

20 The College of Earth Magics (Ver 1.2)

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

There are two distinct branches of this College, and a practitioner of Earth Magic college can be a member of only one branch at a time. They may alter their affiliation, but are treated as if they had quit their original branch and lost all knowledge of Earth Magic until such time as they has spent six months in study and meditation to relearn the General Knowledge of the College in a new form. The two divisions of this College are:

Pacifistic Earth Magic Usually practiced by wild people who live in isolation in the wilderness, this type of Earth Magic is very powerful, but entirely defensive in nature. An adherent of this division of Earth Magic will never attack without provocation (i.e. unless attacked themselves or unless they see animals or plants attacked). They are unaffected by counterspells of their College cast over an area they which occupy while attempting to work the magic of their College. In addition, the counterspells of their College give only half the normal benefit to characters attempting to resist their magic. However, they may never participate in rituals of this College which involve human sacrifice.

Druidic Earth Magic This form of Earth Magic is practiced by strong-willed individuals who have no objection to the taking of human life to further their magic. It is often practiced communally since it is in part ritual magic. Many of the rituals involve courting the darker sides of earth by providing blood to quench its thirst.

20.1 Restrictions

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 they are in contact with an item which is, itself, rooted in the earth (tree, plant, foundation of a house, etc.). They would not be in contact with earth if they were in the air or in water where they could not touch bottom, or if they were atop a piece of furniture or an animal as these are not rooted in the ground. An Adept in a person's arms is not in contact with the earth.

The MA requirement of this College is 15.

20.2 Base Chance Modifiers

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

Adept is wearing a sprig of fresh mistletoe	5
Adept is in contact with earth, but beneath water†	-20
Adept is in a manmade dwelling without an earthen floor	-5
Adept occupies a place of power‡	20

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

‡These can be any places frequented by worshippers of earth. Examples from mythology and literature might include: Stonehenge, Finn McCool's Seat, The Hill of Tara, etc. If the Place of Power is used for ritual sacrifice, the practitioners of Pacifistic Earth Magic would receive no benefit.

All modifiers are cumulative. They are in addition to the modifiers listed in §7.4.

20.3 Talents

Detect Aura (T-1)

Range: Special
Experience Multiple: 75

Base Chance: PC + 5% / Rank

Resist: Active

Target: Entity, Object, Area, Volume

Effects: The Base Chance is reduced by 1% for every foot after the first five feet the target is from the Adept. The results of this talent are the same as given in §9.1.

20.4 General Knowledge Spells

Converse With Animals (G-1)

Range: 10 feet + 10 / Rank

Duration: 3 hours + 3 hours / Rank

Experience Multiple: 50

Base Chance: 45%

Resist: None

Storage: Potion

Target: Self

Effects: The Adept may communicate with fauna (whether verbally or symbolically, and to what extent, are left up to the GM's discretion). Physical contact between the animal and the Adept increases the Base Chance of successfully casting this spell by 5. This spell does not include avians or fish and has to be recast for each type of animal, for example talking to wolves does not allow the Adept to talk to tigers.

Converse With Plants (G-2)

Range: 10 feet + 10 / Rank

Duration: 3 hours + 3 / Rank

Experience Multiple: 50

Base Chance: 25%

Resist: None

Storage: Potion

Target: Self

Effects: The Adept can communicate with flora with which they are familiar. The mode and extent of communication is up to the GM's discretion.

Controlling Animals (G-3)

Range: 10 feet + 10 / Rank

Duration: Concentration: no maximum

Experience Multiple: 100

Base Chance: 20%

Resist: Passive

Storage: Investment

Target: Animal

Effects: The Adept controls the actions of any animal that does not successfully resist. It will serve them so long as they continue to concentrate. If they release the animal or their concentration is broken, it may attack them or flee. The chance to cast this spell is reduced by 5% if the Adept cannot speak to the animal. If the Adept cannot make eye contact, the Base Chance is reduced another 5%.

