

Earth Spells

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Spell Name	Spell Level	Sphere	Range	Area of Effect	Duration	Verbal	Effect
Create Metal	1	Earth	NA	NA	1 Encounter	I need some metal, that's all I ask, powers set about this simple task, Spellcasting Create Metal	This spell can create a metallic item of up to 10kg in weight. It can be shaped as the caster desires, e.g. a sword. The caster cannot create magical or precious metals and the item will fade away when the spell ends.
Cutting Hand	1	Earth	NA	Casters Primary Hand	1 Encounter	Make my hand as sharp as my wits, so I can cut these things in to little bits, Spellcasting Cutting Hand.	This spell does not actually change the casters hand in any way but the caster can use his hand to cut any non-magical material which could normally be cut by a sharp knife. The caster can cut ropes or a sack but not wood or stone. The caster need only touch the item to make the cut. If a longer cut is needed then the caster can drag his hand along the surface to make the cut.
Irritating Dust	1	Earth	Touch	One Person	Special	I call on the power of earth to drive my target to distraction, Spellcasting Irritating Dust.	When cast on someone the target begins to itch. While in effect the target cannot fight properly (blows do zero damage) and cannot spellcast. The effect will last for up to 5 minutes unless the target does nothing but scratch for 5 seconds then the spell ends.
Protection	1	Earth	Touch	Touched Item	1 Encounter	Look after your kit and it looks after you, but sometime it needs help to see you through., Spellcasting Protection.	This spell protects weapons and shields from the first damage call (e.g. break/crush) or the first spell call (shatter, melt) that would destroy them. Once the protection is gone then the item may be effected normally.
Protection From...	1	Earth	Self	Caster	1 Encounter	I find myself in a troubles spot, you I need to hurt me not, Spellcasting Protection from...	This spell protects the caster from all physical and magical attacks from one creature/person nominated during casting. Nothing that creature/person can do can harm you unless this spell is dispelled or it runs out. The down side is that you can do nothing to harm or hinder the creature. Stealing from them or provoking them will also negate the protection.
Shield	1	Earth	Touch	Touched arm (not both)	1 Encounter	I disk of metal I could really use, powers of earth my arm suffuse, Spellcasting Shield.	The arm touched during casting becomes as hard as stone and the target can use it to parry blows as he would a shield with no ill effects. Any blow that would normally destroy a shield (e.g. crush) will end the spell and effect the caster normally.
Tremor	1	Earth	LoS	One target	Instant	My power causes the ground to shake, Spellcasting Tremor.	This spell knocks the target to the ground as per the knockdown call.
Minor Sharp Edge	1	Earth	Touch	One bladed weapon	Till Used	Powers of earth, to thee I pledge, give this blade a sharper edge, Spellcasting Sharp Edge	This spell enchants a edged weapon with a very sharp edge. The first blow landed with this weapon inflicts +1 damage. After the first blow the weapon does normal damage.
Ashen Buckler	2	Earth	Self	Caster	1 Encounter	Dust and dirt come to me, form upon my arm by the powers of earth I bind you to protect me from harm. Spellcasting Ashen Buck	Creates a shield of ash that absorbs 5 points of damage before being destroyed. When it is destroyed it explodes in a cloud of ash which will blind the attacker for 10 seconds.
Dust Blindness	2	Earth	LoS	One person	Instant	By the power of earth I summon a blight which will block my targets precious sight, spellcasting Dust Blindness	Target is blinded by a cloud of dust for 15 seconds.
Earth Grasp	2	Earth	LoS	One target	1 Encounter	I call on the earth to do my will, target my opponent and make him stand still. Spellcasting Earth Grasp	This spell causes the ground beneath the feet of the target to rise up and grab the targets feet. The target cannot move his feet or use any ability based on being able to move e.g. dodge. The target can fight and cast spells normally however. Characters with Double Strength and above may pull themselves free from this spell.
Fist of Stone	2	Earth	Self	Casters primary hand	1 Encounter	A deed I must do immediately that could hurt me quite a lot. Protect my hand in hardest stone so be damaged it cannot. Spellc	This spell, in essence turns the casters hand to stone. He can, however, use it normally. The benefit of the spell is that the casters hand becomes impervious to damage. He could put it in boiling water for example and suffer no damage. He cannot use it to parry weapon with as its quite heavy.
Mending	2	Earth	Touch	One item	Permanent	Powers of earth that I control, take this item and make it whole, Spellcasting Mending	This spell allows a mage to repair any broken item given enough time and enough raw materials. The caster must concentrate during the casting and cannot be disturbed or he must begin again. The caster needs all of the parts of the broken item or as many as possible and some other item made of the same substance and of roughly the same size. The other item is consumed in the casting. Therefore if a mage wanted to repair a broken sword but only had half of it then he could use a second broken sword to give the raw materials to repair the broken sword. Virtually anything can be repaired in this way even if it could not normally be repaired. However if there is nothing recognizable left of the item to be repaired then this spell will not work.
Merge with earth or stone	2	Earth	Self	Caster	1 Encounter	Powers of earth my fate postpone, let me merge with earth or stone, Spellcasting Merge with Earth or Stone	This spell allows the caster to merge in to an area of earth or stone that is larger than he is. The caster cannot move or cast while in a merged state but he can see and hear everything that is going on around him.
Shatter	2	Earth	Touch	One breakable item	Instant	Powers of earth, powers of matter, make this simple item shatter, Spellcasting Shatter	This spell causes one item made of metal, glass or other brittle material to shatter. It does not effect organic materials like wood. It will also not effect magical items. It will shatter bone but only exposed bone and not someone limb.
Stone Lock	2	Earth	Touch	one non magical lock	24 hours	Turn this lock on all to stone, protect it from thieves unknown, Spellcating Stone Lock	This item essentially turns a locking mechanism to stone for the duration of the spell. This means that it cannot be unlocked normally until the spell ends or the effects is dispelled.
