

Rock and Rule

The Spellbook of
Gristlgrim's Dwarves

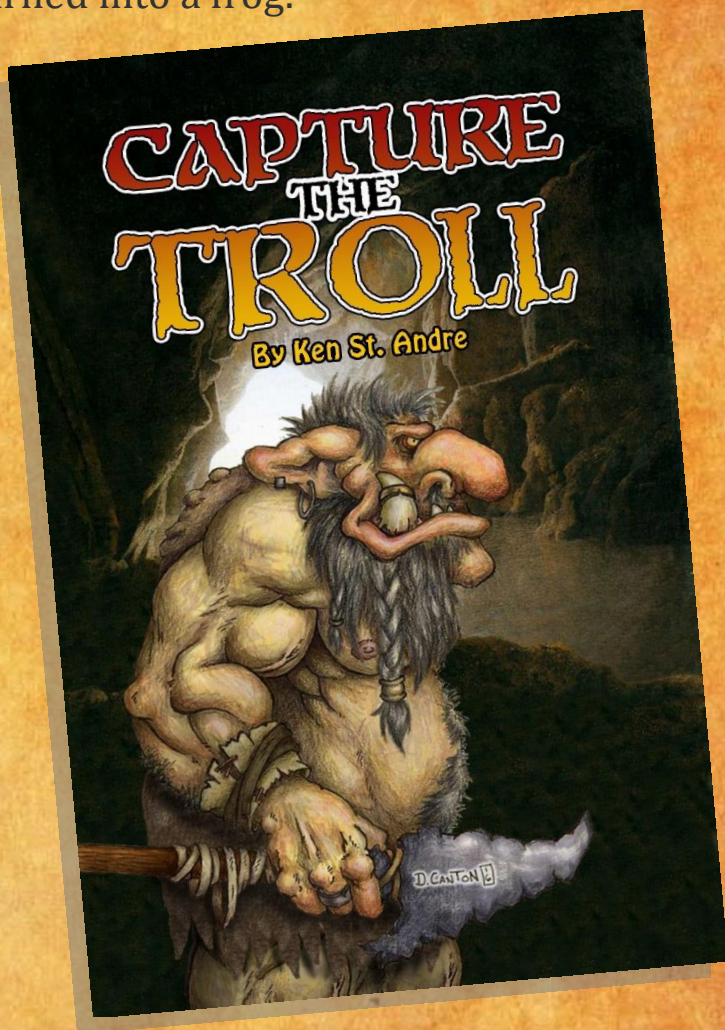


BY KEN ST. ANDRE

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Looking for Adventure??

Here's a challenge for you. Cross a monster-guarded lake, penetrate an immense cavern system, find the legendary fungoid forest, and capture a troll for the menagerie of Mingo the Moneyless. Either that, or be turned into a frog.



ROCK AND RULE

THE SPELLBOOK OF GRISTLEGRIM'S DWARVES

As excavated by Khenn Arrth (or in his
dwarvish guise) Kennarth Blockhead of the
Blockhead Clan



Brought into Existence by Ken St. Andre
Edited and Illustrated by David A. Ullery

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Introduction:

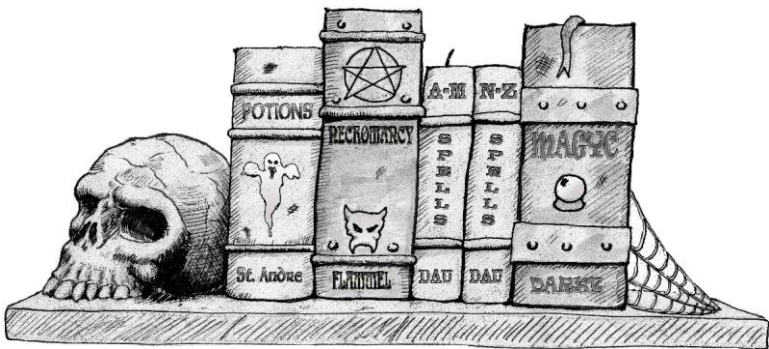
The Dwarves of Gristlegrim are a simple people: solid, hearty, mighty fighters, stalwart friends, devious and cunning merchants, egomaniacal madmen, and occasionally, wizards. Dwarven wizards are very rare--only those that are carved from rocks containing veins of silver really have the talent for magic, and such creations are very rare.