Blending (G-4)

Range: 15 feet + 1 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 50

Base Chance: 60%

Resist: None

Storage: Investment, Potion, Ward

Target: Entity

Effects: Once this spell is cast, the target must remain still in order for it to have effect. While remaining still, the target is not able to be seen by non-magical means (i.e. as for invisibility). If the target moves, the spell ceases to work. However, if the target becomes still again during the duration of the spell, it will resume its effect. The duration of the spell refers to the time since casting, not the time that the spell is actually in effect (i.e. while the target is still).

Keeping still will require (as a minimum) a 4 × WP check every hour. The target may be required to make additional willpower checks at the GM's discretion.

The spell only has effect while the target is "still". This means that the target is unable to move any of its external surfaces, with limited exceptions. Moving an external surface encompasses such actions as

moving a limb, or opening and closing the mouth. Blinking and normal bodily movement caused by normal breathing will not constitute moving for the purposes of this spell. The following actions will automatically cause the spell to cease working: talking, spellcasting, triggering (subject to any revision of the Investment ritual), readying a weapon, altering facing in a hex, moving from the hex, using a silent language, or indeed any Action other than a Pass action (and Pass actions being restricted as outlined). Note that it is not relevant if an observer would see the movement for the spell to cease working (e.g. moving hands behind back, or talking behind hand will both cause the spell to cease having an effect).

Walking Unseen (G-5)

Range: 1 foot + 1 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 100

Base Chance: 50%

Resist: None

Storage: Investment, Potion, Ward

Target: Entity

Effects: The target of this spell may move unnoticed, not invisible. This means that it will not transmit light. As a consequence the target will cast a shadow (which may or may not be noticed depending on the lighting etc — even if noticed may not be connected to the target) and have a reflection in a mirror (or any reflective surface). However the target may not be noticed even if another entity is looking directly at him/her. It should be noted that a crystal of vision or similar would count as looking directly at the target, not as a reflection. An entity will get a perception check if the target becomes invisible on that entity's senses (e.g. standing in a frontal adjacent hex, or standing behind the entity with the target's hands over his/her eyes). Although the target is not invisible, it may be detected using any magical means for detecting invisible entities (e.g. witchsight).

If the target of the spell is touched by another entity, or that entity's possessions, then the spell is broken. The target of the spell may not break it voluntarily (other than by, for example, touching another entity). Once broken the spell must be recast.

Healing (G-6)

Range: Touch

Duration: Immediate

Experience Multiple: 100

Base Chance: 40%

Resist: None

Storage: None

Target: Entity

Effects: Through a combination of magic and the application of healing herbs and salves, the Adept can cure 3 (+ 1 / Rank) Damage Points suffered due to disease or injury. The spell takes about 5 minutes to cast.

Detecting Traps and Snares (G-7)

Range: 20 feet + 5 / Rank

Duration: 1 hour + 1 / Rank

Experience Multiple: 75

Base Chance: 60%

Resist: None

Storage: Potion

Target: Self

Effects: This spell increases the Base Chance of detecting traps or ambushes while outdoors by 10 (+ 1 / Rank).

Detecting Poisons (G-8)

Range: Touch

Duration: Immediate

Experience Multiple: 75

Base Chance: 50%

Resist: None

Storage: Potion

Target: Self

Effects: The spell requires a wand of either ashwood,

ivory or unicorn horn. The Adept touches this to the object or substance in which they suspect is poisonous. The wand will momentarily turn black if poison is, in fact, present.

Lesser Enchantment (G-9)

Range: 10 feet + 10 / Rank
Duration: Special
Experience Multiple: 125
Base Chance: 20%
Resist: Active, Passive
Storage: Investment, Ward, Magical Trap
Target: Sentient Entity
Effects: The target of this spell is either blessed or cursed (Adept's choice). The spell increases either the character's luck or misfortune (depending on whether it operates as a blessing or as a curse) by 1 on every percentile dice roll in which the character is directly involved. This spell cannot be cast over oneself. The duration of the enchantment is as follows; Ranks 1–10 = a fortnight; Ranks 11–19 = 3 months; Rank 20 permanent until dispelled.

