

# Zorkan

On the top of Mount Whiterock there is a palace of thin towers, elegant arches and long ramps overlooking the mountain range below, a barren wilderness infested with chimeras, ettins, ogres and trolls. This is the *Palace of the Mad Emperor*, a structure grown from the mountain itself by one of the greatest geomancers and his legacy survived his madness and the folly of his successors. The Earth Blood leaking into the surface world is the source of both the powerful magic and the corruption of the land. This is where Zorkan lives, admired by thirteen students, served by five stone golems (HD 9 AC 1 3d6 MV 12; immune to cold, fire, poison, sleep and charms), and surrounded by about two thousand clay soldiers. Of these, about fifty are under the control of the students, constantly building and rebuilding the palace and its defences (HD 3 AC 6 1d10 MV 12; immune to cold, fire, poison, sleep and charms).



## *The book of Geomancy*

**Magic message** (1) enchants a stone such that under the conditions named it speaks a short message. The conditions named must be such that the caster knows right then and there whether they are fulfilled or not. Thus, “when Orland the Wise walks by” is perfectly reasonable if the caster knows Orland even though the stone has no idea. On the other hand, “when the assassin of King Gerold the Good walks by” won’t work unless the caster knows who it is.

**Flying stones** (1) causes a rock lying on the ground to levitate. You can move it around for 10min with the wave of a hand and with an air punch it flies off up to 120ft and deals 2d6 damage on a target, save vs. spells for half.

**Stone fist** (1) raises your strength to 18 for 10min: +3 to melee attacks, 1d6+3 damage, smash doors on a 1–5 in 6.

**Golem craft** (2) animates clay. This requires a cheap gem set into the forehead of the little creature. A *clay* golem has HD 3 AC 6 1d10 MV 12. When you reach level 9, you can create a *stone* golem with HD 9 AC 1 3d6 MV 12. Such a creature needs no rest, no food, no water and no friends. It does not sicken nor does it ever die unless destroyed by violence. It is not affected by cold, fire, poison, sleep or charms. Golems do not speak and are a bit dim. They don’t use interesting tactics, they can’t cast spells and they don’t use ranged weapons, but they defend their creator at all costs, taking any blows aimed at them, if possible. Sadly, while most are loyal servants they still take a retainer slot. If their creator has more retainers than allowed by their charisma, the golems may malfunction and gain independence.

**Raise stone** (2) allows you to slowly raise a boulder as big as a carriage from the ground. Possible uses include blocking vehicles, creating a rampart, building a bridge, or rolling downhill. It is easily avoided by individuals under most circumstances.

**Speak with stones** (2) allows you to talk to rocks for 20min. Sadly, their perspective is limited by their rock nature. They may report things they heard or saw (if there was light),

their memories go back a long time, but they can't tell individuals apart and their sense of time is confusing at best.

**Rock swim** (3) allows you to dive into the rock like a fish and "swim" for 10min and to glide through the earth up to 1000ft. If the spell ends while you're still gliding through the earth, you suffocate and remain stuck forever.

**Rock throwing** (3) allows you to pick up large rocks and throw them for 20min like giants do: roll to-hit as you would, deal 3d6 on a hit, no save.

**Stone skin** (3) turns your body to some sort of weird stone material: impervious to cold, fire, poison, and your AC goes down to. Also, you can no longer swim and you still need to breathe, so good luck with that.

**Earth ship** (4) summons forth ship of stone that can glide through the earth while the sun is up. Only you can make it move. Without you, or without sunlight, it stops, resulting in a strange stone building. Similarly, all the trail of destruction it leaves as it plows through the land are permanent: buildings are destroyed, trees are smashed, canals are dug.

**Split the ground** (4) allows you to smash your fist into the ground and split the earth. A fissure opens within seconds, and it keeps growing longer and wider while you concentrate. If you stand in front of people and you want the fissure to open underneath their feet, it will. Anybody within 60ft must save vs. death or fall, taking 8d8 damage. If you have the time, you can turn a peninsula into an island, or ruin a city, and if you're immortal, you can split a continent.

**Bury the living** (4) allows you to have the ground swallow a living being standing on it. They must save vs. death or they are buried alive in a depth unknown. There they remain in a magic stasis until the end of the world unless they are called forth by a reversal of this spell. Since they are not really dead, their soul remains imprisoned in their body and they cannot be raised from the dead unless they brought back to the surface. It is possible to cast the reversed spell without a specific target in mind, in which case a random victim of the past millennium is freed: a powerful and thankful non-player character of level 6+1d4 with all their equipment on them.

**Earth Blood mastery** (5) enables you to find one of those rare spots where the Veins of the Earth meet and master their energy. From this spot, you can control the powers of creation. Within 120ft from this spot, you can create or destroy inanimate matter as you wish. This takes 10min.

**Stone growth** (5) calls forth the Bones of the Earth and bends them to your will. Long columns of stone rise from the ground all around you and bend and twist as you like. If you use these to fight, you now have two melee attacks dealing 3d10 each and a reach of 60ft. After 10min these columns solidify and turn into a fantastic stone sculptures, towers, dams, or whatever else strikes your fancy. You can keep growing structures like that and build a mountain, if you have the time.