

## Magician Base List 3.4.7

### STONE LAW

| Lvl | Spell               | Area of Effect | Duration      | Range   | Type |
|-----|---------------------|----------------|---------------|---------|------|
| 1)  | Stones Throw        | 1 target       | —             | 100'    | E    |
| 2)  | Mend Stone          | 10 cu'/lvl     | P             | touch   | F    |
| 3)  |                     |                |               |         |      |
| 4)  | Shape stone         | 1 lb/lvl       | 1 min         | touch   | E    |
| 5)  | Split Rock          | 10'x10'x10'    | —             | 100'    | F    |
| 6)  | Hurling I           | 1 target       | —             | 100'    | E    |
| 7)  | Stone Wall          | 10'x10'x1'     | 1 min/lvl     | 100'    | E    |
| 8)  |                     |                |               |         |      |
| 9)  | Stone Merging       | 1 target       | 1 min/lvl     | 10'     | F    |
| 10) | Vortex              | 30'R           | C             | 100'    | E    |
| 11) |                     |                |               |         |      |
| 12) | Hurling II          | varies         | —             | varies  | E    |
| 13) | Stonewall True      | 10'x10'x1'     | P             | 100'    | E    |
| 14) | Master Golem        | 1 golem        | 10 min/lvl    | (10') — | F    |
| 15) |                     |                |               |         |      |
| 16) | Conjure Stone Golem | 1 golem        | C (1 min/lvl) | 10'/lvl | E    |
| 17) |                     |                |               |         |      |
| 18) | Hurling III         | varies         | —             | varies  | E    |
| 19) | Unstone             | 100 cu'        | P             | 100'    | F    |
| 20) | Stone Bridge        | 20'x2'         | 1 min/lvl     | 10'     | E    |
| 25) | Hurling True        | varies         | —             | 100'    | E    |
| 30) | Ritual of Shem      | 1 golem        | P             | (10') — | U    |
| 50) | Stone Mastery       | varies         | 1 rnd/lvl     | varies  | U    |

**1. Stones Throw** — Stones (at least 1 pound's worth) within a 10'R of the caster are hurled at the target. Results are rolled on the Ram/Butt/Bash attack table with a "small" maximum result. Normal DB's versus missiles apply and Directed Spell skill may be developed and applied to this spell attack.

**2. Mend Stone** — Caster may repair damage, cracks, or breaks in a stone object or mass of stone up to 10 cu'/lvl.

**4. Shape Stone** — Caster shapes a natural stone of up to 1 lb/lvl, as if it were made of clay. The material is moldable for 1 minute after which it returns to stone.

**5. Split Rock** — Caster causes a rock, or piece of rock, to split as if strained by wedges. The split in the rock may be up to 10' high and 10' deep and might cause effects outside the 10 cubic feet area. Depending on the tension, composition and position of the rock, this might cause further damage, such as a rock fall, cave in or collapse of a building.

**6. Hurling I** — Caster hurls an inanimate object within 100' onto a target within 100'. The object may be a small rock, weapon, shield, stool or anything up to 5 lbs weight and it must be able to travel at least 10' before reaching target in order to make an effective attack. It cannot be sheated, held or bolted onto something. The attack is resolved on the appropriate *Arms Law* attack table using the casters Directed Spell bonus. Rocks use the sling attack table. Objects of uncertain effectiveness (i.e mugs, bottles, bridles) use the Brawling attack table.

**7. Stonewall** — Creates a wall of stone that can be up to 10'x10'x1'. It can be chipped through.

**9. Stone Merging** — Target can merge into stone (enchanted stone gets an RR). While merged, the target can not move or perceive. When the target emerges, he can emerge on any side or face of the stone. The target cannot move "through" material greater in width than his own body size plus 2 feet.

**10. Vortex** — All things in the area of effect weighing less than 2 pounds will rapidly be hurled around in the air, damaging all within the area. Attacks are resolved on the Sling attack table using casters BAR as bonus and adding a bonus between ±0 and +50 depending on how much lose items weighing less than 2 pounds there are in the area (GM's decision).

**12. Hurling II** — As *Hurling I*, except the object can either weigh double (i.e 10 lbs), or two objects can be hurled or the range can be doubled (i.e 200'). If two objects are hurled they can either be at the same target or two different targets, in either case there will be two different Directed Spell attacks, but caster need to split his Directed Spell skill between the two attacks (not necessarily 50/50). A rock weighing 10 lbs attack on the *Arms Law* Fall & Crush (Medium) attack table, instead of Sling attack table.

**13. Stonewall True** — As *Stonewall*, except duration is permanent.

**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".

**16. Conjure Stone Golem** — Caster conjures a golem from nearby stone (or stones out of the earth). The golem take three rounds to rise 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 normally is will use the Stone Golem statistics (Creatures and Treasures, p.33). When duration is up, the golem crumbles into gravel.

**18. Hurling III** — As *Hurling I*, except the object can either weigh four times (i.e 20 lbs), or three objects can be hurled or two objects up to 10 lbs can be hurled, or the range can be tripled (i.e 300'). A 20 lbs rock is resolved on the *Arms Law* Fall & Crush (Large) attack table.

**19. Unstone** — Disintegrates 100 cubic feet of stone. The change is gradual, taking 1 round per cubic foot. When the change is complete, nothing remains.

**20. Stone Bridge** — Caster creates a horizontal bridge, up to 20' long and 2' wide, which must rest on solid surfaces on both sides. A stone bridge can support a horse and rider, but the thin width makes passing in that manner extremely hard.

**25. Hurling True** — As *Hurling I*, except the object can weigh up to 5 lbs/lvl of caster. A 30 lbs rock (or other hard object) is resolved on the *Arms Law* Fall & Crush (Huge) attack table. For every time the object weight is doubled, add a hits multiplier (i.e a 60 lbs rock give x2 concussion hits, a 90 lbs rock give x3, etc).

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

### SPECIAL NOTES

1) With the *Hurling* spells a caster launches an item towards a target at high speed, causing damage upon the impact. The trajectory between the item and the target must be clear; the item cannot make any turns. Depending on the weight (which differs by the level of the spell) a GM might determine that a heavy rock, or likewise, could pass through a thin wall and still attack its target.

2) A *Hurling* spell cannot be used to hurl a living target.

3) With *Hurling True*, a caster may hurl large items, such as chests, wheelbarrows, logs, tables, etc, and the GM might determine that if hurled into a crowd a large item may cause damage to several people

rather than one target. In that case, divide the casters *Directed Spell* attack bonus between the targets and roll separate attacks for each target.

4) 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).

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

6) 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.

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

8) A GM may wish to allow the option of spending twice the amount of PP to reduce changing time to instant for the Unstone spell.

9) 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  |

10) 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.