Wall of Earth	2	Earth	NA	3m x 3m square	Till Destroyed	Shake the ground and lift the turf, I summon forth a wall of earth, Spellcasting Wall of Earth.	This spell creates a wall of solid earth at the feet of the caster. The wall will last for 10 minutes or until it has taken 20 points of melee or magical damage.
Spell Alteration I	2	Earth	NA	Next Spell	NA	powers of magic, powers of mine, extend my spells running time, Spellcasting Spell Alteration 1	This spell alters the next spell cast to double its duration. The caster may choose any already existing spell or the next spell he casts. The spell must be of the casters level or below for the caster to be able to affect it. Instant spells remain instant.

Spell Alteration II	2	Earth	NA	Next Spell	NA	Powers of magic, casting perfect, change my spells area effect, Spellcasting Spell Alteration 2	This spell alters the next spell cast to double its area of effect. The caster may choose any already existing spell or the next spell he casts. The spell must be of the casters level or below for the caster to be able to affect it.
Ironhard	2	Earth	Touch	Touched Item	1 Encounter	By the powers of earth and my strength of will Spellcasting Ironhard	This spell grants the touched item the strength and durability of metal, for example if a glass were enchanted with this spell it could be dropped without it breaking. This spell does not alter the look or other properties of the item the glass for example would still look like a glass and weight the same but it would be much stronger. Shatters and similar spells/abilities that would affect metal will still effect an item imbued with this spell however if you enchanted a wooden staff with this spell while it was in effect a warp wood spell used on the staff would have no effect.
Sharp Edge	2	Earth	Touch	Touched Item	Till Used	By the powers of Earth and my strength of will Spellcasting Sharp Edge	This spell enchants a edged weapon with a very sharp edge. The first blow landed with this weapon inflicts +2 damage. After the first blow the weapon does normal damage.
Earth Dragons Claw	2	Earth	LoS	One Target	Instant	By the powers of Earth and my strength of will Spellcasting Earth Dragons Claw	This spell is a ranged damage spell that does a base of one point of Earth damage to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 5 damage total.
Armor of Lead	3	Earth	Touch	One Suit of Armour	1 Encounter	Leaden guards and leaden vest, weight then will do all the rest. Spell casting Armor of Lead!	This spell transforms thThis spell transforms the armor of the target to a thick layer of lead. If the target is unarmored the spell will have no effect. The addition of this unexpected weight will cause the target to be slowed for the duration of the spell.
Earth Aura	3	Earth	Self	Caster	1 Encounter	Powers of earth, give me a gown, that keeps me from harm and knocks my foe down, Spellcasting Earth Aura	This spell surrounds the caster with flying lumps of elemental earth. While this spell is in effect the caster can use tremor (as per the first level spell) at will on targets within 5 feet of him. Once cast however the mage cannot move from his location or the spell ends.
Lighten Weight	3	Earth	Touch	Touched item	24 Hours	This item is too heavy for me to take, so spirits of earth, spellcasting lighten weight,	This spell reduces the weight of an object to 1/10th of its normal weight.
Mud Armour	3	Earth	Touch	Touched Target	1 Encounter	Powers of earth that deep in my blood, call me forth an armour of mud, Spellcasting Mud Armour	This spell brings forth a suit of mud that completely covers the target. The suit protects the wearer from all normal melee damage from BLUNT weapons. Sharp weapons, bows and special damage calls effect the target normally. The downside of the suit is that if the wearer has a fire spell cast at him while wearing the suit then the suit goes rock hard effectively paralyzing the wearer until the spell ends the fire spell does not however harm the wearer. If this happens the caster of the spell cannot end the spell normally, the duration of the spell must expire before the wearer is freed. Any fire spell cast at the wearer after the first effects the wearer normally.
Sand Armour	3	Earth	Touch	Touched Target	Till Used	Powers of earth, lend me a hand, protect me now with an armor of sand, Spellcasting Sand Armour	This spell surrounds the target with flying sand that absorbs the first 6 points of Melee damage the target sustains. Special damage calls end the spell and effect the target normally, spells effect the target normally.
Stone of detection	3	Earth	Touch	Touched stone	24 hours	Powers of earth, we have a connection, enchant this pebble as a stone of detection, Spellcasting Stone of detection.	This spell enchants a stone so that it glows under certain conditions. For example a stone could be enchanted to glow when someone approaches or more specifically when an elf approaches. The effective detection range of the stone is 20ft.
Unlock	3	Earth	Touch	One Non-Magical Lock	Instant	Me and my power this item doth mock, power of earth I command thee unlock!, Spellcasting Unlock	This spell allows the caster to unlock any basic lock
Weighty Object	3	Earth	Touch	Touched Item	24 Hours	Powers of earth I ask you straight, take this item and increase its weight, Spellcasting Weighty object	This spell makes one object VERY heavy. It cannot be used on living things only inanimate ones. Unless the person has Strength 4 they cannot even pick the item up. The caster can pick the item up and use it normally but no-one else can.
Elemental Protection	3	Earth	Touch	Touched Target	Till Used	Powers of magic from whatever section, I call on your powers to grant me protection, Spellcasting Elemental Protection.	This spell protects the target from 6 points of elemental damage.
Elemental Weapon	3	Earth	Touch	Touched Weapon	1 Encounter	Powers of magic I tap into your source, Make this weapon a powerful force, Spellcasting Elemental Weapon.	This spell temporarily enchants one non-magical weapon with Elemental magic. This does not allow the weapon to do extra damage but does mean the weapon counts as magical. Weapons enchanted with this spell allow the wielder to call EARTH in addition to their normal damage call.
Lesser Spell Immunity	3	Earth	Touch	Touched Target	1 Encounter	I call the powers to magic unity and grant the power of spell immunity, Spellcasting Lesser Spell Immunity	For the duration of this spell the target is protected from the effects of one spell specified during the casting of this spell. The spell must be of first or second level but can be of any element.
Armour	3	Earth	Touch	Touched Target	1 Encounter	Powers of earth, I am no mere farmer, grant me a magical suit of armour, Spellcasting Armour	This spell gives the target protection as if he was wearing studded leather armour. It cannot be used on someone who is already wearing armour of any type and it subject to all the benefits and limitations of normal armour except that it cannot be adjusted to restore its protection value. Thru calls DO NOT bypass it and it will absorb one crush as normal armour.
