

Earth – War Magics

Rank: 1 Name: Sonic Orb Time to cast: 1 R Duration: instant Target: LOS 60 + 15/F'	Description:	One target is hit with a sonic blast that does 1d6 damage. The orb always hits but magical resistance can negate or reduce the damage (GM's discretion). Completely deaf creatures take half damage.
Rank: 2 Name: rock wall Time to cast: 1 R Duration: 4 + 2/F R Target: LOS 5 + 1/F'	Description:	Create a wall 7' high by 5' wide and about 2 inches thick in front of the caster that will protect him from LOS things. The wall is immovable and must have some earth or rocks around the area to use for this spell.
Rank: 3 Name: mage lock Time to cast: 2 R Duration: 3 + 1/F days Target: touch	Description:	The door or chest that this spell is cast on does 3d6 damage to the person that opens it. There is a 3d6 agi check for half damage. The target of this spell has rune on it that if known will give it away that there is a spell on the object. Once activated it goes away. Can not stack this spell on one target.
Rank: 4 Name: telekinesis Time to cast: 1 R Duration: 1 + 1/F minutes Target: LOS 50 + 20/F'	Description:	Caster can lift 10 + 5/F pounds from a distance. Target gets a 3d6 power check to avoid being lifted.
Rank: 5 Name: Armor spikes Time to cast: 1 R Duration: 1 + 1/F M Target: caster only	Description:	Caster grows 6-inch long magical rock spikes out of his body for the duration. This adds 1 to cdv and gdv and anybody grappling, hitting (physically not with a weapon), or moving to touch the caster takes 1d6 + 1 damage for each strike.
Rank: 6 Name: Morning Star Time to cast: 1 R Duration: 1 + 1/F M Target: caster only	Description:	Creates a once enchanted morning star from a rock in hand that does 1d6 damage. Can be finessed if user's strength is high enough to do 1d8, 1d10, or 1d12. It is completely made of rock that has magically grown.

Rank: 7
Name: shatter
Time to cast: 2 R
Duration: instant
Target: 60 + 20/F'

Description: Target in range gets a 3d6 power check to avoid being shattered by the sonic waves hitting it. With no finesses it will shatter rock, with two finesses iron, and fully finessed it will shatter steel. Will not work on magical items.

Rank: 8
Name: Sonic Cone
Time to cast: 1 R
Duration: instant
Target: cone 10' * 80'

Description: Cone of sonic damage that does 8d6 damage to all in the area of effect. Completely deaf creatures take half damage. 4d6 hea for half damage.

Rank: 9
Name: immobilizing earth
Time to cast: 1 R
Duration: 1 + 1/F min
Target: LOS 60 + 20/F'

Description: Target must not be standing on a wooden floor but must be standing on the ground. Target gets a str/3 vs. caster's wil/3 to break free after being caught. Can still verbal cast or thought activate things.

Rank: 10
Name: statue
Time to cast: 3 R
Duration: 2 + 1/F hours
Target: caster only

Description: For the duration caster can go back and forth between being a statue and himself. He assumes all the looks of a statue and can be busted like a rock statue. Hearing checks are 1d6 harder but sight checks are normal in the front.

Rank: 11
Name: explosive runes
Time to cast: 1 R
Duration: permanent
Target: touch

Description: The door or chest that this spell is cast on does 10d6 damage in a 30' radius centered on the door. There is a 4d6 agi check for half damage. The target of this spell has rune on it that if known will give it away that there is a spell on the object. Once activated it goes away. Can not stack this spell on one target.

Rank: 12
Name: Meteor Storm
Time to cast: 2 R
Duration: 4R
Target: 100 + 25/F'

Description: When is spell is cast, for each round someone remains in the 50+10/F' area of effect, they suffer 5d6 points of damage from falling rocks. They may make a 4d6 check vs. AGI to reduce this damage by half. If they want to perform complex actions while within the area (spell casting, attacking, etc.), they are not allowed this resistance check.

Rank: 13
Name: Sandform
Time to cast: 1 R
Duration: 2 +1/F hours
Target: caster only

Description: This spell turns the caster into sand. He still maintains his abilities but cannot use any non-magic based weapons. While in this form the caster takes half damage from any weapon and can shrink or expand himself to 50% of his normal size. His dv's are also increased by 2.

Rank: 14
Name: Earth port
Time to cast: 1 R
Duration: instantaneous
Target: caster only

Description: This spell allows the caster to teleport himself to anywhere that is connected by earth. The caster is under ground for 30 +- 5/F minutes and can still cast while there but must name the destination on casting.

Rank: 15
Name: Obsidian's Bane
Time to cast: 2 R
Duration: instantaneous
Target: LOS 100 + 25/F'

Description: During the first round of casting the caster conjures 5 +1/F obsidian spikes and then in the second round of casting hurls them at the target. On each successful hit using missile mod if any the target takes 1d4 damage. Also for each hit there is 5d6 vs HEA or death from the impaling spike.

Rank: 16
Name: Earthquake
Time to cast: 1 R
Duration: special
Target: Area starting 20' in front of caster

Description: When this spell is cast the caster stomps his foot down and a canyon opens that is 20'X40'X60' roughly as the caster can adjust this. The people falling in get a 5d6 vs. AGI or they fall in taking the depth/10 in d6 of damage. The hole will close as soon as the caster lifts his foot and if this happens then the walls close up dealing 6d6 damage and the trapped people have approximately 4 minutes to get out and cannot move to cast spells, other than by verbal casting which shortens this time considerably. After this time is up the trapped people die.