Still, Gristlegrim himself is a great wizard, and the Dwarves could never survive in their deep underground cities without magic to sustain them. What follows is a description/grimoire of some of the Dwarven spells that I, Kennarth, the shapeshifter who can pass for a Dwarf, have managed to uncover--mostly by using my own (non-Dwarven) wizardly talent to seek out and learn the spells from other Dwarves who do not suspect that I am not just a fellow Dwarf from the far-off Blockhead clan. Oh, Gristlegrim could stop me if he wanted, but I am beneath his notice, and have taken pains to keep it that way. This tome is a secret, and shall not be published until I am beyond Gristlegrim's reach.

Dwarven magic is not a leveled thing like Human magic. I have listed the spells in alphabetical order. As a

general rule, the spell cannot be learned unless the wizard has an Intelligence equal to or greater than the power/kremm requirement. Dexterity is not a factor in Dwarven magic. Casting the spells for additional effect can be done by increasing the amount of kremm used in the spell--doubling the amount of power used doubles the effect and so forth. There is no way to reduce the cost of true Dwarven magic below its basic requirement. However, humanized forms of some of these spells have been created, and those spells obey the laws of human spellcasting.

These spells have been transcribed from their original form as Dwarven Runes into the Common Tongue. Old Dwarven has no vowels. For example, the spell we know as Boom Bomb would just be bmbmb in old Dwarven. Their language is compact and spoken quickly--the words frequently run together in Old Dwarven. If you ever catch a Dwarf grumbling and mumbling to himself, he may be secretly using the old tongue.



The Spells

Spell Name:

Befuddle

Cost: 6

Range: 50 feet

Duration: 3
combat turns
(or 6 minutes)

Level Up: No

Description/Effect: Causes victim to become befuddled, immediately attacking the closest creature other than the caster, provided that the caster's INT + LK + CHR is greater than the victim's INT + LK + CHR (or its MR if it is a monster).

Spell Origin: Invented by the legendary Dwarven wizard Gimor Ironfang.



Spell Name: *Boom Bomb*

Cost: 10

Range: Touch

Duration: Instantaneous

Level Up: Each 10 points of kremm added to the spell doubles the number of dice worth of damage.

Description/Effect: Infuses energy into a small rock or pebble and causes it to explode on impact doing 2D6 worth of damage to anything in contact with it.

Spell Origin: Invented by the legendary Dwarven Warwizard Marrow Carver.

Spell Name: *Break It!*

Cost: 35

Range: 50 feet

Duration: Instantaneous

Level Up: No.

Description/Effect: Target weapon or piece of armor becomes brittle as glass (though not as dangerous), so that it will shatter upon next impact. Only affects non-magical items. The wielder of the item should not be able to detect the change until it is too late.

Spell Origin: Invented by the legendary Dwarven Warwizard Marrow Carver.



Spell Name: *Demonic Death*

Cost: 100

Range: 100 feet

Duration: Instantaneous

Level Up: No

Description/Effect: Deals disintegration damage to the target equal to 10 x the caster's combined INT + DEX.

Spell Origin: Gristlegrim stole/learned (the stories vary) this spell from a Demon godwizard during the Wizard Wars. Among humans a similar spell is known as the Hellbomb Burst, and legend states that Khara Khang learned it directly from Gristlegrim during the War of Liberation.