Magic Staff	3	Earth	Touch	Touched Staff	Till Used	By the powers of Earth and my strength of will, Spellcasting Magic Staff	A mage can prepare a staff to store spells for a certain length of time, he can store the same levels of spells as his mental discipline level within the prepared staff. So if he had MD level 5 he could store a fifth level spell or five first level spells in his staff. The downside of this spell is that if the staff is shattered or broken then the spell energy is released, all spells effecting the mage that was carrying the staff, the mage also takes 1 damage all over from the release of the energy. This spell cannot be used on magical or indestructible staves as during the preparation the mage needs to scribe mystical lettering in to the staff. The spell takes 5 minutes to cast but once the spells are stored they remain there until used, until the staff is broken or until the end of the event. A mage can have no more than one magic staff spell in effect at one time.

Mass Tremor	3	Earth	N/A	20ft radius centred on caster	Instant	By the powers of earth and my strength of will Spellcasting Mass Tremor	As per tremor but affects a 20ft radius circle centred on caster
Greater Sharp Edge	3	Earth	Touch	Touched Item	Till Used	By the powers of Earth and my strength of will Spellcasting Greater Sharp Edge	This spell enchants a edged weapon with a very sharp edge. The first blow landed with this weapon inflicts +3 damage. After the first blow the weapon does normal damage.
Stone Dragons Claw	3	Earth	LoS	One Target	Instant	By the powers of Earth and my strength of will Spellcasting Stone Dragons Claw	This spell is a ranged damage spell that does a base of one point of Earth damage to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 5 damage total. In addition the target is knocked down as per the tremor call.
Earthen Might	3	Earth	Self	Caster	1 Encounter	By the powers of Earth and my Strength of will Spellcasting Earthen Might	This spell increases the casters level of strength by one to a max of quad strength.
Brittle	3	Earth	Touch	Touched Target	1 Encounter	By the powers of Earth and my Strength of will Spellcasting Brittle	This spell causes an item of up to single handed weapon or medium shield size to become very brittle and will shatter as per the shatter spell when struck or when it strikes something.
Bones of Iron	4	Earth	Touch	Touched Target	1 Encounter	Powers of earth, imbue the bone to make it harder than stone, Spellcasting Bones of Iron	Target can ignore the first crush he takes. Any further crushes effect him normally. Does not stack.
Dig	4	Earth	Touch	3m x 3m x 3m cube	1 Encounter	Powers of earth, your strength to prove, this earth here I need to move, Spellcasting Dig	This spell removes a 10ft cube of Earth or stones (not solid stone) from the touch location.
Double Armour	4	Earth	Touch	Touched Target	1 Encounter	In to battle the warriors advance, I use this spell, their armour to enhance. Spellcasting Double Armour	This spell doubles the protection of the armour worn by the target. Therefore, studded leather which normally has a protection of 3 would have a protection of 6. I addition it would take 2 crushes to destroy it instead of one. This spell has no effect against the THRU call.
Grave Blink	4	Earth	Self	Caster	Instant	Powers of earth, I blink through the grave, hopefully my skin this power will save, Spellcasting Grave Blink	When the spell is cast the caster is swallowed by the ground. He can then appear anywhere he chooses within 10 meters of his starting position. No time freeze is called the caster simply runs to the new position and appears there. The caster is completely unaware of what is happening whilst in transport and cannot alter his destination once he has cast the spell.
Protection vs. Poison	4	Earth	Touch	Touched Target	1 Encounter	Poisons can give a nasty infection, I use this spell to grant me protection, Spellcasting Protection from Poison	This spell stops the target from being effected by poison for the spells duration. The thing the user of this spell needs to be aware of is that if he has ingested a poison or has contact poison on his skin when the spell wears off and has not been cured then the poison will take effect as soon as this spell wears off.
Shatter Range	4	Earth	LoS	One breakable item	Instant	My foe I really want to batter, target his weapon and make it shatter, Spellcasting Shatter Range	This spell is the same as the shatter spell except it is a ranged version.
Sinking Sand	4	Earth	Touch	10ft x 10ft area in front of the caster	1 Encounter	Earth below, heed my command, let what was earth, be sinking sand, Spell Casting Sinking Sand	This spell turns the ground within the area of effect into sinking sand. This effectively immobilizes all people within the area of effect. Non corporeal undead are not effected and people with strength may move slowly to the edge of the area. Those outside the spells area of effect may pull people to the edge.
Stone gaze	4	Earth	5m	One person	Till Used	Powers of earth I offer the praise, grant me the power of a stone gaze, Spellcasting stone gaze.	This spell causes one target that can see the caster to be turned to stone for 60 seconds.
Stone Grasp	4	Earth	LoS	One target	10 minutes	Powers of earth to me you must mould, use your strength, my foe to hold, Spellcasting Stone Grasp	This spell is similar to the lower level earth grasp spell except this spell except a character needs to have at least triple strength to pull themselves free
Elemental Indifference	4	Earth	Self	Caster	1 Encounter	Spirits of magic to thee I implore, Your servant is someone I need to ignore, Spellcasting Elemental Indifference	All Earth elementals will completely ignore the presence of the caster of this spell unless the caster attacks, provokes or steals from them then the protection will be broken.
Lesser Weapon Ward	4	Earth	Self	Caster	1 Encounter	By the powers of earth and my strength of will Spellcasting Lesser Weapon Ward	This spell reduces melee damage against the caster, all damage is reduced by 1 point to a minimum of 1.
Minor Obsidian Edge	4	Earth	Touch	Touched Item	Till Used	By the powers of Earth and my strength of will Spellcasting Minor Obsidian Edge	This spell enchants a edged weapon with a very sharp edge. The first three blows landed with this weapon inflict +1 damage. After the three blows the weapon does normal damage.
Earth Dragons Bite	4	Earth	LoS	One Target	Instant	By the powers of Earth and my strength of will Spellcasting Earth Dragons Bite	This spell is a ranged damage spell that does a base of two points of Earth damage thru armour to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 6 damage total.
