

Stone Magics

1-Rock

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster's hand
Effect: create rock

This spell creates a 10 pound rock in the caster's hand. The shape of the rock can be changed with finesse (GM's discretion).

2-Gravel

Time to Cast: 2 R
Resist Check: none
Target: 25 + 5/F'
Duration: 15 + 5/F R
Area: 10 + 2/F' radius
Effect: make gravel

This spell turns a pile of rock into gravel. Walls, ceilings, etc. are not considered piles of rock (they are structures). It can be used to clear a cave-in or similar pile of debris.

3-Stone Ball

Time to Cast: 1 R
Resist Check: none
Target: touch
Duration: 5 + 1/F R
Area: handful of earth
Effect: 1d6 damage

When the caster invokes *Stone Ball*, any handful of earth that he touches turns into a rock in his hand. He may then throw it at any target 50 + 10/F' away in his LOS (roll "to strike") once each round for the duration of the spell and as long he has earth in which to grab.

4-Club

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2d6 + 2/F R
Area: caster
Effect: create enchanted club

This spell enables the caster to gather existing earth and stone into a stone club and wield it like a once enchanted club for the spell's duration. The *Club* does 1d4+1 points of damage per successful attack.

5-Boulder

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster's side
Effect: create boulder

This spell creates a 40+10/F pound boulder next to the caster's side.

6-Petrify

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: instantaneous
Area: 1 plant or wooden object
Effect: plant to stone

This spell changes the indicated amount of plant matter or wood into stone. The magical properties (if any) are unaltered. Magical objects get a RC of 9 or less on 3d6 to be affected.

7-Lava

Time to Cast: 2 R
Resist Check: special
Target: touch
Duration: instantaneous
Area: 5 + 2/F' radius
Effect: rock to lava

This spell changes the indicated amount of stone into lava. Any object that touches the lava suffers 6d6 points of fire damage. A RC of 4d6 vs. HEA is allowed for half damage. The lava will cool at a normal rate and eventually turn back into stone.

8-Burrow

Time to Cast: 3 R
Resist Check: none
Target: caster
Duration: 10 + 5/F M
Area: caster
Effect: burrow through stone

This spell allows the caster to burrow through clay, earth, sand, or stone at a rate of five feet per minute. The GM will adjust accordingly for other materials, such as concrete or metal ore. The diameter of the tunnel cannot exceed the height of the caster.

9-Stone Bridge

Time to Cast: 4 R
Resist Check: none
Target: touch
Duration: 1d8 + 1/F M
Area: 120 + 30/F' long
Effect: create bridge

Stone Bridge causes stones to rise from the ground to create a bridge 10 feet wide and up to 240 feet long. At the end of the duration, the bridge sinks back into the ground.

10-Axe

Time to Cast: 1 R
Resist Check: none
Target: caster
Duration: 2d6 + 2/F R
Area: caster
Effect: create enchanted axe

This spell enables the caster to gather existing earth and stone into a stone axe and wield it as a twice-enchanted battle axe for the spell's duration. The Axe does 1d12+2 points of damage per successful attack.

11-Catapult

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 4 + 1/F R
Area: caster
Effect: throw stones

This spell allows the caster to hurl stones at targets up to 100' away (roll "to strike"). The stone may weigh no more than 40 +10/F pounds. Upon a successful hit, the stone inflicts 1d10 damage per 10 pounds it weighs. Only one stone can be thrown each round. The rate of fire can't be affected by other spells.

12-Rock Skin

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2d6 + 2/F R
Area: caster
Effect: protective skin

After casting this spell, caster's body becomes covered in a protective layer of rock. This layer provides 6/6/2 for DVs, with an additional 6/6/2 for every two finesses of the spell. While protected, the caster's movement rate is reduced to 30'/R. The protective values of additional forms of body armor, excluding shields, are not cumulative with *Rock Skin*.

13-Stone Skin

Time to Cast: 2 R
Resist Check: none
Target: caster
Duration: 2d6 + 2/F R
Area: caster
Effect: protective skin

Stone Skin is an enhanced derivative of the *Rock Skin* spell. For the duration of the spell, the caster cannot be damaged by physical weapons or spells with physical effects (*Fireball*, *Lightning Bolt*, etc.).

14-Tower

Time to Cast: Up to 1 day
Resist Check: none
Target: 100' LOS
Duration: Up to 1 day
Area: 50' x 50' x 100' (L x W x H)
Effect: erect tower

This spell allows the caster to raise a stone tower out of the ground. The layout of the tower may be of the caster's choosing. Each finesse of the spell can increase one dimension of the tower by 25%. If the caster is stopped or the spell is revoked before the duration is up, the tower stops growing. After the duration is over this spell cannot be revoked by any means. If this spell is deferred, it will still take the tower a full day to grow.

15-Gorge

Time to Cast: Up to 1 week
Resist Check: none
Target: 1 met LOS
Duration: Up to 1 week
Area: 500' x 500' x 2000' (W x D x L)
Effect: separate earth

Gorge is an enhanced form of *Chasm*. The ground sinks while the caster is concentrating on the spell. If the caster stops casting the spell prematurely, then the *Gorge* stops growing. For example, if the caster stops casting half way through the spell, then the *Gorge* is only half its full size. If the spell is revoked before the duration is up, the gorge stops growing as if the caster stopped casting the spell. This spell cannot be revoked by any means after the duration is over. If this spell is deferred it will still take a full week to grow.

16-Mountain

Time to Cast: Up to 1 month
Resist Check: none
Target: 5 mets LOS
Duration: Up to 1 month
Area: 20 mets x 10 mets x 5 met (L x W x H)
Effect: erect mountain

Mountain is the ultimate earth-moving spell. The ground rises while the caster is concentrating the spell. If the caster stops casting the spell prematurely, then the *Mountain* stops growing. For example, if the caster stops casting half way through the spell, then the *Mountain* is only half its full size. If this spell is *Deferred*, it still takes one month for the mountain to grow. If the spell is revoked before the duration is up, the mountain stops growing as if the caster stopped casting the spell. This spell cannot be revoked by any means after the duration is over.