Spell Name: *Forge*

Cost: Varies--see Description/Effect

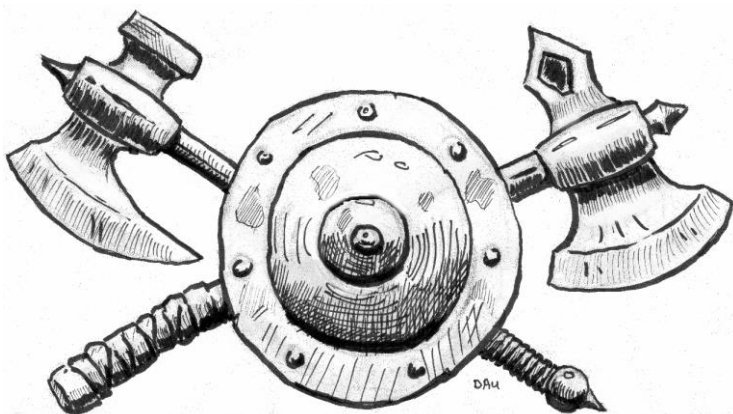
Range: Touch

Duration: Permanent

Level Up: No.

Description/Effect: Enchants and powers an item to do magical damage or withstand damage. For each 2 points of kremm used on the spell, the enchanted item gains 1 additional point of damage or protection from damage. Example: an ordinary dwarven war axe is worth $6D6 + 2$ combat adds. A forged dwarven war axe that used 10 points of kremm would be worth $6D6 + 7$ adds and count as an enchanted/magical weapon. Weapons may be "forged" at any time, but the metal must be at least red hot in order for the spell to penetrate and become permanent.

Spell Origin: This spell was created at the request of Marrow Carver by the legendary Dwarf wizard known only as Smith.



Spell Name: *Gauntlets*

Cost: 40

Range: Touch

Duration: Permanent

Level Up: No.

Description/Effect: Enchants a pair of gloves or other clothing to be heat resistant and fireproof up to white heat.

Spell Origin: This spell was created by the legendary Dwarf wizard known only as Smith in order to work the Forge spell without seriously injuring or killing himself touching red-hot metal.

