

# Earth


This subschool of elemental magic deals with the earth and things which concern it. An earth wizard can dig a mine or plow a field. He or she could also call forth an elemental spirit from the earth, capable of inflicting immense destruction. An earth wizard can force the earth to do as he or she wills it, can draw forth gold or gems, can sculpture rock or alter its composition. Ideally, such wizards are attuned to the earth and its workings, drawing their power from the earth.

Earth magic is not available to witches.




Total Spells:	171
Spell Breakdown:	
1–5 points:	91
6–10 points:	17
11–15 points:	7
16–24 points:	8
25–34 points:	13
35–44 points:	9
45+ points:	26

The diamonds after each spell's cost indicate the number of times a wizard gets points for casting that spell.



The default ranges given for each spell can be adjusted downward at the same spell cost, though doing so will make casting take a little longer. In other words, a spell that costs 2/hour could be cast for 8 hours (for 16 points), for 1 hour (for 2 points) or for ½ hour (also for 2 points, as the caster chooses). And a spell with a 100-yard radius could be scaled down to cover a single house for the same cost.





Spells marked with  are available to minstrel mages.













**absorb magic 10/point**    similar to *store magic*, except that this spell absorbs spell points cast at it rather than storing them to be re-used. Used in conjunction with *ensorcel* and *permanency* to make spell-absorbing magic items. for example, a sword with 8



points of absorption (*ensorcel* + *absorb magic* x 8 + *permanency* = 180 points total cost) could absorb any spell of 8 points or less cast at its wielder. Once a spell is absorbed, a *vent magic* spell must be used to empty the points before another spell can be absorbed.






**affix gem 3**   permanently adheres a gem or other small object to a surface (like the eyes of a statue). The spell will work on objects up to 1 inch in diameter per level of the caster (up to ½ inch for a level-0).






**animate statue 28**     allows caster to animate and direct a statue/sculpture. The motions will be jerky at first, like an old Japanese monster movie, but smoother with practice. Works as long as the caster fully concentrates on it, but the caster requires a day of complete rest for every hour spent concentrating on the statue.



**atlantis 120**     lowers the altitude of an area (up to 100-yard radius per level of the spell caster, so up to a 500 yard radius for an earth-5). In a coastal area, the land will slip below the water, and in other areas will likely flood gradually. 






**avalanche 20**     causes a rockslide on the side of a hill or mountain. 



**bake clay 1**  bakes a clay object as if it were fired in a kiln. 



**bonus I 40**     causes an *ensorceled* weapon to give +5% on damage—effective only in conjunction with *ensorcel* and *permanency*. 



**bonus II 50**     causes an *ensorceled* weapon to give +10% on damage—effective only in conjunction with *ensorcel* and *permanency*. 






**bury 4**  buries a corpse or inanimate object. Will not work on living or moving objects. 



**calm sandstorm 40**     calms a sandstorm of any size. 






**cement stone 1/20 feet**  cements together adjoining stones or bricks. 






**climbing 4/day**  gives a person climbing skill. 

**cling 4/hr**  allows a person to cling to a sheer surface, and to climb that surface if desired. 






**collapse 40**     collapses all or part of a cave or stone building. 






**conceal trail 1/100 feet/day**  makes a creature's trail untraceable by normal means. 

**conditional delay 50**     will permanently delay a spell until the conditions set on the spell have been reached. For example, a spell could be delayed indefinitely until a creature walked through a certain door. 






**conditional *ensorcel* 50**     enchants an item in the same manner as an *ensorcel* spell, but allows a condition to be imposed on the *ensorcelled* item. A sword that could only be used against blue creatures, for example, would use conditional *ensorcel*. As with *ensorcel*, a *permanency* spell must be cast on the enchanted object within a month or the magic will fade. 





