

THE BOOK OF EARTH

“Do not ever believe that old pablum that Earth is static. Earth indeed moves—slowly but unavoidably”

—Arran Greytongue, Shaper

All living things come from the Earth—though Earth itself is cold and dead—and it is to the Earth that all things return. At once we can see that the Earth is a divided element, both giver and taker, nourisher and destroyer. People speak of the Earth as a mother—yet this is no human mother, but one who would kill her children should they fail to heed her lessons. From the dawn of time, the Earth has been our home, serving as the support upon which we stand, the stage upon which all of our stories play out. Like space, Earth is seemingly infinite—it delves deeper than man could ever dig, and circles back upon itself so that man’s journey along its surface may never hit an end. It is warm, providing shelter from the storm, and cold, shielding us from the heat of summer’s furnace. Of all the elements, it is the most constant—it does not give way or yield. It cannot be destroyed, only shaped, and even that requires the utmost of will. Those who would be its master must be stubborn like the ox and patient like the spider. This is an element that takes its time, but for those who know how to harness its power, the rewards are immense.

First, let’s clear up a few misunderstandings. This is not the Book of Plant, nor the Book of Beast, though neither of these would exist without this as their base. Earth is not a living thing, nor is it even a single element—it is, loosely, the aggregation of all solid, non-organic matter found in the universe. Dirt is Earth, and so is stone, glass, and metal. Sand and minerals are Earth. Where Earth meets fire, you will find lava. Where Earth meets water you will find mud. However, one must be careful with strong definitions—ice is solid but falls under the domain of Water, and molten metal is technically a liquid, but still considered Earth. And wood is not Earth, but merely the bones of dead plants, until it degrades again into soil. Earth is both the potential for life and the force that decays it.

Earth magic is the art of manipulating solid, inorganic matter. Because of Earth’s relative stability, mostly what this consists of is different ways of shaping stone, dirt, and metal. And hence a magical scholar of Earth is generally referred to as a “Shaper”. Now do not be fooled, just because Earth magic consists mostly of shaping does not mean it does not have power. A fortress is merely shaped stone. A sword is merely shaped metal. And a mountain is merely shaped dirt. In fact, of all the magical disciplines, it is the works of

shapers that last the longest over time and have the most effect upon history. Earth moved is not just Earth moved for a moment, but Earth moved for a thousand years, maybe more.

But shaping is not for everyone. It starts slow, and its effects lack the flashiness of Glamour or the speed of Fire or Air. Earth is not as forgiving an element as Water, nor as instantly rewarding as Life. Those who study this art must be patient, forward thinkers, with an eye more to the future and the past than the present. Shapers are typically quiet folk, whose thoughts run deep, and who may not enjoy interacting with others. It is an older crowd, and often this book is taken later in life after the sorcerer has already studied something else, or come up against a wall in trying to master another pursuit.

As with Wards and Bindings, shaping is something of a stable profession. Shapers often are hired on by mining companies and paid well for their efforts, as their spells can do the work of a hundred men. Shapers also tend to get in less trouble than most magicians, and live longer, more peaceable lives. This does not mean though, that they cannot hold their own in a battle—wait until you see a metal man hurling stones through the enemy's ranks and opening chasms beneath their feet. Then you will know true power.

EARTH BASICS

Like the books of Air, Fire, Water, Life, and Light and Darkness, Earth is considered a Primal form of magic. These are some of the oldest forces in creation, the palette employed by gods, angels, demons, elementals and mythic powers to shape the cosmos. Beings such as these speak in tongues of raw force that can move mountains and alter realities. What little we know and understand of their speech we have come to call the Primal tongue. This is the third of the seven ancient languages, older than Music, Nature, Dragon, or Sylvan. Primal words do not typically translate across the board to our modern ways of speech; they are far more diverse, and each encompasses a concept rather than a single meaning. This language can be very dangerous to employ—learn and practice it with caution and reverence or it will consume you, body and spirit.

The basic tenet of the Book of Earth is Direction. This is the ritual of connecting oneself with the element and its gravitational pull—the ability to sense the element's larger presence. This tenet can be learned by anyone awakened to magical energies, but is often gifted to those who have some sort of connection to Earth; those who survive being buried alive or trapped in a mine collapse may find that they now possess a new, strange, and unexplained sense.

The primal word for Earth is *úrthep*. To speak it is to form a bond with Earth in all of its forms—one's feet connect with the ground, and all the power and stability that comes with that connection is amplified, resonating through the shaper's body like a pleasant vibration. With this confidence, the shaper can manipulate the Earth around her in any of its incarnations as if it were simply an extension of her own body.

Spells in elemental books employ Primal words (sometimes combined with the tongues of Music and Nature as well as Sylvan) to achieve the desired effect. The intonations and motions that go along with the spoken incantations add depth and majesty as well as devastation, depending on the combinations. Races without arms or hands (or even those with missing limbs) will have to develop other gestures that make sense to them to cast these spells. Often times these self-developed gestures make the magic more potent. Races with no vocal chords may be able to simply think the words rather than say them aloud (Focus roll of 20 or better to trigger any spell).

Earth is a hard element, and its study is a hard pursuit, but it is not fickle, and is kind to those who like to take it slowly and steadily. It has a great deal of mass, and particularly at the beginning, magic alone is not enough to bend it to one's will, so the shaper is typically large and strong herself, able to bear the weight of stone and dig through the dirt. Shaping is most often a solitary activity, so the social are rarely found here, only the thick-headed, the stubborn, the willful, the humble, and the determined. For those who earn its respect though, the Earth is a giving patron.

EARTH EFFECTS

Earth, for the most part, is a solid, stable element, but things can get complicated fast when it starts to move or when one is in it rather than on it. There are also matters like falling rocks, smothering, chasms, and pressure and weight. A lot of this is covered in the Osiris core rulebook (suffocation, for example). But there are a few situations that probably need a little special attention here.

Most direct damage dealt by earth is typically caused by bludgeoning (getting hit by a moving rock, for example). Unless otherwise stated, Wound damage from Earth spells is divided evenly amongst 3 random locations.

Keep in mind that Earth magic only affects "earth", which is generally all inorganic material that is solid under standard temperature and pressure. This includes, but is not limited to stone, metal, soil, clay, ceramic, glass, sand, gravel, and dust. The list includes mercury, which is considered a metal, but not alcohol, which falls under the realm of water. Petroleum is considered earth even though at some point it was organic, just as

soil is also considered earth. Blood is neither earth or water, but flesh (falling under the realm of Beast or perhaps Life). Wood and leaves are considered Plant, and hair and horn and bone Beast. These rules may seem arbitrary, but magic is a fickle force and it works how it works.

Though Earth magic applies to metal, and iron is a metal, no form of magic functions against cold-forged iron (crafted, pure iron objects shaped only by hammering, not by melting and casting). Other forms of iron and steel and the like are affected normally by all spells that apply to metal.

Some spells can be maintained once cast. A shaper may maintain only one spell on a given round, though she may continue to cast spells normally while maintaining her one. Mana for maintained spells is paid at the start of each round. When stacking mana costs, the shaper may purchase as many stacks in a single casting as the order of the highest level spell she knows (from any book). So, if the caster knows a 5th level spell, she can buy up to 5 mana stacks. Maintainable spells can be paid for ahead of time and left to run on their own. For example, Grounding costs 1d4 per minute. The caster can spend 10d4 up front to cast the spell with a ten-minute duration, and it is no longer considered a maintained spell.

When casting any spell, the shaper must score a Magical Attack (or Defense if required) roll of at least 10+Spell Order, or the effect will fizzle out—even if there is no opponent to resist it.

No form of magic is an exact science, and Earth is notoriously difficult to manipulate. In the event of a critical failure on a casting roll, there is a 10% chance the shaper will become bonded to the element—sinking up to her ankles (2d6 inches) wherever she is standing. In most cases, this is a minor annoyance, but if the caster is standing in stone or metal, getting out may require a significant effort, or the right Earth magic. If the caster is flying or the like and can't sink, any earthen objects she is wearing or holding will become embedded into her skin instead.

BASIC TENETS

Direction

Prerequisite: Magical Awakening (Any)

Sacrifice: 1

Mana Cost: None

Range: Caster

Target: Caster

Area of Effect: Caster

Duration: Instant

Roll: None

Resist: None (Magical Defense if for some reason the direction is magically warded)

Casting Time: Always active

Effect: Caster always knows which direction is which

Words: None

Casting: N/A

Those who have an affinity for the solid forms of matter can typically sense its positions in space, and hence, can easily tell how they are oriented relative to it. It is surmised that this is done by picking up magnetic fields like a compass, though it may be a bit more complex than that in truth. Those who take this tenet always know which way is North (and hence, West, South, and East as well) and can always tell up from down. They can also begin to cast spells from the elemental Book of Earth.

Keep in mind that knowing which direction is which does not necessarily mean one cannot get lost—North and South matter little in a maze or in a tunnel deep underground.

Material Component: A silver sewing needle held in the palm will swivel towards the North—this is often used to communicate with fellows in situations where silence is of the essence. Can be purchased for around 25 units in most settings.

FIRST ORDER SPELLS

Unlike with more complex spells, Shapers can take first-order spells immediately after gaining the basic tenets necessary. The trade skill Linguist (Primal), must be learned and trained to at least 10%.

Grounding

Order: 1

Prerequisite: Direction

Sacrifice: 1

Mana Cost: 1d4 per minute

Range: Touch

Target: Single creature or object

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Target improves her footing

Words: ꝑeꝥ'takk ūtheꝑ

Casting: The shaper speaks the primal words for touch and Earth while extending both arms downward to her sides, palms level and facing the ground.

This first small touch of Earth magic forms a mystic bond between the caster and the element. With this spell, the caster can increase the connection between the Earth and the target of this spell, making it much easier for her to keep her footing under duress.

This spell adds +8 to any roll that the target must make in order to not get knocked down, over, or back. This includes defense against overrun attacks, or trip attacks. Grounding adds only +4 to grapple defense rolls. It also adds +3 to any Climb rolls made when attempting to climb an earthen surface.

This spell is often used as defense against air magic or as proof against difficult weather or unstable pathing. Its use in battle is well-known as well, but is better used in situations where a small group must hold ground against a larger one—it is expensive to maintain on dozens of people at once.

When cast upon an object, it makes it harder to knock that object over or pick it up. If no roll exists to modify, use 1d20+8 for the object vs. 1d20+Attacker's Strength. Add +1 for every 10 lbs. of object weight (picking up) or 50 lbs. of weight (knock over).

Material Component: A bit of sap from a tree will extend the duration to 1d4 per 10 minutes. Can be found easily with a partial success in Herbalism.

Seek

Order: 1

Prerequisite: Direction

Sacrifice: 1

Mana Cost: 1d6 per mile range

Range: Per mana

Target: Closest object that matches desired type

Area of Effect: 1+ mile sphere around caster

Duration: Instant

Roll: Magical Attack

Resist: None

Casting Time: 1 Round

Effect: Target locates the nearest aggregation of the desired type of Earth

Words: ʌsɪk ʊtʰeɹ

Casting: The shaper speaks the primal words for find and earth while stretching her arms fully out beside her, palms slight up and fingers spread.

