



# The Genius Guide to:

# EARTH MAGIC



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Of the classic elements—air, earth, fire, and water, earth is often the hardest to work into the magic of a fantasy setting. The core roles of other elements are easy to see—fire burns your foes and grants light, air allows for flight and control of the weather, and water allows ships to move and wells to bring life to farms, plus is the secret domain of sailors and merfolk. The easy uses for these elements in magic are often quickly covered, leading to the exploration of alternative uses. This results in broader magic options that only loosely relate to the most basic functions of air, fire, and water. Scrying pools, holy flames, and killing vapors are time-honored examples of drawing on those three elements without having much to do with real water, fire, or air. This kind of development is a good thing, giving characters with strong elemental themes a wide range of powers to choose from.

Because it is generally less dynamic in its natural state, earth seems to have been given short shrift when magic powers were being developed. While the basic ideas of creating walls of metal and rock or borrowing the durability of stone for personal protection are common, few campaigns have the expanded selection needed to make a rock-themed spellcaster a viable and interesting option. *The Pathfinder Roleplaying Game* expands the range of earth magic some by adding a connection to acid (see “Acidic Earth”, below), but this still leaves earth with significantly fewer options than the other elements. *The Genius Guide to Earth Magic* looks to develop earth and stone magic, both by expanding the applications for “typical” acidic earth magic and by adding a new [stone] descriptor for spells that deal damage using rocks as weapons.



## DON'T TRY THIS AT HOME!

A quick note we hope isn't necessary. Acids and bases, alkali and caustic materials are very real and can be quite dangerous. None are treated in a realistic or scientifically accurate manner in this product. All information is presented for entertainment value only, to be used in a fictional, fantasy-based setting where magic is real. Don't interact with any acid or caustic material without professional supervision.

## ACIDIC EARTH

The connection between the element of earth and the alchemical damage type of acid is not immediately obvious to those unstudied in alchemy and arcane knowledge. A brief explanation of the connection may be useful to those seeking to master the magic of stone. What spellcasters and alchemists simply call "acid" is, in fact, a wide variety of caustic materials—materials able to burn, dissolve, or corrode through chemical reaction.

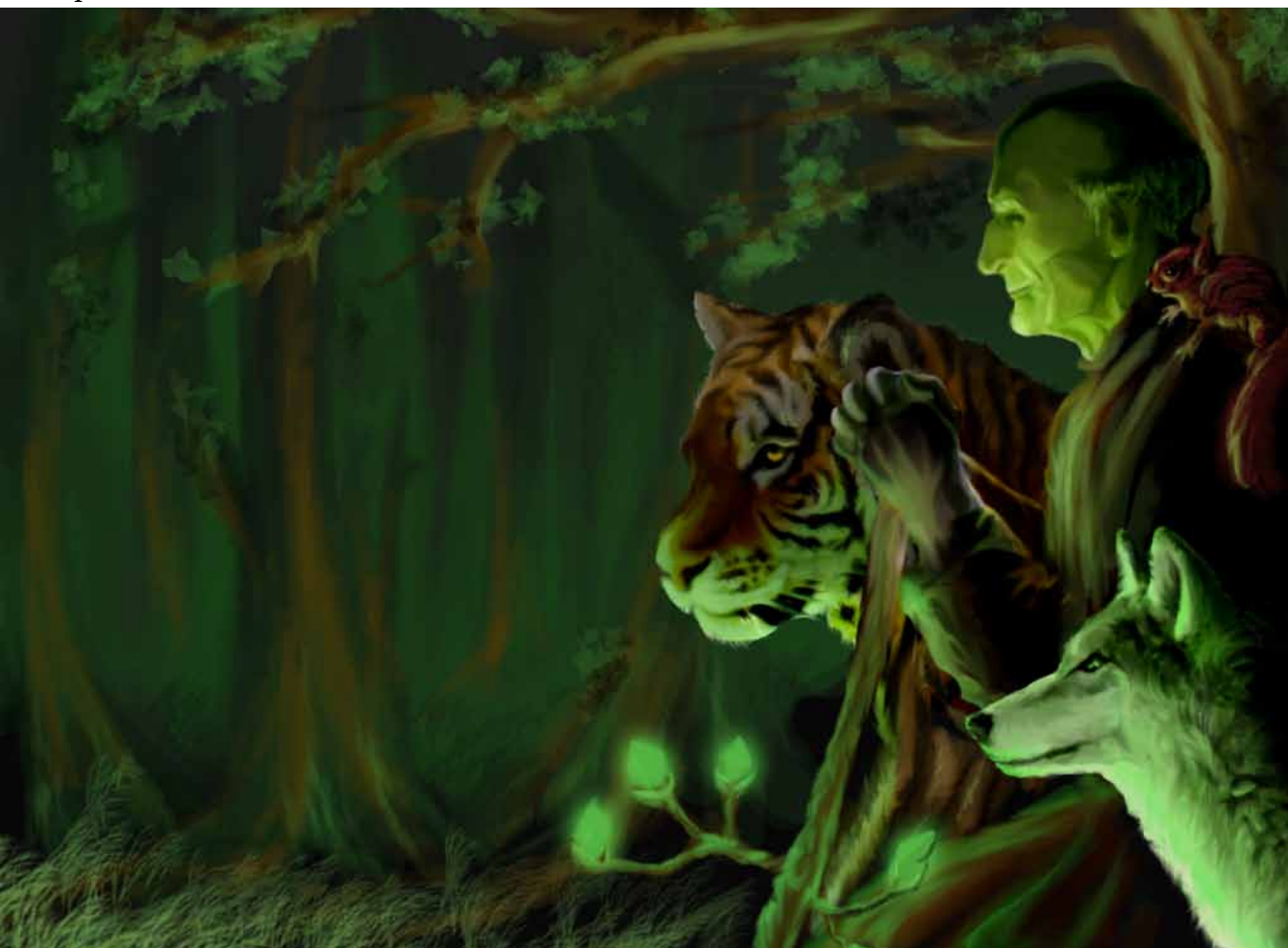
While liquid acids are well known, and have ties to the elemental plane of water, there are also solid caustic materials with ties to the elemental plane of earth. These include items such as lye (also known as caustic soda)—a dry white material used in soapmaking—and caustic potash (also known as alkali salt). The exact process by which these caustic solids burn and corrode is not the same as many liquid acids, but the effect on material exposed to them is very similar.