Spell Name: *Hard Stuff*

Cost: 15

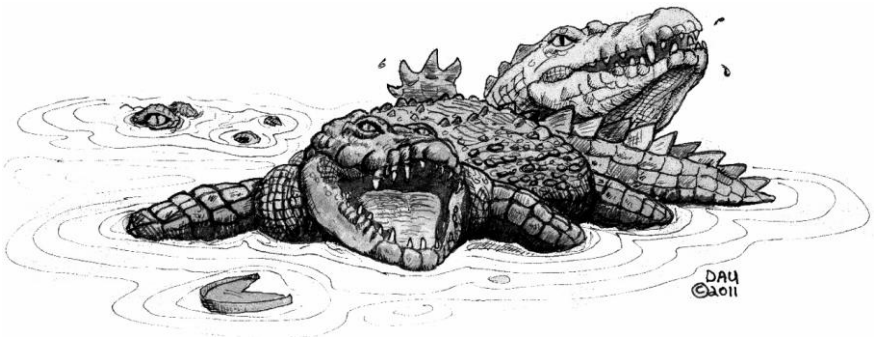
Range: 40 feet

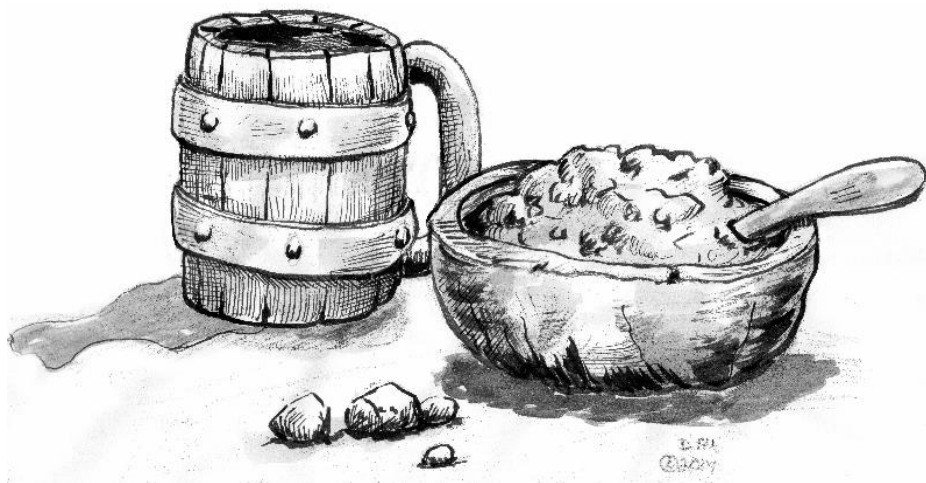
Duration: 2 combat turns or 4 minutes

Level Up: Every additional 15 points of kremm expended doubles the volume

Description/Effect: Hardens up to 1000 cubic feet of liquid (or semi-liquid mud or sand) into a solid state until the spell wears off.

Spell Origin: Gristlegrim taught this spell to his followers in the beginning of time.





Spell Name: *Iron Rations*

Cost: 20

Range: Touch

Duration: Permanent

Level Up: Not applicable

Description/Effect: Converts 10 weight units (1 Pound) of sand/rock dust/stone fragments/iron filings into a nutritious porridge that serves as a food for the Gristlegrim Dwarves. Just add liquid! This food is adequate for Dwarves, but may be poisonous to lesser kindreds.

Spell Origin: Gristlegrim taught this spell to his followers in the beginning of time.

Spell Name: *Joinus*

Cost: 99

Range: Touch

Duration:

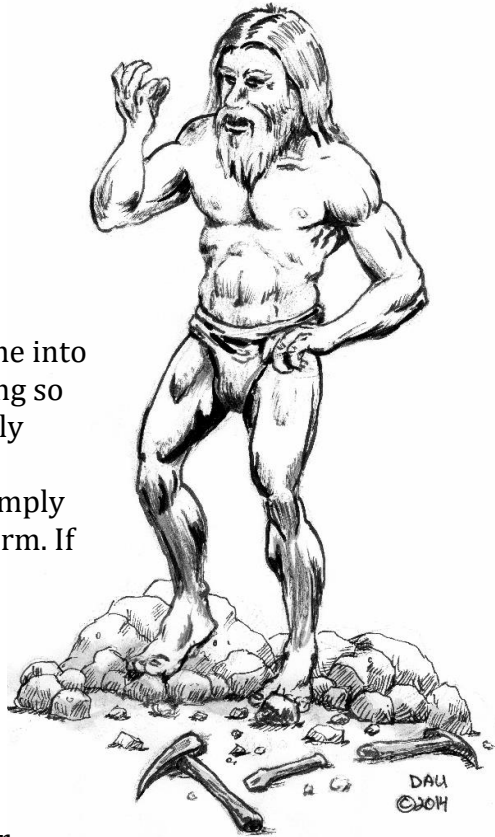
Instantaneous and
Permanent

Level Up: No

Description/Effect:

Changes unliving stone into living flesh. If the being so changed was originally flesh, such as by a Statuesque spell, it simply reverts to its living form. If the being was only a statue to begin with, it gains attributes as decided by the caster: Add up the caster's total attribute value and divide by 2; the caster may distribute that number of points among the new creature's attributes.

Spell Origin: Gristlegrim taught this spell only to his most trusted life masons in the beginning of time, but eventually it got out and became known to all the great Dwarven wizards. This spell is known as the Pygmalion spell among humans due to some obscure mythological reference to Human legends. The legend claims that a human sculptor named Pygmalion once created such a lifelike statue of a woman that it actually came to life and he fell in love with her/it. This may be a metaphor



for an artist's love of his/her creations in any format--hard to tell exactly what Humans understand about such legends. It is called Joinus among the Dwarves because when Gristlegrim instilled life into the first-carved Dwarven statues with his G-rune, he would say "Join us!" to activate the spell, and when he taught his master sculptors to do the work, they continue to say "Join us!" to each newly made Dwarf.

