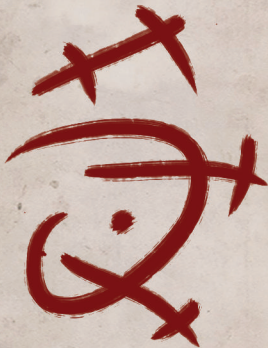


earth



## EARTH SPIKE

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**Target** One creature on the ground within short range

A sharp spike erupts from the ground under the target. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage and falls prone.

**Attack Roll 20+** The target takes 1d6 extra damage.

earth



## SHAPE EARTH AND STONE

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**Target** One Size 1 or smaller object made from earth or stone you can reach

**Duration** Permanent

You can mold the target as if it were made from soft clay, after which it returns to its normal hardness.

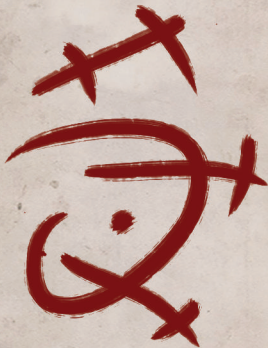
*SHADOW 125*

*UTILITY 0*

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earth



## STONE ARMOR

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**Duration** Concentration, up to 1 minute

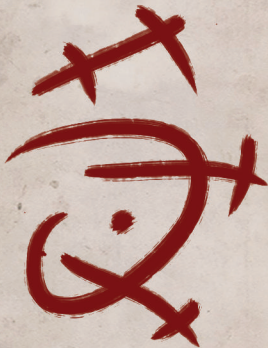
Rock spreads to cover you until you are fully encased. For the duration, attack rolls against your Defense, Strength, or Agility are made with 1 bane and you take half damage from weapons.

When the effect ends, the rock encasing you explodes in a 1-yard-radius sphere centered on a point you can reach, dealing 1d6 damage per round you concentrated on the spell to everything in the area other than you. Each other creature in the area must make an Agility challenge roll, taking half the damage on a success.

*SHADOW 126*

*UTILITY 1*

earth



## STONE BLADES

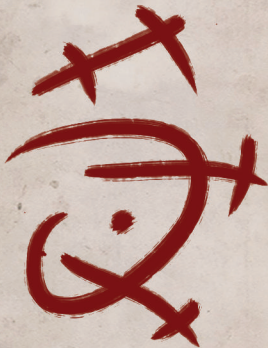
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**Area** A cone, 3 yards long, originating from a point you can reach

You fling shards of stone that deal 2d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll, taking half the damage on a success. On a failure, the creature suffers a bleeding wound and takes 1d6 damage at the end of each round until it heals any damage or until it or another creature uses an action to stanch the bleeding.



earth



## TREMOR

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**Area** A circle on the ground with a radius of 4 yards centered on a point you can reach

**Duration** 1 round

The ground shakes and heaves. Any creature other than you standing on the ground in the area or that moves onto it must make an Agility challenge roll. On a failure, it falls prone and cannot stand up for the duration.

*SHADOW 126*

*ATTACK 1*

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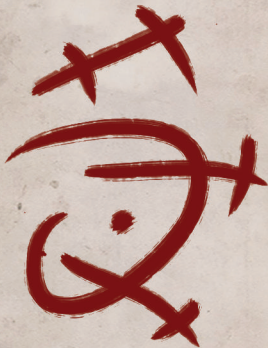
## AVALANCHE

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**Area** A circle on the ground with a radius of 2 yards centered on a point you can reach and a cone, 5 yards long, originating from a point you can reach

You raise the top layer of the ground in the circle and hurl it into the cone. The ground in both areas becomes difficult terrain until the rubble is cleared away. Everything in the cone takes 4d6 damage. Each creature in the area takes half the damage with a success on an Agility challenge roll.

earth



## MOLD EARTH AND STONE

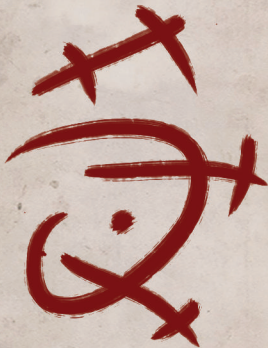
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**Area** A cube of earth or stone, 4 yards on a side, originating from a point you can reach

**Duration** Permanent; see the effect

When you cast the spell, you must concentrate and maintain contact with the area for 1 minute. At the end of this time, you reshape the earth and stone in the area as if it were made from soft clay. The material then returns to its normal hardness. You might cast this spell to create openings in rock walls, seal doors shut, form weapons of stone, or clear passages of rubble.

earth



## ERUPTION

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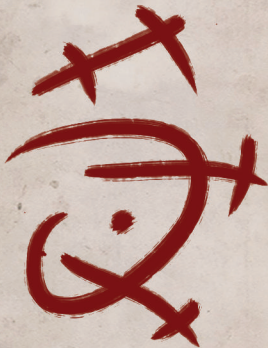
**Area** A cylinder, 10 yards tall with a radius of 2 yards, centered on a point on the ground within medium range

The ground erupts, throwing rubble into the air that rains down and deals 5d6 damage to everything in the area. Creatures and objects in the area are also moved 1d6 yards away from the origin point. Each creature in the area must make a Strength challenge roll. It falls prone on a failure, or just takes half the damage on a success.

Afterward, the ground within 5 yards of the origin point is filled with rubble, becoming difficult terrain until cleared.



earth



## NAIL TO THE GROUND

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**Area** A cube, 10 yards on a side, originating from a point within long range

**Duration** 1 minute

Gravity suddenly intensifies in the area, which becomes difficult terrain for the duration. Each creature in the area or that enters the area must make a Strength challenge roll with 1 bane; on a failure, it falls prone and becomes immobilized for the duration. While immobilized in this way, the creature cannot stand up. If it is flying, it falls and takes double damage from landing.

earth



## EARTHQUAKE

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**Area** A circle on the ground with a radius of 20 yards centered on a point within long range

**Duration** 1 minute

The ground shakes and heaves violently in the area, which becomes difficult terrain for the duration. When you cast the spell and at the end of each round for the duration, each creature standing in the area must make an Agility challenge roll. On a failure, it takes 1d6 damage and falls prone.

In addition, when you cast the spell and at the end of each round for the duration, any structure in contact with the area takes 2d6 damage. A structure destroyed by this damage collapses, and everything inside or under it takes 4d6 + 10 damage. Creatures on top of the structure might take falling damage when it collapses.

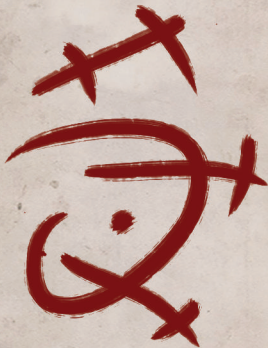
*SHADOW 126*

*ATTACK 4*

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earth



## BIND EARTH GENIE

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**Target** A cube of earth or stone, 2 yards on a side, originating from a point within long range

**Duration** 1 minute

At the end of the round in which you cast this spell, the target becomes a Size 2 **earth genie**. You cannot voluntarily end this spell. When the effect ends, the genie crumbles, turning the ground in its space into difficult terrain. When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

*SHADOW 126*

*UTILITY 5*

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