Thus there are two elemental sources with which "acid" may be aligned. Black dragons, for example, are tied to the element of water and call forth a wet acidic breath that is also linked to elemental. Sorcerers with an elemental earth bloodline, however, call upon the power of caustic salts and deal acid damage with a connection to elemental earth.

Despite the two different elemental and alchemical sources of these caustic materials, for purposes of spells they both qualify as "acid" for game rule purposes.

## STONE DESCRIPTOR DAMAGE RULES

This book adds a new spell descriptor for [stone] spells. This is considered a subset of [earth] spells, and all spells with the [stone] descriptor are considered [earth] spells as well. Spells that have the [stone] designator do not deal spell damage, instead the damage they deal is treated as weapon damage. Thus, spell resistance is not effective against such spells and creatures immune to spells (such as many golems) are still affected by them.



Because [stone] spells are considered to do weapon damage, they are affected by a creature's Damage Reduction (if any). Each [stone] spell that does damage lists the effective material the spell is considered to be made of for purposes of penetrating DR. Most act as either a magic weapon, silver, or adamantine. Despite the fact cold iron is strongly tied to elemental stone, no magic spell can duplicate the effects of cold iron and thus [stone] spells never deal damage as a cold iron weapon.

In all other regards, [stone] spells follow the normal rules for spells and spellcasting. Damaging [stone] spells do not penetrate an antimagic shell as the summoned rock winks out of existence when hitting the shell (much as summoned creatures do). [Stone] spells can be counterspelled normally.

## NEW SPELLS

### Bard SPELLS

#### 1st-level Bard Spells

**Climb<sup>M</sup>:** Grant a bonus to target's Climb checks and allow faster climbing.

**Ironpage:** Give one scroll or valuable book the resilience of iron.

#### 2nd-level Bard Spells

**Dust Storm<sup>M</sup>:** Create a 20-foot-radius area of concealment.

### CLERIC SPELLS

#### 3rd-Level Cleric Spells

**Caustic Weapon:** Cause a weapon to deal +1d6 acid damage.

#### 5th-Level Cleric Spells

**Pummel<sup>F</sup>:** Make one ranged attack a round, dealing 3d6 damage on a successful attack.

**Wall of Earth<sup>M</sup>:** Create a shapeable wall of earth.

#### 6th-Level Cleric Spells

**Iron Warden<sup>F</sup>:** Summon one or more cold iron elementals.

### DRUID SPELLS

#### 1st-Level Druid Spells

**Climb<sup>F</sup>:** Grant a bonus to target's Climb checks and allow faster climbing.

#### 2nd-Level Druid Spells

**Desiccate:** Dry an ooze, making it vulnerable to critical hits and sneak attacks.

**Dust Storm<sup>M</sup>:** Create a 20-foot-radius area of concealment.

**Ironhide, Lesser<sup>F</sup>:** Grant target 25% negation of critical hits and sneak attacks.

#### 3rd-Level Druid Spells

**Petrify:** Make a cloth, leather, or wooden item as hard as stone.

#### 4th-Level Druid Spells

**Earthwalk:** Send two creatures up to 10 miles/level through earth or stone.

**Excavate<sup>F</sup>:** Create a hole in earth or rock, up to one 5-foot-cube per level.

**Ironhide<sup>F</sup>:** Grant target 50% negation of critical hits and sneak attacks.

**Wall of Earth<sup>M</sup>:** Create a shapeable wall of earth.

#### 5th-Level Druid Spells

**Crush<sup>F</sup>:** Deal 5d10 weapon damage in a small area, and 5d4 in a larger area.

**Earth Armor:** Cover yourself in protective armor to gain +8 AC and temporary hit points.

**Iron Warden<sup>F</sup>:** Summon one or more cold iron elementals.

#### 6th-Level Druid Spells

**Ironhide, Greater<sup>F</sup>:** Grant target 75% negation of critical hits and sneak attacks.

#### 9th-Level Druid Spells

**Wall of Mithral<sup>M</sup>:** 30 hp/3 caster levels, can be shaped or toppled onto foes.

### SORCERER/WIZARD SPELLS

#### 1st-Level Sorcerer/Wizard Spells

##### *Abjuration*

**Ironhide, Lesser<sup>M</sup>:** Grant target 25% negation of critical hits and sneak attacks.

**Ironpage:** Give one scroll or valuable book the resilience of iron.

#### 2nd-Level Sorcerer/Wizard Spells

##### *Conjuration*

**Dust Storm<sup>M</sup>:** Create a 20-foot-radius area of concealment.

**Hammerhand<sup>M</sup>:** Cover your hands in stone, gaining a weapon attack that deals 1d8 points of damage, +1 per 2 levels.