**control earth elemental *variable*** controls any single earth elemental of any form, including elemental guardians, demi-elementals, elemental spirits, etc. (See p. 233)





**control earth elemental**     20/week 





**control earth elemental II**     50/month 

**control elemental *variable*** allows the caster to control any single elemental. Includes elemental guardians, elemental spirits, demi-elementals, etc. (See pp. 225, 233, 234, 245)

**control elemental**     20/day 

**control elemental II**     40/week

**control elemental III**     100/month

**control sandstorm 19**     allows a wizard to take control of an existing sandstorm, unless it's being actively controlled by another

er wizard. ☞

**create spring 21** ◇◇◇◇ causes the nearest underground water to make its way to the surface. Will only work if there is a supply of underground water readily available—i.e. this may not function in the desert. ☞

**create hot spring 31** ◇◇◇◇ causes the nearest hot underground water to make its way to the surface. Will only work if there is a supply of hot underground water readily available—i.e. this may not function in the desert. ☞

**cut gem 2** ◇◇ cuts a gemstone or other small stone in a shape chosen by the caster. This spell requires quite a bit of practice to get right—it's easy to accidentally destroy the gemstone.

**cut rock 1/2 square feet** ◇◇ cuts rock in a shape chosen by the caster. ☞

**delay variable** delays a spell until a certain vague condition is met. For example, a spell might be delayed until a creature passed through a door, etc.

**delay** ◇◇◇◇ 10/year ☞

**extended delay** ◇◇◇◇ 30/10 years ☞

**detect buried object 2** ◇◇ detects buried objects within a 100-yard radius of the caster. ☞

**detect cave 1** ◇◇ detects the presence of open spaces underground—caves, caverns, tunnels. Works within 100 feet for every point of INT of the caster, plus 100 feet per level. ☞

**detect climate change 1/100 years** ◇◇ allows caster to determine the changes in weather in a specific area over the course of time. ☞

**detect cracks 1** ◇◇ locates any crack in anything made of stone, mineral, or earth ☞

**detect depth 2** ◇◇ tells the depth of caves, caverns, and other holes in the ground. ☞

**detect direction 3** ◇◇ determines the direction which something took. ☞

**detect faultline 1** ◇◇ helps a caster figure out the best place to create or stop an earthquake. Shows any faultlines within the spell-caster's line of sight, so it's more useful cast from the top of a mountain than at the bottom of a valley. ☞

**detect gems 2/hr** ◇◇ allows the caster to detect gems within a 100-yard radius. ☞

**detect hidden opening 1/hr** ◇◇ detects any opening in the earth, natural or unnatural. Will reveal concealed caves, hidden doors, pit traps, etc. ☞

**detect magic 4/hr** ◇◇ causes all enchanted objects within the caster's line of sight to become visible. The spell may be cast on non-wizards, but will take some practice to get used to. With frequent use, the spell can be used to differentiate between classes of magic, as well as just detecting magic (i.e., a magic ring created by a summoner will look different than one created by an emotionist). ☞

**detect metal 3/hr** ◇◇ allows the caster to know the location of all refined metals within a 100 yard radius of the caster, or the location of a particular kind of metal. ☞

**detect mineral 3/hr** ◇◇ detects the presence of a specific mineral within a hundred yard radius of the caster. ☞

**detect quicksand 1/3 hours** ◇◇ detects deep mud or quicksand within 50 yards of the caster. ☞

**detect value 1** ◇◇ detects the value of a gem or mineral. ☞

**detect water 1** ◇◇ locates sources of water, above or belowground, within 100 yards per level of the caster. ☞

**detect water table 1** ◇◇ detects the depth of the water table in an area. ☞

**dig 1/10 cubic feet** ◇◇ digs through dirt or soft surfaces. ☞

**disensorcel 50** ◇◇◇◇ causes a magic item to lose its enchantment. Works on all but the most powerful magic items. ☞

**disintegrate rock 4/cubic foot** ◇◇ vaporizes stone. ☞

**dispel elemental 30** ◇◇◇◇ forces an elemental to return to its own plane. ☞

**dispel magic 8 + original spell cost** ◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. ☞

**dispel elemental magic spell cost + 4/level of caster over dispeller** ◇◇◇◇ allows a wizard to negate another elemental's spell. ☞