The magic of this incantation spreads out from the caster's palms and searches the world around her, seeking the nearest sizable piece of Earth of the desired type. Types of Earth include stone, metal, soil, glass, ceramic, sand, gravel, clay, and dust. How big a piece of Earth is sought depends on the caster's desire. The caster can also limit the field of search, so perhaps looking for the nearest boulder at least 1 cubic meter in size directly above her.

The spell will return the direction and approximate distance of the specific piece of Earth found. The caster can choose to have the spell ignore known objects and have the spell keep looking past them.

While arguably of little use in most situations, this spell is very commonly employed by those who sail the islands of the Sky or who traverse the void of space looking for habitable planets. Limiting the field of search is the key to utility here—it can help the caster find a box filled with dirt in her pack, or the nearest island when lost at sea.

Material Component: A piece of the desired type of Earth sought, if held in the hand, will negate any portion of the range that passes over open air or space (such as the gap between two mountaintops). Generic earth is common and can be found almost anywhere.

Soften

Order: 1

Prerequisite: Direction

Sacrifice: 1

Mana Cost: 1d6 per square foot per minute

Range: Touch, or 1d6 mana for up to 30 meters

Target: Single earthen object, all of the same material

Area of Effect: Per mana

Duration: Maintained

Roll: Magical Attack

Resist: Reflex to defend held or worn objects

Casting Time: 1 Action

Effect: Softens target so that it will bend and is easier to cut

Words: ʊmɔ̃kɪk ʊtʰeɹ

Casting: The shaper speaks the Primal words for soft and earth while holding her palms out in front of her, elbows bent, and pulsing them forward and back as if pushing against a firm cushion.

The first real hint of the shaper's power, this spell is quite versatile, and has more uses than can be counted. The spell essentially softens any kind of Earth, making it slightly spongy and flexible. This makes the material easier to cut, but harder to break. It is mostly employed on hard Earth, like stone or metal, giving it a quality like hard rubber, like that of a tire perhaps. If cast on dirt, it will make hard dirt easy to be dug, and soft dirt act like loose sand. If cast on loose sand, it will make the sand difficult to walk on, like fresh snow.

Some of the more common uses are: soften stone in a mine so that it can be removed more easily, break a fatal fall, turn an opponent's weapon to rubber, weaken an opponent's armor, or soften an object so it can be cut up.

If cast upon a stone or metal object, that object will now become flexible and can be cut up as easily as one might cut up hard rubber (which isn't trivial really, but it's a lot easier than cutting stone). If such material is hit with a solid axe (or the equivalent), each point of damage dealt by a blow will cut $\frac{1}{2}$ an inch (so 24 points of damage would cut through a foot of softened stone). Magical objects will resist this damage by one point per blow per level of the object's enchantment (they are also harder to soften in the first place—see the book of Wards and Bindings). Softened doors and the like can may also be more easily knocked open, as they will now bend when hit and may pop out of socket (add +10 to the attacker's Strength rolls).

Softened ground will do damage on falls as if it was loose sand.

Softened edge weapons are mostly useless and will deal only 1 point of damage per hit (+1/3 the wielder's strength). Blunt weapons will deal $\frac{1}{2}$ normal damage (which includes any Strength bonus). (Bullets are considered blunt weapons here, and arrows and the like edged).

Softened armor will offer only half DR against blunt weapons. Against edged weapons, it will offer normal DR, but each time the DR is exceeded, that struck location loses one permanent point of effective DR. So the armor will slowly shred over time.

Being softened does not make an object easier to melt, or more susceptible to heat or cold or fire or so on. When the spell ends, the material will return to its normal consistency. If the object is held bent when the spell ends it will take the new shape permanently.

If ever cast upon a creature of living earth of some kind, this spell reduces the creature's damage reduction based on how much of the creature's volume is affected. So if the creature is 30 cubic feet, say, and 10 cubic feet are softened, 33% of the creature's damage reduction is nullified.

Material Component: A inch cube of lead will increase the area affected, up to 1 cubic meter per 1d6 mana (1 cubic meter is about 30 cubic feet). The cube is good for about 8 castings before it turns to ash. Can be found with a partial success in Scholar: Geologist and mined with a full success in Laborer, or purchased for about 5 units in any civilized area.

SECOND ORDER SPELLS

Shapers who wish to learn second-order spells must be at least second level themselves, and must have leveled since they learned the prerequisites for any of these spells. Additionally, the trade skill Linguist (Primal), must be learned and trained to at least 20%.

Bond

Order: 2

Prerequisite: Grounding

Sacrifice: 1

Mana Cost: 1d6 per square inch

Range: Touch

Target: Two separate objects

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Permanently attaches one object to another

Words: ұтһеꝛ емbrace

Casting: The shaper speaks the primal words for earth and embrace, sets the objects together (if necessary), then touches one of them with one hand while firmly pressing two fingers into the palm with the other hand.

A simple but useful form of shaping, Bond shapes a small amount of the surface of an earthen object so that it merges with the surface of another earthen object that touches it. The items do not need to be of the same substance, so stone can be bonded to metal,

or metal to glass, and so on. The connection between the two objects is not deep, but it is strong, and is unbreakable as the weaker of the two materials.

The most common use of this incantation is to mend or repair a broken object. The pieces of a sword that has been broken in two can be easily set back together. Jewels can be bonded to a metal ring, or glass affixed to a window opening. It can be used to weld metal together, to build a stone cage, or in any number of ways.

This spell can also be used in more unusual ways as well, to attach a sleeping knight's armor to the floor, to attach a glass to a stone table, or pottery to a wall. Separating the two objects is as difficult as breaking the same amount of the weaker of the two materials. So if 1 square inch of a glass is bonded to a table, pulling the glass off requires the amount of strength needed to break one square inch of glass. Which means in this case, the glass will probably shatter before it can be lifted anyway. If a boulder is bonded to a mountain, one square inch will likely not be enough to keep it from breaking off again.

This spell can also be used as its own antidote, and can easily separate objects bonded via this spell. If someone actively tries to guard the objects being bonded or separated, she is allowed a Reflex roll to negate the spell.

Material Component: An inch of solder increases the surface area of the spell, to a 2x2 inch square per 1d6 mana. Can be purchased in industrial settings for 1 unit, and low-tech societies for 5. Primitive cultures are unlikely to have it available.

Seek Mineral

Order: 2

Prerequisite: Seek

Sacrifice: 1

Mana Cost: 1d8 per mile range

Range: Per mana

Target: Closest object that matches desired type

Area of Effect: 1+ mile sphere around caster

Duration: Instant

Roll: Magical Attack

Resist: None

Casting Time: 1 Round

Effect: Searches surrounding area for a particular earthen material

Words: **asik eta ùthep**

Casting: The shaper speaks the primal words for seek, earth, and this, then throws back her head and opens wide her arms to indicate the field of the search.

A powerful extension of the Seek spell, Seek Mineral allows the caster to search for a much more specific type of earth. Instead of just finding the nearest metal, she could look for the nearest bit of mercury, or the nearest piece of gold bigger than a marble. Instead of the nearest stone, the caster could find the nearest rose quartz, or the nearest deposit of salt. The possibilities are unlimited.

In practice, this works almost exactly like Seek, where the caster can define the spell's field of search and the minimum quantity of the material for it to trigger as the target. This spell is also much more used and much more useful than its more basic counterpart. If one knows one's enemy wears a topaz jewel of 5 carats in size, one could just look for that to find her. Some shapers make all of their companions carry little lumps of jade (or whatever is handy) in order to keep track of them all should they get lost.

This spell is very much sought after by prospectors and mining companies.

Material Component: A piece of the desired material sought, if held in the hand, will negate any range that passes over open air or space (such as the gap between two mountaintops). How to get such an item depends upon what exactly it is.

Shape

Order: 2

Prerequisite: Soften

Sacrifice: 1

Mana Cost: 1d6 per 10 lbs.

Range: 30m

Target: Contiguous soft earth

Area of Effect: Portion of target up to weight limit

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Round (1d6 rounds for art)

Effect: Allows caster to shape and manipulate soft earth

Words: **ashav útheþ**

Casting: The shaper speaks the primal words for form and earth, then squeezes her hands into the air as if kneading invisible clay.

The fundamental building block of the Book of Earth, Shape expands upon the Soften spell, softening the substance, pushing it into a new shape, and then hardening it again.

It can be used to turn clay into a statue, sand into a castle, widen the mouth of a cave, or anything the shaper can imagine. The material is moved and shaped as if by an invisible hand.

Though the book of Earth will improve upon this at later levels, this early spell only affects soft earth, including dirt, clay, sand, mud, and any liquid earth, such as lava or mercury. The target must not necessarily be all of the same substance (it could be soil mixed with clay, perhaps), but it must all be together in one mass to begin with. The shaper can only affect as much as the weight limit given from the mana cost, and this not be the entire mass. For example, the spell could be cast upon a beach to push up and form a sand castle, but the caster need not pay for every bit of sand on the beach, just the sand moved. The material cannot fly, so it must stay together in some form throughout the process.

This spell can also be used to dig, effectively pushing the dirt out of the caster's way by shaping it. This works as long as the caster doesn't have to move stone or metal to make the hole.

Under normal circumstances, the shaped earth is just given a rough form, though if the caster takes the extra casting time to fine tune the shape, she may attempt to create highly artistic sculptures. In this case, an Artist skill roll is required to achieve the desired shape. One trick artists can do is to mix fast-drying plaster, shape it, and then keep the spell active (paying each round) until the plaster dries.

If ever cast upon a creature of living earth, this spell deals 1d12 points of damage per 25 lbs. shaped (or portion thereof).

Material Component: A small clay teacup will lower the cost of this spell, changing the mana cost to 1d6 per 100 lbs. The cup crumbles upon casting. Can be purchased in most settings for 2 units or created with a partial success in Potter.

Spider Climb

Order: 2

Prerequisite: Grounding

Sacrifice: 1

Mana Cost: 1d6 per round

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Target sticks to walls and ceilings, and can walk on these as if on a floor

Words: *veps ov'ast*

Casting: The shaper speaks the primal words for travel and wall together, then spreads her fingers, flattens her palms and bring them together, pressing inward.

Like a spider or an insect, the target of this spell can cling to walls and ceilings, and even walk up them without falling, as long as her palms and feet continue to make good contact with the surface.

Due to the way the body's weight is distributed, movement up walls and on ceilings is difficult. The climber cannot run or sprint, and at least one hand is needed to walk up a wall. When moving up a wall, the climber must also make Climb rolls each round against a target of 4. Each point the roll is made by indicates one meter of upward movement.

If the climber ever loses her footing (is knocked down by an attack, say), she will fall off the wall and will take whatever falling damage is warranted. Rules for getting knocked down while on a wall are, for these purposes, the same as those for getting knocked down while standing on the ground. Falling can also occur when the spell ends if the target is not in a safe location. Climb rolls can be attempted to stay on walls, but those walking on ceilings will definitely fall.

