |  |  |
| **11 – Monopole** | |  |
| Time to Cast: | 1 round | This spell magically violates the laws of physics and creates a powerful magnetic monopole, which appears as a 1” diameter floating sphere of silvery metal. When the caster casts this spell, they can choose for the monopole to be attractive or repulsive. All **ferromagnetic** **objects** within the area are pulled or pushed from the monopole at a rate of 15 feet per round. Worn or held items require the wearer or holder to make a 5d6 vs STR check to resist this effect. Magical objects must make a 5d6 vs PWR to resist this effect. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | 60 + 15/F’ radius |
| Effect: | magnetic monopole |
|  |  |  |
| **12 – Magic Buckler** | |  |
| Time to Cast: | 1 round | *Magic Buckler* creates a powerful magnetic field, visible in the form of strands of moving iron filings, that encircles the target for the duration. This field will deflect all attacks from **ferromagnetic weapons**, including metallic swords, hammers, and axes, as well as missiles with metallic heads, and metallic bullets from linear weapons. It is possible that bystanders can be struck by the attacks instead (GM discretion). Magical weapons get a resistance check of 5d6 against PWR to penetrate the effect. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | deflect attacks |
|  |  |  |
| **13 – Arcane Hysteresis** | |  |
| Time to Cast: | 1 minute | *Arcane Hysteresis* modifies the caster’s mind and body to be more attuned to the forces of magic present in the world. For the duration of the spell, they gain the benefits of the *Magically Inclined* perk (they can alter the die roll by one (up or down) for all overload checks and can finesse spells one past their PWR attribute. They also get a +1 bonus to their PWR attribute). If the caster already has the *Magically Inclined* perk, they can alter the die roll for all overload checks by two, and can finesse spells two past their PWR attribute. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | attune to magic fields |
|  |  |  |
| **14 – Aurora Beam** | |  |
| Time to Cast: | 1 to 4 rounds\* | The caster gathers magnetic energy from the spinning ferromagnetic core of the planet, which gathers around them and surrounds them in glowing auroras, before releasing the built up energy in a powerful beam. This conveys the effect of *Magic Buckler* on the caster as they are casting. The caster must spend at least 2 rounds casting, but can continue to cast this spell up to a maximum of four rounds. The base damage of the beam deals 10d6 pure magical damage, and each additional round of casting beyond the first adds 4d6 of damage. |
| Resist Check: | 6d6 vs PWR halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | 10 + 2/F’ wide line |
| Effect: | beam of magnetic energy |
|  |  |  |
| **15 – Magnetic Terrain** | |  |
| Time to Cast: | 1 round | The caster magnetizes the ground, pulling any **ferromagnetic objects** to it. Creatures wielding ferromagnetic weapons must make a resistance check of 6d6 vs STR each round to successfully attack during the duration; those wearing ferromagnetic armor must make 6d6 vs STR or be forced prone and *Magically Paralyzed*, repeating the resist check each round; ferromagnetic projectiles from missile and linear weapons fall to the ground, never reaching their targets. |
| Resist Check: | 6d6 vs STR\* |
| Target: | caster |
| Duration: | 1 + 1/F minute |
| Area: | 30 + 10/F’ radius |
| Effect: | magnetize ground |
|  |  |  |
| **16 – Velocitas Eradico** | |  |
| Time to Cast: | 2 rounds | The caster takes the first round to create a 2” sphere of iron, which floats in front of them. They then channel the power of the planet’s magnetic field to accelerate and propel the sphere at its target. This causes the iron slug to accelerate to about 10,000 feet per second, heating the metal to 1000 °C, and leaving a trail of flame in its wake. This deals 4d6 fire/heat damage to anyone within a 10’ wide line, and deals 16d6 magical blunt damage to the target with a 6d6 vs AGI to halve. |
| Resist Check: | 6d6 vs AGI halves |
| Target: | LOS 300+ 100/F’ |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | ferromagnetic railgun |
|  |  |  |

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##### Metallurgy

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Signature Design** | |  |
