

Blood of the Earth

With this spell, the recipient draws magical power directly out of the ground beneath his feet, fortifying his body and making him as tough as the mountains. If the character ever loses contact with the ground (including jumping, flying, or even climbing a staircase to the second floor of a building), the effects of the spell disappear immediately.

College: Change

Philosophy: Enchantment

Special Effects: Arcane Magic, Change, Enchantment, Earth Magic

Effect: Aid PD 6d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Instant

Range: No Range

Active Cost: 36

Skill Roll Penalty: -2

Real Cost: 14

END Cost: 4

Blood of the Earth: Aid PD 6d6 (36 Active Points); Effects Disappear If Recipient Loses Contact With The Ground (-1/2), Requires A Power Skill: Enchantment Magic Roll (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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Last update: 2009/08/31 21:28