##### *Evocation*

**Acid Salt<sup>M</sup>:** Deal 1d3+1 points of acid damage over a large area.

##### *Transmutation*

**Caustic Weapon:** Cause a weapon to deal +1d6 acid damage.

**Climb<sup>M</sup>:** Grant a bonus to target's Climb checks and allow faster climbing.

### 3rd-Level Sorcerer/Wizard Spells

#### Abjuration

**Ironhide<sup>M</sup>:** Grant target 50% negation of critical hits and sneak attacks.

#### Conjuration

**Pummel<sup>M</sup>:** Make one ranged attack a round, dealing 3d6 damage on a successful attack.

**Wall of Earth<sup>M</sup>:** Create a shapeable wall of earth.

#### Transmutation

**Desiccate:** Dry an ooze, making it vulnerable to critical hits and sneak attacks.

**Lye Field:** Turn an area into difficult terrain that deals acid damage.

### 4th-Level Sorcerer/Wizard Spells

#### Conjuration

**Crush<sup>M</sup>:** Deal 5d10 weapon damage in a small area, and 5d4 in a larger area.

#### Transmutation

**Excavate<sup>M</sup>:** Create a hole in earth or rock, up to one 5-foot-cube per level.

**Petrify:** Make a cloth, leather, or wooden item as hard as stone.

### 5th-Level Sorcerer/Wizard Spells

#### Abjuration

**Ironhide Greater M:** Grant target 75% negation of critical hits and sneak attacks.

#### Conjuration

**Rockslide<sup>M</sup>:** Rain of stone deals 8d6 silver and adamantite weapon damage in a cone.

#### Transmutation

**Earthwalk:** Send two creatures up to 10 miles/level through earth or stone.

### 6th-Level Sorcerer/Wizard Spells

#### Abjuration

**Earth Armor:** Cover yourself in protective armor to gain +8 AC and temporary hit points.

#### Conjuration

**Iron Warden<sup>F</sup>:** Summon one or more cold iron elementals.

**Wall of Caustics:** Create a barrier of caustic salt.

### 7th-Level Sorcerer/Wizard Spells

#### Conjuration

**Wall of Mithral<sup>M</sup>:** 30 hp/3 caster levels, can be shaped or toppled onto foes.

## SPELLS

### ACID SALT

**School:** evocation [acid]; **Level:** sorcerer/wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (ground stone dust)

**Range:** long (400 ft. + 40 ft./level)

**Area:** cylinder (30 ft./level radius, 100 ft. high)

**Duration:** instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** yes

This spell creates a vast area of airborne corrosive salts that deal 1d3+1 points of acid damage to creatures and objects.

### CAUSTIC WEAPON

**School:** transmutation [acid][earth]; **Level:** sorcerer/wizard 2

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** touch

**Target:** weapon touched

**Duration:** one minute/level

**Saving Throw:** Will negates (harmless, object); **Spell Resistance:** yes (harmless, object)

*Caustic weapon* imbues the targeted weapon with a shimmering stone-like field which grants the weapon a magic enhancement that deals and additional +1d6 acid damage on each successful strike. (If the weapon is not magical, it also counts as a magic weapon for purposed by bypassing DR for the duration of the spell.) This spell fails if cast upon a weapon that already deals acid damage. It cannot be cast on most natural weapons or a collection of ammunition, though it can be cast on a ranged weapon, imbuing all missiles fired from the weapon the additional damage for the spell's duration. It can be cast on the natural weapons of a creature of the [earth] subtype.

### CLIMB

**School:** transmutation [earth]; **Level:** bard 1, druid 1, sorcerer/wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a claw from any creature with a natural climb rate)

**Range:** touch

**Target:** creature touched

**Duration:** 10 minutes/level

**Saving Throw:** none; **Spell Resistance:** yes (Harmless)

The subject gets a +5 enhancement bonus to all Climb checks and may move at his full movement rate with a successful Climb check (with no increase to the check's DC). The subject does not suffer any penalty to his Climb check from armor or the weight of equipment carried. It is worth noting that this spell can even be used on creatures who normally can't climb at all, such as horses.

The bonus increases to +10 at caster level 9, and +15 at caster level 15.