| Time to Cast: | 1 round | This spell is cast within 2 minutes of finishing a crafted piece and before it leaves possession of its creator. Upon casting, a magical mark appears on the artisan’s finished piece in the location of the caster's choice that is unable to be falsified or altered without destruction of the item. Those that touch the mark know the name of the creator. Those who see it, if they have met the creator, will know that the mark represents their work. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | know creator |
|  |  |  |
| **2 – Call of Inspiration** | |  |
| Time to Cast: | 1 round | This spell is cast when holding a finished piece made by the caster. This allows the caster to call out to the other finished works they have marked with *Signature Design* in the form of vibrations, light glowing, and, if in LOS, summon them to their creator. The item moves through the air at a rate of 60’+10/F feet per round. If the item is not free-standing, the item can still be drawn to the caster. (GM Discretion). |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F days |
| Area: | single target |
| Effect: | call finished piece |
|  |  |  |
| **3 – Artisan’s Integrity** | |  |
| Time to Cast: | 2 rounds | This spell allows the creator to temporarily form a much stronger connection to a finished piece of their work. While active, the creator will know the location on-plane and condition of the item (pristine, usable, needs repairs, or destroyed) and if it is in the possession of its original owner.  The artisan can only create this connection to a number of finished pieces up to their INT at a time and the effect is immediately ended if the item is destroyed. |
| Resist Check: | none |
| Target: | multitouch |
| Duration: | 6 + 3/F days |
| Area: | 2 + 1/F created objects |
| Effect: | create bond |
|  |  |  |
| **4 – Expert Hands** | |  |
| Time to Cast: | 1 round | This spell allows the caster to harden their bones, skin and muscles in the hand up to the elbow similar to the properties of steel. This allows the caster to use their hands in place of their tools to handle hot and/or sharp materials without injury. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | toughen appendage |
|  |  |  |
| **5 – Temper** | |  |
| Time to Cast: | 1 round | *Temper* allows the caster to rapidly super heat and/or cool a piece of metal. This is hot and rapid enough to temper metals in weapons and armor. Anyone holding the superheated metal may choose to drop the metal with no consequence or, without proper safety equipment, will suffer 3d6 of fire/heat damage for up to 4 rounds if they continue to hold it. |
| Resist Check: | none |
| Target: | LOS 60 + 10/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | heat/cool metal |
|  |  |  |
| **6 – Brace** | |  |
| Time to Cast: | 2 rounds | In preparation to endure extreme conditions the caster fortifies the target. The target gains Exceptional HEA. For every two finesses, the target also gains a rank of *Resist Fire*. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single target |
| Effect: | fortify constitution |
|  |  |  |
| **7 – Reclaim** | |  |
| Time to Cast: | 1 round | *Reclaim* returns a free standing weapon or piece of armor to its base components of creation. This does not recover lost material that is natural to the crafting process. This does not refund units of magical effects or EXP to the creator or the caster. Magical weapons and armor have a 3d6 vs PWR check to negate this effect. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single object |
| Effect: | return to base materials |
|  |  |  |
| **8 – Metal Adaptation** | |  |
| Time to Cast: | 1 round | The caster super heats earth/metal in their hand and uses their knowledge of it’s properties to alter one aspect of it:   * Keep it hot but still viscous enough to be an adherent * Imbue it with some magic to make it glow for 5 minutes * Remove impurities from the metal/earth   Only 2 effects can be active at once and require separate castings. Magical objects have a 4d6 PWR resist to negate this spell’s effects. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | change metal |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Expose Metal/Mineral** | |  |
| Time to Cast: | 4 rounds | The caster gains the ability to sense metals and ores within 120 + 30/F’ of them. With two finesses, this spell also allows them to distinguish between types of metal and ores they are familiar with. When fully finessed, the caster can tell if the metal/ores contain magical energies. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | find metal/ore |
