Spheres Apocrypha:

Nature Talents: Earth

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Basic Talents

Earthlord (earth)

When determining the radius area of your earth geomancing abilities, increase the radius by 5 ft. per (earth) talent you possess.

Foundation (earth, spirit)

(requires dirt, sand, or stone): While concentrating on any Earth geomancing ability, you gain a deflection bonus to AC and CMD equal to 2 +1 per 5 caster levels. Alternatively, you may as a standard action spend a spell point to gain these benefits for 1 minute per caster level. However, you temporarily lose these benefits on any round that you end your turn not standing on dirt, sand, or stone.

Granulation (earth, geomancing)

As an instantaneous effect, you may spend a spell point to spontaneously create loose dirt or sand in an area within range. You may reduce the spell point cost by 1 (minimum 0) if you choose to break apart rock and stone already present (reducing their thickness by 1 inch, +1 inch per 5 caster levels), instead of creating the dirt or sand spontaneously. The created sand or dirt is enough to cover a 5 ft. + 5 ft. per 5 caster levels radius area. While this is its own geomancing ability, you may combine this effect with another earth package geomancing ability as part of the same standard action, in which case the second geomancing ability comes into effect immediately. You must pay any costs associated with both abilities to combine them in this manner.

Collapsing Structures with Granulation:

Generally speaking, single castings of Granulation on stone structures will not not be enough to compromise the structural integrity of a building. Should half of the structure's load bearing columns, keystones, or walls be reduced to half thickness or less, a weakened area is created. Those who notice the weakened area (with a successful DC 20 Craft (stonemasonry) or Knowledge (engineering) check), may exacerbate the situation by destroying half of the structure's load-bearing objects, triggering a cave-in or collapse. Rules for the cave-in and collapse hazard have been provided in the appendix for your convenience.

Sandstone (earth, geomancing)

(requires dirt or sand): As an instantaneous effect, you may spend a spell point to transform dirt or sand into stone in an area within range. The size of the created rock or stone depends both on your caster level and the radius of dirt or sand you target. Alternatively, you may encase a dirt or sand covered target in 1 inch thick stone. Refer to Table: Sandstone to determine the maximum target size to be encased. For every size smaller the encased target is than the required radius of dirt or sand, either double the thickness of the stone or increase the number of encased targets. Creatures and objects are allowed a Reflex save to avoid being trapped in stone. On a failure, creatures or objects caught in the area are encased; To escape, they must pass an Escape Artist or Strength check (equal to your bury geomancing DC) as a full-round action; alternatively, a creature may break free by dealing sufficient damage to the rock or stone. Stone has a hardness of 15 and 2 hit points per inch. On a successful save, affected targets are still entangled and immobilized until they escape or 1 minute per caster level, whichever comes first.

Table: Sandstone

Minimum Caster Level	Required Radius of Dirt/Sand	Created Rock or Stone Size	Maximum Target Size Encased	Rock or Stone Weight (maximum)
1	1-ft. radius	Diminutive	Small	1 lbs
1	5-ft. radius	Tiny	Medium	8 lbs
2	10-ft. radius	Small	Large	60 lbs
4	15-ft. radius	Medium	Huge	500
8	20-ft. radius	Large	Gargantuan	2 tons
16	25-ft. radius	Huge	Colossal	16 tons
32	30-ft. radius	Gargantuan	Colossal+	125 tons

Unearth (earth, geomancing)

As a concentration effect, you may manipulate the earth surrounding a creature or object forcing them to be pushed or pulled 5 ft. + 5 ft. per 5 caster levels each round toward the surface (Fort save negates). While affected, the target is unable to burrow or Earth Glide, but is otherwise unimpeded. You may only target a creature or object whose location you have pinpointed (such as with a successful Perception check or with tremorsense). Unless the target has Earth Glide, the creature cannot be forcefully moved through stone (or lava if the target possesses fire resistance 20+ or fire immunity), but rather only sand or dirt. Each round, the target is allowed a new Fortitude save to end the effect.

Spellcrafted Spells

Bless/Corrupt Earth (earth) [curse]

Sphere Nature
Cost 2 spell points
Casting Time full-round action
Range close
Duration instantaneous; see text
Prerequisites Fate sphere, Nature sphere (earth package), Forge Earth
Crafting Time 3 days
Effect This spell functions as the Forge Earth talent, except that you may also choose to bless or curse the affected land for 1 year per 2 caster levels (minimum 1 year).

Enrichment: Earth that is blessed, will yield a 50% more crops, attempting to use magic to grow plants in this area will grant a luck bonus to its caster level equal to +1 per 5 caster levels (minimum 1).

