

GURPS®

Fourth Edition

DUNGEON FANTASY™ 19

INCANTATION MAGIC™



Written by
CHRISTOPHER R. RICE
and **ANTONI TEN MONRÓS**
Edited by **JASON “PK” LEVINE**
Illustrated by **STEVE BRYANT,**
JOHN HARTWELL,
and **DAN SMITH**

Additional Material by **JASON “PK” LEVINE**

GURPS System Design ■ **STEVE JACKSON**
GURPS Line Editor ■ **SEAN PUNCH**
Assistant **GURPS** Line Editor ■ **JASON “PK” LEVINE**
GURPS Project Manager ■ **STEVEN MARSH**
Executive Editor ■ **MIRANDA HORNER**
Production Artist and Indexer ■ **NIKOLA VRTIS**
GURPS FAQ Maintainer ■ **VICKY “MOLOKH” KOLENKO**

Chief Executive Officer ■ **PHILIP REED**
Chief Creative Officer ■ **SAMUEL MITSCHKE**
Chief Operating Officer ■ **SUSAN BUENO**
Marketing Director ■ **RHEA FRIESEN**
Director of Sales ■ **ROSS JEPSON**
Page Design ■ **PHIL REED** and **JUSTIN DE WITT**
Art Direction and Prepress Checker ■ **NIKOLA VRTIS**

Reviewers: Merlin Avery, Douglas H. Cole, Peter V. Dell’Orto, Matt Riggsby, and Emily Smirle

Namers of Names: Mark Langsdorf, Timothy Ponce, and Scott Rochat • *Sith Editrix:* Elizabeth “Archangel Beth” McCoy

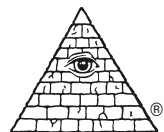
GURPS, *Pyramid*, Warehouse 23, the pyramid logo, *Dungeon Fantasy*, *Incantation Magic*, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. **GURPS** *Dungeon Fantasy 19: Incantation Magic* is copyright © 2016, 2017 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author’s rights is appreciated.

STEVE JACKSON GAMES

Stock #37-0340

Version 1.1 – March 2017



CONTENTS

INTRODUCTION	3
Incantation Magic and Other Systems	3
Publication History	3
About the Authors	3
1. RITUAL CASTERS	4
TRAITS AND TEMPLATES	4
<i>It's a Compliment!</i>	4
Advantages for Incanters	4
Incanter Skills	5
Incanter	5
<i>Incantation Magic Glossary</i>	5
Incanter Power-Ups	6
LENSES FOR INCANTERS	7
<i>Henchman Incanters</i>	9
Becoming an Incanter	9
2. INCANTATION MAGIC	10
<i>Mana Level</i>	10
INCANTATION PATHS	10
<i>The Limits of Power</i>	13
BUILDING A SPELL	14
Spell Penalty Table	14
Spell Effects	14
Ritual Modifiers	15
<i>Limited Spells</i>	15
Casting the Spell	17
<i>Why Cast Normally?</i>	17
<i>Ritual Paraphernalia</i>	18
Prepared Casting	19
Getting Tricky	20
<i>How Specific?</i>	21
3. GRIMOIRE	23
Alarm	23
Animate Object	23
Arcane Fire	24
Bewitchment	24
Black Blade	24
Bond of Servitude for (Class)	24
Bulwark	24
Censure	24
Cone of Flame	25
Create Golem Warrior	25
Create Undead Servitor	25
<i>Warrior Simulacrum</i>	25
Creeping Frost	25
Dispelling	26
(Elemental) Blast	26
Firebomb	26
Flesh Mask	27
Frozen Bonds	27
Greater Solidify Spirit	27
Hellfire Aura	27

Illusion	27
Invisibility	27
Jinx	28
Lesser Solidify Spirit	28
Mage-Arrow	28
Mule's Strength	28
Occultus Oculus	28
Partial Shapeshifting (Bat Wings)	28
Peel Back the Skin	28
Radiant Shield	29
Red Blade	29
Repair Undead	29
Safeguard	29
Scry	29
Seek Treasure	29
Summon Flaming Skull	29
<i>GURPS Magic Colleges and Paths</i>	30
Twist of Fate	30
Ward for (Class)	30
Whiplash	30
Wrathchild	30

INDEX	31
------------------------	-----------

ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what's new at gurps.sjgames.com.