|  |  |  |
| **10 – Mantle’s Protection** | |  |
| Time to Cast: | 1 reaction\* | The caster creates a shield of molten metal in front of the target. This shield temporarily grants the target +7 to their magic DVs and 5 ranks of Damage Resistance until their next round of action. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 round |
| Area: | single target |
| Effect: | create shield |
|  |  |  |
| **11 – Shrapnel Shroud** | |  |
| Time to Cast: | 1 round | Caster enchants metal shards and 2+1/2F allies are surrounded in a cloud of protective shrapnel. At the start of each of their turns, they are granted a d4+2 temporary DP shield that refreshes at the beginning of the next round. Only one instance of this spell can be active on an entity at a time. When hit by an energy (fire/heat, cold, light, lightning damage) based attack or spell, the glint from the shards hit the eyes of the attacker, requiring a 4d6 vs PER or be blinded for 1 round. |
| Resist Check: | willing target |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 1/2F rounds |
| Area: | special\* |
| Effect: | glaring shield |
|  |  |  |
| **12 – Iron Curtain** | |  |
| Time to Cast: | 2 rounds | This spell summons a malleable wall of molten metal from the earth that is 10’ long, 4’ wide and 10’ high. The caster can finesse the spell to increase any dimension by 5’ per finesse. The wall is movable and can take different shapes so long as it remains a single unit. Changing the shape/positioning of the wall is done as an action and it moves at a rate of 10’/round, making it easily avoidable.  The barrier has 300 DP and will completely absorb (from both directions) damage from physical or energy projectiles such as spells that deal physical damage (*Lightning Bolt* will be stopped, *Fireball* will explode on the surface of the barrier if targeted behind it, any sections of areas of effect behind the shield will be unaffected as long as barrier exists), explosions and creature abilities like *Detonation* or *Breath Weapon*. This wall has Defense Values of 2, cannot be grappled, and it always takes full damage from spells. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10’ x 4’ x 10’ |
| Effect: | make metal wall |
|  |  |  |
| **13 – Compactor** | |  |
| Time to Cast: | 1 hour | This spell is cast to compress a creation that has been marked with *Signature Design*. When not needed, the object can be compressed into a 1” cube. The cube weighs no more than ¼ pound in this form when in the possession of its creator. Once it leaves the possession of the caster, it has the weight of its original, non-compacted form. The activation time for compressing and expanding the object requires a different amount of time based on the number of finesses:  0: Full round  1-2: 1 action  3: Fifth  4: At will, as a reaction |
| Resist Check: | none |
| Target: | touch |
| Duration: | permanent |
| Area: | single target |
| Effect: | compress object |
|  |  |  |
| **14 – High Carbon Copy** | |  |
| Time to Cast: | 1 hour | This spell is cast to create a construct of liquid metal that bears the mark of its creator, as if affected by *Signature Design*. The golem is the size and likeness of the caster, but weighs twice as much as they are made of metal. It is not affected by fire/heat, nor does it deal damage in combat but can be given orders and be used for the resources of which it is made. The caster can see through eyes of copy while on the same plane and give it commands within 120’. As an action, the caster may shrink the construct by up to 90%.  Magical metals cannot be incorporated into the copy with this spell. The construct becomes permanent once the spell is complete. |
| Resist Check: | none |
| Target: | touch |
| Duration: | permanent |
| Area: | single target |
| Effect: | create living metal |
|  |  |  |

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| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **15 – Hardware Link** | |  |
| Time to Cast: | 1 round | This spell is cast on an existing *High Carbon Copy*. The construct receives the mental stats and skills of the caster at the time of casting. This also allows the construct to engage in complex tasks independently of the caster. It still is not able to take offensive actions in combat, nor is it able to deal direct damage. If the copy is the target of a mind-affecting magic, it must make a check against the associated mental attribute. If the copy fails, it is treated as if its creator failed the resistance check. *Missives* and other mental communications will appear in the caster’s mind, as the *High Carbon Copy* is now an extension of their mind. The caster may now see and hear through the construct as if they were the caster’s own senses.  Castings of this spell must be recorded in the magic item database with its attributes and statistics. |
