

Bones of the Earth



Necromancy

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 3 rds.

Duration: 1d20 + 10 days

Area of Effect: Creates 1 or more structures

Saving Throw: None

Drawing on the life force of the very world, the caster is able to create minor structures out of subterranean materials. When cast, a structure, not more than 20 feet high and 10 feet wide at the base per Hit Die of the caster, rises from the ground. The structure is simple and solid, and it can appear in any form the caster desires. It takes two rounds to form, and is always accompanied by extremely loud rumblings. The structure lasts for the duration of the spell, after which it recedes back into the ground. Any inside must exit or be trapped (doomed at the DM's option).

Multiple structures can be created, but they are divided among the caster's total available mass. For example, an 11 Hit Die lich could create one 220-foot tall structure, or eleven 20-foot tall structures.

The spell can be cast to renew existing structures created by the spell. The rumblings occur at the time of casting, but nothing actually moves. Should the spell be dispelled before its conclusion, its structures take two rounds to sink back into the ground.

The material components for this spell are a stone and a weed.

Notes: Restricted to necromancers and undead spellcasters; uncommon.