Warehouse 23. Our online store offers **GURPS** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Pyramid (pyramid.sjgames.com). Our monthly PDF magazine includes new rules and articles for **GURPS**, systemless locations, adventures, and much more. Look for each themed issue from Warehouse 23!

Internet. Visit us on the World Wide Web at sjgames.com for errata, updates, Q&A, and much more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The web page for **GURPS Dungeon Fantasy 19: Incantation Magic** can be found at gurps.sjgames.com/dungeonfantasy19.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

The basic concept of “magic” is ancient, but there are countless different ideas about what it involves and how it’s supposed to work.

– *GURPS Thaumatology*

Every delver wants better magic and magical items. *GURPS Dungeon Fantasy* already has multiple “wizardly” casters, including the eponymous template, any one of which might fit a player’s needs. But can magic be different? Surely there’s room for something more flexible and adaptable, able to be tailored on the fly to specific situations!

This supplement presents another type of caster: the incanter, master of *incantation magic*. This magic system is limited to those who train in its mysterious ways. Some of the new gear (like infusions, p. 19) can be used by anyone, but most will be relevant only to incanters or those with the incanter lens.

INCANTATION MAGIC AND OTHER SYSTEMS

Incantation magic’s only similarities to the standard magic system are that both are dependent on mana and both share inherent limits imposed by the dungeon fantasy genre. Beyond that, they could not be more different, though the two are (more or less) balanced against one another.

Standard magic has self-contained spells with relatively fast casting times, powered directly by the wizard’s FP (or ER). It also offers a few “absolute” effects such as Utter Dome, where incantation magic does not. However, an incanter can cast almost *any* spell he can conceive of, as long as he’s skilled enough to execute it. Incantation magic is much slower than standard magic, but makes up for this with versatility; this makes incanters superior noncombat and “support” casters, while those who use standard magic can better react to fast-moving situations. Incantation magic does not support its own flavor of enchantment (incanters use the same enchanted items as everyone else) or power items (this niche is filled by magical components, p. 18).

Incantation magic is *not* Ritual Path magic (see *Publication History*, below), but is instead a derivative that has been reworked to fit *Dungeon Fantasy*. In particular, it takes a radical departure in that there are no “Lesser effects” or “Greater effects,” just “effects”; magic is magic, with no such arbitrary split necessary. On average, incantation magic is also faster than Ritual Path magic, as energy-gathering is no longer necessary; instead, the potency of a spell imposes a skill penalty.

PUBLICATION HISTORY

The Ritual Path magic system first appeared in *GURPS Monster Hunters 1: Champions* and was later expanded in *GURPS Thaumatology: Ritual Path Magic* (both by Jason “PK” Levine). The rules for alchemical elixirs first appeared as “Bottled Magic” (by Christopher R. Rice) in *Pyramid* #3/43:

Thaumatology III, while the rules for effect-shaping Ritual Path magic first appeared in “Alternative Ritual Path Magic” (by Christopher R. Rice) in *Pyramid* #3/66: *The Laws of Magic*. All systems have been modified heavily to better fit *GURPS Dungeon Fantasy*.

It’s still magic even if you know how it’s done.

– Terry Pratchett,
A Hat Full of Sky

ABOUT THE AUTHORS

Christopher R. Rice has been published in *Pyramid* multiple times and helped write a good chunk of the spells in *GURPS Thaumatology: Ritual Path Magic*. As the official “Ritual Path Adept,” he’s often on the forums answering questions about the system. He’s the rules expert you need, but not the one you deserve. Of course, if he’s not writing books about *GURPS*, he’s blogging about it. Visit his site “Ravens N’ Pennies” (www.ravensnpennies.com) for more *GURPS* goodies. From Portsmouth, Virginia, he’s eking out a living writing full time – somehow. He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is; not every man gets his muse personified in the flesh! He also wishes to thank his gaming group (the Headhunters) for alpha-testing the magic system, his family (especially his mother), Robert “Rev. Bob” Hood, and Elizabeth “Archangel Beth” McCoy, his Sith Editrix mentor.