| Resist Check: | none |
| Target: | touch |
| Duration: | permanent |
| Area: | single target |
| Effect: | strengthen connection |
|  |  |  |
| **16 – Terisolem** | |  |
| Time to Cast: | 1 week | This spell is a more powerful rendition of *High Carbon Copy*, but can be used to make the copy or improve an existing copy to be made of a magical metal instead of mundane. The construct also inherits the caster’s abilities, mental/physical stats, and unit pools.  The caster and copy pool all the units they have into a shared pool of each type, as long as the metal’s composition is capable of storing units. Either of them can draw as many units as they need from this pool and the creator of the construct may cast spells through the copy but it cannot cast any spells of its own volition.  This spell follows a ratio of 1 unit of storage per ounce of Teresium utilized. More can be added/removed after casting. This spell only functions with materials that function as Teresium or better, any subpar materials such as Terenium do not provide this benefit.  *The experience cost of casting this spell is halved if improving an existing casting of* High Carbon Copy*, instead of creating a new golem from scratch.* |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | enhance magical golem |
|  |  |  |

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##### Cindrolafo

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Ash Strike** | |  |
| Time to Cast: | 1 round | The target of this spell must be standing on natural earth or stone for this spell to take effect. The caster channels geothermal energy to the ground where the target is standing, causing it to scorch and erupt with cinders and ashes. The target takes 1d6 of earth or fire damage (caster’s choice).   If the target of this spell is standing in or on ash, such as an area created by *Ash Field*, they must also make a 3d6 vs PER or be *Blinded* for one round. |
| Resist Check: | none\* |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single target\* |
| Effect: | erupting ash |
|  |  |  |
| **2 – Lava Bullet** | |  |
| Time to Cast: | 1 round | Once each round a stone or bullet fired from the affected ranged weapon is melted into magma. The projectile inflicts an additional 1d8 fire damage (*bonus*) on hit. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single weapon |
| Effect: | turn projectile molten |
|  |  |  |
| **3 – Cremation** | |  |
| Time to Cast: | 1 minute | *Cremation* cremates the touched corpse and its worn belongings, leaving only a pile of ash. The spell will not work on undeads. Any worn piece of equipment must make a check of 3d6 vs its Fire Resist or be destroyed too, and magical items must make a 3d6 vs PWR check to negate this effect. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single corpse |
| Effect: | create corpse |
|  |  |  |
| **4 – Ash Field** | |  |
| Time to Cast: | 1 round | The caster gathers energy from the elemental planes of earth and fire, combining them to produce a magical field of ash and cinders that hangs in the air, lightly obscuring the area. The area of the ash field cannot be brighter than dim lighting. A creature that moves more than 10 feet through the ash field in one round must make a 3d6 vs PER or be *blinded* for one round. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 60 + 15/F’ radius |
| Effect: | field of ash |
|  |  |  |
| **5 – Shape Lava** | |  |
| Time to Cast: | 1 round | The caster can manipulate a 10 + 5/F’ cube of lava in one of the following ways, choosing the order that this occurs.   * The lava instantaneously moves or otherwise changes its flow up to 5 + 2/F feet in any direction. If this is directed towards a creature, the creature must make a 3d6 vs AGI check to halve 4d6 fire damage. * The lava forms simple shapes and animates to the caster’s whims. * The lava cools and hardens into stone, which will naturally begin to melt. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 10 + 5/F’ cube |
| Effect: | manipulate lava |
|  |  |  |
| **6 – Summon Laf’hundo** | |  |