Herbal Lore (G-10)

Range: Self
Duration: 1 hour + 1 / Rank
Experience Multiple: 75
Base Chance: 25%
Resist: None
Storage: Potion
Target: Self
Effects: This gives the Adept Rank 0 Herbalist for the duration of the spell. It also increases their chance of finding herbs (as per the Herbalist or Ranger skills) by 2% (+ 2 / Rank). If the Adept is already ranked in Herbalist or Ranger, then they gain an additional +10%.

Tracking (G-11)

Range: Self
Duration: 1 day + 1 / Rank
Experience Multiple: 100
Base Chance: 15%
Resist: None
Storage: Potion
Target: Self
Effects: The Adept adds 10% (+ 2 / Rank) to their chance of Tracking while outdoors.

20.5 General Knowledge Rituals

Summoning Animals (Q-1)

Duration: Immediate
Experience Multiple: 150
Base Chance: MA + 3% / Rank
Resist: None
Target: Animals
Cast Time: 1 hour
Material: None
Actions: Concentration
Concentration Check: Standard
Effects: If the Ritual Check is successful then a number of small animals equal to the Adept's Rank (minimum 1) are summoned. The animal the Adept attempts to summon must be a native of the area. If the Adept chooses to vocalise their summons in the form of a loud shout or call the Base Chance is increased by 25%.

20.6 Special Knowledge Spells

Earth Hammer (S-1)

Range: 25 feet + 10 / Rank
Duration: Immediate
Experience Multiple: 200
Base Chance: 40%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Entity
Effects: The Adept conjures a giant maul of stone which hurls itself at a target of the Adept's choosing. If the target fails to resist the spell, it takes [D - 5] (+ 1 / Rank) damage.

Hands of Earth (S-2)

Range: 20 feet + 5 / Rank
Duration: 1 hour + 1 / Rank
Experience Multiple: 150
Base Chance: 25%
Resist: Passive
Storage: Investment, Ward, Magical Trap
Target: Entity, Area
Effects: The spell causes 1 + (Rank / 2) hands of stone to materialise out of the ground within range. Each hand is 7 feet tall and all must be contiguous to each other. They may clutch anything that enters the hex they occupy and will continue to do so until they have caught something. Any entity standing on a spot where a hand materialises will be snatched up if they fail to resist, otherwise the hand appears next to them within the hex. Any entity caught will still be able to wield a weapon or cast if they roll under 2 × MD. Entities (or combination of entities) with a combined PS + target's AG greater than 40 (+ 2 / Rank) may attempt a 1 × PS to escape from the Hands, and may do so every pulse after the first. Any hand which has been broken out of will either dissipate or become hard cover (GM discretion).

Strength of Stone (S-3)

Range: 10 feet
Duration: 1 hour + 1 / Rank
Experience Multiple: 200
Base Chance: 20%
Resist: Passive
Storage: Investment, Potion, Magical Trap
Target: Entity
Effects: The target of this spell has their Physical Strength or Endurance (Adept's choice) increased by Rank points (minimum 1).

Armour of Earth (S-4)

Range: 10 feet
Duration: 30 minutes + 30 / Rank
Experience Multiple: 200
Base Chance: 20%
Resist: None
Storage: Investment, Potion
Target: Entity
Effects: This spell increases the defence from physical weapons of the target by 2 + 2 / Rank. At Rank 11 and above, it also absorbs 1 Damage Point per strike.

Diamond Weapon (S-5)

Range: 5 feet + 5 / Rank
Duration: 5 minutes + 1 / Rank
Experience Multiple: 250
Base Chance: 30%
Resist: None
Storage: Investment
Target: Object
Effects: This spell is cast over a weapon of the Adept's choice, increasing its strike chance by Rank% (minimum of 1). The chance of an attacker's weapon breaking increases by 5% when striking a weapon under the effect of this spell (i.e. break chance becomes 94–99, instead of 99).

