

Earth Bending

1 – Break

Time to Cast: 1 round
Resist Check: none
Target: LOS 20 + 5/F'
Duration: instantaneous
Area: 1 earthen object
Effect: levitate earth

The cast can break off a piece of non-magical earth material from a bigger object up to 20 lbs. making it a free standing object.

2 – Lower Propel

Time to Cast: 1 round
Resist Check: none
Target: LOS 60'
Duration: instantaneous
Area: single target
Effect: throw object

The caster can launch any size earth material up to 5 lbs. at a target. They make a missile attack roll and if successful, the target suffers 2d6 earth damage.

3 – Lower Levitation

Time to Cast: 1 round
Resist Check: none
Target: LOS 25 + 5/F'
Duration: 1 + 1/F rounds
Area: 1 earthen object
Effect: lift earth

The caster can lift any amount of free standing, non-magical earth material up to 10 + 2/F lbs. The caster must concentrate on this spell and can only move one-fifth movement while it is up.

4 – Seismic Sense

Time to Cast: 5 rounds
Resist Check: none
Target: self
Duration: 2 + 1/F hours
Area: single target
Effect: sense vibrations

The caster is able to sense vibrations through the ground, "seeing" by sensing their surroundings and making a mental image of it. It allows for a 360 degree field of "vision", outside of normal line-of-sight allowing caster to see the movements of their opponent even while visual perception is hindered up to 50'.

5 – Rock Shoes

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: move on earth

This spell create shoes out of rock that allow the caster to run on earth material 50% faster.

6 – Dust Cloud

Time to Cast: 2 rounds
Resist Check: none
Target: LOS 25 + 5/F'
Duration: 1 + 1/F minutes
Area: 10 + 2/F' radius
Effect: obstruct vision

This spell creates a cloud of dust that limits vision to 20' within the cloud. Normal vision cannot see through the cloud to the other side when outside of the cloud.

7 – Rock-et Glove

Time to Cast: 3 rounds
Resist Check: 4d6 vs. AGI halves
Target: LOS 120 + 15/F'
Duration: instantaneous
Area: 1 + 1/(4F) targets
Effect: throw earth

The caster gathers earth around his hands for three rounds and then launches it at the target. The caster can finesse the spell four times to increase the increase the number of targets by one. The attack automatically hits and does 6d6 points of earth damage with a resistance check for half.

8 – Lower Gravity

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: permanent
Area: single object
Effect: change gravity

This spell reduces or raises the weight of all free standing earth materials up to 2 + 1/F times their weight by a factor of 2. Can raise the weight to a maximum of double and can lower the weight to a minimum of 1/2.

9 – Quicksand

Time to Cast: 5 rounds
Resist Check: 4d6 vs. AGI negates
Target: LOS 75 + 15/F'
Duration: special
Area: 25' radius
Effect: traps opponents

This spell turns the ground into quicksand during the first round of casting. Anyone in the area must make the resistance check or they are stuck in the quicksand. On the first round someone is stuck, they must make a four die attribute check against STR to escape the quicksand. Each subsequent round is one die harder than the last. Anyone that fails to escape after the third round dies. This spell requires complete focus by the caster otherwise the spell is cancelled and the ground returns to normal.

10 – Landslide

Time to Cast: 3 rounds
Resist Check: 5d6 vs. AGI halves
Target: 500 + 100/F'
Duration: instantaneous
Area: 100 + 50/F'
Effect: create landslide

If near a cliff or mountain, the caster may cause many rocks of a multitude of sizes to rain down on their target dealing 10d6 earth damage.

11 – Greater Levitation

Time to Cast: 1 round
Resist Check: none
Target: 100 + 50/F'
Duration: 4 + 2/F rounds
Area: 8 + 1/F objects
Effect: lift earth

The caster can lift a number of earth material objects up to a cumulative total of your body weight for the duration.

12 – MultiPropel

Time to Cast: 1 round
Resist Check: 5d6 vs. AGI halves
Target: 120 + 40/F'
Duration: instantaneous
Area: single target
Effect: propel earth

This spell launches 8 + 1/F earthen objects at a target for 1d6 of earth damage per object. The object must have been levitated by the Levitation or Greater Levitation spell for this spell to function on them.

13 – Metal Bending

Time to Cast: 5 rounds
Resist Check: none
Target: caster
Duration: 6 + 2/F hours
Area: self
Effect: make valid target

When this spell is active, rank 1 – 12 spells within this group can target ferromagnetic materials in addition to earthen materials. The caster can choose either type of target when casting the lower ranking spells.

14 – Extreme Gravity

Time to Cast: 3 rounds
Resist Check: special
Target: touch
Duration: 1 + 1/F minutes
Area: 50' x 50' x 50'
Effect: gravity well

This spell can be used two ways:

- 1) The caster makes the area of earth so dense that all creature's movement speed becomes 10'/R and they must make an attribute check of five dice against STR to make any attack. All flying is prohibited and creatures who fall into this area falls twice as fast causing double falling damage
- 2) The caster makes the area of earth have no gravity and anyone in the field must make an attribute check of five dice against AGI or they float up into the air. Flying creatures can move twice as fast within the area.

The caster can switch which way the spell works by focusing for 2 R and using 5 units while the spell is active.

15 – Super Seismic Sense

Time to Cast: 1 month
Resist Check: none
Target: caster
Duration: permanent
Area: self
Effect: give tremor sense

The caster spends 1 month becoming one with the earth letting him feel the vibrations all round him in a $75' + 25'/F$ radius. This prevents the caster from being ambushed from the ground and he can sense where certain traps are located. This permanently blinds the caster and also limits how far the caster can use LOS spells.

16 – Asteroid

Time to Cast: 5 rounds
Resist Check: special
Target: LOS 1000 + 250/F'
Duration: instantaneous
Area: 500' radius
Effect: call meteor

The caster spends 4 rounds focusing all the earth material around themselves and then launches it at the enemy. On the 5th round, the asteroid hits the area causing 16d6 of earth damage. Anyone in the epicenter (within 50' of the center) may make a resistance check of six dice against HEA for half damage. Everyone in the area of effect can make a resistance check of five dice against AGI for half damage. Any flying creature can attempt to stop the asteroid from hitting the ground by making a 16d6 vs STR to completely stop the asteroid from hitting the ground. The asteroid is so massive that it goes through spells like Inertial Barrier.