| Time to Cast: | 2 rounds | The caster must cast this spell on a 5’ cube of earth or stone. The section of earth or stone begins to melt and over the course of the casting time, it crackles and morphs into the shape of a large hound, about 4’ long and 3’ tall. This Lava Hound is under the caster’s control. Only one Lava Hound can be summoned and controlled at a time.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minute |
| Area: | 5’ cube of earth/stone |
| Effect: | summon lava hounds |
|  |  |  |
| **7 – Lava** | |  |
| Time to Cast: | 2 rounds | This spell changes the indicated amount of non-magical **stone** into lava. Any object that touches the lava suffers 6d6 points of fire damage. A resistance check of four dice against HEA is allowed for half damage. The lava will cool at a normal rate and eventually turn back into stone. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 5 + 2/F’ radius |
| Effect: | turn rock to lava |
|  |  |  |
| **8 – Magma Armor** | |  |
| Time to Cast: | 1 round | *Magma Armor* surrounds the target with a thin, protective shield of molten earth. This grants 4/4/0 to their magic DVs. Additionally, any creature that hits the target with a combat attack takes 1d6 fire damage as the magma splashes back towards them. This damage occurs per hit. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | grant magma armor |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Molten Cerberus** | |  |
| Time to Cast: | 1 round | The caster channels the power of the elemental planes of earth and fire, and fires 3 bolts of ash and lava at three creatures within range. Multiple bolts can be targeted at a single creature if desired. These bolts take the form of three canine heads which bite at the targets. Each target must make a 4d6 vs HEA to halve 3d6 fire or earth damage (caster’s choice).   Additionally, each target is surrounded in a 10’ radius field of ash, regardless of the success of the resist check. These ash fields function identically to that of the *Ash Field* spell. The fields do not follow the targets. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | LOS 20 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | three creatures |
| Effect: | tri-headed attack |
|  |  |  |
| **10 – Volcanic Storm** | |  |
| Time to Cast: | 2 rounds | *Volcanic Storm* opens a small rift to the intersection between the elemental planes of earth and fire, from which spews out molten earth and superheated ash. Any creatures within the area of the spell when it is cast must make a 5d6 vs HEA check to halve 4d6 fire and 4d6 earth damage. The area is filled with a field of cinders and ash for the next 4 + 2/F rounds. A creature that moves through the field takes 1d6 fire damage for each 10 feet it moves in a round. The field additionally has the effects of the *Ash Field* spell. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | special\* |
| Area: | 40 + 5/F’ radius |
| Effect: | burning ash storm |
|  |  |  |
| **11 – Lava Chains** | |  |
| Time to Cast: | 1 round | The caster causes chains of molten metal to burst from the ground and reach to shackle the target. If they fail the resistance check, they are *Rooted* and take 3d6 fire damage at the start of each of their turns while *Rooted* by this spell. The target can make a 5d6 vs STR from the chains after being shackled at the end of each of their turns, ending the spell on a success. If the target is flying or can fly, they are grounded for the duration of the spell. |
| Resist Check: | 5d6 vs AGI negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | restrain with lava |
|  |  |  |
| **12 – Magma Mortar** | |  |
| Time to Cast: | 1 round | *Magma Mortar* opens a rift to the intersection between the elemental planes of earth and fire, funneling magma and ash into a powerful stream. Objects and creatures in this line must make the resistance check or take 6d6 earth damage and 6d6 fire damage, halved on a success. In addition, a 30’ radius around the caster becomes an ash field, as ash spews from the rift. This ash field functions identically to that of the *Ash Field* spell. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | 4 + 1/F’ wide line |
| Effect: | torrent of magma |
|  |  |  |
| **13 – Lava Terrain** | |  |
| Time to Cast: | 1 round | The affected area of ground becomes a thin layer of molten lava and 15 + 5/F’’ of air above it is filled with burning cinders of ash. For the duration, any creature that moves through the lava takes 3d6 fire damage per 5 feet it moves in a round, making the resist check at the end of its movement to halve it. Additionally the area of ash functions identically to that of the *Ash Field* spell. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 30 + 10/F’ radius |