Gem Creation (S-6)

Range: 10 feet
Duration: 1 day + 1 / Rank
Experience Multiple: 250
Base Chance: 10%
Resist: None
Storage: Investment
Target: Area
Effects: This spell creates one gemstone of random value for each 5 (or fraction) Ranks. The gems dissipate at the end of the spell.

Animal Growth (S-7)

Range: 10 feet + 10 / Rank
Duration: 1 day + 1 / Rank
Experience Multiple: 225
Base Chance: 15%
Resist: Passive

Storage: Investment, Ward
Target: Non-sentient mammal
Effects: One mammal of the Adept's choice is doubled in size. The effects of this radical change are determined by the GM.

Enchanting Plants (S-8)

Range: 10 feet + 10 / Rank
Duration: 1 day + 1 / Rank
Experience Multiple: 225
Base Chance: 15%
Resist: None
Storage: Investment, Ward
Target: Plant
Effects: This spell may impart partial mobility to a number of plants (including trees) equal to the Adept's Rank. The plants may not uproot themselves, but may move their branches and leaves while remaining in the same spot. The plant's actions are always under the control of the Adept so long as they maintain their concentration. If their concentration is broken, voluntarily or otherwise, the plants will be controlled by the GM until the Adept reestablishes control and could, conceivably attack the Adept.

Binding Animals (S-9)

Range: 10 feet + 10 / Rank
Duration: Until dispelled
Experience Multiple: 250
Base Chance: 10%
Resist: Passive
Storage: Investment, Ward
Target: Animal
Effects: This spell is similar to the Spell of Controlling Animals except that the Adept does not have to concentrate on it to maintain it. The spell will last until broken by the animal or dispelled by magic. Any animal subject to this spell makes one check per week against its Willpower to determine if the spell is broken. This only works on land animals, it will not work on avians or aquatic.

Conjuring Earth Elemental (S-10)

Range: 20 feet
Duration: Immediate
Experience Multiple: 225
Base Chance: 25%
Resist: None
Storage: Investment, Ward
Target: Earth Elemental
Effects: If the cast is successful, an Earth Elemental with a combined Fatigue and Endurance of 15 (+ 5 / Rank) appears within 20 feet of the Adept. The Adept automatically casts a Spell of Controlling Earth Elemental to see if they control the Elemental. The Control spell is a separate spell and requires additional fatigue to cast, but does not require any preparation and is cast in conjunction with this spell.

Controlling Earth Elemental (S-11)

Range: 20 feet
Duration: Concentration: no maximum
Experience Multiple: 225
Base Chance: 20%
Resist: None
Storage: Investment
Target: Earth Elemental
Effects: The Adept may attempt to control an Elemental they have just summoned. The Elemental does not get to resist. If successful in establishing control over the Elemental, the Adept maintains control until their concentration is broken or they banish the Elemental with a counterspell. If they fail to gain control of the Elemental or gain control, but have their concentration broken, the Elemental will immediately attack them. The Adept cannot banish an Elemental they do not control.

Sinking Doom (S-12)

Range: 30 feet + 10 / Rank
Duration: Immediate
Experience Multiple: 650
Base Chance: 2%
Resist: Active, Passive

Storage: Investment, Ward, Magical Trap

Target: Entity

Effects: This spell opens a circular pit under a single human-sized target per 5 (or fraction) Ranks and sucks the unfortunate standing over it down to be encased in rock 5 (+ 5 / Rank) feet underground. This spell may be used to affect multi-hex targets, each hex of the target counts as one human-sized target. If the spell does not affect every hex which the target occupies then the target will not be affected.

Wall of Stone (S-13)

Range: 20 feet + 10 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 150

Base Chance: 10%

Resist: None

Storage: Investment, Ward

Target: Area

Effects: Creates a 10 foot high × 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 Adept increases any dimension by 1 foot per Rank. They may not attempt to create a wall on top of an entity.