Antoni Ten Monrós has managed to convince The Powers That Control *Pyramid* to accept his ramblings multiple times, often on *Dungeon Fantasy*-related subjects. This is his first full *GURPS* supplement, despite originating from a little spot in Ye Olde Worlde that doesn’t count English as its language (namely Valencia, Spain). His foray into convincing people to pay for his campaign notes (where he adapts the latest *GURPS* release to strike his fancy to *Dungeon Fantasy*) started with “The Mystic Knight” back in *Pyramid* #3/13: *Thaumatology* and now includes “Dungeon Saints” in *Pyramid* #3/36: *Dungeon Fantasy*, “Sainly Power-Ups” in *Pyramid* #3/50: *Dungeon Fantasy II*, and “Mystic Power-Ups” in *Pyramid* #3/60: *Dungeon Fantasy III*. He wishes to thank both his gaming group and his family for coping with him, and seeks forgiveness for introducing Christopher to the Steve Jackson Games style guide, for on that day he created a monster.

Incanter-Martial Artist

+50 points

Like the wizard-martial artist, the incanter-martial artist walks a hard path.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Acrobatics (H) DX-2 [1]; Jumping (E) DX [1]. • *Either* Judo (H) DX-2 [1] and Karate (H) DX-1 [2], *or* Judo (H) DX-1 [2] and Karate (H) DX-2 [1].

Special Abilities: 10 points total in Chi abilities and/or chi skills (*GURPS Dungeon Fantasy 1: Adventurers*, p. 22). Chi skills get +1 for Chi Talent.

Incanter-Scout

+50 points

An arrow might not carry the *oomph* of a fireball, but it can convey one much further and needs no mana to work. Consider buying Rote Invocation (p. 7) for the Mage-Arrow spell (p. 28).

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Observation (A) Per-1 [1]; Shadowing (A) IQ-1 [1]. • Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Incanter-Swashbuckler

+50 points

While incanter-knights block blows and weather whatever damage gets through, incanter-swashbucklers evade and dodge as they go toe-to-toe with opponents.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* spend 8 points for +2 to an existing Melee Weapon skill, *or* add *one* of Broadsword, Rapier, Saber, or Shortsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Incanter-Thief

+50 points

Path of Mesmerism (to convince foes that you aren't there), Elementalism (to bend the light around you or manipulate locks without touching them), or Transfiguration (to change your appearance to blend in better, or to become more flexible to fit through tight openings) lets the incanter-thief compensate for lower physical prowess than a mundane thief.

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]; Traps (A) IQ-1

[1]. • Either Stealth (A) DX+1 [4], or 3 points in existing skill to get Stealth (A) DX+1 [4] and 1 point on other skills on this list. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Incanter-Wizard

+50 points

While dabbling in two kinds of magic that can create basically the same effects might seem inefficient, incanter-wizards take advantage of the fact that not all things are equally hard to do with either system. This allows them to obtain the best of both worlds, though at the cost of having to invest in two spellcasting Talents.

Advantages: Magery 3 [35].

Special Abilities: Select 15 wizardly spells, which will be either (H) IQ+1 [1] or (VH) IQ [1], thanks to the +3 from Magery.

HENCHMAN INCANTERS

The templates in *GURPS Dungeon Fantasy 15: Henchmen* can be easily modified to account for the particulars of incantation magic. Add the following special abilities package to the apprentice (*Henchmen*, pp. 6-8) and the adept (*Henchmen*, pp. 34-35):

Incanter (+35 points): Incantation Gift 1 [10]; Unusual Background (Incantation Mage) [15]; *and* Ritual Magic (Incantation) (VH) IQ-2 [1]*. • 9 points total in any combination of Alchemy (Infusions) (VH) IQ-3 [1], Symbol Drawing (Scripts) (H) IQ-2 [1], incantation Paths (VH) IQ-2 [1]*, or spend 1 point for +1 to a lens skill or 3 points for +2.

* Includes +1 for Incantation Gift.

BECOMING AN INCANTER

With sufficient hard work or newly revealed talent, anyone can dabble in the arcane mysteries of incantation magic. Delvers in more cerebral professions will get more out of it, but a little bit of magic can help anybody.

Incanter Lens

+50 points

Advantages: Incantation Gift 2 [20]; Unusual Background (Incantation Mage) [15].

Skills: Alchemy (Infusions) (VH) IQ-2 [2]; Ritual Magic (Incantation) (VH) IQ* [2]; Symbol Drawing (Scripts) (H) IQ-2 [1].

Special Abilities: Path of Arcanum (VH) IQ* [2]. • One other Path at (VH) IQ* [2], and the other six at (VH) IQ-1* [1].

* Includes +2 for Incantation Gift.