Unlike other Earth spells, this one works no matter what the surface of the wall is made of, including wood.

Material Component: A spider's web will reduce the cost of this spell, down to 1d6 per minute. The web is consumed by the casting. Can be found almost anywhere. In rare areas, a partial success in Survivalist might be required.

Waterproof

Order: 2

Prerequisite: Grounding, Soften

Sacrifice: 1

Mana Cost: 1d6 per square meter of surface

Range: Touch

Target: Surface area of person or object

Area of Effect: Target

Duration: 1d4 hours

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Protects person or object from water or other liquids

Words: pa'kaú owa

Casting: The shaper speaks the primal words for repeal and water while tracing the full surface shape of the object to be protected in the air as if applying a sealant.

A useful, if limited, spell, Waterproof essentially prepares the surface area of the target to present a smooth barrier to water and other liquids that come into contact with it. This prevents water from soaking in or damaging the target. If cast upon a house, it will protect it from rain, if cast upon a painting or a letter, it will allow it to be immersed in water without damage. If cast upon a sponge, it will prevent it from absorbing any liquid. If cast upon a person, it will prevent them from getting wet (they can jump into a lake and come out totally dry), but it would not protect against damage from a fire hose, say (which would be more battering than anything else).

Unlike other Earth spells, this can be cast on an object of any material. It has been argued that this is not really an Earth spell, but it traditionally has been taught in shaping schools, and it has been adapted to the Earth tree.

Material Component: A small glass ball will increase the duration of this spell, from 1d4 hours to 1d4 days. The ball is shattered upon casting. Can be purchased in most settings for 2 units, or crafted with partial success in Potter.

THIRD ORDER SPELLS

Shapers who wish to learn third-order spells must be at least third level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 30%.

Analyze Earth

Order: 3

Prerequisite: Seek Mineral

Sacrifice: 2

Mana Cost: 1d8 per cubic foot of material

Range: 30 meters

Target: Volume of earth

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: None (Reflex if defended)

Casting Time: 1 Round

Effect: Reveals the scientific makeup of a given sample of earth

Words: **kaħn ūtheɁ**

Casting: The shaper makes a ring with her thumb and forefinger, brings it up to her eye and speaks the primal words for earth and know.

A key discipline along the path of the shaper, this spell more than any other helps the shaper know and understand the earth and connect with its properties. It is the building block upon which all later knowledge rests.

The spell itself is quite simple, the caster simply selects a volume of earth, casts the spell, and then instantly knows what the target area is made of—each mineral is known, as well as the volume of each.

The spell might allow the caster to know whether a crown is pure gold or if it is merely gilded lead. It could tell the caster if there is a vein of silver beneath her feet, or if there is arsenic in the soil, and how much.

The uses for this spell are innumerable, though the most common use is in prospecting, analyzing the earth for where valuable metals and minerals lie. Many mining companies hire earth mages to find the veins to determine where the mines should go, and the pay is quite good.

When casting this spell, at least one part of the area to be analyzed must be visible to the caster. So to caster might analyze a column of earth beneath her feet that is 1 foot by 1 foot and delves down 50 feet. The caster cannot tighten the search to narrower than a one-foot area unless she is analyzing a specific object, like a sword.

Material Component: A clear, cut, and polished diamond of at least one carat will increase the effective area of this spell, to 1d8 mana per cubic meter of material (there are about 10 cubic feet in one cubic meter). The caster holds the diamond in the ring of her hand and looks through it to cast the spell. The diamond is not used up in the process. Can be purchased in the typical setting for 1000 units. Can be mined with full successes in Scholar: Geologist, Laborer, and refined with a full success in Jeweler.

Dig

Order: 3

Prerequisite: Shape

Sacrifice: 2

Mana Cost: 1d10 per cubic foot

Range: 30 meters

Target: Volume of dirt

Area of Effect: Per mana

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Round

Effect: Moves large amounts of soft earth out of the caster's way

Words: **ommos ùtheꝥ**

Casting: The shaper speaks the primal words for move and earth together, then reaches out both hands, cupped, and brings them repeatedly into her chest with a scooping motion.

Not the most glamorous of spells, but highly utilitarian, Dig does exactly what it sounds like—it moves dirt. The caster simply targets a surface (such as a 3'x3' patch of ground) and casts the spell and any soft dirt in the area will begin to move up and away from the surface, creating a hole. Metal, stone, and other non-dirt objects in the area will not move, but may be uncovered or dislodged by the dirt moving away from them. The dirt will not fly out of the hole, but slides, so it cannot generally be used to blind opponents or perform other “dirty” tricks. The hole can also be made in a wall or a ceiling if necessary.

Because the dirt has to go somewhere, once the spell reaches more than 10 feet past the surface, the effectiveness of the spell is cut in half as the dirt will be filling in the hole higher up as it is extracted from the hole father down.

If cast upon a surface someone is standing on, a Reflex roll will allow them to move away in time, otherwise, they fall in the hole. Shape earth can be used to fill the hole back in again next round.

If ever cast upon a creature of living earth, this spell deals 1d12 points of damage per 1d10 mana poured into the spell, double if a material component is used.

Material Component: A metal spoon will increase the volume moved to 1 cubic meter per 1d10 mana. The spoon will last about 10 castings before crumbling to dust. Can be purchased in most settings for 1 unit. Can be mined with partial successes in Scholar: Geologist, Laborer, and refined with a partial success in Blacksmith.

Earth Vision

Order: 3

Prerequisite: Seek, Vision [LD]

Sacrifice: 2

Mana Cost: 1d8 per round

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Round

Effect: Target can see through earth, stone, and metal as if through glass

Words: *úrthep vis*

Casting: The shaper places both hands over her eyes as she speaks the words for earth and see.

A wondrous gift of magic, Earth Vision allows the target to see through solid earth, stone, or metal as if it were clear glass (or even better, really). This allows the target to see through walls, peer into stone sarcophagi, look for treasures buried under the earth, and much more.

The target can see up to 30 meters (100 feet) through solid material, though she can see normally in less solid conditions like sandstorms and the like. The target can still see where the boundaries of the solid material are, but they don't obscure the vision in any way.

Material Component: A one-cm glass cube will increase the duration of this spell, from 1d8 per round to 1d8 per minute. The cube shatters on casting. Can be purchased in most settings for 1 unit, or crafted with a full success in Potter.

Magnet

Order: 3

Prerequisite: Seek Mineral, Spider Climb

Sacrifice: 2

Mana Cost: 1d8 per lb. per round

Range: Caster

Target: Multiple ferrous metal objects in area

Area of Effect: 60-degree cone out from caster

Duration: Maintained

Roll: Magical Attack

Resist: Reflex + Strength

Casting Time: 1 Action

Effect: Pulls metal objects towards the caster

Words: **κα'ραύ ιματ**

Casting: The shaper holds one arm out straight towards the target, fingers clawed and speaks the primal words for attract and metal.

As the shaper begins to learn to work and manipulate metal, she starts by feeling the invisible force of magnetic pull in iron and its cousins. With this spell, she can create such a field using magic, and can use this to draw pieces of metal towards her. This is not generally a combat spell, though it can be used to disarm opponents and misdirect bullets and arrows—it is used more often to drag keys to a cell, pilfer small objects, or pull paintings off a wall.

This spell only works on metal that is susceptible to magnetic forces, which includes: iron, nickel, cobalt, gadolinium, neodymium, samarium, and any alloy containing a significant amount of these, such as steel.

When cast, the target objects fly to the caster's hand. Objects move at a rate of 30 meters per round. If the object hits anyone, they take damage as if the caster had thrown it, with a Strength score equal to her Depth. If someone is holding onto one of the target objects, he may roll a Reflex roll and add his base Strength score to try to keep hold of it.

Any missile attacks through the area while the spell is in effect using metal ammunition will receive an attack penalty of 10+Depth as long as the caster prepays for their weight.

The field of this spell can be reversed as well, pushing the items away from the caster, out to the outer limit of the spell's area. This could be used to push them off a cliff perhaps. It is also commonly used when pushing away bullets.

There are other uses for this spell as well—for example, it could conceivably be used to generate electricity in the right circumstances using copper coils.

Material Component: A small magnet will increase the effective area of this spell to 60 meters. The magnet is not consumed in the casting. Can be purchased in most settings for 5 units.

Nail

Order: 3

Prerequisite: Bind

Sacrifice: 2

Mana Cost: 1d8

Range: Touch or Ranged Attack 3

Target: Single shard of hard earth

Area of Effect: Target

Duration: Instant

Roll: Magical Attack or Melee Attack

Resist: Ranged or Melee Defense

Casting Time: 1 Action

Effect: Drives a metal spike through a solid object

Words: **shap imat**

Casting: The shaper places the spike between her second and third fingers, speaks the primal words for speed and metal together, and then thrusts her palm outward towards the intended target.

A utilitarian spell that can potentially turn deadly, particularly towards unarmed opponents, Nail allows the caster to force a sharpened spike of hard earth (usually metal, but can be glass or stone) into a solid object. Normally this is not a ranged spell, but requires the caster to actually touch the spike to the object into which it is to be driven. The object to be nailed can be of any material, wood, stone, earth, glass, or even flesh (but not of any material harder than the spike itself). When the spell is completed, the spike is driven all the way into the object, with the back end of the spike flush with the surface of the object.

As the name implies, this spell is used commonly to drive nails into an object. If the spike is shaped ahead of time, it can be prepared to leave a loop exposed to which a rope or the like could be fastened to. This can be used for climbing a stone wall perhaps. The nail does not usually crack or shatter the object, but there is a cumulative 10% chance per mm width of the nail if the target object is fragile (glass perhaps).

The spike can be of any material and up to 1 inch in width and up to 1 foot in length. A knife could be used, or a shard of glass or a sharpened column of stone.

If used against an opponent in melee combat, the caster must first make a successful grapple attack (no Strength roll is needed), and then roll a successful magical attack vs. melee defense. The damage depends on the size of the spike, from 1d3+Depth for a nail, 1d4+Depth for a spike, 1d6+Depth for a knife, and 1d8+Depth for a dagger. DR is applied for armor and then half of the remaining damage is applied directly to wound. The other half of the damage is done to Stamina when the spike is removed. The wound will not heal (magically or otherwise) until the spike is removed. Called shots need only be rolled on the initial grapple contest.

The nails do not really fly, but the force of thrusting them does propel them through the air enough so they can be used as a ranged attack. Damage is as above, but applies normally. Listed range is incremental, as with a standard ranged attack.

Material Component: A jewelers' hammer (or any kind of hammer, really) will increase the damage dealt of this spell by one die upgrade (so 1d10+Depth for a dagger instead of 1d8). The hammer is held in the off-hand and is not consumed in the spell. Can be purchased in most settings for 30 units.