Stunt Growth: Earth that is cursed, will yield 50% less crops, attempting to use magic to grow plants in this area will grant a penalty to its caster level equal to -1 per 5 caster levels (minimum -1).

You can only have one bless/corrupt earth spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. In addition, an area can only be under the effect of one instance of either bless earth or corrupt earth at a time. Casting bless earth on an area affected by corrupt earth requires a successful magic skill check (which dispels the effect). Casting corrupt earth on an area affected by bless earth requires a successful magic skill check (which dispels the effect). Dispelling bless/corrupt earth only removes the enrichment or stunt growth properties of the spell.

Earth Surfing (earth, spirit)

Sphere Nature
Cost 2 spell points
Casting Time full-round action
Range personal
Duration concentration
Prerequisites Nature sphere (earth package), Telekinesis sphere
Crafting Time 3 days
Effect (requires stone): This spell moves the earth beneath the caster granting one of the following each round:

Increases the caster's land speed by 10 ft. + 5 ft. per 5 caster levels.

Moves the caster over land at a speed of 40 ft. + 20 ft. per 5 caster levels. This movement does not provoke attacks of opportunity, is not impacted by difficult terrain, and occurs even if the caster is immobilized or would suffer movement speed penalties.

Mudslide (earth, water, geomancing)

Sphere Nature
Cost 2 spell points
Casting Time full-round action
Area 10-ft. line, +5 ft. per 5 caster levels
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes
Prerequisites Nature sphere (earth package, water package, Wave)
Crafting Time 3 days
Effect Those within the area of effect must make a Reflex save or take 2d4 +1d4 per caster level bludgeoning damage and become immobilized as per bury from the earth geomancing package. Those that make the Reflex save only take half damage and are not immobilized. If combined with Create Water, the size of the line increases to 30 ft. + 5 ft. per 2 caster levels.

Sand Barrier (earth, geomancing)

Sphere Nature
Cost 2 spell points
Casting Time full-round action
Range close (25 ft. + 5 ft. per 2 caster levels)
Duration concentration

Saving Throw none; **Spell Resistance** no

Prerequisites Nature sphere (earth package), Protection sphere

Crafting Time 3 days

Effect (requires sand or loose dirt): You may create a 10 ft. + 5 ft. per 5 caster levels radius wall of sand within range. The wall is spherical in shape and stops movement, and blocks both line of sight and line of effect. The sand barrier grants both total cover and total concealment against creatures on opposite sides of the wall while the wall is at full hp, or partial cover and concealment if at half hit points or more. A sand barrier with less than half its hit points remaining does not block line sight, line of effect, or grant cover or concealment. If creating the wall would cause it to go through a creature or animated object, the sand barrier shunts the creature just outside the effect of the sphere. Creatures who are ethereal or who possess a burrow speed do not have their movement impeded by the wall.

The wall has a hardness of 4 + 1 per 5 caster levels, hit points equal to your caster level (minimum 1), and a Break DC of 15 + 1/2 your caster level. If an attack is directed at a target through the wall, the attack first deals its damage to the wall itself. If this damage is enough to destroy the wall, the attack continues on its intended target, although damage dealt to the wall is subtracted from any damage done to the target or targets. Burst-effect attacks such as splash weapons, fireball spells, or others attempting to travel through the wall explode at the barrier's edge and also must overcome the wall's hp to damage the targets on the other side.

If you maintain your wall through concentration, its hp is renewed each round on your turn.

Stalagmite (earth, geomancing)

Sphere Nature

Cost 2 spell points

Casting Time full-round action

Duration concentration

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

Prerequisites Nature sphere (earth package), Destruction sphere (crystal blast)

Crafting Time 3 days

Effect (requires sand or loose dirt) This spell functions as dust storm from the earth package. Each round while it is in effect, you may as a swift action cause a stalagmite to instantaneously solidify out of the sand, impaling a target within the sand cloud. The stalagmite deals 2d4 + 1d4 points of piercing damage per caster level (Reflex half). In addition, a target that fails to make a saving throw against this spell and takes damage from it is impaled on the stalagmite and cannot move from its current location until it makes an Escape Artist or Strength check against the spell's DC. All stalagmites created fall away naturally once the dust storm ends and can be removed in other ways as well, such as dealing 3 points of damage per caster level to the stalagmite. The stalagmite is 1 ft. wide at its base and rises 5 ft. + 5 ft. per 5 caster levels tall. If it encounters a ceiling before it reaches its maximum height, it stops growing.

Appendix

Cave-Ins and Collapses (CR 8)

Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, but even if they survive they might be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-ft. radius and a 10-ft. wide slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 Knowledge (engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.

A weakened ceiling might collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding up the ceiling.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check.