PREPARED CASTING

Incantation magic takes a long time, but fortunately, it can be prepared in advance! This *requires* a special workspace – a hasty circle won't do! – which adds \$30/week to the normal costs of staying in town (*Dungeons*, p. 4). Without this, the incanter suffers -5 to *all* rolls to prepare incantations (below), infusions (below), and scripts (p. 20). Owning a portable workspace kit (p. 18) drops this penalty to -2.

If the GM allows, an incanter who can afford it can rent better facilities: workrooms worth \$150/week give +1, while those costing \$600/week give +2. Incanters preparing magic in town can also make use of the Methodical Ritual perk (p. 7) for further bonuses – at the cost of extra casting time (p. 17).

Unless stated otherwise, these prepared spells use the same rules as creating and casting normal incantation spells. They are not subject to *Stacking Spells* (p. 21), as they are only “potential spells” until activated.

Magic Slots

Some types of incantation magic are bound to the caster's aura until released. These are noted as occupying a “magic slot” – usually a single slot per spell. The total number of magic slots a character has available equals (Ritual Magic (Incantation) level) + (2 × Incantation Gift level). Because his Ritual Magic already *includes* a bonus from Incantation Gift, the latter effectively counts three times!

Incantations

Since performing rituals is time consuming and can be difficult, incanters rely heavily on *incantations*: spells that have already effectively been cast and “attached” to the caster's aura. An incantation uses the following rules:

- Preparing an incantation takes the normal time to cast the spell, but the roll is to *attach* it, not to cast it. This uses the same Path skill and modifiers, but the GM will roll it in secret and note the result. Critical success means the spell has been successfully joined to the incanter's aura *and* that the roll to cast it will be at +2. Success attaches the spell with no bonus. Failure attaches the spell, but the roll to cast it will be at -3. Critical failure causes a botch, either immediately or when the incanter later activates it (GM's call), exactly as for a critically failed casting (p. 17).

- An incantation can neither make use of Sense effects to intelligently trigger spells (for that, use *Conditional Spells*, p. 20) nor be bound to another person's aura. It is always bound to the incanter himself, to be “manually” activated later.

- Activation requires a verbal and gestural trigger. If the incanter is physically restrained or cannot speak, he cannot use an incantation.

- Activating an incantation requires a Concentrate maneuver and successful roll against the appropriate Path skill, modified *only* by the result of the attachment roll. Do not factor in modifiers for SP, whether a circle is present, etc. This is the casting roll; see p. 17 for results.

- An incanter may have multiple similar rituals attached to his aura at once. For instance, he could have nine Firebomb incantations or three Seek Treasure incantations.

- When struck with a dispelling effect *or* upon being knocked unconscious (not peacefully sleeping!), the caster

must make a Will-based Ritual Magic roll at a penalty equal to -1 per full three incantations he has attached (but not any bound scripts). Failure means he loses a number of spells equal to his margin of failure; critical failure dispels *all* of them. Spells vanish in the order they were prepared, from oldest to newest – so be sure to keep track!

- Incantations take up one magic slot (above) apiece.

But there's a world beyond what we can see and touch, and that world lives by its own laws. What may be impossible in this very ordinary world is very possible there, and sometimes the boundaries between the two worlds disappear, and then who can say what is possible and impossible?

– David Eddings, *The Belgariad*

Infusions

Like alchemical concoctions, infusions are “magic in a bottle.” Each is effectively a liquid version of an incantation spell that can be used by anyone. Unlike standard alchemical concoctions, their effects can be as varied as incantation magic itself!

- Infusions come in multiple forms: drinkable (a liquid form meant for consumption), grenade (which is thrown at a target), or utility (like a drinkable, but not meant to be imbibed). The form should make sense for the effect of the spell. For more, see p. 28 of *Adventurers*.

- Build an infusion as a normal spell, but add a flat +6 SP.

- An infusion *requires* at least two magical components (p. 18) of basic or better quality. These two do not give a bonus, but further components can be added to give their usual bonus.

- Creating an infusion takes an hour *plus* the casting time of the spell it's meant to contain, after which the casting roll is against the *better* of the caster's Alchemy (Infusions) or Path skill – with all applicable modifiers in either case. He *must* have at least one point in Alchemy (Infusions) to create an infusion!

- Record the casting roll's margin of success for when the infusion is used.