Sand Jet

Order: 3

Prerequisite: Shape, Air Jet [A]

Sacrifice: 2

Mana Cost: 1d10 per round

Range: 30 meters

Target: Area

Area of Effect: 10m cone, 60-degree arc

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Creates a powerful jet of sand that scours, blinds, and knocks enemies back

Words: **ai'a úther tũptal**

Casting: The shaper speaks the primal words for air, earth, and force together as she thrusts out an arm, clawing and spinning the hand so as to begin the vortex.

Here the shaper takes a common air spell and enhances it with the power of Earth, increasing the spell's power and effectiveness. This spell throws up a small whirlwind of sand that irritates and blinds enemies. The shaper will need some amount of loose sand or dirt in the area in order to cast this. The effect is similar to that of an Air Jet, a focused blast of air, only it picks up some sand as it goes, dampening the knockback a bit but allowing to sweep over a larger area, affecting potentially many targets.

The area is a 60-degree arc extending 10 meters from the selecting starting point of the spell, which can be up to 30m from the caster. 60 degrees is one facing on a hex map, or two squares forward and one out on a square map.

There are 3 primary effects of this spell:

First, the sand scours and annoys everyone in the area of effect, dealing 1d6+Depth damage. A Reflex roll can be made to half this damage. Also, all creatures in the spell's area operate at a -2 on all attack, defense, skill, Reflex, and Will rolls.

Next, anyone in the area who fails their Reflex save is knocked off their feet and sent flying backwards 1d4-1 meters. The speed at which the target moves can cause moderate damage if she hits something solid—treat as falling damage: 1d10+Depth when hitting a hard surface. The target may take more damage if she strikes a rough surface, and if sent off a cliff or high rooftop, the damage can be even greater. If the creature strikes another creature, both take the damage, and the second creature must also make a Reflex roll or be knocked prone. Objects in this area up to 500 lbs. may also be sent flying, dealing similar damage if they strike a creature. Small, heavy objects like bowling balls are less likely to be affected than large, light ones, like chairs. If there is a question about whether an object is swept away or not, give it a base Reflex score of 10, then add 30 to the Magical Attack roll for each approximate square foot of the object's facing surface area, and then subtract its weight in pounds.

Finally, the sand fills the area, blocking vision like fog and blinding if it gets in the eyes. Visibility is limited to 2m within and through the area as long as the spell is maintained. Also, anyone who fails their Reflex save will be blinded for the remainder of the current round plus 1d2 additional rounds (if they have eyes, that is).

Material Component: A one-inch cube of sandstone, held in the casting hand, will allow this spell to be cast when there is no environmental sand around. The cube disintegrates in the casting (turning into the spell itself). Can be purchased in most settings for 1 unit or found with partial successes in Scholar: Geologist and Laborer.

Shape Stone

Order: 3

Prerequisite: Bond, Shape

Sacrifice: 2

Mana Cost: 1d12 per 10 lbs.

Range: 30m

Target: Contiguous volume of stone

Area of Effect: Portion of target up to weight limit

Duration: Instant

Roll: Magical Attack

Resist: Reflex or Melee Defense

Casting Time: 1 Round (1d6 rounds for art)

Effect: Caster can now control the shape of stone

Words: **ashav k'sten**

Casting: The shaper speaks the primal words for form and stone, then points both hands and taps one against the other alternately as if chiseling into stone.

A natural progression of the shape earth spell, this allows the caster to alter the shape of solid stone. This spell marks the progression of the novice shaper into a truly powerful apprentice.

Stone is a much more dangerous substance to shape than earth as it does not crumble and will hold its shape once set. This spell could be used to have tentacles come out of a stone wall or floor and grab or hold an opponent... or even to have the wall roll up and smother her. A Reflex roll is allowed to avoid any effects from this spell, such as a potential trip attack or falling into a hole. Any attempt to permanently grab, hold, or envelop a character is considered a magical grapple attack and is defended with a melee defense roll.

This spell can also be used to dig through stone or to create holes in walls, effectively pushing the stone out of the caster's way by shaping it. This works as long as the caster doesn't have to move metal to make the hole. Note that if the base of a larger building is removed, the entire building may collapse. How much must be removed to do this depends on the exact construction of the building.

Under normal circumstances, the shaped stone is just given a rough form, though if the caster takes the extra casting time to fine tune the shape, she may attempt to create highly artistic sculptures. In this case, an Artist skill roll is required to achieve the desired shape.

Shape Stone is very versatile, and can be easily used as a profession spell, earning the caster good money for shaping stone for a variety of purposes. This spell can be used to shape glass, plastic, and ceramics (and other hard, non-metallic types of earth) in addition to ordinary stone and rock.

If ever cast upon a creature of living stone, this spell deals 1d20 points of damage per mana stack poured into the spell, plus Depth; double the die roll if the material component is used.

Material Component: A marble flower will lower the cost of this spell, changing the mana cost to 1d12 per 100 lbs. The flower crumbles upon casting. Can be purchased in most settings for 20 units or shaped from marble using this spell.

FOURTH ORDER SPELLS

Shapers who wish to learn fourth-order spells must be at least fourth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 40%.

Breathe Earth

Order: 4

Prerequisite: Earth Vision, Create Air [A]

Sacrifice: 2

Mana Cost: 1d8 per minute

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Target can breathe when in contact with earth, even if no air is present

Words: úrtheꝥ ai'a

Casting: The shaper places one hand over her mouth and nose like a mask, touches the earth with her other, then speaks the primal words for Earth and Air.

At this point in her training, the shaper has become so attuned to the magic of Earth that she can draw upon it for sustenance, keeping her alive in its hostile environment.

This spell allows the target to breathe normally when in contact with or entombed in earth (whether soil, metal, stone or whatever). This could offset the effects of bad air perhaps, or eliminate the risk of suffocation from being buried alive. The caster must maintain skin contact with the earth in order to be able to breathe normally while the spell is in effect.

If the caster is ever completely buried in earth so that she cannot move, the casting can be modified without penalty to not require movement.

Material Component: A small hunk of pumice (1-inch cube or larger) held in the off-hand will lower the cost of this spell, from 1d8 per minute to 1d8 per 10 minutes. Can be purchased in most settings for 5 units or found in volcanic regions with a full success in Scholar: Geologist.

Create Earth

Order: 4

Prerequisite: Analyze, Shape

Sacrifice: 2

Mana Cost: 1d12 per cubic foot

Range: 60 meters

Target: Point in space

Area of Effect: Per mana spent

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Round

Effect: Target can summon raw earth out of thin air

Words: *stap üthep*

Casting: The shaper speaks the primal words for earth and begin together, then claps her hands together and spreads them slowly apart again, moving them upwards and outwards.

The shaper has begun to understand how the elements are related and how they can be transformed from one into another. In this case, even thin air contains tiny bits of dust and microbes that can be formed together to become soil.

This spell creates fertile soil out of the air. It will appear in a clump where specified, anywhere within the range of the spell. The soil created is loose and soft, and cannot do any real damage, but it could make a mess or fill a hole, or weigh down a bucket. Creatures in the area (or below) can make a Reflex roll to avoid coming into contact with the created earth.

Material Component: A small hunk of stone (1-inch cube or larger) covered in lichen held in the off-hand will increase the output of this spell, from 1 cubic foot per mana stack to 10. Can be purchased in most settings for 3 units or found in rocky areas with partial successes in Scholar: Geologist and Herbalist.

Mud

Order: 4

Prerequisite: Dig, Create Water [W]

Sacrifice: 2

Mana Cost: 1d12 per cubic meter affected

Range: 60m

Target: Area of soft earth

Area of Effect: Per mana spent

Duration: Natural

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Caster can turn common earth into soft, wet mud

Words: ἄτθερ οὐα

Casting: The shaper speaks the primal words for earth and water together, then clenches one hand into a fist and brings a finger down upon it, spreading the fist out when the two hands make contact.

Though it could be argued that this is more belonging to the book of Water, this spell requires both firm knowledge of water and earth, and is more commonly employed by shapers. A simple extension of the Create Water spell, Mud allows the created water to be created where solid earth exists, allowing the water to infuse into the soil and become mud.

This spell only works with soft earth, like dirt or sand, and does not function with stone or metal or glass anything with a fixed shape. It is most commonly cast upon the ground, making a surface that is very difficult, and even deadly to traverse. It can also be cast upon a wall or the like to make it lose cohesion and flow away.

When cast upon the ground, anyone trying to walk upon it will sink in and have trouble moving. Movement through the affected square costs 4 movement points, and no running or sprinting is possible.

If the mud is created two meters deep, anyone moving through the area must roll Reflex or become stuck. Each round a single Reflex roll is allowed, and if failed, the character remains stuck until the next round when escape can be attempted again. Each round adds a cumulative -1 penalty to the roll as the character sinks deeper and deeper.

If the mud is created 3 meters deep or more, the ground effectively turns to quicksand, and anyone walking through the area will fall in. A swim roll must be made each round with a target of 12 or better in order to escape without help. Each round adds a cumulative -1 penalty to the roll as the character sinks deeper and deeper.

Those standing upon the affected area when it is created are allowed a Reflex roll to move away (add a -5 penalty to this roll for each meter past the first that the character is located from escape).

The spell has no exact duration, as the water created is natural, and will not vanish magically, but will remain until it has evaporated or soaked into the surrounding earth. Figure after 1d4 hours, the spell will be reduced in effectiveness by one level (from quicksand to deep mud, to mud, to normal). This spell is effective and often employed on the battlefield, as it can disrupt ranks and protect vulnerable areas from charges.

Material Component: A vial of silt from the bottom of the sea, a lake, or a river will increase the volume of mud created per mana stack, from 1 cubic meter to 10. The silt is consumed in the casting. No roll is needed to collect if access to the material is available.

Shape Metal

Order: 4

Prerequisite: Nail, Shape Stone

Sacrifice: 2

Mana Cost: 2d8 per 1 lb.

Range: 60m

Target: Contiguous volume of metal

Area of Effect: Portion of target up to weight limit

Duration: Instant

Roll: Magical Attack

Resist: Reflex or Melee Defense

Casting Time: 1 Round (1d6 rounds for art)

Effect: Caster can now control the shape of metals

Words: **ashar imat**

Casting: The shaper speaks the primal words for form and metal, then holds both hands in fists before her as if grasping an iron bar, and then slowly pushes them down and together, as if bending something with great resistance.

The acquisition of this ability marks the graduation of the shaper from a learner to a figure of power; a name to be feared and a person not to be crossed. For now the shaper can manipulate metal with the force of her will, bending it to her desires as an ordinary man might shape only a dream.

Though metal is less commonplace than stone, it is much stronger and harder to break, making the object crafted with this power much more permanent and much more dangerous. Imagine erasing the joints on a suit of armor, rendering the wearer completely immobile, or bending a sword back upon its wielder, twisting around her arm like a snake and biting into the flesh. Imagine garroting a guard with her own gorget, or literally turning plowshares into swords. The art of blacksmithing is meaningless now that metal can be shaped instantly with the mind.

