

## Magician Base List 3.4.1

### EARTH LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Enchanted Rope	10'/lvl	C	touch	U
2)	Repair I	1 object	P	touch	U
3)	Cracks Call	10'x10'x10'	—	100'	F
4)	Earthwall	10'x10'x3'	1 min/lvl	100'	E
5)	Barrier Pit	varies	P	50'	E
6)	Repair II	1 object	P	touch	U
7)					
8)	Earthen Spikes	20'x20'	10 min/lvl	100'	E
9)	Alteration	100 cu'	P	100'	F
10)	Earthwall True	10'x10'x3'	P	100'	E
11)	Repair III	1 object	P	touch	U
12)	Conjure Clay Golem	1 golem	C (1 min/lvl)	10'/lvl	E
13)					
14)	Master Golem	1 golem	10 min/lvl	(10') —	F
15)	Unearth	100 cu'	P	100'	F
16)					
17)	Earth Holding	20x20'	1 min/lvl (C)	100'	E
18)	Create Soil	100 cu'	P	10'	F
19)					
20)	Conjure Iron Golem	1 golem	C (1 min/lvl)	10'/lvl	E
25)	Unmetal	1 cu'	P	100'	F
30)	Tremors	varies	6 rounds	100'	E
35)	Ritual of Shem	1 golem	P	(10') —	U
50)	Earth Mastery	varies	1 rnd/lvl	varies	U

**1. Enchanted Rope** — If caster holds one end of a rope he can cause the rope to move up to its length (within the area of effect) in any direction and to tie itself in knots (it cannot attack or tie up a living being).

**2. Repair I** — The caster may mend a single break in a small (up to 10 lbs) inorganic non-magical object, i.e a tool, weapon, hinge, bin etc.

**3. Cracks Call** — Any previous cracks or flaws in material up to 10'x10'x10' section will extend to their limit. This might cause effects outside the 10 cubic feet area, i.e if used on a stone pillar that supports a cave ceiling, the entire cave might crumble.

**4. Earthwall** — Creates a wall of earth up to 10'x10'x (3' at the base, 1' at the top). This wall can be dug through.

**5. Barrier Pit** — Opens a pit (maximum 10 feet deep in stone, 20 feet deep in earth or ice, with a diameter of 5'). The pit may only be opened on horizontal surfaces with an incline of less than 45°. Anyone about to step into it is allowed a perception roll, modified by terrain and activity.

**6. Repair II** — As *Repair I*, except multiple breaks, cracks or rips may be repaired as long as all pieces remain and the object may weigh up to 20 lbs.

**8. Earthen Spikes** — This spell causes the area of effect to bristle with hundreds of 6" to 12" sharp edges and blades. The exact composition of these spikes will depend on the material the ground is made of. The area of effect must be placed horizontally on a surface (i.e., it cannot be placed on walls). Most animals and creatures cannot be induced to walk through the area. Anyone moving through the area must make a maneuver roll (Extremely Hard difficulty) for every 5' moved through. Anyone who falls inside the area of effect receives an 'A' Puncture critical strike.

**9. Alteration** — Caster can change the state of up to 100 cubic feet of unorganic matter. Stone can be loosened to Earth and Earth can be loosened to Mud. The change is gradual, taking 1 round per cubic foot for complete change (i.e 100 rounds to change 100 cu'). If caster wish to change Stone to Mud he must simply cast this spell twice. Caster can also do the reverse procedure, creating Earth from Mud or Stone from Earth.

**10. Earthwall True** — As *Earthwall*, except duration is permanent.

**11. Repair III** — As *Repair II*, except objects up to 50 lbs may be mended.

**12. Conjure Clay Golem** — Caster conjures a golem from nearby Earth. The golem take three rounds to form and may be controlled by concentrating as long as caster is within 10'/lvl of the golem. If uncontrolled the golem does nothing. Depending on the culture this golem may take different forms, but regularly use the Clay Golem statistics (Creatures and Treasures, p.33). When duration is up, the golem crumbles into earth.