Fabricate	4	Earth	Touch	Touched Target	1 Encounter	By the powers of Earth and my Strength of will Spellcasting Fabricate	This spell allows the caster to make something out of raw materials he has to hand. The creation does not last long, only a matter of minutes but long enough to be useful to a resourceful caster. Once the spell ends the raw materials revert back to their initial form.
Steadfast Arrow	4	Earth	Touch	Touched Arrow	1 Encounter	By the powers of Earth and my strength of will spellcasting Steadfast Arrow	This spell enchants a single arrow so when it is shot in to something it cannot be removed for one encounter. It could for example staple someones cloak to the ground or be fired in to a cliff to help someone who is climbing. After the spell ends the arrow will remain where it is unless it was shot in to a surface it could not normally penetrate in which case it will fall to the ground.
Earth Hammer	5	Earth	Los	One target	Instant	Powers of earth I need a slammer, I summon forth the mighty earth hammer, Spellcasting Earth Hammer	When cast a hammer of magical earth rises from the ground and strikes the target. The hammer inflicts three points of damage to the chest of the target and knocks them to the ground as per the knockdown call.
Earth Tremor	5	Earth	6 m	180 Degree arc	Instant	My foes to ground I want to knock, I call on the earth to deliver a massive shock, Spellcasting Earth Tremor	This spell is similar to the level 1 spell tremor except that it effects everyone within the area of effect

Golem	5	Earth	Touch	Special	Special	Spirits of earth I give you a form so you may rise and my tasks perform. <repeat twice per casting> Spellcasting Golem	First the caster need to obtain/make something he means to animate in to a golem. Then they need to cast the golem spell multiple times, once each for every moving part on the golem for example,. If he wanted the golem to have highly dexterous hands and finger he would have to cast it once for the wrist, once for the hand, three times for each finger and twice for the thumb this is because of the joints in the fingers thumb etc. Each time he casts the spell he also must draw a rune on the location. This means that a golem can be as articulated or as clumsy as the caster desires but the better the golem the more times the spell needs to be cast and the caster must get EVERY ONE correct. Any mistakes and he must begin over from scratch. This spell must be cast in the presence of a referee.
Statue	5	Earth	Touch	Touched Target	1 Encounter	Powers of earth make my target match you, and turn him in to a solid statue. Spellcasting Statue	This spell turn the touched target to stone. They cannot move or be harmed except by powerful blows like crush or by magic. While they are a statue they can see and hear anything that goes on around them normally. The target of this spell must be a willing recipient.
Weapon to Sand	5	Earth	LoS	One weapon	1 Encounter	Men of war let them be damned, for that weapon is now sand. Spell casting Weapon to Sand.	This spell turns a single weapon to sand for the duration of the spell. Effectively the weapon must be dropped and may not be picked up for the duration of the spell.
Caster Shield	5	Earth	Self	Next Spell	NA	Powers of magic I ask I am sealed, within a magical force field, Spellcasting Caster Shield	This spell makes it impossible for the caster to be interrupted during the casting of his next spell. Any damage inflicted upon the caster while he is casting his next spell is added up and the caster takes the total after his spell is cast. However whatever spell he was casting goes off normally.
Drawer on Element	5	Earth	NA	Next Spell	NA	Power of magic I hold you in awe. On you now I must urgently call, Spellcasting Draw on Element	In order for this spell to work the caster must either have some of his element or a suitable representation of his element in his hands at the time of casting. Once this spell is cast the caster must meditate in order to build power. If they meditate for one minute then subsequent spells cast for the next encounter will do +1 damage or have +50% duration. If they meditate for two minutes then subsequent spells cast for the next encounter will do +2 damage or have +100% duration. This spell can be cast before the encounter in preparation for a big fight, however once cast, the caster may not move faster than a walk speed, if they are struck the spell is broken and they must maintain a constant chant to keep their magic focused. The effects of this spell last until the end of the following encounter or until it is broken by one of the above means.
Enhanced Elemental Protection	5	Earth	Touch	One Target	Till Used	Powers of magic, powers advanced, I ask for elemental protection enhanced, Spellcasting Enhanced Elemental Protection	This spell is the same as the lower level version except that it protects against 12 points of elemental damage.
Improved Elemental Weapon	5	Earth	Touch	One weapon	1 Encounter	Spirits of magic help my crusade, use your powers to enchant my blade. Spellcasting Improved Elemental weapon	This spell enchants a weapon with the elemental magic of the same type as the caster. The exact effects depends on the element: Earth weapons inflict +1 damage and adds the call of EARTH to the normal damage call of the user, in addition, once during the duration of the spell the wielder can strike the ground at his feet with the weapon and knock down everyone within 10ft of him.
Greater Armour	5	Earth	Touch	Touched Target	1 Encounter	Powers of earth, I ask thee to create, a suit of special magical plate. Spellcasting Greater Armour	This spell is very similar to the spell armour except that it gives protection equal to that of plate. However it is still subject to all the imitations as per the armour spell.
Weapon Ward	5	Earth	Self	Caster	1 Encounter	By the powers of earth and my strength of will Spellcasting Weapon Ward	This spell reduces melee damage against the caster, all damage is reduced by 2 points to a minimum of 1.
Spell Echo	5	Earth	Self	Caster	1 Encounter	By the powers of Earth and my strength of will Spellcasting Spell Echo	Whatever spell is next cast by the caster he will get two of to do with as he chooses instead of the normal one. The two spells must be used within seconds of one another but they do not need to be used on the same target.
Lesser Air Bane	5	Earth	Touch	Touched Item	1 Encounter	By the powers of Earth and my strength of will Spellcasting Lesser Air Bane	This spell allows a weapon to inflict additional damage vs Air based creatures. For the duration of the encounter the enchanted weapon will do +1 damage against creatures of Air.