As with Shape Stone, this spell could be used to have tentacles come out of a barred window or a grate on the floor and grab or hold an opponent. A helm could be sealed off to smother an opponent, or pinched to slice into the throat. For those in possession of the object being shaped, a Reflex roll is allowed to avoid any effects from this spell. Any attempt to grab, hold, or envelop a character results in a Melee Defense roll (vs. grapple) to avoid. However, worn items such as armor can't be dodged or parried, so this falls under the Reflex category, where the defender's only hope is to try to shake off and disrupt the effects of the magic. And no Reflex roll is allowed in situations of pure surprise.

Characters who find themselves in a suit of armor that no longer moves, or with a sword that is now a boxing glove may not have much recourse to remedy the situation without outside help. A strength roll won't be enough to force steel to flex when there's no joint. At best you could break the armor and escape from it, but only with a herculean effort. It's best either to avoid conflict with a shaper or to take her alive so you can force her to undo the mayhem she caused in you capturing her.

While this spell cannot cause metal to fly through the air (keep progressing), it can shape and elongate sharp edges and force those into the flesh of anyone nearby. Figure a range of 1 meter for every 2 lbs. shaped to create a javelin-shaped object. Treat this as a melee attack using the caster's magical attack roll. Damage is per weapon type + Depth. Each such attempt counts as a melee attack for the round. Note that this only works for metal not in the target's possession. Shaping spikes on the inside of armor is something a bit different—if the Reflex roll is failed, figure $1d12 + \text{Depth}$ damage per mana stack (double the die roll if the material component is used). Damage Reduction applies separately to each mana stack, but don't forget that if the target's armor is the weapon here, that its DR is not going to apply.

Metal can also be used to smother (see standard suffocation rules) or strangle (standard garrote rules, only once the initial Reflex roll is failed, there's no real defense roll per round except possibly a chance to use Strength to break the collar (roll Str. vs. the Magical Attack used to cast the spell)).

Under normal circumstances, the shaped metal is just given a rough form, though if the caster takes the extra casting time to fine tune the shape, she may attempt to create highly artistic sculptures. In this case, an Artist skill roll is required to achieve the desired shape. This spell can be easily used as a profession spell, earning the caster a comfortable, if not rich, living.

If ever cast upon a creature of living metal, this spell deals 1d20 points of damage per mana stack poured into the spell, plus Depth; double the die roll if the material component is used.

Material Component: A bronze bell will lower the cost of this spell, changing the mana cost to 2d8 per 10 lbs. The bell crumbles upon casting. Can be purchased in most settings for 12 units or shaped from bronze using this spell.

Stone Missile

Order: 4

Prerequisite: Shape Stone, Sand Jet

Sacrifice: 2

Mana Cost: 1d12 per missile

Range: 60m

Target: Single creature or object

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Ranged Defense, Will

Casting Time: 1 Action

Effect: Caster can fire heavy, stunning stone bullets at her enemies at high speeds

Words: **shap k'sten**

Casting: The shaper speaks the primal words for speed and stone together, then thrusts one hand toward the target, fingers cupped as if forming a barrel.

A bit of dabbling in the book of Air is considered necessary for any shaper who wishes to bolster her skills with offensive power. The Air magic propels created Earth towards the intended target, making an effective cannon.

When this spell is cast, a number of heavy, bullet-shaped stones (one per mana stack) appear magically at the caster's hand and speed towards the intended target. Each missile is essentially a ranged attack using the caster's Magical Attack roll. The caster may choose to roll a single attack for all missiles or separate rolls for each.

Each missile that hits its target deals 2d8+Depth damage and the target must succeed at a Will roll vs. the damage dealt, or be stunned for the remainder of the round plus 1 additional round. For each missile that strikes the target past the first, the Will roll is decreased by 3.

Stunned targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth).

Material Component: If premade bullets are used, the mana cost for this spell is reduced to 1d6 mana per missile. Stones can be found anywhere and shaped using Shape Stone. Stones can be reused as long as they are recovered from the battlefield. Each stone thus used must weigh at least one pound.

FIFTH ORDER SPELLS

Shapers who wish to learn fifth-order spells must be at least fifth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 50%.

Armor

Order: 5

Prerequisite: Create Earth, Shape Metal

Sacrifice: 3

Mana Cost: 2d8 per 10 minutes

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Target's skin becomes hard as stone, protecting her from damage

Words: k'steŋ li'a

Casting: The shaper touches the target and beats her breast firmly with the other hand, chanting the primal words for stone and friend.

A nice defensive spell, designed to protect the caster and her allies in combat. The magic of this spell infuses the strength of steel into the target's skin, making it hard and thick.

The spell gives the target a natural Damage Reduction of 6 as long as the spell is maintained. This stacks with any damage reduction gained from armor. The thick skin does reduce mobility somewhat, adding a bulk penalty of +1 to the target (see armor rules), which also stacks with any similar penalty from worn armor. Like all armor, this is weaker at the joints and flex points, so it does not protect from critical hits.

Material Component: A one-inch steel cube will increase the duration of this spell, from 2d8 per 10 minutes to 2d8 per hour. The cube is consumed in the casting. Can be

purchased in most non-primitive settings for 6 units, or shaped from steel using Shape Metal. Bronze will work in cultures where steel has not been discovered yet.

Cannon

Order: 5

Prerequisite: Create Earth, Stone Missile, Shape Metal

Sacrifice: 3

Mana Cost: 2d8 per missile

Range: 120m

Target: Single creature or object

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Ranged Defense

Casting Time: 1 Action

Effect: Caster can hurl metal missiles that can damage structures and enemies

Words: *shap imat*

Casting: The shaper holds her hands in at her heart and then flings them outward, fingers circled together as if tracing a long barrel extending from the chest. The primal words for speed and metal are spoken as the hands extend out.

The most potent direct-damage offensive spell in the shaper's spellbook, Cannon is an extension of the Stone Missile spell, upgraded to use heavier, denser, metal missiles that can now damage structures and vehicles as well as creatures.

When this spell is cast, a number of heavy, bullet-shaped metal shells (one per mana stack) appear magically at the caster's hand and speed towards the intended target. Each missile is essentially a ranged attack using the caster's Magical Attack roll. Unlike with Stone Missile, each cannon shot can be fired at a different target, as long as they are standing in the same general area. Separate attack rolls are made for each missile, unless the caster fires multiple missiles at the same target, at which point she can combine these strikes into a single roll.

Against creatures, each missile that hits its target deals 3d10+Depth damage. As the shells are not as blunt as stone missiles, there is no stun affect applied, just pure damage. The attack applies to a single wound location. If the attack destroys that wound location, the bullet will continue flying and may strike any other creatures standing behind the initial target. Roll ranged attack and damage as normal with a -2 to each (cumulative penalty). This devastation may continue until the shell reaches the range limit of the spell.

Against vehicles, each missile deals 1d6+Half Depth. See vehicle rules for more details; this damage is on a different scale than creature damage. 1d6 is standard damage for an actual cannonball, so this spell has a bit of a boost over a non-magical attack.

Against structures, this spell has a chance of toppling them or breaking them open. Roll damage as per vehicles (1d6+ ½ Depth) and for each full 5 points of damage dealt, refer to the following chart:

<u>Material</u>	<u>Area</u>	<u>Depth</u>
Earth	3m x 3m	6 inches
Soft Stone	1m x 1m	5 inches
Wood	2m x 2m	4 inches
Glass	3m x 3m	3 inches
Ceramic	2m x 2m	3 inches
Hard Stone	1m x 1m	2 inches
Metal	1f x 1f	1 inch

So, if an attack did 6 points of damage to a wooden wall, it would destroy an area about 2 meters across, 2 meters high, and 4 inches thick. If it had done 10 points, it would have destroyed an area 2 meters across, 2 meters high, and 8 inches thick.

A second missile hitting in the same spot would continue to destroy the same surface area, just increasing the depth of the damage. When the thickness of the damage exceeds the thickness of a wall, that area of the wall is considered destroyed. If that part of the wall acted as a support for the building, the part of the building resting upon it will fall as well.

Material Component: If premade bullets are used, the mana cost for this spell is reduced to 1d8 mana per missile. Metal can be sourced anywhere and shaped using Shape Metal. Missiles can be reused as long as they are recovered from the battlefield. Each missile thus used must weigh at least five pounds.

Refine Earth

Order: 5

Prerequisite: Shape Metal, Analyze

Sacrifice: 3

Mana Cost: 2d10 per 10 lbs. of refine material

Range: 30m

Target: Specific volume of Earth

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Reflex (if guarded)

Casting Time: 1 Round

Effect: Can separate or combine individual elements of Earth

Words: *úrtheþ e-sþpi*

Casting: The shaper places a hand over the earth to be refined (direct contact is not necessary) and names the primal words for Earth and essence, while moving the other hand up and down in a circular motion, as if mixing in a bowl.

A very functional, non-aggressive spell, particularly for the builder or the chemist or the blacksmith. Refine Earth is really two spells in one. It allows distinct elements to be separated out of mixed earth, as well as separate elements of earth to be combined together into an alloy.

So, the shaper could extract the mercury from cinnabar, or she could combine carbon and iron together to make steel. Bits of marble could be extracted from dirt to be shaped into a statue. The combinations are limitless.

Note that “Element” here is a loose term—the spell could be used to separate large rocks from smaller ones in a bag of gravel.

If cast upon a creature of living Earth, it deals $2d12 + \text{Depth}$ points of damage per mana stack, double if the material component is used.

Material Component: A small metal sieve will increase the volume affected, from 10 lbs. to 100 lbs. Can be purchased in most non-primitive settings for 5 units, or shaped using Shape Metal. The sieve will melt when the spell is cast, and will need to be reshaped to be reused.

Transform Stone

Order: 5

Prerequisite: Shape Stone, Create Earth

Sacrifice: 3

Mana Cost: $1d12$ per cubic foot

Range: 120 meters

Target: Contiguous volume of earth or stone

Area of Effect: Per mana

Duration: Instant

Roll: Magical Attack

Resist: Reflex (if guarded)

Casting Time: 1 round

Effect: Caster can transform matter from soft earth to stone and vice versa.

Words: **chan k'sten**

Casting: The shaper speaks the primal words for alter and stone together, then crushes her palms together, switching back and forth between which thumb is on top, as if compacting clay into stone.

The first spell on the pass of transformation of Earth, this spell is perhaps not as flashy and dangerous as its later counterparts, but arguably more useful, at least for the day-to-day magician.

The magic itself is fairly straightforward—it transforms either soft earth (soil, clay, dirt, sand, mud, etc.) into hard stone, or hard stone into soft earth. The spell is used mostly for building, sculpting, and mining. Builders and sculptors can easily shape dirt or clay into the desired shape and position and then the shaper hardens it into solid stone—building a castle in a few days perhaps rather than decades. Mining companies employ shapers to soften hard stones for easy removal.