**dispel sandstorm 30** ◇◇◇◇ ends a sandstorm of any size, unless it's being actively controlled by another wizard (in which case a *dispel magic* would be needed). ☞

**distort doorway 7** ◇◇◇◇ buckles a stone or metal doorway, either closing it beyond opening, or causing it to no longer be able to be closed. ☞

**divert road 38** ◇◇◇◇ moves an existing road from its current path to a route chosen by the caster. The road can be up to a mile long for every level of the caster, and must begin and end at the same point that it does before the spell is cast (but the road could be rerouted through the haunted forest, or away from a particular town, for instance). ☞

**dome 70** ◇◇◇◇ creates or rebuilds a stone domed roof. ☞

**door 10** ◇◇◇◇ opens a doorway through an inorganic surface, such as a stone wall. ☞

**dry mud 1/1,000 square feet** ◇◇◇◇ removes the water from mud to dry it. This spell is very temporary; unless there is a means of moving the water, the ground will revert to mud quickly. ☞

**dry spring 30** ◇◇◇◇ causes a well or a spring to run dry. ☞

**dust 1** ◇◇◇◇ removes dust from a room-sized area, and deposits it in a nearby location of the caster's choice. ☞

**dust cloud 5/3,000 cubic feet/hr** ◇◇◇◇ raises a cloud of dust which chokes, obscures vision, and begrimes all within it. ☞

**dust creature I 3** ◇◇◇◇ creates a Table I creature from dust, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A dust vole or dust dog could be created this way. ☞

**dust creature II 9** ◇◇◇◇ creates a Table II creature from dust, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A dust horse or dust shark could be created this way. ☞

**dust creature III 27** ◇◇◇◇ creates a Table III creature from dust, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A dust troll or dust whale could be created this way. ☞

**dust creature IV 81** ◇◇◇◇ creates a Table IV creature from dust, which is controlled by the spell's caster. This creature, while real, is not substantial. It cannot hit or be hit, although it appears quite solid. A dust giant or dust dragon could be created this way. ☞

**dust demon 1** ◇◇◇◇ stirs up a whirling cloud of loose dust. Works only in the presence of loose dust or dirt. ☞

**earth object 2/cubic foot of mass/hr** ◇◇◇◇ will create any object in earth. This spell can be used to temporarily create ladders, swords, shields, etc., all of which will remain solid for the duration of the spell. The caster can choose to end the spell prematurely (for example, to make a bridge disappear after he or she has crossed it, trapping pursuers on the opposite river bank).

**earth rift 19** ◇◇◇◇ the ground will swallow up to 15 men, 5 on horses, or one mongo beastie. ☞

**earthfade 4/hr** ◇◇◇◇ allows a creature to blend in with the earth, camouflaging him or her against any natural earth surface. ☞

**earthquake variable** causes a quake. The epicenter can be up to 1 mile away for every point of the caster's INT, plus 1 mile per level.