## CRUSH

**School:** conjuration (creation)[stone]; **Level:** druid 5, sorcerer/wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M (a sling stone or bullet)

**Range:** long (400 ft. + 40 ft./level)

**Area:** 5-foot-radius spread (see text)

**Duration:** instantaneous

**Saving Throw:** see text; **Spell Resistance:** no

This spell causes a massive stone boulder to crash down into the spell's area, making an attack roll of 1d20 + your caster level + your Wisdom or Intelligence bonus against any creatures in that area. Targets struck are dealt 5d10 bludgeoning damage. The stone boulder then explodes, doing damage to everything within a 20-foot radius (including creatures hit by the initial attack) with the shrapnel. Creatures must make a Reflex save or suffer 5d4 slashing damage. All damage dealt by this spell acts as a magic weapon for purposes of penetrating DR.

## DESICCATE

**School:** transmutation [earth]; **Level:** sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** one ooze

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates; **Spell Resistance:** yes

An ooze affected by a *desiccate* is surrounded in a pale nimbus of mystic energy imbued with the drying properties of

salt. This energy has little effect on most cuts and injuries, but can seep into the ooze when it is struck by a particularly well-placed or deep blow, causing the ooze to dry out, flake and crack. This makes the ooze vulnerable to critical hits and precision damage (such as sneak attack) for the duration of the spell.

## DUST STORM

**School:** conjuration (creation)[earth]; **Level:** bard 2, druid 2, sorcerer/wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M (a pinch of dust)

**Range:** close (25 ft. + 5 ft./2 levels)

**Area:** 20-ft.-radius-spread

**Duration:** one minute/level (D)

**Saving Throw:** none; **Spell Resistance:** no

A swirling mass of thick dust spreads out from the point you designate. This dust severely limits visibility, creates a constant droning noise, and blocks scent, granting concealment against all senses (including special senses such as tremorsense) for anything entirely within its area (but not to Large or bigger creatures and objects only partially within the spell's area). Creatures with concealment gain a 20% miss chance against successful attacks and can make Stealth checks, as outlined in the normal rules for concealment. This spell cannot be negated by high winds, and is fully functional underwater.

You may choose to double the spell's radius when cast, at the cost of reducing its duration to one round/2 levels.





## EARTH ARMOR

**School:** abjuration [earth]; **Level:** druid 5, sorcerer/wizard 6

**Casting Time:** 1 standard action

**Components:** V

**Range:** touch

**Target:** creature touched

**Duration:** 10 minutes/level or until discharged (see text)

**Saving Throw:** no; **Spell Resistance:** no

You cover the target in a thick layer of earth with protruding spikes of harder rock, forming a protective barrier. The Target gains a +8 armor bonus to AC, and 1d4 temporary hit points per 2 caster levels (maximum 10d4). The armor reduces the target's movement as if he was in heavy armor (though this has no effect on characters whose movement is already reduced as a result of heavy armor), has a 20% arcane spell failure, maximum Dexterity bonus to AC of +1, and no armor check penalty. The target functions as if wearing heavy armor for purpose of special abilities.

While wearing the armor, the target can walk along any earth, stone or rock surface as if it were flat (including up walls and across ceilings), and no rocky terrain ever counts as difficult terrain. The target can smash foes with his earthen limbs, which attack, threaten foes, and deal damage as if he was armed with a morningstar (but leave his hands free). If the target's temporary hit point total is dropped to 0 or less, the spell ends.

## EARTHWALK

**School:** transmutation [earth]; **Level:** druid 4, sorcerer/wizard 5

**Casting Time:** 1 standard action

**Components:** V

**Range:** long (400 ft. + 40 ft./level)

**Target:** up to two creatures touched

**Duration:** instantaneous

**Saving Throw:** no; **Spell Resistance:** no

This spell allows you to send one or two willing creatures touched from one location to another such location within 10 miles/level. You may be one of the creatures sent, or not, as you prefer. The spell has no saving throw because if the targets do not wish to be effected by this spell they automatically resist it. The caster may send each target to the same location, or to two different locations. Only two creatures, each with all the objects they are carrying up to their heavy load, may be moved with this spell.

The locations used as departure and arrival points for this spell must have areas of exposed dirt, earth, rock or stone that at least equals the volume of the creatures sent. The rocky material need not be natural—dungeon floors and city walls are viable locations. The departure and arrival locations must be connected by a contiguous volume of rocky material. This is almost always the case for outdoor locations and stone buildings set on bedrock foundations. The path of travel need not be a straight line—the spell can transport targets from a beach area to an island by creating a path beneath the ocean, but cannot reach a



treetop, boat, interior of a wooden building, or a castle floating on a cloud.

Each target is instantly transferred from your current location to any other spot the caster can see or has been to that qualifies as an arrival location. Travel does not leave the material plane and is not hampered by a *dimensional anchor* spell or similar magic.

## EXCAVATE

**School:** transmutation [earth]; **Level:** sorcerer/wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a trowel or any digging tool)

**Range:** close (25 ft. + 5 ft./2 levels)

**Effect:** see text

**Duration:** instantaneous

**Saving Throw:** none; **Spell Resistance:** no

This spell creates a hole in earth, clay, packed dirt, or stone, but not in harder materials such as processed or forged metals or non-earthen material such as wood. The size of the hole is dependent on the hardness of the material excavated. When used on earthen materials of hardness 7 or less, the spell can create a hole as large as one five-foot-cube per level. Against materials with a hardness of 8 or more (including most stone, rock, and masonry), the spell effect is reduced to no more than one cubic foot per level. Materials with a hardness greater than 15 are not affected by this spell.