The spell has innumerable uses. It could be used to build a road or topple a cathedral. The exact type of final material can vary, and depends upon the caster's needs. Stone could be transformed into sand or dirt, and dirt into granite or sandstone or basalt (for example). The only stipulation is that the resulting material must be fairly common and not exceptionally valuable.

If cast upon a creature of living stone, it deals $2d12 + \text{Depth}$ points of damage per mana stack, double if the material component is used.

Material Component: A hunk of sandstone will increase the volume transformed from $1d12$ per square foot to $1d12$ per cubic meter. The stone must be held between the palms by the caster, and is consumed in the casting. Can be purchased in most settings for 1 unit or found with a partial success in Scholar: Geologist.

Transparency

Order: 5

Prerequisite: Earth Vision, Waterproof, Shape Metal

Sacrifice: 3

Mana Cost: $1d12$ per cubic meter

Range: 120 meters

Target: Area containing inorganic solid matter

Area of Effect: Per mana

Duration: Instant

Roll: Magical Attack

Resist: Reflex (if guarded)

Casting Time: 1 Round

Effect: Caster can make any earthen material transparent like glass

Words: *vis útheꝥ l̥amúꝥa*

Casting: The shaper speaks the primal words for see, earth, and light, then holds one open palm before her face, facing out, and moves it in a circle, as if wiping clean a window.

An intriguing and mostly innocuous spell, Transparency alters any kind of Earth—whether stone, metal, dirt, clay, ceramic, and so on—so that is as transparent as glass. The material is not altered in any other way; only its appearance is changed. The effect is effectively permanent, though dirt, dust, and scratches may eventually block vision through the object again.

The most common uses for this spell are to create exceptionally strong glass using metal, and to see through walls. It is possible to create unusual traps with the spell, but the material isn't totally invisible, just transparent. Keep in mind that if you make a wall in a dungeon transparent in order to see what's on the other side, what's on the other side is most likely going to be able to see you too.

Note that the mana cost is per the area effected, not the volume of material affected. So even if you cast this on a wall an inch thick, you will still need to affect 9 cubic meters to affect a 3m x 3m section of the wall. Only the desired items in the area of effect will be made transparent.

Material Component: A hunk of clear quartz at least one inch to a side will increase the effective area of this spell, from 1d12 per 1 cubic meter to 1d12 per 3x3x3 meter (10') cube. The quartz must be held by the caster upon casting, and there is a 10% cumulative chance per mana stack that the quartz will become cloudy after any attempted casting (and thus useless for this spell). Can be found in many places, and often near hot springs—make a partial Scholar: Geology roll to find. Can also be purchased from gem and stone dealers for around 30 units.

Tunnel

Order: 5

Prerequisite: Mud

Sacrifice: 3

Mana Cost: 2d10 per foot depth of tunnel

Range: 120 meters

Target: Volume of stone or earth

Area of Effect: Per mana

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Round

Effect: Caster can create passable tunnels through solid earth or stone

Words: **ommos k'steꞑ**

Casting: The shaper speaks the primal words for move and stone together, then holds both arms, palms flat, in front of her and rotates them as if tracing a tunnel in the air.

An improved version of the more common Dig spell, this allows the caster to tunnel through solid stone as well as dirt. The tunnel created will be circular and roughly 2 meters in diameter. The depth of the tunnel depends on the amount of mana poured into it. The diameter of the tunnel can be increased by paying an additional 1d10 per extra meter needed.

The tunnel can be bored into any surface, up, down, or straight ahead, and can twist and turn as desired. The stone and dirt displaced is not destroyed, but turned to gravel and shoveled towards the entrance. With exceptionally long tunnels, this may turn into a sizeable pile, but should not get in anyone's way unless there is simply no room for it to go. If someone is standing on top of where the tunnel is being formed, they can roll a Reflex roll to avoid falling into the newly created hole.

This spell is expensive and will exhaust a shaper before she can tunnel too far into a mountain, but it is massively easier than digging and scraping the old fashioned way. This spell by itself can essentially replace an entire mining operation, and can earn the shaper a great deal of money.

If cast upon a creature of living stone, it deals 2d20+Depth points of damage per mana stack, double if the material component is used.

Material Component: A stone drinking straw will increase the effective depth of tunnel created for each mana stack from 1 foot to 10 feet (3 meters). The straw is held in the mouth and is destroyed during the casting. Can be created from any kind of rock using Shape Stone.

SIXTH ORDER SPELLS

Shapers who wish to learn sixth-order spells must be at least sixth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 60%.

Destroy Earth

Order: 6

Prerequisite: Tunnel, Create Air [A]

Sacrifice: 3

Mana Cost: 3d10 per foot depth of tunnel

Range: Lien of sight

Target: Volume of metal, stone, or earth

Area of Effect: Per mana

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 round

Effect: Caster can tunnel through any kind of earth, even metal

Words: **ommos imat**

Casting: The shaper speaks the primal words for move and metal together, then holds both arms, pointed upward, in front of her and then separates them as if drawing back curtains.

Perhaps something of a misnomer, but anyone who witnesses the power of this spell describes it no other way—destruction. Destroy Earth does not exactly destroy anything, but it certainly moves it out of the shaper's way.

Essentially this is a version of the Tunnel spell that can tunnel through metal as well as through stone or soil. As with tunnel, the material is moved out of the way, and will pile up at the entrance to the tunnel, though it should not generally ever get in the shaper's way.

Though impressive, this spell is in reality used quite sparingly. Metal walls are usually few and far between, and rarely quite thick, so typically this spell is used to clear a short barrier, and then the standard tunnel spell is used to dig the rest of the way.

If cast upon a creature of living metal (or other earth), it deals 3d12+Depth points of damage per mana stack (double if material component is used).

Material Component: A droplet of mercury (at least 1 oz.) will increase the effective depth of tunnel created for each mana stack from 1 foot to 1 meter. The droplet is evaporated in the casting. Can be purchased in industrial societies for around 50 units. Can be found as cinnabar in volcanic or geothermal areas with a full success in Scholar: Geologist, and refined with a full success in Scholar: Chemist.

Earthquake

Order: 6

Prerequisite: Transform Stone, Tunnel

Sacrifice: 3

Mana Cost: 3d12 per round + 1d12 per addl. 2 meters radius

Range: Line of sight

Target: Circular area around a single point on the ground

Area of Effect: Base 10m meter radius

Duration: Maintained

Roll: Magical Attack

Resist: Reflex, Will

Casting Time: 1 Round

Effect: Caster can create a small earthquake, devastating an area

Words: ἄθηρ ομμος ἰπῆτα

Casting: The shaper speaks the primal words for earth, move, and force, then makes two fists and forces them together, knuckles interlocking and grinding against one another.

The ultimate power of the shaper to show off her mastery over the earth and to drive fear into the hearts of her enemies, Earthquake is perhaps more symbolic than functional, though in the right situation it can have devastating effects.

Which this spell is cast, the ground begins to shake and buck, bouncing around and creating a tremendous rumble. The earth itself is for a moment, no longer a fixed, stable thing, but an unpredictable beast upon which one can simply not depend.

There are four primary features to the Earthquake effect: knocking people down, toppling buildings, scaring off creatures, and damaging underground beasts.

First off, anyone standing in the area of effect must make a Reflex roll or fall down, knocked prone. A +3 is added to this roll for every leg past 2 the creature has. Even if creatures manage to stay up, all movement is slowed to half speed through the area while the earthquake is in effect. All attacks are made at a -5 penalty, and those attempting to cast spell or perform other complex actions must make a Focus roll of 10 or better.

Next, each round, there is a non-cumulative chance that the spell will knock over any structures in the area. The chance depends on the quality and size of the building:

<u>Category</u>	<u>Example</u>	<u>Chance to Collapse</u>
Primitive	Hut, Shack	45%
Small	House	35%
Medium	Guildhouse, Apartment	25%
Large	Temple, Castle	15%
Huge	Fortress, Palace	10%
Poor quality	Old, Shoddy construction	+10%
Good quality	New, strong materials	-5%
Retrofitted	Specially engineered vs. quakes	-20%

If the building is not completely in the affected area, the chance is reduced percentagewise based on how much of it is in the earthquake. So a fortress where only 50% of it is in the spell's area would have only a 5% chance of collapse (50% of 10%).

When the building falls, roll percentage dice to see how much of it is destroyed. Each round that the quake continues, roll again to see if it falls, and if it does, roll another percentage die to add to the total. A building that is 50% collapsed is still half standing (GM's choice as to which half), any building 100% or more collapsed is a complete pile of rubble. Depending on the type of construction and size of the building, those inside the building may be trapped or crushed by the collapse. Roll falling damage for those inside where the building material is the landing surface and the number of stories the distance fallen. So someone in a stone building with 3 floors will take 3d10 damage. Roll a Reflex roll vs. the Earthquake spell to take cover and take only half of this damage. The percent chance of being trapped is 3 times the collapse damage taken (So if our 3d10 results in 17 points, there would be a 51 percent chance of the target being pinned). Trapped creatures cannot generally escape without outside help (or Earth magic).

Next, any animals, monsters, or primitive peoples in the area will need to roll a Will roll vs. the spell or become spooked and try to flee the area if possible. If flight is blocked, this effect is nullified.

Finally, any creatures burrowing through the earth within 10 feet of the surface take 5d8+Depth points of damage per round.

Material Component: Two hunks of bedrock held clenched in the fists will increase the affected radius of the spell from Base 10m + 2m per additional mana stack to 50m + 10m

per additional mana stack. Can be located with a partial success in Scholar: Geology and extracted using Tunnel. May be purchased in some settings for 5 units.

Meld

Order: 6

Prerequisite: Armor, Spider Climb

Sacrifice: 3

Mana Cost: 2d10 per minute

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Target can merge physically with the earth for a time

Words: *em̄p̄ro ūr̄hep̄*

Casting: The shaper speaks the primal words for embrace and earth, then shrinks down into a cower and covers her head and face with her hands.

It is at this point along the path of Earth that the shaper transforms from something other than a mere human learning a powerful skill to a supernatural creature—becoming a force of nature and an entity of magic. With this spell, the caster can effectively shed the limitations of her body and become one with the earth itself.

While the spell is in effect, the caster is able to step into walls, the ground, or any other type of earth and merge with it, her body enveloped and shielded within the element. The caster cannot merge much beyond the surface, and cannot travel through the earth, but is aware of everything that occurs outside the surface, as if she were standing there against the wall. She is completely invisible and undetectable by anything other than magical or supernatural means and can step out of the wall at any point at will and return to normal.

While melded into the wall, the caster can breathe normally. If the wall is a foot thick or less, she may step out of the other side of the wall (effectively able to walk through thin earthen walls). In this state, the caster's body is not gone; it is merely embedded in the earth. If the wall where the caster is lurking is pierced by something like a digging machine or a spear, she is likely to take damage, but is otherwise protected from damage from anything in the room, such as a bomb or a fireball. The GM will need to adjudicate here if there is any question as to the situation.

If the spot where the caster is lurking is targeted by a dig spell, tunnel spell, or the like, she will be revealed, and will take damage as if a creature made of living earth.