- earthquake 90** ◇◇◇◇ causes a full-sized quake. ☞
- minor earthquake 45** ◇◇◇◇ causes a localized earthquake. ☞
- edge 4** ◇◇◇ creates a sharp edge (of several inches—up to a knife's length) or crease on a piece of stone. The quality of the edge is determined by the stone: soft stone won't hold a strong edge unless hardened or transformed by other earth spells.
- elemental guardian 10/skill level** ◇◇◇◇ a minor spirit summoned as a protector from another plane. It is composed entirely of the wizard's element—fire, earth, air or water—and stands between six and seven feet high, shaped roughly as a human. Elemental guardians fight only passively; they may be ordered to defend a doorway, for example, but they would not then attack any creature not threatening that doorway. Such guardians fight as at least a weapon-1, more if their summoner expends more points. They are Table I creatures, are never at a length advantage or disadvantage, can take 100% damage and are unarmored. They are unaffected by missiles. ☞
- ensorcel *variable*** the preliminary spell used in creating a magic item. This lays the initial enchantment on an inorganic object and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate.
- ensorcel** ◇◇◇◇ 50 ☞
- extended ensorcel** ◇◇◇◇ 75 (extends an ensorcel spell for a second month. An ensorcel can be extended only once.) ☞
- erase path 18** ◇◇◇◇ removes all traces of one or more paths (up to 6 feet wide) through a forest or other area. The caster can erase a single path, or all paths within up to a 1 mile radius per level (so a 3-mile radius for an earth-3). ☞
- erase road 36** ◇◇◇◇ removes all traces of one or more full-sized roads. The caster can erase a single road for up to 2 miles per level, or all roads within up to a 1 mile radius per level (so a 3-mile radius for an earth-3). ☞
- erode stone 1/cubic foot** ◇◇◇ wears away a stone surface. ☞
- erosionation 8/square mile/year** ◇◇◇◇ increases the susceptibility of land or earth to erosion. Jealous of a neighbor's castle on a cliff wall? Not for long . . . ☞
- eruption 65** ◇◇◇◇ causes an existing volcano to become active. ☞
- etching 2/word** ◇◇◇ etches a design or words into stone, glass, or metal
- excavate 20** ◇◇◇◇ unearths already detected materials underground. The spell lasts as long as the caster concentrates, and can be also used for fine detail work. ☞
- extension ½ original spell cost** ◇◇◇ extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant, i.e. a one-hour spell will be extended an additional hour for each extension cast. ☞
- extract gem 1** ◇◇◇ extracts an inserted gem. Extraction does not destroy the container. ☞
- false trail 1/100 feet/day** ◇◇◇ creates a false trail which will hold up to the closest scrutiny—including bloodhounds. ☞
- fertility 10/acre/year** ◇◇◇◇ makes soil fertile. ☞
- fix 1/square foot** ◇◇◇ reassembles and seamlessly joins together broken pieces of pottery, statues, etc. The pieces must be touched together to be joined.
- frost heave 15** ◇◇◇◇ causes a road or flat area to buckle as it would from frost heave. Affects an area up to a 10 foot radius per point of INT of the caster (so a wizard with a 22 intelligence can heave the ground over a 220 foot radius from the spell's center), and can be cast anywhere within the caster's line of sight. ☞
- glass 1/10 cubic feet** ◇◇◇ turns sand into glass; the glass may be shaped and purified with a *glassblow* or by natural means. ☞
- glassblow 1/cubic foot** ◇◇◇ for the artistic earth mage; heats glass which can then be shaped. Lasts as long as the caster concentrates on it. ☞
- harden stone 1/cubic foot** ◇◇◇ makes a rock or mineral twice as hard. ☞
- hear through stone 2/hr/foot of thickness** ◇◇◇ allows a spellcaster to hear through earth, stone and other natural materials.
- hot potato 4** ◇◇◇ superheats an inorganic object within the caster's sight, causing its wielder to drop it or suffer from burns. Not effective if wielder is protected against heat. ☞
- identify metal 1** ◇◇◇ allows the identification of any metal. ☞
- identify mineral 1** ◇◇◇ allows the identification of any rock or mineral. ☞
- individual earthquake 18** ◇◇◇◇ causes a tiny earthquake centered around a single victim (and obviously anyone standing close to that victim). Depending on the victim's agility and/or luckiness, he or she may or may not be swallowed up by the earth. ☞
- infertility 15/acre/year** ◇◇◇◇ makes soil infertile. ☞
- infinity 10 x original spell cost** ◇◇◇◇ causes an effect of a magical item to become permanent—i.e. without charge. Effective only in conjunction with ensorcel and permanency spells. For instance a sword could be made to give off light whenever it was held (*light + infinity*). *Infinity* only works on spells that have a definite duration; it can't be used on one-shot spells like *fireball* or *shock-throw*.
- insert gem 3** ◇◇◇ inserts a gem into another gem, a boulder, a brick wall, a statue, etc., which closes up seamlessly and permanently to contain it. Can create beautiful gems within glass or other gems. Also useful for hiding treasure or evidence. The spell will work on other small objects as well, up to 1 inch in diameter per level of the caster (up to ½ inch for a level-0). ☞
- intractable 3** ◇◇◇ the caster will be unable to be moved from a particular patch of earth so long as the spell is concentrated on. Great for keeping your feet in hurricanes or avoiding being swept away in avalanches. ☞
- know volcano eruption 2** ◇◇◇ detects when was the last time a volcano erupted and/or when in the future it will most likely erupt ☞
- liquid earth 1/1,000 cubic feet/day** ◇◇◇ makes a selected area of earth behave as though it were water (any creature on it would have to swim). The spell takes 4–24 minutes to take effect, so it's not much use against charging cavalry. . . . ☞
- loam 15/acre** ◇◇◇◇ turns any soil into rich growing soil. ☞
- magma 4/1,000 cubic feet** ◇◇◇ creates a fiery pool of earth out of bare earth. The magma will cool rapidly into rock. The spell takes 4–24 minutes to take effect, so it's not much use against charging cavalry. . . . ☞
- magnetize 3** ◇◇◇ causes a metal object to become magnetic. ☞
- map 2/square foot** ◇◇◇ creates a 3D map of an area of the caster's choice on the ground. Maps of natural features, and of placement of manmade objects on them, can be made automatically, but for the inside of a house, for instance, the map must be drawn from the