| Effect: | floor is lava |
|  |  |  |
| **14 – Pyroclasm** | |  |
| Time to Cast: | 1 round | The caster points toward an area of ground within range, and opens a rift to the intersection between the elemental planes of earth and fire. A geyser of lava erupts from the chosen spot. The geyser is 10 + 5’ in radius and 30 + 10/F’ high. Each creature in the cylinder when it erupts must make the 6d6 vs AGI resist check or take 5d6 earth damage and 5d6 fire damage, or half as much damage if it makes a successful resist check.  The geyser also forms a pool of lava at its base, with the same radius as the geyser. This lava functions identically to the lava in the *Lava Terrain* spell, although no ash is produced.  The caster can spend an action within the duration of the spell to cause another geyser to erupt at a point within range. |
| Resist Check: | 6d6 vs AGI halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | 2 + 1/F rounds |
| Area: | special\* |
| Effect: | geyser of lava |
|  |  |  |
| **15 – Lafovoki** | |  |
| Time to Cast: | 4 rounds | *Lafovoki* summons 4 + 2/F lava elementals from any flame source (a candle is sufficient) or source of natural earth within the target area.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | special\* |
| Effect: | summon lava elementals |
|  |  |  |
| **16 – Ashen Phoenix** | |  |
| Time to Cast: | 1 hour | When the caster dies within the duration of the spell, they explode with ash and lava. Each creature within 30 + 10/F’ of the caster must make a 6d6 vs AGI resist check to halve 8d6 of earth damage and 8d6 of fire damage, and a cloud of ash erupts in a 120 + 30/F’ radius, which functions identically to the field in the *Ash Field* spell. The caster is resurrected at half their DP at the start of their next turn. Only one instance of *Ashen Phoenix* can be cast on an individual at a time. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F weeks |
| Area: | self |
| Effect: | fiery death and rebirth |
|  |  |  |

##### Necromancy

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Bolster Undead** | |  |
| Time to Cast: | 1 round | This spell gives the target one die off of all resistance checks made during the duration against spells or abilities that specifically target or affect only undead. Additionally, the target no longer detects as an undead under magical detections. Spells that can affect all creatures but have additional effects against undead, such as *Soul Strike*, are unaffected. |
| Resist Check: | willing target(s) |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/2F undead creatures |
| Effect: | bolster undead |
|  |  |  |
| **2 – Minor Life Drain** | |  |
| Time to Cast: | 1 round | The target suffers 1d6 points of blight damage and the caster heals for the same amount as damage up to their maximum DP. A dim white glow leaves the target and is absorbed into the caster when this is cast. |
| Resist Check: | none |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single living creature |
| Effect: | siphon life |
|  |  |  |
| **3 – Grave Precision** | |  |
| Time to Cast: | 1 round | The target’s modifiers are increased by 4 + 1/F. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/2F undead creatures |
| Effect: | precise hits |
|  |  |  |
| **4 – Rapid Shambling** | |  |
| Time to Cast: | 1 round | This spell gives the target(s) 10 + 5/F feet of extra movement per round, in their primary form of movement. |
| Resist Check: | willing target(s) |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/2F undead creatures |
| Effect: | make undead faster |
|  |  |  |
| **5 – Corpse Explosion** | |  |
| Time to Cast: | 1 round | The target of this spell must not have a life force of its own. This includes corpses, and also animated undead creatures. Animated undead must make a 3d6 vs HEA to negate this effect. The target explodes with necrotic energy in a 10 + 5/F’ radius, dealing 5d6 blight damage. This destroys the target.  Alternatively, the caster may use this spell on undeads under their control with delayed activation. If the undead dies within 1 minute of casting this spell, the spell activates and proceeds as normal. |
| Resist Check: | 4d6 vs AGI halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | explode necrotic energy |
|  |  |  |
| **6 – Repair Undead** | |  |