Material Component: A piece of fossilized bone (at least 1 inch long and non-splintered) will increase the duration of this spell, from 2d10 per minute to 2d10 per 1 minutes. The fossil crumbles upon casting. Can be purchased in industrial societies for around 30 units. Can be found in wilderness areas with a full success in Scholar: Geologist, and extracted with a full success in Laborer.

Transform Flesh

Order: 6

Prerequisite: Transform Stone, Heal [L]

Sacrifice: 3

Mana Cost: 3d12 per 100 lbs.

Range: 30m

Target: Single creature or object

Area of Effect: Target

Duration: 1d4 hours or Instant

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Effect: Caster can transform flesh into stone and vice versa

Words: **úthep chān apim**

Casting: The shaper stands perfectly still, arms at her sides, and locks her head forward, gazing upon the thing to be changed and speaking the words for earth, change, and creature.

When a touch of the Book of Life is combined into the shaper's learning, perhaps the most iconic Earth spell of all is the result. With a gaze, the shaper can now petrify a living creature, turning it to solid, unmoving stone. If the words of power are reversed, the spell is inverted as well, turning inanimate stone into flesh.

Creatures targeted by this spell are allowed a Will roll to resist its effects. If the Will roll succeeds, the spell has no effect. If the roll is failed, the creature becomes lifeless stone. The target is helpless in this state, and is considered unconscious. If the stone is chiseled, smashed, shaped, or altered in any way, the creature will return in that altered shape when the spell wears off... and very possibly dead.

The spell can be cast with or without a duration. If no duration is specified on casting, the person will remain stone until the magic is reversed. If the duration is applied, the

person will return to normal when the spell wears off, unharmed unless the stone had been damaged.

This spell also allows the caster to turn herself to stone, and while it is in effect, she maintains her consciousness and senses, and can cancel the spell at any time. This can be used by spies to hide in plain sight, or just to buy time until poison gas dissipates or help comes, a predator leaves, or whatever. This spell is also useful in that it keeps the target from bleeding or breathing, and can be a lifesaver if used in the right way.

This inverse of this spell turns stone or soft earth into living flesh. If the target was a creature that was converted to stone, it will return to its original form unharmed. If the stone is ordinary stone, it will basically just turn into shapeless meat, of little use except as a food source (it tastes a bit like chicken). If cast upon a statue or the like, the result will have the appearance of a man, but will lack any kind of feeling or intelligence. Spells from other books or extra-planar creatures may be able to possess such a lump, but that is outside the shaper's realm. This inverse of the spell has no duration, and the object will remain as flesh until it degrades or is transformed back again.

If cast upon a creature of living stone, this deals $2d20 + \text{Depth}$ points of damage per mana stack (double if the material component is used).

Material Component: A stone figurine will increase the effect of this spell, from $3d12$ per 100 lbs. to $3d12$ per 1000 lbs. The figurine crumbles to dust when this spell is cast. Can be purchased in most settings for 15 units or shaped using Shape Stone.

Transform Metal

Order: 6

Prerequisite: Transform Stone

Sacrifice: 3

Mana Cost: $1d20$ per cubic foot

Range: Line of sight

Target: Contiguous volume of metal, earth, or stone

Area of Effect: Per mana

Duration: Instant

Roll: Magical Attack

Resist: Reflex (if guarded)

Casting Time: 1 round

Effect: Caster can transform earth into metal, and vice versa.

Words: *chāp imāt*

Casting: The shaper speaks the primal words for alter and metal whilst holding a fist in front of her like an anvil and striking it with the side of the other palm, as if imitating a blacksmith.

An extension of the Transform Stone ability, this marks the final step on the path of the builder. Now any kind of manipulation or transformation of earth is possible, and the shaper can create the kind of works that others may only dream of. In a time of peace, the builder is truly the master of all.

This spell works much like transform stone, except it is not limited to any type of earth. Clay could be turned into solid metal, or solid metal into sand. Or metal to stone, stone to metal, and so on. As with transform stone, it could be used for both construction and destruction, for building a great fortress with ease, or toppling a tall iron tower in a moment. The exact material output by this spell is greatly variable, depending on the caster's whim—the only limitation is that it must be fairly common and not exceptionally valuable.

If cast upon a creature of living stone, it deals $3d10 + \text{Depth}$ points of damage per mana stack, double if the material component is used.

Material Component: A flint and steel employed in the striking motion will increase the volume transformed from $1d12$ per square foot to $1d12$ per cubic meter. The stone must be held between the palms by the caster, and is consumed in the casting. Can be purchased in most settings for 5 units, or the flint can be found with a full success in Scholar: Geologist.

SEVENTH ORDER SPELLS

The seventh order is considered the level of mastery. Only those who truly excel at the art find their way here, though the rewards are great. Shapers who wish to learn seventh-order spells must be at least seventh level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 70%.

Body of Stone

Order: 7

Prerequisite: Armor, Transform Flesh

Sacrifice: 4

Mana Cost: $3d10$ per round

Range: Caster

Target: Self

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Caster's body turns to living stone, protecting her from harm

Words: *túap k'sten*

Casting: The shaper stands legs spread wide and straight and elbows out with fists pushing together in front of the chest and pronounces the primal words for become and stone.

The master now truly embodies the power of earth, and acts as its champion. With this spell, the shaper can turn her body into living, movable stone, an impenetrable juggernaut of strength. Under the influence of this magic the caster is no longer a creature of flesh, but of Earth.

When Body of Stone is activated, the caster's size and shape do not change, but her weight increases by 5 times, and her strength increases to support the added mass. Her equipment does not change shape with her, but remains as it was—though as her shape is not altered, it should have no problem fitting.

The effects of this spell are numerous:

- Weight increases 5 times normal
- Strength increases by 10 (jump unaffected)
- Unarmed attacks do lethal damage, Base: 1d8, Crit: 1d4
- Damage Reduction increases by 10 vs. non-bludgeoning attacks
- Damage Reduction increases by 6 vs. bludgeoning attacks
- Immune to critical hits
- Immune to poison and disease
- No need to breathe, and unaffected by any bad air
- Cannot swim, only sink
- Falling damage is doubled
- Immune to fire (though equipment can burn)
- Immune to electricity
- Half damage from acid (DR does not apply)

Though stone creatures are immune to fire, they can still be melted by extremely high heat. One last thing to note is that because the caster is now considered a creature of living earth, she is susceptible to special damage from Earth spells. The best defense against an earth mage is another earth mage it seems.

Material Component: The shell of a tortoise of any size will increase the duration of this spell, from 3d10 per round to 3d10 per minute. The shell shatters on casting. Can be purchased in most settings for 50 units or harvested in desert areas with a full success in Hunter.

Earth Passage

Order: 7

Prerequisite: Destroy Earth, Meld

Sacrifice: 4

Mana Cost: 3d8 per round

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Target can walk through walls and pass through earth as if through thin air

Words: ~~veps útheþ~~

Casting: The shaper speaks the primal words for travel and earth as she puts both palms together in front of her face, pointing out, then separates them by pushing forward and apart.

The master of earth now no longer views the element as an obstruction but as a safe place through which she can pass or remain at will. There is something primal about this spell that tends to affect those who experience it and view it on a supernatural level.

This spell allows the target to walk through solid earth and stone as if it were air. The earth parts before her and closes after her as if bending to her will. She can even descend into the ground and climb back out as if walking up or down stairs. There are endless uses to this spell, from stepping into the ground to escape a monster, to walking through walls, to reaching a secret room that has no doors. It is flexible enough to meet all needs.

While passing through the earth, the target gains the benefit of the Earth Vision and Breathe Earth spells, so she can see where she is going. Movement speed is normal, though sprinting and running are not possible. If the spell ends while the target is embedded in the earth, she will become entombed there, unable to move unless dug out by someone else, and will begin suffocating immediately and will probably die. Those

embedded right at the surface should be able to use strength to pull themselves out, but those deeper in are likely doomed.

Material Component: A live earthworm will increase the duration of this spell, from 3d8 per round to 3d8 per minute. The worm is burned up in the casting. Can be purchased in most settings for 1 unit or found in moist soil with a partial success in Survivalist.

Fissure

Order: 7

Prerequisite: Earthquake

Sacrifice: 4

Mana Cost: 2d12 per 5 meters

Range: Line of sight

Target: Surface of the earth

Area of Effect: 2-meter-wide crevasse, 5+ meters long

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Round

Effect: Creates a massive crevasse that can swallow the caster's enemies

Words: *spax útheꝥ*

Casting: The shaper speaks the primal words for earth and part as she places her arms before her, palms and elbows together, then slowly separates them.

Now at the level of mastery, the Earth is the shaper's plaything to command, and it will do her bidding, moving and parting itself to meet her needs. With this ability, the shaper can direct the ground before her to part, opening wide a deep crevasse into the depths of the Earth.

The fissure is initially 2 meters wide, though the spell can be cast again to widen it further (each repeated casting moves it and additional 2 meters apart). The depth of the fissure is typically 100 feet (30 meters), and the length depends upon the amount of mana put into the spell.

Anyone near the edge of the fissure when it opens must make a Reflex roll or plunge into it. Falling damage may vary depending upon the exact type of material the earth is made of, but is typically 10d10. This spell is most often employed on a battlefield, where it can affect large numbers of people and be used to defend vulnerable flanks.

This spell can also be used to slam an existing crevasse shut instead of opening or widening one. This spell is often cast twice in short succession, once to open the crevasse

and knock one's enemies into it, and a second time to shut the crevasse, crushing any survivors and entombing them deep below the surface. Trapped creatures take $6d8 + \text{Depth}$ points of crushing damage, and are then trapped in the earth, unable to move, and will begin suffocating immediately.

This spell can be cast upon vertical surfaces and cavern ceilings as well as upon the ground. Natural crevasses can be widened and shut with this spell—the crevasse need not have been created by the shaper.

Material Component: An axe with an obsidian head will increase the length of the crevasse, from $2d12$ per 5 meters to $2d12$ per 15. The axe is driven into the ground by the shaper at the completion of the spell. The head has a 10% chance of breaking on each casting. Once broken, it cannot be repaired. Can be purchased in most settings for 200 units, or the obsidian can be found in volcanic regions with a full success in Scholar: Geologist and crafted with a full success in Weaponsmith. Obsidian cannot be shaped without losing its crystalline structure and invalidating its magic.

Lava

Order: 7

Prerequisite: Shape Stone, Magma Ball [F]

Sacrifice: 4

Mana Cost: $1d12$ per cubic meter per round

Range: Line of sight

Target: Volume of earth

Area of Effect: Per mana

Duration: Maintained

Roll: Magical Attack

Resist: Reflex, Melee Defense

Casting Time: 1 Round

Effect: Turns the ground to flowing lava, moving towards the caster's enemies

Words: *úthep eppay omnos*

Casting: The shaper speaks the primal words for earth, fire, and move, then grabs at an invisible ball before her in the air with both hands, crushes it and lifts it up, and then blowing into it, releases it forward.