caster's (or someone in physical contact with him/her) mind. ☞

**mass bury 8/10 square feet** ◇◇◇◇ buries a pile of bodies or inanimate objects. Will not work on living creatures. ☞

**mesa 120** ◇◇◇◇ raises the altitude of an area (up to 100-yard radius per level of the spell caster), creating a mesa. ☞

**miniature sandstorm 3** ◇◇◇ creates a miniature sandstorm using a handful of sand or dirt about a cubic foot in size which will erode and abrade with the same power as its full-sized counterpart. The storm lasts as long as it's fully concentrated on. ☞

**mud 1/100 square feet/day** ◇◇◇ turns normal ground to 1-foot-deep mud. ☞

**obstacles 2/100 square feet** ◇◇◇ creates a number of small pits and obstacles in a natural ground surface, making it impassable for mounted riders. ☞

**pass 32/hr** ◇◇◇◇ allows the caster to pass through any surface.

**pass II 30/hr** ◇◇◇◇ makes a particular stone or earth wall/boulder/cave wall permeable to all. ☞

**pass without trace 4/hr** ◇◇◇ allows a creature to move without leaving any sort of trail—visual or olfactory—behind. ☞

**path 36** ◇◇◇◇ creates a path (up to 6 feet wide) along a route chosen by the caster. The path can be up to a mile long for every level of the caster, but will go around, rather than through, any obstacles. ☞

**pedestal 1/foot** ◇◇◇ raises a pedestal under the spellcaster or another target. The pedestal rises slowly—at a rate of about a foot a minute. ☞

**permanency 50** ◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. Normal *extension* and *delay* spells will not work with permanency. ☞

**pervert magic same as original spell cost** ◇◇◇ causes a spell to escape from its caster's control. ☞

**petrify 30/100 cubic feet** ◇◇◇◇ turns organic material permanently to stone. The caster can choose the type of stone. Useful for making sculpture gardens out of one's enemies. ☞

**pit 10/1,000 cubic feet** ◇◇◇◇ opens a pit in the ground anywhere within the caster's line of sight. ☞

**plow 4/acre** ◇◇◇ plows a field. ☞

**protection vs. avalanches 1/day** ◇◇◇ protects against rockfalls. ☞

**protection vs. dust 3/day** ◇◇◇ makes it possible to breathe in dust storms, pass through dust walls, etc. ☞

**protection vs. elementals 2/day** ◇◇◇ protects against even the most powerful elementals. (See pp. 225, 233, 234, 245.) This protection is negated if a protected creature attacks an elemental. ☞

**protection vs. erosion variable** protects stone or other inorganic material from the effects of wind, weather, and water.