- An infusion does not take up a magical slot (above). Instead, it lasts for days equal to (Alchemy skill + Incantation Gift level) × 2 before spoiling. Spoiled infusions can do whatever the GM likes, usually the opposite of what's on the label . . .

- The incanter can extend the shelf life of a potion up to a day at a time by using a Control Arcanum effect with Duration – or *indefinitely* simply by keeping it within two yards of his person, in which case he may stabilize a maximum number of infusions equal to the number of points he has in his Alchemy (Infusions) skill.

Typical Casting: Create Elementalism (6) + Altered Traits, Fragile (Brittle) and Vulnerability (Crushing Attacks x2) (9) + Area of Effect, 3 yards (30) + Damage, Direct Burning Damage 3d (No Incendiary, -10%) (8) + Duration, 1 minute (3) + Range, 20 yards (6) + Subject Weight, 5 tons (6). 68 SP.

Dispelling

Spell Effects: Destroy Arcanum.

Inherent Modifiers: Bestows a Bonus, Dispelling + Girded.

Skill Penalty: Path of Arcanum-4.

Casting Time: 5 minutes.

This spell cancels any other spell targeted. The caster gets a total of +10 to his Path roll to terminate the spell: +4 from the SP total of Dispelling and another +6 from Bestows a Bonus.



Typical Casting: Destroy Arcanum (5) + Bestows a Bonus, +6 to Dispelling rolls (16) + Girded (20). 41 SP.

(Elemental) Blast

Spell Effects: Create Elementalism.

Inherent Modifiers: Damage*.

Skill Penalty: Path of Elementalism-1.

Casting Time: 5 minutes.

This spell allows the caster to conjure a ball of elemental energy or matter which can be thrown using Innate Attack or delivered by touch. Unless otherwise noted, it has the following statistics when thrown: Acc 3, RoF 1, and Rcl 1. Consult the table below for the specifics on a given type of energy; each blast is a separate spell.

Typical Casting: Create Elementalism (6) + Damage* (4). 10 SP.

* Each blast is as follows: *Acid:* Damage, Indirect Corrosion 3d (Incendiary, +10%; Increased 1/2D, 5x, +10%) (4); *Air:* Damage, Indirect Explosive Crushing 4d (Double Blunt Trauma, +20%; Double Knockback, +20%; Low Signature, +10%; No Wounding, -50%) (4); *Earth:* Damage, Indirect Crushing 3d (Fragmentation 1d, +15%; Increased 1/2D, x2, +5%) (4); *Fire:* Damage, Indirect Burning 3d (Incendiary, +10%; Increased 1/2D, x5, +10%) (4); *Ice:* Damage, Indirect Fatigue 3d (Freezing, +20%) (4); *Lightning:* Damage, Indirect Burning 3d (Accurate 2, +10%; Increased 1/2D, x5, +10%) (4); *Sound:* Damage, Indirect Burning 3d (Inaccurate 2, -10%; Double Blunt Trauma, +20%; No Incendiary Effect, -10%; Underwater, +20%) (4).

Firebomb

Spell Effects: Create Elementalism.

Inherent Modifiers: Area of Effect + Damage, Indirect Burning.

Skill Penalty: Path of Elementalism-7.

Casting Time: 5 minutes.

This spell conjures a ball of fire that is thrown (using Innate Attack (Projectile)) at an area of ground. Everything within seven yards of that spot is momentarily engulfed in flames, causing 3d burning damage.

Typical Casting: Create Elementalism (6) + Area of Effect, 7 yards (70) + Damage, 3d Indirect Burning (0). 76 SP.

(Elemental) Blast Table

Type	Damage	Range	Notes
Acid	3d cor inc	50/100	Can start fires.
Air	4d cr ex dkb dbt nw	10/100	Explosive; causes only blunt trauma and knockback, both doubled; low signature.
Earth	3d [1d] cr	20/100	Stone fragments spray up to five yards from target.
Fire	3d burn inc	50/100	Three times as potent at setting things aflame, as for <i>Hellfire Aura</i> (p. 27).
Ice	3d fat	10/100	Lost FP can only be recovered with adequate shelter and a heat source (flame, body warmth, etc.).
Lightning	3d burn	50/100	Acc 5. Can start fires. Metal armor protects normally.
Sound	3d burn dbt	10/100	Acc 1. Double blunt trauma. Cannot start fires. Can be used underwater at 1/10 range.