Obsidian Edge	5	Earth	Touch	Touched Item	Till Used	By the powers of Earth and my strength of will Spellcasting Obsidian Edge	This spell enchants a edged weapon with a very sharp edge. The first three blows landed with this weapon inflict +2 damage. After the three blows the weapon does normal damage.
Stone Dragons Bite	5	Earth	LoS	One Target	Instant	By the powers of Earth and my strength of will Spellcasting Stone Dragons Bite	This spell is a ranged damage spell that does a base of two points of Earth damage thru armour to the named location of the target. However, the damage can be increased at the rate of 1 additional point of damage for every 2 extra man used in the casting of the spell, up to a max of 6 damage total. In addition the target is knocked down as per the tremor call.
Master Fabricate	5	Earth	Touch	Touched Target	1 Encounter	By the powers of Earth and my Strength of will Spellcasting Master Fabricate	This spell allows the caster to make something out of raw materials he has to hand as per fabricate however items made with this spell are of masterwork quality. The creation does not last long, only a matter of minutes but long enough to be useful to a resourceful caster. Once the spell ends the raw materials revert back to their initial form.
Spell Ward	6	Earth	Touch	One target	Till Used	Powers of earth, through our accord, I summon a protective spell ward. Spellcasting Spell Ward	This spell nullifies the next spell cast at the user of this spell. The spell can be of elemental or soul origin and will nullify any spell whether good or bad the user cannot choose.

Banisher	6	Earth	LoS	One target	1 Encounter	Powers of earth, conjure a charm, that saves me from people who mean me harm, Spellcasting Banisher	This spell surrounds the target with a circle of light. If the target does not perform a hostile act while the spell is in effect then nothing happens. If he ignores the spells effect and attempts to attack someone or to cast a spell then he takes 3 points of damage to every location and loses half of his current mana. However if someone attacks the target while the spell is in effect then the banishers effects are broken and the target is free.
Body of Sand	6	Earth	Caster	Caster	1 Encounter	Cliff and mountain, earth and land, let my body now be sand. Spell casting Body of Sand.	This spell turns the body of the caster into a form of living sand. This makes the caster immune to any weapon damage that may be inflicted on him. It does have the added effect that any weapon that strikes him is blasted by sand. Sharp weaponns used to attack the caster have their damage reduced by 2 (to a min of 1) blunt weapons have their damage reduced by 1 (again to a min of 1) does not affect special calls. During the spell the caster may use a weapon but is unable to cast any spells lacking the dexterity for the gestures necessary.
Crystal Wall	6	Earth	NA	3m x 3m wall	Till Destroyed	Power of earth I am your thrall. Bring me forth a crystal wall. Spellcasting Crystal Wall	This spell creates a wall of crystal at the feet of the caster. The wall lasts until it takes 100 points of damage from weapons or spells. The sides are sheer and smooth and may not be climbed.
Damage Shunt	6	Earth	Touch	Touched Target	1 Encounter	Powers of earth, bear the brunt and protect me with a damage shunt, Spellcasting Damage Shunt	This spell temporarily absorbs all damage taken by the target. It will absorb all damage calls and spell effects as well as normal damage allowing the person protected to continue to fight as if unharmed. However blows will still interrupt spellcasting event though they do no harm. At the end of the spell the protected person takes ALL the damage sustained during the spells duration. The benefit is that if the target receives magical healing before the spells effects wear off then the healing is subtracted from the damage the target will take at the end of the spell. For example a warrior This spell does not prevent attacks like subdue and contact poisons from working nor will it protect against spells that do things other than damage (knockback, disarm etc) however if a poison is a blade venom then its effects will be delayed to the end of the spell.
Spell Block	6	Earth	Self	10m radius circle centered on caster	Till Used	Powers of earth, give my foe a shock. His next spell into this area block. Spellcasting Spell Block.	After this spell is cast the very next elemental spell cast in the area of effect is negated. Whether the spell be beneficial or harmful.
Stone Armour	6	Earth	Touch	Touched Target	Till Used	Powers of magic, your strength please loan. Cover me in a shell of stone. Spellcasting Stone armour	This spell protects the target from the first 15 points of melee damage in combat. Spells bypass this protection.
Stone walk	6	Earth	Self	Caster	Till Used	Powers of earth, my path unblock, let me walk through stone an rock. Spellcasting Stonewalk	Caster cannot be touched by earth, stone or metal. This means that he can walk through earth and stone without any problems. It also means that metal weapons pass straight through the caster. Wooden or bone weapons effect the caster normally as do spells.
Contingency	6	Earth	NA	Next Spell	Till Used	Foes of mine I say beware, for I use my time carefully to prepare. Spellcasting Contingency	This spell allows the caster to cast a second spell, which will come into effect under specific circumstances. The circumstances are set at the time of casting the contingency spell. You may have no more than one contingency in effect per 2 levels of Mental discipline. Therefore a character with Mental discipline level 4 could have 2 Contingencies in effect.
mana Shield	6	Earth	Self	Caster	1 Encounter	Powers of magic, be alert, tap my power to protect me from hurt. Spellcasting Mana Shield	This spell allows the caster to take melee damage from his mana instead of his locations as normal. When struck the caster deducts one mana for every point of damage inflicted. E.g. a double would cause the caster to lose two mana. The spell absorbs normal melee damage and spells. Any special melee call that strikes the caster (mortal, crush etc) will end the spell and reduce the casters mana to zero however it will protect him from the damage. The spell ends when the caster runs out of mana or the duration expires. If the caster does not have enough mana remaining to absorb a damage call then the spell ends, the caster loses his remaining mana and the caster takes the damage normally.
Spell Immunity	6	Earth	Touch	Touched Target	1 Encounter	Powers of magic I treat thee well. Please protect me from my chosen spell. Spellcasting Spell Immunity	This spell is the same as the lesser version except with this spell the chosen spell can be of 5th or lower level.
