

# STONE CRAFTERS [\[PDF\]](#) [\[prev\]](#) [\[toc\]](#) [\[next\]](#)

Wizards who channel magical energy to create and manipulate earth and rock are called Stone Crafters. Their powers not only provide attack and defense, but also allow them to delve deep in the earth or gain access where others are unable to enter. Their talents are commonly used to assist in various craft skills.

Stone Crafters are not as common among Wizards as one might expect. Many children who discover they are Wizards are drawn to Pyromancy, Sky Mastery, or Healing, depending on temperament. Training as a Stone Crafter often involves hard work; not only as a Wizard but also as a craftsman (Blacksmith, Engineer, Armourer, etc). Most recruits into the world of Wizardry would rather become something other than a magically skilled worker. Of course, Stone Crafters do excel at being useful on adventures and the like, but most teachers try to be sure that their apprentices are interested in the craft side of the Art. Therefore, few become Stone Crafters unless the work really interests them.

Because Stone-Crafters are fairly uncommon and almost universally operate as craftsman, there is no particular social stigma against them.

## CHARACTER CREATION:

Required Advantages
<b>Earth Mastery 1</b> (10 Points) <b>OR</b> <b>Earth Mastery 2</b> (16 Points) <b>OR</b> <b>Earth Mastery 3</b> (22 Points)

Social Effects
<b>Normal reaction from Others</b>

Common Advantages
<b>Literacy</b> (10 Points) <b>Toughness 1</b> (10 Points)

Common Skills
<b>Spell Throwing</b> (Variable) <b>Magic Jet</b> (Variable) <b>Thaumatology</b> (Variable) <b>Architecture</b> (Variable) <b>Armoury</b> (Variable) <b>Blacksmith</b> (Variable) <b>Engineering (Mining)</b> (Variable) <b>Geology</b> (Variable) <b>Jeweler</b> (Variable) <b>Metallurgy</b> (Variable) <b>Pottery</b> (Variable)

Earth Mastery 1 Spell Requirements
<b>Earth Mastery 1</b>
<b>2 Common Earth Mastery Spells</b> (2 Points)
<b>5 Basic Earth Mastery Spells</b> (5 Points)
<b>10 Universal Spells</b> (10 Points) <b>OR</b> <b>Unusual Background</b> (5 Points) <b>OR</b> <b>Natural Spellcasting</b> (15 Points)

Earth Mastery 2 Spell Requirements
<b>Earth Mastery 2</b>
<b>At Least One "Earth Mastery 1" Spell</b>

Earth Mastery 3 Spell Requirements
<b>Earth Mastery 3</b>
<b>At Least One "Earth Mastery 2" Spell</b>

**SPELLS:****Universal Spells** (the only non-Earth Mastery spells you can take)

Apportation, Aura, Beast Seeker, Beast Soother, Blink, Colors, Dispel Magic, Detect Magic, Death Vision, Fear, Foolishness, Hide Thoughts, Identify Plant, Ignite Fire, Light, Lend Strength, Purify Air, Purify Earth, Purify Water, Recover Strength, Resist Pain, Seek Air, Seek Earth, Seek Fire, Seek Gate, Seek Plant, Seek Water, Sense Life, Sense Spirit, Slow Fall, Touch, Ward.

**Common Earth Mastery Spells**

Purify Earth

Seek Earth

**Earth Mastery 1**

Earth To Mud

Earth To Stone

Identify Metal

Seek Metal

Shape Stone

Stone Missile

Stone To Earth

Summon Earth Elemental

Walk Through Earth

**Basic Earth Mastery Spells**

Create Earth

Earth Vision

Mud Jet

Sand Jet

Shape Earth

**Earth Mastery 2**

Body Of Stone

Control Earth Elemental

Earthquake

Metal Vision

Partial Petrification

Purify Metal

Rain Of Stones

Sandstorm

Shape Metal

Steelwraith

**Earth Mastery 3**

Alter Terrain

Body Of Metal

Create Earth Elemental

Entombment

Essential Earth

Flesh To Stone

Move Terrain

Stone To Flesh

Volcano