## **Tier 1 Earth Aura – “Stoneguard’s Pact”**

### **Origins of the Aura**

Stoneguard’s Pact was first unearthed in the ruins of Kalharn Bastion, a fortress swallowed by the mountains after centuries of war.  
 It’s said that the final defenders made a sacred vow with the land beneath them—to hold the line until their last breath. When the battle ended, the mountain sealed itself shut, and from its heart, this Aura emerged: a promise of protection and perseverance.

### **Nature and Influence**

Earth is unshaken, unmoved, and unwavering. Stoneguard’s Pact manifests as thin armor-like fractals that spread across the wielder’s limbs, shielding them from harm and reducing the strength of enemy blows.  
 It doesn’t retaliate with overwhelming force—it endures, absorbs, and wears opponents down.

### **Role in Battle**

This Aura specializes in **damage mitigation** and **basic disruption**. It offers steady damage while providing light resistance tools to help sustain pressure during extended fights.

## **Skills**

### **Basic Skills *(Upgradeable to Level 3)***

**Stone Slam** – (1.0x – 1.2x) Damage to (1) Target and a (20% – 40%) chance to apply Weakness (-10% Damage Dealt) for 1 Turn  
 *A hammering blow backed by earth essence dulls the target’s edge.*

* **Level 1:** 1.0x Damage, 20% chance to apply Weakness
* **Level 2:** Increase Weakness chance to 30%
* **Level 3:** Increase Damage to 1.2x, Weakness chance to 40%

**Dust Spikes** – (0.9x – 1.1x) Damage to (2) Random Targets and a (0% – 15%) chance to grant the caster a 10% Defense Buff for 1 Turn  
 *Fragments of stone erupt from the ground and scatter outward.*

* **Level 1:** 0.9x Damage to 2 Random Targets
* **Level 2:** Increase damage to 1.0x
* **Level 3:** Increase damage to 1.1x and gain 15% chance to grant minor Defense Buff