**protection vs. erosion** ◇◇◇ 1/100 square feet/year ☞

**protection vs. erosion II** ◇◇◇ 1/square foot (permanent) ☞

**public stoning 34** ◇◇◇◇ causes any loose stones (up to 1 pound per level of the caster) within a 100-foot radius to hurl themselves at a target within 10 feet per point of the caster's INT. Lots of fun in a desert. Useful for clearing rocks from fields when there are no heretics around. The spell lasts as long as the caster fully concentrates on it.

**quarry 1/cubic foot** ◇◇◇ digs through rock or other material regardless of its hardness. ☞

**quicksand 8/100 square feet/day** ◇◇◇◇ turns normal ground to waist-deep quicksand. ☞

**recharge 5 x original spell cost** ◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a

rate of 1/effect per day. In other words, a magical ring that has an effect equal to a three point spell could be used to perform that effect once every three days. This spell is only effective in conjunction with ensorcel and permanency spells.

**recovery 8/week** ◇◇◇◇ allows a spell caster to recover spell points at a rate of 3/day, no matter how active he or she may be. ☞

**refine 3/cubic foot** ◇◇◇ extracts metals or minerals from already mined ore. ☞

**remove wizardmark 10/level of original caster** ◇◇◇◇ allows a wizard to erase another spellcaster's wizardmark or wizardscript. The cost varies depending on the level of the wizardmark's creator—it costs only 10 points to dispel a magic-0's wizardmark, but 60 points to remove the mark made by a magic-6. ☞

**restore stone 1/cubic foot** ◇◇◇ repairs the effects of weathering or erosion on worked or unworked stone. ☞

**road 72** ◇◇◇◇ builds a road (up to the caster's INT in feet wide) along a route chosen by the caster. The road can be up to a mile long for every level of the caster. Any obstacles in the way of the road (such as houses) will be pushed aside, but the road must be routed around truly large obstacles (such as castles) or they will be left sitting on top of the road. The road will not bridge streams or rivers . . . it just goes through them and emerges on the other side. ☞

**rockblend 2/hr** ◇◇◇ allows a person to be invisible when pressed against rock. That invisibility is lost when the shelter of the rock is abandoned. ☞

**rockbuild 1/7 cubic feet** ◇◇◇ collects small rocks together to form a boulder. ☞

**sandpainting 1/color/hour** ◇◇◇ creates paintings on sand.

**sandstorm variable** causes a sandstorm. Requires sand.

**minor sandstorm 40** ◇◇◇◇ causes a localized sandstorm. ☞

**sandstorm 70** ◇◇◇◇ causes a full-sized sandstorm. ☞

**sculpt stone 30/100 cubic feet** ◇◇◇◇ allows a wizard to shape stone as he or she chooses.

**sense vibration 1/mile** ◇◇◇ detects minute vibrations through the ground. Direction of vibrations as well as source and number of creatures can be detected that way (with practice). ☞

**settle building variable** causes a house or other structure to slowly (over a period of weeks or months) settle and eventually sink into the earth. Cost is dependent on the size of the building to be affected.

**hut or small house** ◇◇◇◇ 25 ☞

**normal house** ◇◇◇◇ 50 ☞

**large house** ◇◇◇◇ 75 ☞

**fortified house or small mansion** ◇◇◇◇ 100 ☞

**small keep or mansion** ◇◇◇◇ 125 ☞

**large keep or palace** ◇◇◇◇ 150 ☞

**settle dust variable** calms an area of dust that has been disturbed by wind or by someone's passage. Won't prevent wind from kicking the dust up again, but momentarily clears the air.