**14. Master Golem** — When this spell is cast upon one existing golem, duration is extended to 10 minutes per level. During this duration the golem is able to perform simple tasks without caster concentrating on it, such as "guard this hallway" or "keep attacking those orcs".

**15. Unearth** — Disintegrates 100 cubic feet of earth. The change is gradual, taking 1 round per cubic foot. When the change is complete, nothing remains.

**17. Earth Holding** — Caster conjures hands from the earth, grabbing those within the area. All that remain in the area will be held to 50% action (not requiring concentration by caster). Each round, by concentrating, the caster may chose a single target for a grappling attack. That attack is performed on the Grapple attack table (maximum of Large results) with a bonus equal to 50 plus casters Base Spell Casting bonus.

**18. Create Soil** — Caster may create 100 cu' of soil, 1 cu' per round. The soil may be fertile (for planting seeds) or inorganic (gravel or sand), decided by caster.

**20. Conjure Iron Golem** — As *Conjure Clay Golem*, except caster conjures iron from the nearby surroundings and the golem take 6 rounds to form. If there are iron objects (tools, weapons) in the vicinity, caster may opt to include those into his Iron Golem, thus annihilating them. Objects must be within 30' of the conjuration site and cannot be held by a living being. This golem use the statistics for Iron Golem (Creatures and Treasures p.33).

**25. Unmetal** — As *Unearth*, except affects 1 cubic foot of non-magic metal and there is no changing time, i.e object is disintegrated instantly.

**30. Tremors** — Causes a minor earthquake which could cause shoddy construction to collapse (this can be very terrifying). This is approximately 5.5 on the Richter scale.

**35. Ritual of Shem** — This ritual allows for the caster to prolong the duration of a created golem beyond the 10 min/lvl that *Master Golem* allows. The time needed for the ritual depends on how long life caster wishes to bestow upon his golem. For a complete time table, see Special Notes below.

**50. Earth Mastery** — Caster may use any lower level spell on this list each round.

### SPECIAL NOTES

1) See Section 7.1.12 for encumbrance limits for spells (i.e., how much the *Enchanted Rope* can hold).

2) All "Wall" spells created by spells on this list must rest (i.e stand) on a solid surface. See Section 7.1.13 for more information on walls (and spell effects on walls).

3) All "Wall" spells require that at least 1 cubic foot of the material (i.e earth or stone) exists within 50' of the caster.

4) With all walls, the caster has the option of varying the width and height (not the thickness) up to the allowed dimensions. If a caster attempts to “fill” a space hermetically with a wall spell, use Targeting skill to determine the amount of success.

5) A wall cannot be created in the same area as any solid material. It can only displace liquids and gases.

6) A GM may wish to allow the option of spending twice the amount of PP to reduce changing time to instant for the Alteration, Unearth and Unstone spells.

7) The Ritual of Shem allows caster to create Golems with longer “life”. Below is a table that show how much time must be spent on the ritual to prolong the duration of a golem.

<b>Ritual</b>	<b>Duration</b>
16 hours per day for 60 days	Permanent
16 hours per day for 30 days	1 year per level
16 hours per day for 10 days	1 month per level
16 hours per day for 3 days	1 week per level
16 hours	1 day per level
8 hours	1 hour per level

8) The Conjure Golem spells suggest using the statistics for golems from the Creatures and Treasures sourcebook, but a GM that find the idea of golems awkward might wish to switch that spell into a *Summon Earth Elemental*, using the Earth Elemental statistics instead. For gamemasters in Middle Earth the golems may be substituted with Pükel-creatures. If so the Conjure Clay Golem will produce a Mensharag or Hurnkennec, the Conjure Stone Golem will produce either a Mendaen or Pükel-man and the Conjure Iron Golem will conjure forth either a Hurndaen or Colbran. See Creatures of Middle-Earth, p.137 for the statistics of these creatures.