Holes created by the *excavate* spell may be any simple geometric shape, such as a hemisphere, cube or trench. It is not possible to create complex tunnel systems or mazes

with a single use of the spell, though such things could be constructed by connecting numerous smaller holes from multiple castings.

Alternatively, you may also cast this spell on a creature of the earth subtype, as a single-target spell. Rather than its normal effect, the excavate deals 1d6 points of damage (a successful fortitude save halves the damage).

## HAMMERHAND

**School:** conjuration (creation)[stone]; **Level:** sorcerer/wizard 2

**Casting Time:** 1 standard action

**Components:** V, S, M (a small stone)

**Range:** personal

**Target:** caster

**Duration:** one minute/level (D)

Your hands are covered with a thick layer of rune-covered quartz-like stone. This prevents you from using your hands for any but the crudest manipulations (it is not possible to perform any level of manipulation that requires a skill check), though magic flows through the stone's runes in such a way it does not interfere with casting spells that include somatic components. It also allows you to make a slam melee attack as a weapon you are proficient with. This attack deals 1d8 points of damage +1 per 2 caster levels. You use your normal attack bonus and are treated as being armed. This slam attack penetrates DR as if it was a magic weapon but does not grant any actual bonus to attack or damage rolls.

## IRON WARDEN

**School:** conjuration (summoning)[earth]; **Level:** cleric 6, druid 5, wizard 6

**Casting Time:** 1 round

**Components:** V, S, F/DF (a piece of cold iron)

**Range:** close (25 ft. +5 ft./2 levels)

**Effect:** one summoned creature

**Duration:** 1 round/level

**Saving Throw:** none; **Spell Resistance:** no

This spell functions as *summon monster VI*, except as noted above and that always summons a single Huge cold iron elemental (see cold iron elemental under "New Options" for rules on cold iron elementals). If your caster level is 14<sup>th</sup> or higher, you have the choice of summoning one greater cold iron elemental or two huge cold iron elementals. If your caster level is 16<sup>th</sup> or higher, you have the choice of summoning one elder cold iron elemental, two greater cold iron elementals, or 1d3+1 huge cold iron elementals.

Unlike a typical cold iron elemental, any elemental summoned by this spell has the special ability to cast *dispel magic* (using its hit dice as its caster level) once.

## IRONHIDE

**School:** abjuration [earth]; **Level:** druid 4, sorcerer/wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a piece of iron)

**Range:** touch

**Target:** creature touched

**Duration:** ten minutes/level

**Saving Throw:** Fortitude negates (harmless);

**Spell Resistance:** yes (harmless)

The target's skin gains an iron-like resilience. The spell grants a 50% chance that any critical hit or sneak attack that hits the target is negated and the damage for that attack is instead rolled normally.

### IRONHIDE, GREATER

**School:** abjuration [earth]; **Level:** druid 6, sorcerer/wizard 5

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a piece of iron)

**Range:** touch

**Target:** creature touched

**Duration:** one hour/level

**Saving Throw:** Fortitude negates (harmless);

**Spell Resistance:** yes (harmless)

This functions as the *ironhide* spell, except the chance of negating a critical hit or sneak attack is 75%.

### IRONHIDE, LESSER

**School:** abjuration [earth]; **Level:** druid 2, sorcerer/wizard 1

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a piece of iron)

**Range:** touch

**Target:** creature touched

**Duration:** one minute/level

**Saving Throw:** Fortitude negates (harmless);

**Spell Resistance:** yes (harmless)

This functions as the *ironhide* spell, except the chance of negating a critical hit or sneak attack is 25%.

### IRONPAGE

**School:** abjuration [earth]; **Level:** bard 1, sorcerer/wizard 1

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** touch

**Target:** Book or scroll touched

**Duration:** 1 day/level

**Saving Throw:** Will negates (harmless, object); **Spell Resistance:** yes (harmless, object)

*Ironpage* protects one book or scroll from damage. Not every book is eligible to be the target of this spell—only finely crafted works worth no less than one gp/page per page of text or 20 gp total can be affected by *ironpage*. The book or scroll is no longer considered flammable (it can be damaged by fire, but never catches on fire), is completely waterproof, and gains a hardness of 15 and 1 hp per gp of value.

### LYE FIELD

**School:** transmutation [acid][earth]; **Level:** sorcerer/wizard 3

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** medium (100 ft. +10 ft./level)

**Area:** three 10-ft. squares per level

**Duration:** 1 round/level

**Saving Throw:** Fortitude partial; **Spell Resistance:** yes

You cause the ground in the affected area to be covered in a field of sharp, spiked lumps of white lye. This spell only affects areas with a solid surface and does not work underwater. The area becomes difficult

terrain. Any creature moving on foot into or through the spell's area takes 1d6 points of acid damage for each 5 feet of movement through the *lye field*.