**settle dust** ◇◇◇ 1/10 ft radius ☞

**settle dust II** ◇◇◇◇ 15/square mile ☞

**shatter stone 2/100 cubic feet** ◇◇◇ shatters a stone into schrapnel-sized pieces. ☞

**sinkhole 15/1,000 cubic feet** ◇◇◇◇ causes a sinkhole to appear in natural ground at a location of the caster's choice, anywhere within his or her line of sight. ☞

**soften stone 2/cubic foot** ◇◇◇ makes a stone surface ½ as strong. ☞

**solidify mud 1/100 square feet** ◇◇◇ turns mud to normal ground. ☞

**speaking stones 15** ◇◇◇◇ allows the caster to glean information from the ground or stones in an area ("two elves lay here . . ."). The information can be up to INT days old per level of the cast-

- er; i.e., an earth-2 with a 20 intelligence could learn information up to 40 days old. ☞
- stop eruption 72** ◇◇◇◇ calms an erupting volcano, causing it to be inactive. ☞
- store magic 10/point** ◇◇◇◇ creates a spell-storing item. Usable only in conjunction with ensorcel and permanency spells.
- stripmine 3/100 square feet** ◇◇◇ shifts loose topsoil, leaving underlying rock exposed. Each casting will remove about a foot of earth, so this is only practical for surface mineral deposits. Useful for ecological pirates or for revenge on farmers. ☞
- summon demi-elemental 40** ◇◇◇◇ calls an earth demi-elemental, but does not protect the caster against that elemental's wrath. See p. 233 for more information on demi-elementals. ☞
- summon elemental 60** ◇◇◇◇ calls a powerful earth elemental, but does not protect the caster against that elemental's wrath. See p. 233 for more information on elementals. ☞
- summon elemental spirit 25** ◇◇◇◇ calls an earth spirit, but does not protect the caster against that elemental's wrath. See p. 233 for more information on elemental spirits. ☞
- tar 2/100 square feet** ◇◇◇ a layer of tar oozes up from the ground, which may cause passing creatures to stick. The hotter the climate, the longer the tar remains sticky. ☞
- track 4/day old trail is/hr** ◇◇◇ allows a trail to be followed regardless of age or obscurity. ☞
- tremor 25** ◇◇◇◇ causes earth tremors. ☞
- trip 3** ◇◇◇ causes a table I creature to stumble. ☞
- unbake clay 2** ◇◇◇ removes the firing from a clay or porcelain object, making it brittle and fragile. ☞
- uncement stone 1/10 feet** ◇◇◇ loosens the mortar in joined stones. ☞
- uncement stone II 30/square mile** ◇◇◇◇ great for bringing down castles or wizards' towers. ☞
- unearth 5** ◇◇◇ unearths a buried object of small to moderate size—a buried treasure or a corpse for example. ☞
- uproot variable** expels the roots of a tree or bush from the earth
- uproot** ◇◇◇ 2 (bush or small tree) ☞
  - uproot II** ◇◇◇ 5 (full-sized tree) ☞
  - uproot III** ◇◇◇◇ 10 (mighty oak or towering redwood) ☞
- vent magic ½ original spell cost** ◇◇◇ harmlessly triggers a spell, potion, or rune by bleeding away its potency. A *delayed* fire spell, for example, could be triggered without cooking the spell caster. It costs only half the base spell cost, not the cost of making the rune or potion, or the cost of delaying a spell.
- volcano 75** ◇◇◇◇ splits the earth and opens a passageway for fiery lava. ☞
- walk on mud 2/hr** ◇◇◇ allows a creature to travel over semi-solid surfaces, like mud or quicksand, as if they were solid. ☞
- wall of dust 5/day** ◇◇◇ forms a dense wall of swirling dust and sand, which will scour away flesh and pit metal which attempts to pass through. ☞
- wallbuild 1/5 cubic feet** ◇◇◇ collects small rocks together to form a wall. ☞
- wizardmark 3** ◇◇◇ creates a permanent mark on an inanimate object that is unique and visible only to its caster. A *wizardmark* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.
- wizardscript 5/hr** ◇◇◇ creates permanent writing on an inanimate object that is visible only to the caster. *Wizardscript* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.