INDEX

- Adept power-up, 7.
Advantages, 4-5.
Affliction enhancements as spell modifiers, 15; *specific spells*, 21.
Alarm spell, 23.
Alchemical formula equipment modifier, 18.
Alchemy (Infusions) skill, 5; *infusions*, 19.
Alchemy labs, *backpack*, 18; *see also Workspace*.
Altered Traits spell modifier, 15; *specific spells*, 21.
Animals, 13.
Animate Object spell, 23.
Arcane Fire spell, 24.
Arcanist character type, 6.
Arcanum, Path of, 11; *conditional spells*, 20; *determining spell stats*, 21; *dispelling*, 21, 26; *equivalent colleges*, 30; *example spells*, 23-26, 28, 30; *infusions*, 19.
Area of Effect spell modifier, 15; *specific spells*, 21.
Augury, Path of, 11; *equivalent colleges*, 30; *example spells*, 28, 29, 30.
Bestows a (Bonus or Penalty) spell modifier, 15; *specific spells*, 21.
Bewitchment spell, 24.
Black Blade spell, 24.
Blocking spells, 20.
Bond of Servitude for (Class) spell, 24.
Bulwark spell, 24.
Casting roll, 17.
Casting time, 17; *grimoires and*, 18; *prepared casting*, 19-20.
Castings, *see Spells*.
Censure spell, 24-25.
Circles, *casting*, 17; *power-up*, 7; *skill*, 5.
Colleges, *Paths and*, 30.
Complimentary skills, 4.
Components, 5, 18; *butchering skill*, 5; *Gizmos and*, 4; *skill*, 5.
Conditional spells, 20; *example*, 23.
Cone of Flame spell, 25.
Control spell effects, 14; *Arcanum*, 11; *Augury*, 11; *Demonology*, 12; *Elementalism*, 12; *example spells*, 23-25, 27-30; *Mesmerism*, 12; *Necromancy*, 13; *Protection*, 13; *Transfiguration*, 14.
Create Golem Warrior spell, 25.
Create spell effects, 14-15; *Arcanum*, 11; *Augury*, 11; *Demonology*, 12; *Elementalism*, 12; *example spells*, 23-27, 29; *Mesmerism*, 13; *Necromancy*, 13; *Protection*, 14; *Transfiguration*, 14.
Create Undead Servitor spell, 25.
Creeping Frost spell, 25-26.
Damage Resistance advantage, limits, 11.
Damage spell modifier, 15-16; *conjured weapons*, 21; *enhancements and*, 21; *limits*, 11; *options*, 21; *specific spells*, 21; *vampiric*, 21.
Dead language equipment modifier, 18.
Demonology, Path of, 11-12; *equivalent colleges*, 30; *example spells*, 24, 27, 29-30.
Destroy spell effects, 14; *Arcanum*, 11; *Augury*, 11; *Demonology*, 12; *Elementalism*, 12; *example spells*, 24, 26, 28; *Mesmerism*, 12; *Necromancy*, 13; *Protection*, 14; *Transfiguration*, 14.
Diabolist character type, 6.
Dispelling, 21; *spell*, 26.
Divination, 21; *spell examples*, 29; *see also Sense spell effects*.
Duration spell modifier, 16; *specific spells*, 21.
Elder Things, 13.
(Elemental) Blast spell, 26.
Elementalism, Path of, 12; *equivalent colleges*, 30; *example spells*, 24-27, 30.
Encrypted equipment modifier, 18.
Equipment, *see Components, Gear, Infusions, Scripts*.
Essentialist character type, 6.
Field Caster power-up, 7.
Firebomb spell, 26.
Flesh Mask spell, 27.
Focused Aptitude perk, 7.
Frozen Bonds spell, 27.
Gear, 18, 19, 21; *conjured weapons*, 21; *see also Components, Infusions, Scripts*.
Girded spell modifier, 16; *specific spells*, 21.
Gizmos advantage, 4.
Glossary, 5.
Greater Solidify Spirit spell, 27.
Grimoires, 18, 21.
GURPS Basic Set, 12; **Dungeon Fantasy**, 3, 5, 10, 11, 13, 16, 20, 27; **Dungeon Fantasy 1: Adventurers**, 9, 12, 13, 18, 19; **Dungeon Fantasy 2: Dungeons**, 4, 5, 19, 28, 30; **Dungeon Fantasy 3: The Next Level**, 8; **Dungeon Fantasy 4: Sages**, 4, 7, 18, 20; **Dungeon Fantasy 9: Summoners**, 13, 25; **Dungeon Fantasy 11: Power-Ups**, 6, 7; **Dungeon Fantasy 12: Ninja**, 7; **Dungeon Fantasy 14: Psi**, 7, 13; **Dungeon Fantasy 15: Henchmen**, 9; **Magic**, 10, 11, 12, 13, 30; **Monster Hunters 1: Champions**, 3; **Power-Ups 4: Enhancements**, 24; **Power-Ups 5: Impulse Buys**, 30; **Thaumatology**, 3; *see also Pyramid*.
Healing, 13.
Hellfire Aura spell, 27.
Henchmen, *incanters as*, 9.
Illusion spell, 27.
Illusionist character type, 6.
Incantation Gift advantage, 4; *Path limits*, 10.
Incantations, 5, 19; *see also Spells*.
Incanter-barbarian lens, 7.
Incanter-bard lens, 7-8.
Incanter-cleric lens, 8.
Incanter-druid lens, 8.
Incanter-evil cleric lens, 8.
Incanter-holy warrior lens, 8.
Incanter-knight lens, 8.
Incanter-martial artist lens, 9.
Incanter-scout lens, 9.
Incanter-swashbuckler lens, 9.
Incanter-thief lens, 9.
Incanter-unholy warrior lens, 8.
Incanter-wizard lens, 9.
Incanters, advantages, 4-5, 6-7; *cross-training lenses*, 7-9; *definition*, 5; *lens*, 9; *power-ups*, 6-7; *skills*, 5, 10-14; *template*, 5-6.
Infusions, 19; *definition*, 5; *forms*, 19; *skill*, 5; *spoiled*, 19; *see also Spells, Workspace*.
Invisibility spell, 27.
Jinx spell, 28.
Lenses, 7-9.
Lesser Solidify Spirit spell, 28.
Limitations, *as spell modifiers*, 15.
Mage-Arrow spell, 28.
Magic slots, 5, 19.
Magic systems, 3, 21.
Mana level, 10.
Mesmerism, Path of, 12-13; *equivalent colleges*, 30; *example spells*, 24, 27, 30.
Meta-spells, 21.
Methodical Ritual perk, 7.
Mule's Strength spell, 28.
Necrologist character type, 6.
Necromancy, Path of, 13; *equivalent colleges*, 30; *example spells*, 24, 25, 29, 30.
Occultus Oculus spell, 28.
Partial Shapeshifting (Bat Wings) spell, 28.
Path skills, 10-14; *complimentary*, 4; *definition*, 5; *determining traits in spells*, 20; *effect limits*, 5, 10-11; *equivalent colleges*, 30; *overview*, 10-11; *penalty*, 14; *spell points*, 14; *see also Spells*.
Peel Back the Skin spell, 28.
Perks, 7.
Plants, 13.
Portable workspace kits, *see Workspace*.
Power-ups, 6-7.
Professional Skill (Dungeon Butcher) skill, 5.
Protection, Path of, 13-14; *equivalent colleges*, 30; *example spells*, 24-25, 29.
Psionics, 13; *wards against*, 22, 30.
Pyramid #3/43: Thaumatology III, 3; *#3/66: The Laws of Magic*, 3; *see also GURPS*.
Radiant Shield spell, 29.
Range spell modifier, 16; *specific spells*, 21.
Red Blade spell, 29.
Repair Undead spell, 29.
Restore spell effects, 14; *Arcanum*, 11; *Augury*, 11; *Demonology*, 11; *Elementalism*, 12; *example spell*, 29; *Mesmerism*, 12; *Necromancy*, 13; *Protection*, 13; *Transfiguration*, 14.
Ritual Magic (Incantation) skill, 5; *definition*, 5.
Ritual paraphernalia, 18.