Any creature that takes damage from this spell must also succeed on a Fortitude save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

### PETRIFY

**School:** transmutation [earth]; **Level:** druid 3, sorcerer/wizard 4

**Casting Time:** 1 standard action

**Components:** V, S,

**Range:** touch

**Target or Area:** Large or smaller object touched or 10-foot-radius spread

**Duration:** instantaneous

**Saving Throw:** Will negates; **Spell Resistance:** yes

The *petrify* spell turns one cloth, wood, or leather object no larger than a Large creature, or a 10-foot-radius section of a larger cloth, wood (including grasses), or leather object (including paper and parchment), into smooth stone. If the object or section had a hardness of less than 10, it is increased to 10. It is as hard to catch on fire as rock of the same shape and size. The object or section otherwise maintains the same properties (including flexibility,



allowing clothing to still be worn normally after being affected by a *petrify*). It has no effect on animated or living objects. Objects held by a creature gain that creature's Will save and SR to resist the spell.

Clothing affected by this spell does not grant the wearer any additional protection—it has hardness enough to make it difficult to damage, but can still be penetrated enough to injure the wearer. However, it is possible to give it protective properties by casting the spell as a ritual (casting time 10 minutes) with a material component cost of 1,300 gp. This turns one set of clothing into armor with a +1 armor bonus to AC, no arcane spell failure, no maximum Dexterity bonus, and no armor check penalty. Existing cloth or leather armor becomes masterwork if given this treatment (though masterwork gains no additional benefit).

This spell can be used to create tents as tough as stone, prevent books from being flammable, make rope much harder to cut, or any of a number of similar uses.

### PUMMEL

**School:** conjuration (creation)[stone]; **Level:** cleric 5, sorcerer/wizard 3

**Components:** V, S, M/DF (a piece of a sling)

**Casting Time:** 1 standard action

**Range:** medium (100 ft. + 10 ft./ level)

**Effect:** one stone projectile/round

**Duration:** one round/level (D)

**Saving Throw:** none; **Spell Resistance:** no

This spell creates a stone projectile each round of its duration. Each round you may pick a target and make a ranged attack

which, if the projectile hits, inflicts 3d6 hp of damage. The projectiles act as magic silver weapons for purposes of penetrating DR, although no bonus is granted to attack or damage rolls. Though the attack takes only a swift action each round after the first, you cannot make any other attacks or cast any other spells while the *pummel* spell is in effect.

### ROCKSLIDE

**School:** conjuration (creation)[stone]; **Level:** sorcerer/wizard 5

**Casting Time:** 1 standard action

**Components:** V, S, M (stone)

**Range:** close (25 ft. + 5 ft./2 levels)

**Area:** cone-shaped burst

**Duration:** instantaneous

**Saving Throw:** none; **Spell Resistance:** no

This spell creates a wave of crushing, slashing, and shattering stones in an area starting at the caster's hand and extending outward in a cone. The caster makes a single ranged touch attack and compares it to the AC of every target in the area. Targets hit are dealt 9d6 points of bludgeoning and slashing damage. The attacks acts as magic, adamantite and silver weapons for purposes of penetrating DR, though they have no enhancement bonus to their attacks or damage rolls.



## WALL OF CAUSTICS

**School:** conjuration (creation)[acid][earth];

**Level:** sorcerer/wizard 6

**Casting Time:** 1 standard action

**Components:** V, S, M (a pinch of salt)

**Range:** medium (100 ft. +10 ft./level)

**Area:** Caustic salt wall whose area is up to one 5-ft. square/2 levels (S)

**Duration:** instantaneous

**Saving Throw:** see text; **Spell Resistance:** no

This spell creates a freestanding barrier of caustic salt. A *wall of caustics* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of caustics* in almost any shape you desire. The wall created need not be vertical. However, its entire length must be supported by a firm foundation. It can be used as a ramp, for example, but not to bridge a chasm (unless the *wall of caustics* can fill the entire chasm). The wall can be crudely shaped to allow crenellations, battlements, and so forth, though this level of detail reduces the spell's area by half.

Like any other wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and digging. Each 5-foot square of the wall has hardness 0 and 10 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 10 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a *wall of caustics*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Any creature attacking the wall with natural weapons, or while adjacent to it, suffers acid damage

as the caustic salts of the wall shatter into corrosive dust. Each time such an attack causes hp damage to the *wall of caustics*, it deals 1d6 points of acid damage to its attacker, +1 per caster level (maximum +20). A creature walking on the wall or forced to squeeze through an area that includes the wall also suffers this damage. (Damage is dealt when the creature first comes in contact with the wall and at the beginning of each round it maintains the contact, though the creature never suffers this damage more than once per round.)

## WALL OF EARTH

**School:** conjuration (creation)[earth]; **Level:** cleric 5, druid 4, sorcerer/wizard 3

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a small clay or stone brick)

**Range:** close (25 ft. +5 ft./2 levels)

**Area:** Earthen wall whose area is up to one 5-ft. square/2 levels (S)

**Duration:** instantaneous

**Saving Throw:** see text; **Spell Resistance:** no

This spell creates a earthen barrier that merges into adjoining dirt, soil, or rock surfaces. A *wall of earth* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of earth* in almost any shape you desire. The wall created need not be vertical, however, it





must merge with and be solidly supported by existing stone or earth, and its entire length must be supported by a firm foundation. It can be used as a ramp, for example, but not to bridge a chasm (unless the *wall of earth* can fill the entire chasm). The wall can be crudely shaped to allow crenellations, battlements, and so forth, though this level of detail reduces the spell's area by half.