Where fire and earth meet, the power of pure destruction is added to the force of weight and matter. Few things in any world are more primal than lava—the living reminder of the forces that built and shaped the universe, and which can still erase our presence and our works as easily a cloth wipes chalk off a slate or a windshield removes a fly from existence.

When this spell is cast, a section of the ground melts, turns to lava, and begins moving around the battlefield, following the shaper's will. This is liquid stone, and is extremely hot, and will melt and absorb anything (or anyone) that comes into contact with it.

The lava leaves a hole in the earth where it starts, moves at a rate of 3 meters per round, and once the spell ends, it will harden back into stone wherever it ends up.

Anyone contacted by the lava takes $5d10 + \text{Depth}$ points of damage per round. If killed, they will be considered melted and absorbed into the lava.

Objects (including equipment) in contact with the lava will either burn or melt as well. Flammable objects such as fuel, paper, or kindling will burst into flame within the first round of contact. Water will evaporate and turn to steam. Most organic materials (wood, flesh) will start to burn in the second round. By the second round, any fats or waxes will have completely liquefied. Aluminum and bronze will melt on the third round, and gold and silver and brass on the fourth. After five rounds, cast iron will melt, as well as copper and most stone. Glass and ceramic will soften and sag on the fifth round, but not necessarily melt. Even if something manages not to melt, it will become enveloped in the lava and embedded in solid stone when the spell ends.

Anyone standing in the target area when the spell goes off must roll Reflex to avoid contacting the lava. The lava comes into existence at the end of the round in which it is cast, but does not move during that round. The lava will exist for the entirety of the round after it is cast, and any additional rounds if the shaper pays the mana cost. The lava can be moved around the battlefield, but it should not be able to overrun a faster character fleeing it—for this reason it works best to just let the lava move at the very end of every round. Lava is not slowed by difficult terrain, though it gains $1d4$ meters per round going downhill and loses $1d4$ meters going uphill (the slope must be noticeable, not just a slight rise or an uneven patch of ground). Lava cannot run or sprint.

Lava will flow around obstructions like trees, posts, and cars, though walls will stop it briefly—once the wall melts though, the lava will flow through.

Material Component: A hunk of scoria (1lb. or more) will increase the speed of the flowing lava from 3 meters per round to 15. The rock is hurled towards the target area by the caster upon casting and is consumed in the spell. Can be purchased in most settings for 5 units or found in volcanic areas with a partial success in Scholar: Geologist. It can also be harvested with a hammer after this spell is cast from the hardened lava left behind.

EIGHTH ORDER SPELLS

The eighth order is a level beyond mastery. Only the rare few attain this level of knowledge, and with it comes incredible and strange power. Shapers who wish to learn eighth-order spells must be at least eighth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 80%.

Body of Metal

Order: 8

Prerequisite: Body of Stone, Transform Metal

Sacrifice: 4

Mana Cost: 4d12 per round

Range: Caster

Target: Self

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Effect: Caster's body turns to solid living metal, protecting her from nearly all harm

Words: ṛúap imat

Casting: The shaper stands with her legs apart and her elbows out to the side, hands curled and interlocking. She speaks the primal words for become and metal as she pulls hard against her conjoined hands.

This this final step along the path of Earth, the shaper has finally become at one with the element, and there is little distinction between her own body and the matter around her. In her new form she is unstoppable and indestructible, the living avatar of the god of Earth, and death to all who stand in her way.

With this spell, the caster's body turns to flexible, living metal. The caster's size and shape do not change, but her weight increases by 10 times, and her strength increases to support the added mass. The look and primary composition of the metal is typically steel, but this can be adjusted as desired at casting, whether to copper or gold, or whatever is needed. Sometimes an alternative metal, like titanium is used to avoid magnetic effects. The caster's equipment does not change shape with her, but remains as it was, still fit to her form.

The effects of this spell are numerous:

- Weight increases 10 times normal

- Strength increases by 15 (jump unaffected)
- Unarmed attacks do lethal damage, Base: 1d10, Crit: 1d6
- Damage Reduction increases by 12 vs. all attacks
- Immune to critical hits
- Immune to poison and disease
- No need to breathe, and unaffected by any bad air
- Cannot swim, only sink
- Immune to fire (though equipment can burn)
- Minimum damage from electricity (all dice roll 1s)
- Half damage from acid (DR does not apply)

While most metals may conduct electricity well, it is not generally harmed by it—the bulk of the charge simply flows through the shaper’s body. And while the shaper’s body is immune to fire, it can still be melted by extremely high heat. Also note that because the caster is now considered a creature of living metal, she is susceptible to special damage from Earth spells.

Material Component: A tight coil of copper wire (at least 3 meters long total) will increase the duration of this spell, from 4d12 per round to 4d12 per minute. Each casting consumes one meter of the wire. Can be purchased in most settings for 10 units or mined with a partial success in Scholar: Geologist and full success in Laborer (or by using earth spells), and shaped with shape metal.

Entombment

Order: 8

Prerequisite: Earth Passage

Sacrifice: 4

Mana Cost: 3d10 per 250 lbs. of target

Range: Line of sight

Target: Single creature or object

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Target can sink any enemy into the earth, entombing them in solid rock

Words: ṛaḷa saḷviṇ

Casting: The shaper holds an arm outstretched towards the target, palm facing down. Then the words for cover and enemy are spoken and the arm is moved slowly downward, as if pushing the target into the ground.

If ever anyone doubted the power of the shaper to dominate and defeat all challengers, then this spell would end any debate immediately. Hands down the most dangerous magical effect that targets a single enemy, Entombment not only kills with frightening ease, but erases any trace of the target from existence.

With a few words, the shaper causes the earth to open up and swallow anyone who stands upon it. The earth shapes around them and drags them down into its depths, and then closes up again, leaving no trace behind. The target is left buried 20-80 feet (2d4*10) below the surface, with no ability to move or act, and will suffocate unless somehow they are excavated again immediately.

Those who make a Reflex roll manage to avoid getting dragged down, but unless the roll is made by 5 or more, they will still be partially pulled into the earth. This generally means they are rooted to the spot and cannot move away until they extract themselves from the earth—this depends greatly on the material they are sunk into. Standard soil requires a Strength roll of 20 to pull out of, and an attempt can be made at the end of each round (if someone helps by offering them a hand, add the strength rolls together). Hard, packed earth requires a roll of 25, and those without a friend nearby will need to dig (each round of digging reduces the Strength roll needed by 1d4). If the character is trapped in metal, there is no easy way out—abandoning their boots and taking 1d4 damage to each leg will give them a one-time chance to wiggle out by rolling a Reflex of 25 or better. Stone is a similar problem, but it can be chipped away at with a hammer and/or a chisel. Each round of hammering reduces the Reflex roll needed by 2, and the Reflex can be reattempted as often as needed if failed by taking an additional point of damage to each leg.

This spell is particularly useful against large monsters and powerful opponents as it simply takes them off the battlefield instantly without any chance for them to wreak their havoc. If the shaper later wants to loot their remains, she can use fissure or dig or some similar magic to open the earth back up again and retrieve the corpse. This is also particularly useful magic against a large bomb or other such danger.

Note that this spell only works on creatures standing upon the ground, and upon earthen ground as well—a wooden floor will not respond to earth magic. Also, it is always possible that if there are underground tunnels or caverns beneath the ground that the

entombed person may end up there instead of embedded in the earth. Unless the map and the depth roll clearly indicates this outcome, GMs should use this out sparingly.

Material Component: A meteorite fragment weighing at least 1 lb. will increase the size of the creature affected—mana cost is not 3d10 per 1000 lbs. Each casting will reduce the fragment by 1 oz. May be difficult to purchase in most settings, and may cost somewhere in the 10,000 unit range. May be able to be found with full successes in Scholar: History, Scholar: Geography, and Scholar: Geology.

Volcano

Order: 8

Prerequisite: Fissure, Lava

Sacrifice: 4

Mana Cost: 3d20 per round

Range: Line of sight

Target: Point on the earth's surface

Area of Effect: 30-meter radius

Duration: Maintained

Roll: Magical Attack

Resist: Reflex (See below)

Casting Time: 10 minutes

Effect: Caster summons a volcano out of the ground, which then erupts

Words: **εφραγ ύθηρ σπαρ καρα3**

Casting: The kneels and bows down to the earth, forehead pressed against the soil and arms outstretched and palms pressed against the ground. The caster chants repeatedly the words for fire, earth, part, and explode.

It is understandable that most people think of magic as a force that operates on a personal level—most magical energies called forth by mortal casters are indeed small, and even the impressive ones happen on a scale that is by global standards insignificant. However, there are forces beyond the ken of mortal man that only the very few sorcerers can in ten lifetimes ever aspire to tap into—the tsunami spells in the book of Water are examples of this latter, as is Volcano. This is a primal force at work, one that exists on a planetary scale and is always present, waiting for a trigger. In this case, the master shaper is that trigger—and woe betide any shaper who thinks themselves more than simply that.

Though the caster must pay for mana each round the spell is in effect, the volcano takes several rounds to get going. On the first round that the spell is in effect, the ground around the target location begins to shake, and is subject to the full effect of an

Earthquake spell with a radius of 30 meters (100 feet). This can knock down anyone in the area and may take down buildings and other structures with it.

On the second round, the earth at the target location bursts open and magma from the earth's mantle explodes forth in a shower of ash and molten rock. As with the first round, all those in the area must again make a Reflex roll or be knocked prone (the earthquake effect essentially continues for a second round). Then everyone within 30 meters (100 feet) of the target point takes 3d20+Depth points of crushing and fire damage from falling magma. This also affects flying creatures within 100 ft. of the ground. Anyone not prone may make a Reflex roll for half damage. All those who take damage must also roll Reflex to avoid catching fire (see core rules or the Book of Fire for details). Flying creatures will need to make a Fly roll vs. the damage taken or fall out of the sky.

Finally, on the third round, ash and lava begin to pour forth from the hole in the earth. The ash limits visibility to 5 meters anywhere within the area of the spell, and those failing a Will roll of 20 or better will choke on it and take a -2 to all rolls while in the cloud.

The lava works just like the lava spell, only it spreads outward from the volcano at a rate of 5 meters per round, moving in all directions and eventually covering the entire area of the spell's effect if the spell is maintained. All things within the spell's radius will eventually be melted and absorbed into the lava. Contact with the lava deals 5d10+Depth points of damage per round and targets are subjected to melting rules and may catch on fire. When the spell ends, the lava will stop flowing, but will remain hot for another 1d6 rounds. When it cools, there will be a meter-high layer of rock over the entire area, covering bodies, treasure, equipment, and more.

Material Component: A hunk of sulfur, at least 1 oz. in weight, will increase the radius of this spell, from 30 meters (100 feet) to 60 meters (200 feet). The sulfur is set before the bowing shaper and set alight, and it slowly burns, turning into a pool of flowing red liquid, like blood. Can be purchased in most settings for 10 units. Can be found in volcanic regions with a partial success in Scholar: Geologist.

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