| Time to Cast: | 2 rounds | This spell regenerates dead flesh and bone of the undead target(s) and restores 6d6 DP to it. This spell has no effect on living targets. |
| Resist Check: | none |
| Target: | touch, multitouch |
| Duration: | instantaneous |
| Area: | 1 + 1/2F undead creatures |
| Effect: | restore undead |
|  |  |  |
| **7 – Sharpen Claws** | |  |
| Time to Cast: | 1 round | The target(s)'s natural attacks are increased to deal 1d(8+2/F). This also enchants the attacks so they count as magical for the purposes of bypassing Magic or Silver shield or similar protections. |
| Resist Check: | willing target(s) |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/2F undead creatures |
| Effect: | increase damage |
|  |  |  |
| **8 – Earthbone** | |  |
| Time to Cast: | 1 round | *Earthbone* causes the target to be slowly petrified into stone. At the end of each of the target’s turns, they must attempt the resist check. If they succeed against the spell 3 times, the spell ends, removing any of its effects. If they fail the resist check once, they are *Rooted*; if they fail the resist twice, they become *Magically Paralyzed*; if they fail three times, they are *Petrified* permanently. Successfully *Revoking* this spell returns the target to normal, with no knowledge of the intervening time, but they are aware they were turned to stone. *Rooted* and *Magically Paralyzed* effects last for 1 minute. |
| Resist Check: | 4d6 vs PWR\* |
| Target: | touch |
| Duration: | special\* |
| Area: | single creature |
| Effect: | turn to stone |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **8 – Life Drain** | |  |
| Time to Cast: | 1 round | The target(s) of this spell suffer 4d6 points of blight damage, and the caster heals for the total damage done up to their maximum DP. A bright white glow leaves the target and is absorbed into the caster when this is cast. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | LOS 20 + 10/F’ |
| Duration: | instantaneous |
| Area: | 1 + 1/2F living creatures |
| Effect: | drain life |
|  |  |  |
| **9 – Stiffen Bone** | |  |
| Time to Cast: | 1 round | The target's magic DVs are all increased by 2 + 1/F for the duration of the spell. |
| Resist Check: | willing target(s) |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/2F undead creatures |
| Effect: | armor undead |
|  |  |  |
| **10 – Undeath Vigor** | |  |
| Time to Cast: | 1 round | The target’s current and maximum DP is increased by 10 + 5/F. |
| Resist Check: | willing target(s) |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/2F undead creatures |
| Effect: | increase DP |
|  |  |  |
| **11 – Toughen Sinew** | |  |
| Time to Cast: | 1 round | This spell reduces the damage taken by the target from all attacks and spells by 2 + 1/2F points for the duration. |
| Resist Check: | willing target(s) |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/2F undead creatures |
| Effect: | grant DR to undead |
|  |  |  |
| **11 – Scythe** | |  |
| Time to Cast: | 2 rounds | The target must be standing on earth, stone, metal, or some other earthen substance to be affected by this spell. At the end of the casting time, a bloody scythe bursts from the ground and sweeps towards the target. If they succeed at the resistance check, the blade misses and the target is unharmed. If the resistance check fails, the blade hits and the victim is cut in half, decapitated, disemboweled, etc. (GM’s discretion). The target must attempt the resistance check every round for the duration of the spell. |
| Resist Check: | 3d6 vs AGI negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 1 + 1/F rounds |
| Area: | single target |
| Effect: | instant death |
|  |  |  |
| **12 – Death Mist** | |  |
| Time to Cast: | 1 round | The caster summons pale green mist seeping from the ground. Any living creature in the area has their lifeforce eroding, suffering 4d6 blight damage per round and one rank of Inferior STR, HEA, PER and AGI as long as they remain in the mist. In addition, they are *slowed* to half their normal movement rate. Only one instance of this spell may be activated at the time by the caster.  When fully finessed, any creature dying within the mist is raised as a Zombie or Skeleton under the caster’s control. |
| Resist Check: | none |
| Target: | LOS 60 +15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 20 + 5/F’ radius |
| Effect: | call of the afterlife |
|  |  |  |
| **13 – Necrotic Enervation** | |  |