Ritual Path magic, *incantation magic vs.*, 3.
 Rituals, *see Spells*.
 Rote Invocation power-up, 7, 21.
 Sacrifice, *blocking spells and*, 20; *power-up*, 6, 7; *voluntary*, 22.
 Safeguard spell, 29.
 Script grammarye equipment modifier, 18.
 Scripts, 20; *definition*, 5; *skill*, 5; *see also Spells*.
 Scrolls, *see Grimoires, Scripts*.
 Scry spell, 29.
 Seek Treasure spell, 29.
 Seer character type, 6.
 Sense spell effects, 14; *Arcanum*, 11; *Augury*, 11; *Demonology*, 11; *Elementalism*, 12; *example spells*, 28, 29; *Mesmerism*, 12; *Necromancy*, 13; *Protection*, 13; *Transfiguration*, 14.
 Simulacrums, 25.
 Skills, 5; *complimentary*, 4; *Path*, 10-14.
 Solidify Spirit spells, 27, 28.
 Speed spell modifier, 16; *specific spells*, 21.
 Spell points (SP), *overview*, 5, 14; *skill penalty and*, 14.
 Spells, *affecting other spells*, 21; *blocking*, 20; *building*, 14-22; *casting roll*, 17; *circles*, 5, 7, 17; *conditional*, 20; *defining specific*, 21; *determining traits used by*, 20;