Blade Barrier	6	Earth	N/A	10ft x 10ft area	1 Encounter	By the powers of earth and my strength of will Spellcasting Blade Barrier	This spell creates a wall of swirling currents of force. Stepping into this wall has been likened to stepping into a blender. Its most unusual feature is that it is completely invisible to the naked eye making for problems avoiding it. The wall when cast will appear directly in front of the caster and the caster is the only one who can pass through the area unharmed. The wall's placement must be specified upon its and cannot be moved once set. Attempting to pass through the barrier when vertical will cause 2 points of damage to all locations and will throw the person backwards, knocking them to the ground. A person with double strength can pass through the barrier but will take 3 points of damage to all locations.
Boulder Burst	6	Earth	LoS	20ft radius around target boulder	Instant	By the powers of earth and my strength of will Spellcasting Bolder Burst	This spell causes a large rock or boulder to explode, sending flying shards of rock in all directions, anyone within 20ft of the exploding rock will take a 2 all over effect however the damage does NOT go through armour.

Bastion	6	Earth	Caster	5ft radius around caster, 4ft high	1 Encounter	By the powers of earth and my strength of will Spellcasting Bastion	This spell creates a metal dome over the caster, due to its low ceiling the caster must be crouched or laid down when casting this spell. Once the dome is in place however it cannot be moved and the caster is safe within it and may do whatever he needs to within the dome, for example healing a downed comrade. There are three downsides to the dome however, firstly it is utterly dark within it meaning that if the caster does want to do something like administer first aid to a fallen friend they will need a light source. Secondly there is only enough air trapped within the dome for two people and finally the spell cannot be cancelled or dispelled by the caster and must wait its full duration before he can escape. Spells such as melt or abilities like crush will destroy the dome however.
Shatter Lock	6	Earth	Touch	Touched Lock	Instant	By the powers of earth and my strength of will Spellcasting Shatter Lock	This spell will destroy any basic or advanced lock allowing whatever was locked to be opened.
Greater Weapon Ward	6	Earth	Self	Caster	1 Encounter	By the powers of earth and my strength of will Spellcasting Greater Weapon Ward	This spell reduces melee damage against the caster, all damage is reduced by 3 points to a minimum of 1.
Protection Chant	6	Earth	Self	Caster	1 Encounter	By the powers of earth and my strength of will Spellcasting Protection Chant	When cast the caster specifies ones particular damage type they wish to be immune to, valid choices are below. As long as the caster continues to chant then they remain immune to the effect of that type of damage until the spell expires, however if the chant is broken and the spell ends. It is acceptable to break the chant for long enough to call damage in combat. Note that if for example you choose to be immune to sharp weapons and someone hit you with a flaming sharp weapon you would still take damage as you are not immune to the flaming part of the call. Valid choices are: Sharp, blunt, arrow, bolt, thrown, earth, lighting, flaming, ice, acid, lava, holy, unholy, celestial, demonic, enchanted.
Greater Obsidian Edge	6	Earth	Touch	Touched Item	Till Used	By the powers of Earth and my strength of will spellcasting Greater Obsidian Edge	This spell enchants a edged weapon with a very sharp edge. The first three blows landed with this weapon inflict +3 damage. After the three blows the weapon does normal damage.
Earth To Stone	7	Earth	Touch	3m x 3m x 3m cube	Permanent	Powers of earth I hear you groan, as I turn this simple earth to stone. Spellcasting Earth to stone.	This spell does exactly the opposite of Stone to Earth.
Stone To Earth	7	Earth	Touch	3m x 3m x 3m cube	Permanent	Powers of earth and my strength of will spellcasting Stone to Earth	This spell does exactly what the name implies. It transforms a 3m cube of stone to earth or mud at the casters choice.
Pure Elemental Weapon	7	Earth	Self	Caster	1 Encounter	Power of magic I ask thee CREATE! A magical weapon of powers so great. Spellcasting Pure Elemental Weapon	This spell brings in to existence a weapon of pure elemental. The weapon can be of any size or shape the caster chooses and inflicts +2 points of damage per blow through armor. Pure Earth Weapons add the calls EARTH and KNOCKDOWN to their normal damage calls in addition to above. They also strike THRU armour
Sigil of Destiny	7	Earth	Touch	Touched Target	Till Midnight	By the powers of Earth and my strength of will, Spellcasting Sigil of Destiny	This spell allows the earth mage to make a prediction about something that will happen in the coming day if the prediction comes true then this spell will cancel it out. Predictions can only be made relating to death or injury of the target person and need to be suitably specific. Saying "I will die today" is not good enough, you must specify one of the following, a weapon, a person or being or a specific place. For example you could predict that you would be killed by a sword today. With that event, should you be dealt a fatal blow by a sword then the blow could be ignored and the sigil expended. The prediction need not be about death, "I will be injured by an orc today" is an equally valid prediction and the first time that day the target of the spell is injured by an orc then the damage is ignored and the sigil expended. Predictions must be approved by a referee at the time of casting. It should also be noted that if, for example, you predict that you would be killed by a dragon that day and a dragon does indeed land what would have been a fatal blow on you then the sigil is expended in you avoiding it. There is nothing stopping said dragon then having another go and finishing you off for the power of the sigil has been expended.
Stone Skin	7	Earth	Self	Caster	Till Used	By the powers of earth and my strength of will Spellcasting Stone Skin	This spell protects the caster from the first six blows to strike him. Damage from any blows this spell absorbs can be ignored however spells ignore this protection unless the spell does not go through armour normally (e.g acid bolt) Durational effects that do damage over time should be treated as taking a blow off the total every time they inflict damage unless otherwise stated.
Wall of Admittance	7	Earth	N/A	10ft x 10ft wall	Till Destroyed	By the powers of Earth and my strength of will, Spellcasting Wall of Admittance	This spell creates a wall much like the crystal wall spell, in fact it has the same hits as this wall (100 hits to destroy) However this wall has two additional properties. Firstly all damage against it is reduced by 1 point (to a minimum of 1 point) and secondly at the time of casting the caster can set a pass word or phrase which will allow people to walk through the wall as if it were not there. Finally the wall can be made to look like any form of earth, stone or crystal that that caster desires.