Wall of Iron (S-14)

Range: 20 feet + 10 / Rank

Duration: 10 minutes + 10 / Rank

Experience Multiple: 250

Base Chance: 5%

Resist: None

Storage: Investment, Ward

Target: Area

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

Tunnelling (S-15)

Range: 5 feet + 1 / Rank

Duration: 30 seconds + 5 / Rank

Experience Multiple: 200

Base Chance: 10%

Resist: None

Storage: Investment, Ward

Target: Area

Effects: The Adept 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 Adept may add 1 foot to either depth or radius per Rank.

Trollskin (S-16)

Range: 10 feet

Duration: 30 seconds + 5 / Rank

Experience Multiple: 250

Base Chance: 20%

Resist: None

Storage: Investment, Potion, Ward

Target: Entity

Effects: The spell allows the subject to regenerate Endurance Points. The target begins to regenerate the pulse after the spell is cast and continues to regenerate at the rate of 1 Endurance Point per pulse for the duration of the spell. The spell will not help regenerate wounds inflicted by acid or fire. An entity will not die from damage while under the effects of a trollskin, even if they are below negative half Endurance.

Smoking Magma (S-17)

Range: 25 feet + 5 / Rank

Duration: 10 seconds + 10 / Rank

Experience Multiple: 300

Base Chance: 7%

Resist: Passive

Storage: Investment, Ward

Target: Area

Effects: The Adept creates a pool of molten rock which wells up from underground. The pool has a radius of 5 feet (+1 / Rank). Any entity within the area covered by the pool suffers damage of [D - 5] (+ 1 / Rank). If the target successfully resists, this damage is halved. Note that while the entity is within the area of effect the damage is applied ever pulse.

Diamond Javelins (S-18)

Range: 30 feet + 10 / Rank

Duration: Immediate

Experience Multiple: 300

Base Chance: 20%

Resist: None

Storage: Investment, Ward

Target: Entity

Effects: The spell causes diamond-tipped javelins to fly from the earth at the Adept's feet and travel toward a target(s) of the Adept's choice. The number of javelins which appear is 1 (+ 1 / 2 (or fraction) Ranks). The javelins have a Base Chance to hit equal to the Base Chance of ordinary javelins + 3 / Rank. Each javelin does [D - 4] (+ 1 / 2 (or fraction) Ranks) damage.

Earth Transformation (S-19)

Range: 10 feet + 10 / Rank

Duration: 3 hours + 1 / Rank

Experience Multiple: 400

Base Chance: 10%

Resist: Passive

Storage: Investment, Ward

Target: Volume

Effects: This spell turns 3 (+ 1 / Rank) cubic feet of stone into mud or vice versa. An entity 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 they fail to resist, they will become trapped in the stone that has taken the place of the mud they were standing in. If they resist, the mud turns to stone, but they are not trapped.

20.7 Special Knowledge Rituals

Binding Earth (R-1)

Range: 10 feet + 10 / Rank

Duration: Concentration: maximum 1 hour + 1 / Rank

Experience Multiple: 500

Base Chance: 10%

Resist: None

Target: Earth

Cast Time: 1 hour

Material: A human (or humanoid)

Actions: Sacrifice human

Concentration Check: Standard

Effects: If the ritual is successful, the Adept gains complete control over a 500 pound weight of earth and stone (plus an additional 500 pound weight per Rank). They can shape or move the earth, change its consistency or instill intelligence in it as they choose. The Base Chance to successfully employ this ritual is 10%. It can affect any earth or stone within 10 feet (+ 10 / Rank) of the Adept. If a ritual sacrifice of a human (or humanoid) being is performed at the end of the duration, the affected earth becomes permanently bound (that is, it contains no life and blocks all earth shaping effects, for example, Hands of Earth, Earth Elementals, Tunnelling).