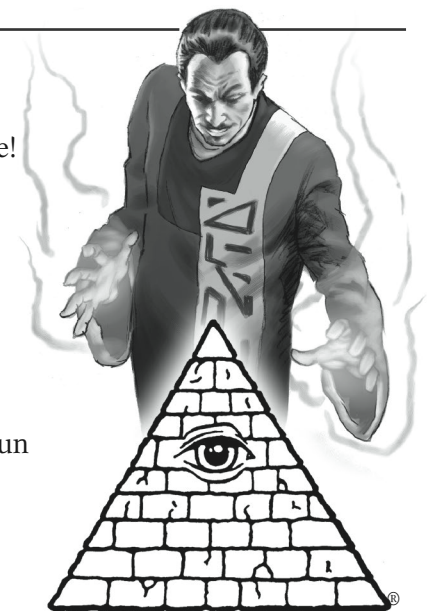
dispelling, 21, 26; *effect examples*, 11-14; *effect overview*, 14-15; *effect restrictions*, 13; *incantations*, 19; *infusions*, 5, 19; *limited*, 15; *magic slots*, 5, 19; *mana level*, 10; *modifiers*, 15-17, 21; *multiple Path skills*, 21; *negating*, 21; *overview of examples*, 23; *prepared*, 19-20; *protective*, 22; *reasons for normal casting*, 17; *related character traits*, 4-5, 6-7; *restrictions on*, 13; *sacrifice*, 22; *scripts*, 5, 20; *skill penalty*, 14; *spell points*, 5, 14; *stacking*, 21-22; *standard magic and*, 21; *warding*, 22, 30; *see also Casting Time, Components, Gear, Path Skills, Sacrifice, Workspace*.
 Spirits, 13.
 Standard magic, *incantation magic vs.*, 3, 21.
 Strengthen spell effects, 14; *Arcanum*, 11; *Augury*, 11; *Demonology*, 11; *Elementalism*, 12; *example spells*, 24, 27-30; *Mesmerism*, 12; *Necromancy*, 13; *Protection*, 13; *Transfiguration*, 14.
 Subject Weight spell modifier, 16; *specific spells*, 21.
 Summon Flaming Skull spell, 29-30.
 Summoned spell modifier, 16-17; *specific spells*, 21.

Symbol Drawing (Scripts) skill, 5; *circles*, 17, *scripts*, 20.
 Tables, *damage*, 16; *spell effects*, 14-15; *spell penalty*, 14.
 Template, 5-6; *lenses*, 7-9.
 Transfiguration, *Path of*, 14; *equivalent colleges*, 30; *example spells*, 27, 28, 30.
 Transform spell effects, 14-15; *Arcanum*, 11; *Augury*, 11; *Demonology*, 12; *Elementalism*, 12; *example spells*, 27, 28, 30; *Mesmerism*, 13; *Necromancy*, 13; *Protection*, 14; *Transfiguration*, 14.
 Transmogrifier character type, 6.
 Twist of Fate spell, 30.
 Unusual Background (Incantation Mage) advantage, 5.
 Vampiric spells, 21.
 Ward for (Class) spell, 30.
 Warder character type, 6.
 Warding, 22, 30.
 Warrior simulacrums, 25.
 Weapons, *conjured*, 21; *see also Damage Spell Modifier*.
 Whiplash spell, 30.
 Workspace, *circles*, 17; *Gizmos and*, 4; *kits*, 18; *power-up*, 7; *prepared casting and*, 19.
 Wrathchild spell, 30.

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS* and *In Nomine*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orclslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com