Stone Dragon Breath	7	Earth	20ft	30 degree cone in front of caster	Instant	By the powers of earth and my strength of will Spellcasting Stone Dragon Breath	This spell allows the caster to exhale a deadly breath of rock that hurts everyone in the area in front of him and knocks them to the ground. In game terms everyone in the area takes 1 point of THRU earth damage to all locations and is knocked down.
Air Bane	7	Earth	Touch	Touched Item	1 Encounter	By the powers of Earth and my strength of will Spellcasting Air Bane	This spell allows a weapon to inflict additional damage vs Air based creatures. For the duration of the encounter the enchanted weapon will do +2 damage against creatures of Air.
Diamond Edge	7	Earth	Touch	Touched Item	Till Used	By the powers of Earth and my strength of will Spellcasting Diamond Edge	This spell enchants a edged weapon with a very sharp edge. The first three blows landed with this weapon inflict +3 damage and strike Thru armour. After the three blows the weapon does normal damage.

Dust of Ancient Tombs	8	Earth	Touch	One item	24 hours	Powers of earth this I entrust, cover it with your potent dust, Spellcasting Dust of ancient tombs.	When cast on an object the object become covered in an invisible layer of dust. Anyone who touches the object gets blinded and begins to choke. They will choke for 60 seconds and fall in to a deep sleep. The cannot be woken for 1 hour. After one hour the will continue to sleep until woken.
Invulnerability to Normal Weapon	8	Earth	Touch	Touched Target	1 Encounter	Powers of earth allow me to relax and grant me immunity to my foes attacks, Spellcasting Invulnerability to normal weapons	This spell causes the recipient to be totally immune to damage from normal weapons. Only spells and magical weapons will harm him. Contact and ingested poisons will still effect him as normal but subdues and the like will not.
Wall of Dust	8	Earth	NA	5m x 5m wall	1 Encounter	Powers of earth, in you I trust, I summon forth a wall of dust. Spellcasting Wall of Dust	Creates a wall of swirling dust that has two effects. Firstly, anyone passing through the wall is blinded got 60 seconds by the dust. Secondly it extinguishes any active spell on someone passing through the wall unless it is another earth spell. Permanent effects are not extinguished.
Plane Portal	8	Earth	NA	NA	1 Encounter	By my power I open a gate to take me to the plane I state. Spellcasting Plane Portal	This spell opens a portal to the elemental plane of the casters choosing, it remains open for 5 minutes and may be used by anyone or anything that walks through it. It may be wise to note that surviving in the elemental planes is not easy and protections will be needed for those wishing to enter the gate.
Protection from Elemental Plane	8	Earth	Touch	Touched Target	1 Section	Planes of magic are like a raging storm, grant me protection for my delicate form. Spellcasting Protection from Elemental Plane	This spell allows any non elemental to survive on an elemental plane. The caster will need to state what element they will need protecting from at the time of casting. This spell provides no immunities to the recipient, it just allows them to survive in one of the elemental planes as if they were a natrual creature there.
Stone Dragon Breath	8	Earth	20ft	30 degree cone in front of caster	Instant	By the powers of earth and my strength of will Spellcasting Stone Dragon Breath	This spell allows the caster to exhale a deadly breath of rock that hurts everyone in the area in front of him and knocks them to the ground. In game terms everyone in the area takes 2 points of THRU earth damage to all locations and is knocked down.
Contingent Dispel Magic	8	Earth	Self	Caster	Till Used	By the powers of earth and my strengh of will Spellcasting Contingent Dispel Magic	This spell allows the caster to prepare a dispel magic that will go off under certain circumstances. He must cast this spell and spend as many mana points as he wants to use in the dispel at the same time as well as setting the conditions under which the dispel magic will go off.
Earth Quake	9	Earth	20m	180 degree arc	Instant	Ground beneath us rock and shake, I call the power of a violent earth quake, Spellcasting Earthquake	This spell causes a huge earthquake in the area of effect. Everyone within the area is knocked to the ground and takes 2 points to all locations. The effects continue for 10 seconds so no-one can get up until the spell is over. Anyone who enters the area during the 10 seconds is subject to the same effects. Be careful where you use this spell. Using it underground could have some nasty side effects.
Flesh to Stone	9	Earth	Touch	One person	Permanent	For the hostility and hate this person has shown, I turn him in to solid stone, Spellcasting Flesh to Stone.	This spell turns one person and all of their belongings to stone. Only a dispel magic or a Stone to Flesh spell will reverse t
Stone to flesh	9	Earth	Touch	One Person	Permanent	This being now is in for a shock as I turn him to flesh from solid rock, Spellcasting Stone to flesh.	This spell is the reverse of the flesh to stone effect.
Dismiss Elemental	9	Earth	LoS	One elemental	Instant	Powers of magic your servant dismiss, send him home to the elemental abyss, Spellcasting Dismiss Elemental	This spell forces one elemental back to its home plane before its usual duration has expired. The caster can only dismiss elementals of his type.
Rune Armour	9	Earth	Touch	Touched Armour	Till Used	Powers of Earth I beckon thee, empower this Rune here to see, place a power deep within and bind it there, let it begin. <repeat 4 times> Spell casting Rune Armor.	The spell itself empowers a single set of armour so that when that armor is struck or the wearer wishes, a single spell effect will occur. Because of the nature of this spell it needs two people to cast. It must be done as follows; the primary caster must speak the power words whilst writing the Rune on the chosen armour. He must speak the entire verse four times without any sort of mistake, whilst at the same time writing the rune. Whilst this is happening the secondary caster must cast the spell and touch the rune, for each time he casts the spell the rune will work once, he must have finished casting before the rune caster completes his verbal. Once the casting of the spells has begun any mistake will cause all spells to fail and the spell points to be lost. Such mistakes can be deadly, as the rune may explode violently as the untrapped magics vent themselves from their part formed bindings. This means that this spell may only be cast in the presence of a referee that knows how the spell works.
Rune weapon	9	Earth	Touch	Touched Weapon	Till Used	Powers of Earth I beckon thee, empower this Rune here to see, place a power deep within and bind it there, let it begin. <repeat 4 times> Spell casting Rune Sword	Exactly the same as Rune armor except works on weapons and the caster can choose whether the spell activates when the weapons strikes something or whether it activates when the user desires.