Spell Name: *Lava Lamp*

Cost: 8 per hour of illumination

Range: Touch

Duration: Depends on amount of kremm used. The shortest possible lava lamp spell would last 7.5 minutes and require only 1 point of kremm.

Level Up: Not applicable

Description/Effect: Causes a fragment of any igneous stone to gradually heat up

to the point where it glows and gives off heat. At the halfway point in time the stone begins to cool until it finally reverts to its original inert condition.

Spell Origin: The Lava Lamp spell was created by the legendary Dwarven miner mage known as Golden Silver.



Spell Name: *Rock Skin*

Cost: 20

Range: Touch

Duration: 3 combat rounds (6 min.)

Level Up: No.

Description/Effect: Causes the target's outer layer of skin to harden to rock-like texture, thus providing effective armor equal to the target's current CON attribute.

Spell Origin: Invented by the legendary Dwarven Warwizard Marrow Carver, supposedly for use in friendly brawls with other Dwarves and barroom brouhahas.

Legend says he got to wondering why limit the stone effect to just his hands and came up with this spell to save money on his armor repair bills (He got in a lot of fights.).



Spell Name: *Sloosh!*

Cost: 15

Range: 40 feet

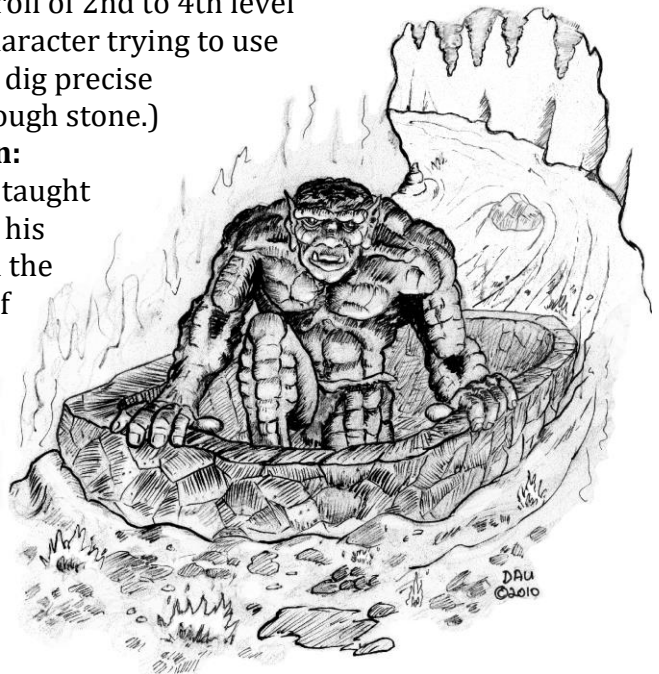
Duration: 2 combat turns (or 4 minutes)

Level Up: Every additional 15 points of kremm expended doubles the volume

Description/Effect: Transmutes up to 1000 cubic feet of stone into a semi-liquid form resembling quicksand until the spell wears off. This spell reverses the effects of a Hard Stuff spell of the same level or lower. Note: the real trick with this spell is in mentally selecting and designating the 1000 cubic feet of stone to be transformed. There can be a sloppy general effect of the closest 1000 cubic feet to the point of spell impact, or more focused effects depending upon the ability of the spell caster. (In other words, the G.M. may require an INT saving roll of 2nd to 4th level from any character trying to use this spell to dig precise tunnels through stone.)

Spell Origin:

Gristlegrim taught this spell to his followers in the beginning of time.