| Time to Cast: | 1 round | The caster tethers a tendril of negative energy between themself and the target. For the duration, the target must attempt the resist check at the start of each of their turns. If they fail, any damage the target takes dealt by the caster or their controlled creatures until the start of their next turn heals the caster by the same amount, up to the caster’s maximum DP. Whenever this happens, white light flows along the tendril from the target into the caster. If the target dies while under the effect of this spell (whether or not they had succeeded or failed the resist check), the caster can shift the tendril to another creature within range as an action. |
| Resist Check: | 5d6 vs HEA negates\* |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | necrotic binding |
|  |  |  |
| **14 – Obliterate** | |  |
| Time to Cast: | 2 rounds | The target of *Obliterate* must be touching earth, stone, metal, or some other earthen substance. If they fail the resistance check, they are immediately, irrevocably turned to dust. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | utter annihilation |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **15 – Theft of Opportunity** | |  |
| Time to Cast: | 1 hour | The caster must sacrifice a living creature during the casting of this spell. The caster gains its chance at life as a second chance. The next time the caster dies, or would be destroyed if the caster is undead, the caster is restored to half DP and automatically regains consciousness. Any bleeding or organ loss that would cause death again is healed.  This spell has no effect if the caster already has another *Theft of Opportunity* active on themself, or if they have any other Second Chance effect active. |
| Resist Check: | none |
| Target: | caster |
| Duration: | special\* |
| Area: | self |
| Effect: | cheat death |
|  |  |  |
| **16 – Force Undeath** | |  |
| Time to Cast: | 1 round | The caster sends a torrent of necrotic energy into a **living creature**, causing their body to wither and decay rapidly, dealing 10d6 + 30 points of blight damage.  If this damage would bring a creature to 0 DP, they must make an additional 4d6 vs PWR resist check or be immediately raised as a Zombie, Skeleton, Mummy, Grey Zombie, or Lightning Zombie (caster’s choice) under the caster’s control. |
| Resist Check: | 6d6 vs HEA halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single living creature |
| Effect: | subject to undeath |
|  |  |  |
| **16 – Army of the Dead** | |  |
| Time to Cast: | 2 rounds | The caster animates a number of corpses up to the caster’s PWR attribute in the area, raising them as Skeletons or Zombies. Any existing undead in the area must make a resistance check of five dice against their PWR attribute or fall under the control of the caster. Undeads animated or affected by this spell attack all creatures other than themselves or the caster with simple attacks. At the end of the duration, newly created undead remain under the caster’s control and existing hostile undead have the caster’s control lifted. |
| Resist Check: | none, 5d6 vs PWR |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 120 + 30/F’ radius |
| Effect: | animate undead army |
|  |  |  |

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| Raise Undead The art and science of Necromancy is often frowned upon, but it too has many uses. This ritual is used to animate corpses with artificial lifeforce and have them perform some basic commands.  Raise Undead ritual can be performed by any caster with 3 or more ranks of Necromancy or Kadavros spell groups. The ritual takes 1 minute and can target up to 3 dead creatures at once, each adding 5 EU/DU to the cost.  Effects of the ritual change depending on the caster’s rank of Necromancy or Kadavros:  **Rank 3:** The ritual animates a severed hand(s) as a Skeletal Hand or as a Zombie Hand (caster’s choice).  **Rank 5**: The ritual animates a dead creature(s) as a mindless Skeleton or Zombie under the caster’s control. The magic is imperfect and lasts for 1 week.  **Rank 8:** The ritual animates a dead creature(s) as a mindless Skeleton or Zombie under the caster’s control and is permanent.  **Rank 12:** The ritual may be augmented with 1,500 (+1500 per creature) gold worth of reagents to raise a dead creature(s) as Mummies, Grey Zombies, or Lightning Zombies. Advanced undeads animated by this tier can be reanimated at no additional gold cost in the event of their death.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
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