Like any other earth wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and digging. Each 5-foot square of the wall has hardness 0 and 10 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 10 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of earth*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

## WALL OF MITHRAL

**School:** conjuration (creation)[earth]; **Level:** druid 9, sorcerer/wizard 7

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a coin-sized piece of mithral worth 50 gp)

**Range:** long (400 ft. +40 ft./level)

**Effect:** Mithral wall whose area is up to on 5-ft. square/level (S)

**Duration:** instantaneous

**Saving Throw:** see text; **Spell Resistance:** no

You cause a mithral wall to spring into being. The wall cannot be conjured so that it occupies the same space as a creature or another object. A *wall of mithral* is 1 inch thick per three caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 15. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 30 + 2 per inch of thickness.

You can create a *wall of mithral* in almost any shape you desire. The wall created need not be vertical, but it must merge with or sit upon a firm foundation. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 30 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 7d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

The wall can also be a flat, vertical plane, suitable for sealing off a passage or closing a breach, in which case the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so.

It is possible, but difficult, to trap mobile opponents within or under a *wall of mithral*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Like any mithral wall, this wall is subject to disintegration or destruction from magical energies. Mithral created by this spell is not suitable for use in the creation of other objects and cannot be sold.

## NEW OPTIONS

With the addition of new stone and earth spells, it's only natural that some spellcasting classes have more stone- and earth-related options. Present below are the cold iron domain (for clerics and druids), the stone bloodline (for sorcerers), the earth specialist (for wizards), and a new monster option, the ironskinned template—a new way to broaden encounter options with earth-themed monsters).

### COLD IRON DOMAIN

It is beyond the power of any spell to duplicate the antimagic properties of cold iron (though some can manipulate or alter its natural effects), but it is not outside the power of the *gods* to do so, and through them some servants can gain the ore's unique abilities as granted powers. The cold iron domain is common among gods of dwarves, smiths, warriors, and those deities who oppose magic and wizards.

The cold iron domain may be selected by a druid using the nature bond class ability.

**Granted Powers:** You can call on the power of cold iron to harm foes vulnerable to it and make yourself more resilient.

*Iron Aura (Su):* You can imbue one touched weapon with the ability to strike as a cold iron weapon, regardless of the weapon's true construction. The weapon retains all the properties, if any, of the material it is actually made of and gains a +1 nonmagical enhancement bonus as if it were a masterwork weapon (masterwork weapons so imbued gain no additional bonus). Ranged weapons with an iron aura bestow the property of cold iron on ammunition fired from them. The iron aura lasts for one minute per cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Damage Resistance (Ex):* At 6th level, you gain DR 2/adamantine. This increases to DR 4/adamantine at 12th level, and DR 6/adamantine at 20th level.

**Domain Spells:** 1<sup>st</sup>-*obscure object*, 2<sup>nd</sup>-*chill metal*, 3<sup>rd</sup>-*dispel magic*, 4<sup>th</sup>-*lesser globe of invulnerability*, 5<sup>th</sup>-*wall of iron*, 6<sup>th</sup>-*iron warden*\*, 7<sup>th</sup>-*spell turning*, 8<sup>th</sup>-*iron body*, 9<sup>th</sup>-*mage's disjunction*.

\*New spell introduced in this book.

## STONE BLOODLINE (SORCERER)

While an elemental bloodline of earth exists in the core rules, it focuses on the link between elemental earth and acidic salts, with most of its powers dealing with acid damage. The stone bloodline is designed for characters whose connection to earth and rock focus more on the impact and durability of pure stone.

You have ties to supernatural forces of earth, rock, and mountain. Perhaps you are descended from barbarians who mingled with stone giants, or your ancestors may have worshiped greater earth elementals as gods.

**Class Skill:** Climb.

**Bonus Spells:** *ironhide, lesser*\* (3rd), *hammerhand*\* (5th), *ironhide*\* (7th), *petrify*\* (9th), *ironhide, greater*\* (11th), *earth armor*\* (13th), *wall of mithral*\* (15th), *iron body* (17th), *earthquake* (19th).

\*This is a new spell, introduced in this volume.

**Bonus Feats:** Agile Maneuvers, Alertness, Arcane Armor Mastery, Arcane Armor Training, Armor Proficiency (heavy, light or medium), Blind-Fight, Deadly Aim, Defensive Combat Training.

**Bloodline Arcana:** Any time you cast a spell that deals damage, you may choose to have it gain the [stone] descriptor, causing it to deal weapon damage rather than its normal spell damage type. If the spell had the acid, cold, electricity, fire, force or sonic descriptor, that descriptor is lost. If the spell has an effect other than dealing damage there is no change to its non-damaging effect. For 0-level spells the [stone] damage acts as a nonmagic weapon. For 1st-3rd level spells, the [stone] damage acts as a magic weapon. For 4th-6th level spells, the [stone] damage acts as a magic silver weapon. For 7th-9th level spells, the [stone] damage acts as a magic adamantine weapon.

When you cast a spell that does not deal hp damage, but has the [earth] descriptor, you treat your caster level as two higher.