Stone Dragon Breath	9	Earth	20ft	30 degree cone in front of caster	Instant	By the powers of earth and my strength of will Spellcasting Stone Dragon Breath	This spell allows the caster to exhale a deadly breath of rock that hurts everyone in the area in front of him and knocks them to the ground. In game terms everyone in the area takes 3 points of THRU earth damage to all locations and is knocked down.
Greater Air Bane	9	Earth	Touch	Touched Item	1 Encounter	By the powers of Earth and my strength of will Spellcasting Greater Air Bane	This spell allows a weapon to inflict additional damage vs Air based creatures. For the duration of the encounter the enchanted weapon will do +3 damage against creatures of Air.
Rockshard Ball	9	Earth	LoS	5ft area centred on target	Instant	By the powers of Earth and my strength of will Spellcasting Rockshard Ball	This spell fires a ball of elemental rock that explodes on impact. Everyone within the area of effect takes one point of earth damage to all locations thru armour

Earth Dragons Armour	9	Earth	Self	Caster	1 Encounter	By the powers of Earth and my Strength of will Spellcasting Earth Dragons Armour	This spell covers the body of the caster in scales similar to those of a dragon. The scales provide protection for the mage turning their hits to blows for the duration of the spell; this affects all melee and magical damage. The caster may also strike for Earth double thru with his hands for the duration of the spell.
Earth Blast	10	Earth	Touch	10m diameter circle	Till Used	Powers of earth, strength unsurpassed, imbue this land with a powerful blast. Spellcasting Earth blast.	When casting the mage must draw a circle of up to 10m diameter on the ground. Anytime after casting the spell the mage can trigger it with a command word he sets during casting. When triggered the circle explodes upwards doing 6 points of damage to all locations of everyone within the circle and throwing them 5m in a random direction.
Greater Caster Shield	10	Earth	Self	Next Spell	NA	Powers of earth thy secrets revealed, protect me with a caster shield, Spellcasting Greater Caster Shield	This spell is the same as Caster Shield except that the caster takes no damage after the spell is cast.
Greater Spell Immunity	10	Earth	Caster	Self	1 Encounter	Spells and magics now I fear, <elements> powers driven near, a wizards arm is all I lack, so take their spells and send them ba	This spell grants the caster total immunity to all spells of 5th level or below from a single elemental sphere of magic named within the vocals of the spell by the caster for the duration of the spell. The caster may choose to end the spell at any time but may not choose to allow some spells to affect him and others not. If the caster becomes unconscious the spell will continue its full duration.
Iron Body	10	Earth	Touch	One person	1 Encounter	Spells of earth I now perform, Grant me the powers so I may transform, Spellcasting Iron Body	This spell does not actually turn the targets body to iron. Instead it makes him very resistant to blows and spells. Basically it makes the target take BLOWS not HITS. This means whatever damage call the target is struck by takes ONE blow from the struck location instead of the normal number of hits. This means a Single or a triple or a crush all only take one Blow from the location struck on the target. Spells that cause damage only cause ONE point to any location the spell effects and not the normal amount. Spells that do not cause damage will effect the target normally except for spells that knock the target down or back which do not effect him.
Control Elemental	10	Earth	LoS	One elemental	Permanent	Power Words: Summoning your powers was someone's goal, now I wish to take control. Spellcasting Control Elemental	This spell allows the caster to take control of an elemental. The caster can only control elementals of his type. Be warned that mages using this carelessly have suffered harsh penalties at the hands of the elementals. Also be very sure you are not trying to use this on an elemental lord as it will not work.
Elemental Transformation	10	Earth	Self	Caster	1 Encounter	Spirits of magic for thee I perform, grant me your powers so I can transform, Spellcasting Elemental Transformation	This spell transforms the caster in to an elemental of his type. The spell grants the following bonuses: Caster multiplies his hit points by 20 Caster takes 10 times damage from magic Caster takes 20 times damage from Air magic and spells Caster gains the pure Earth elemental weapon effect Caster gains Earth Aura effect
Elemental Ward	10	Earth	N/A	10m square area or one room	1 Encounter	Powers of magic over which you lord, bind this room with an elemental ward, Spellcasting Elemental Ward	This spell fills an area with concentrated elemental Earth magic. Air elementals, Air based creatures and Air spells cannot enter the warded area. Air Mages can still enter the area but they cannot cast.
Sand Storm	10	Earth	N/A	20ft radius around caster	1 Encounter	By the powers of earth and my strength of will Spellcasting Sand Storm	This spell creates a swirling vortex of sand and debris around the caster. The storm moves with the caster and anyone caught within the storm takes one hit point of damage to all locations every ten seconds. The damage does not go thru armour. The caster is unaffected by this spell however he cannot move faster than a walk while this spell is in effect.
Stone Dragon Breath	10	Earth	20ft	30 degree cone in front of caster	Instant	By the powers of earth and my strength of will Spellcasting Stone Dragon Breath	This spell allows the caster to exhale a deadly breath of rock that hurts everyone in the area in front of him and knocks them to the ground. In game terms everyone in the area takes 4 points of THRU earth damage to all locations and is knocked down.
Duel Casting	10	Earth	Self	Caster	1 Encounter	By the powers of earth and my strength of will Spellcasting Duel Casting	This spell places a powerful enchantment on the caster, for the duration, for every spell that is cast the caster will in fact get two spells. The two spells must be used within seconds of one another but need not be used on the same target.
Earth Dragons Wings	10	Earth	Self	Caster	1 Encounter	By the powers of Earth and my Strength of will Spellcasting Earth Dragons Wings	This spell calls in to effect a set of ethereal wings of Earth that wrap themselves around the caster. While the spell is in effect the caster gains the following bonuses: Can move in and through earth and stone (as per the spell) with no ill effects or movement penalties Gains the Earth Aura spell Can survive on the elemental plane of Earth Takes -1 damage from all elemental magic except Earth (to a minimum of one) Takes -2 damage from elemental Earth (no minimum)