Spell Name: *Smother Magic*

Cost: Variable--see effects description

Range: Touch

Duration: 1 combat turn (2 minutes)

Level Up: Not applicable

Description/Effect: This cooperative spell gives the target an effective WIZ of 0 for 1 combat turn. The recipient must be willing. The cost to cast this spell is 3 WIZ from the caster and 3 WIZ from the recipient.

Spell Origin: Invented by the legendary Dwarven Wizard Gimor Ironfang



Spell Name: *Stone Fist*

Cost: 3 points per D6 of effect

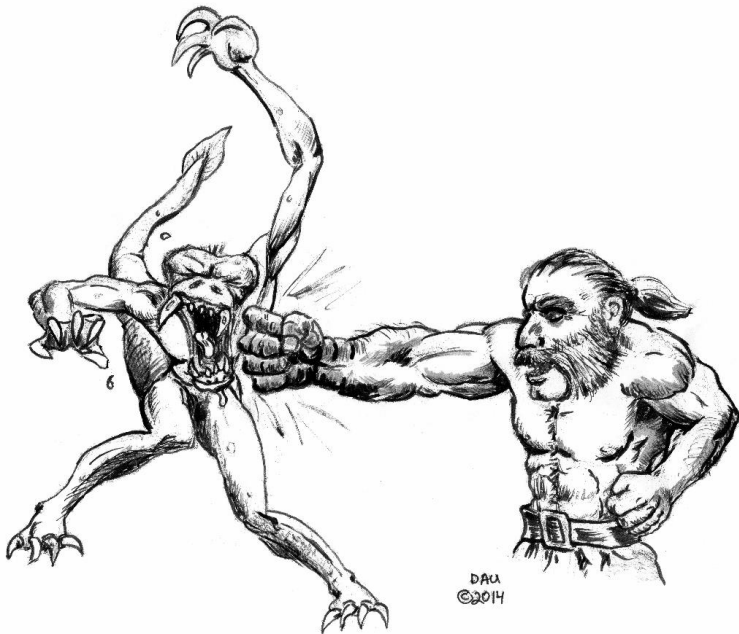
Range: Touch

Duration: 1 combat turn

Level Up: No

Description/Effect: Causes the caster's or target's hand to temporarily harden into a stony mace that may be used as a weapon. When casting on a person other than one's self, the kremm cost is 6 points per D6 of effect.

Spell Origin: Invented by the legendary Dwarven Warwizard Marrow Carver, supposedly for use in friendly brawls with other Dwarves and barroom brouhahas.



Spell Name:

Sunstone

Cost: 7

Range: Touch

Duration:

Permanent

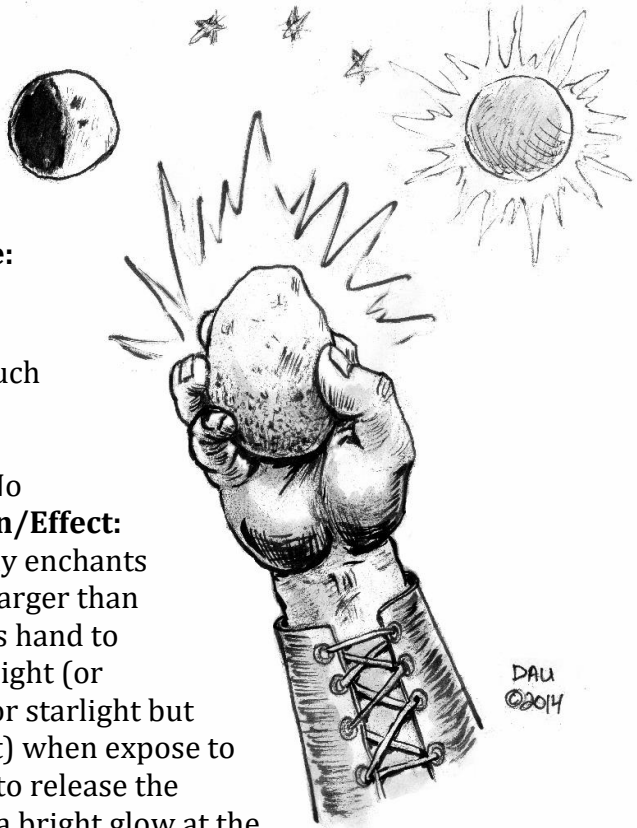
Level Up: No

Description/Effect:

Permanently enchants a stone no larger than the wizard's hand to absorb sunlight (or moonlight or starlight but not firelight) when exposed to it, and also to release the sunlight as a bright glow at the

same rate as the absorption when in darkness. Thus, an enchanted stone exposed to 3 hours of sunlight would then glow for 3 hours in darkness before "turning off"

Spell Origin: This spell was given to the Dwarves by the Dark Elf wizard Kaen-Arion-Kaen who was a Dwarf friend during the Wars of Liberation.



Spell Name:

Terrify Trolls

Cost: 16

Range: 100 feet

Duration:

Instantaneous

Level Up: No.

Greater power is achieved by

increasing the number

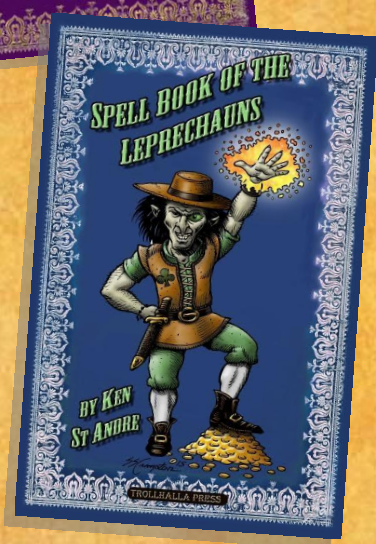
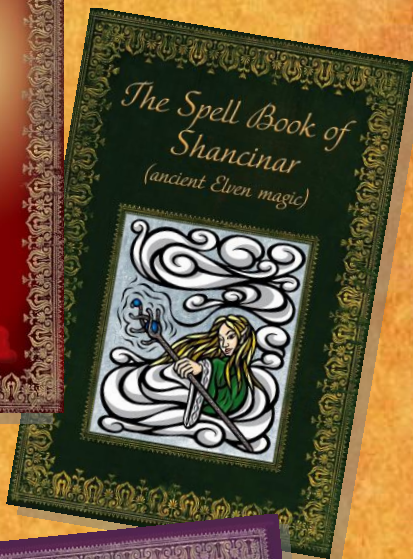
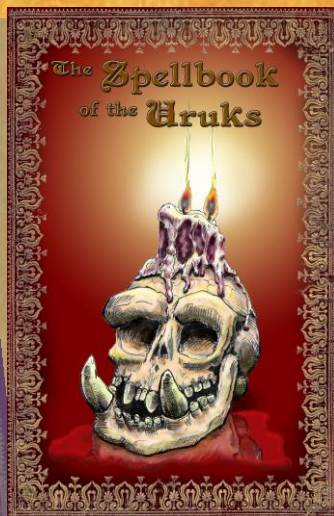
of Dwarves involved in the spell.

Description/Effect: Uses the combined total of the Charisma of all the dwarves touching the caster to instill terror into any trolls within range that have a smaller CON or Monster Rating than the sum of the Dwarven Charisma. Successfully terrified trolls will run away if possible. If they cannot run, they fight with double ferocity (i.e. double their combat adds), thus it is advisable to only use this spell when the enemy has a clear route of retreat available.

Spell Origin: Invented by the legendary Dwarven Warwizard Marrow Carver. Note that variations of this spell are available for other living creatures. The kremm cost varies with the inverse ratio of the target's Charisma modifier compared to a troll's charisma modifier. Example: Terrify Humans costs 1/3 what it costs to terrify trolls. That would be 6 points of kremm. (5 and 1/3 rounds up to 6) Terrify Ogres costs 1/2 or 8 points of kremm. And so forth.



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