**Bloodline Powers:** The striking power and durability of stone is yours to command.

*Stone Pitch (Su):* You can make sling attacks without requiring a sling. You are considered proficient in these attacks and may add your Charisma bonus rather than Dexterity bonus to your ranged attack rolls. You must have appropriate sling ammunition to use this attack. If no sling bullets are available, you may use any hand-held earth, clay, or stone object for this ability, but suffer a -1 penalty to attack and damage rolls.

At 5th level these sling attacks are treated as if the sling used has a +1 enhancement bonus to attack and damage. At 8th, 11th, 14th and 17th level this bonus increases by +1. At 8th level or higher you may choose to gain a special magic property rather than an enhancement bonus. You may choose from distance, merciful, seeking, or speed (sacrificing an enhancement bonus equal to the property's base price modifier, as defined in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*). You may also choose to sacrifice +2 of your enhancement bonus to add anarchic, axiomatic, holy, or unholy if your alignment matches the property to be added (chaotic, lawful, good, or evil, respectively). Once you select a special ability it may not be changed until you gain another increase to this ability's enhancement bonus, and you must always retain at least +1 of your total enhancement bonus to these attacks.

*Ironguts (Su):* At 3rd level, you gain a +1 natural armor bonus and +1 to all Fortitude saves. At 9th level these bonuses increase to +2, and at 15th level they increase to +4.



*Tough As Stone (Su)*: At 9<sup>th</sup> level you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 13<sup>th</sup> level, and to +6 at 17<sup>th</sup> level.

*Call of the Earth (Su)*: At 15<sup>th</sup> level, whenever you summon a creature of the [earth] subtype with a spell from the sorcerer/wizard list, you summon one additional creature of the same kind.

*Earthborn (Su)*: You gain the [earth] subtype. You need not eat, sleep or breathe. As a move action, you can become an earth elemental. This functions as the *elemental body IV* spell, except you can only become an earth elemental. You may maintain this form each day for a total of ten minutes/level. This duration need not be used all at once, you may dispel the form and reassume it multiple times per day as long as your maximum duration is not exceeded.

## EARTH SPECIALIST

Wizards who are earth specialists focus on the application of earth, stone, and rock—with a special emphasis on caustic salts—within all schools rather than studying one school of magic, as most wizards do.

*Caustic Resistance (Ex)*: You gain acid resistance 10. At 11<sup>th</sup> level, this resistance increases to 15. At 20<sup>th</sup> level, this resistance changes to immunity to acid damage.

*Earth Mastery (Su)*: You gain a +1 bonus on attack and damage rolls if both you and your target are touching the ground. You also gain a +1 bonus to your CMD if both you and your attacker are touching the ground. At 10<sup>th</sup> level, these bonuses increase to +2.

*Stone Mastery (Su)*: At 6<sup>th</sup> level, as a free action you can make a Knowledge (Arcana) check anytime you are within 30 feet of a creature of the [earth] subtype to learn its type and all subtypes, including any information gained from a Knowledge check appropriate to its type. The DC of this check is 10 + the creature's CR.

You also make a Knowledge (arcana) check as a free action whenever anyone within your line of sight casts a spell with the [acid] or [earth] descriptors. The DC of this check is 15 + the spell's level. On a successful check you know the name, level, and general effect of the spell being cast.

For any spells you learn with the [acid] or [earth] descriptors, you gain the benefits of the Eschew Materials, Spell Mastery, and Spell Focus feats. At 12<sup>th</sup> level, you also gain the benefits of Spell Penetration with these spells. You do not need to actually have these feats to gain these benefits, and the benefits do not stack if you also take the feats for these spells.

## COLD-IRON ELEMENTAL

Cold-iron elemental is a simple template that can be applied only to earth elementals. It indicates a creature from the plane of earth that is made entirely of cold iron.

\*A cold-iron elemental does not receive the earth glide or earth mastery special abilities.

\*A cold-iron elemental's natural attacks function as cold iron for purposes of bypassing DR.

\*A cold-iron elemental has SR equal to 5 + hit dice.

## IRONSKINNED

Ironskinned is a simple template for creatures with strong connections to the elemental plane of earth, though it is most common among animals and magic beasts. It has a +0 CR modifier. Ironskinned versions of all animal companion types exist, and are available to characters with animal companions.

\*Ironskinned creatures gain acid resistance based on their level or hit dice. Ironskinned creatures with 0–5 hit dice gain acid resistance 3, those with 6–10 level or hit dice gain acid resistance 5, those with 11–20 hit dice gain acid resistance 10, and those with 21+ level or hit dice gain acid resistance 15.

\*Ironskinned creatures with 6 or more hit dice gain damage reduction based on their level or hit dice. Ironskinned creatures with 6–10 level or hit dice gain damage reduction 1/adamantine, those with 11–20 hit dice gain DR 2/adamantine, and those with 21+ level or hit dice gain DR 3/adamantine.

\*Ironskinned creatures move at half the rate of normal versions of the same creature and suffer a –4 penalty to all Swim checks due to their weight and thick builds. However, they suffer no reduction in movement from medium or heavy encumbrance or any kind of armor.

\*Ironskinned creatures suffer a –2 penalty to all Reflex saves as a result of their thick hides slightly slowing them.

\*Ironskinned creatures are vulnerable to sonic damage.

# BRING A GENIUS TO THE TABLE!

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