

GURPS®

Fourth Edition

DUNGEON FANTASY™ 19

INCANTATION MAGIC™



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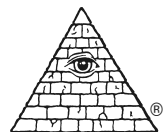
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ABOUT GURPS

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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 Monró 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*, “Saintly 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.

CHAPTER ONE

RITUAL CASTERS

Perri stopped what she was doing and listened. She could hear the soft whisper of silk sliding across the stone floor of the tower.

"Ah, the Scarlet Singer graces me with her presence," said a voice in the dark.

Snapping her fingers and uttering a word, Perri expended one of her Light incantations.

"Malthor, I thought you'd left," said Perri.

"I did, but you tripped an alarm. Getting into my tower undetected is impossible. I know magic more deeply than you ever could hope to, *girl*," the skeleton-thin man sneered.



"Yes. Your wizardry is great. But it's not the only arcane art out there. You see, while you have confined yourself with your magic, mine is . . . flexible. Adaptable to the situation. Your knowledge may be deep, Lord Malthor – but mine has breadth." With a whispered word and another snap, Perri called forth a halo of black-red hellfire. Touching Malthor, the flames spread from her hand to his flesh, which sizzled and melted from the bone.

TRAITS AND TEMPLATES

Magic is not for amateurs, and the only thing more dangerous than an expert enemy spellcaster is a friendly novice. Incantation magic is a flexible and powerful discipline that greatly rewards foresight and preparation. While true *mastery* is the province of the incanter template (pp. 5-6), its corresponding lens (p. 9) allows other delvers to realize a previously hidden gift for incantation.

It's a Compliment!

Magical tasks, up to and including the casting roll itself, can benefit from complementary skills; see *With a Little Help From My Friends (GURPS Dungeon Fantasy 2: Dungeons, p. 11)* for rules. The GM has the final say over whether a given skill is appropriate for the current task and situation. For example, you could use Meditation (to harmonize your thoughts and actions as one) for a bonus to your Symbol Drawing roll to create a magic circle in the field.

ADVANTAGES FOR INCANTERS

The following traits are extremely useful – or, in the case of Unusual Background (Incantation Mage), mandatory – for incanters.

Gizmos

see p. B57

Per the usual rules for Gizmos (see *GURPS Dungeon Fantasy 4: Sages, p. 4*), an incanter can use Gizmos to discover one basic component (*Magical Components, p. 18*) in a bag, pocket, etc. Alternatively, he can expend a use to reveal

an incantation, infusion, or script that he had previously prepared; this requires a retroactive roll to create it and is subject to the following limitations:

1. The incanter must have all of the appropriate tools and materials to create the incantation, infusion, or script. Any required components are consumed now.

2. The incanter must have at least one magic slot (p. 19) open.

3. No bonuses (from grimoires, components, etc.) apply, but the penalty for using a backpack workspace kit remains.

4. The GM makes the casting roll in secret. Results are as for *Casting the Spell* (p. 17) except that failure does not allow a retry; the effect simply fizzles when used.

5. The incantation, infusion, or script *must* be used immediately, following the usual rules: An infusion or script must first be pulled out with a Ready maneuver (or successful Fast-Draw roll), after which an infusion follows the usual rules for concoctions while a script requires a Concentrate maneuver to read. An incantation requires a single Concentrate maneuver along with a successful Path roll to activate it.

Incantation Gift

Prerequisite: Unusual Background (Incantation Mage).

10 points/level

This magical Talent adds its level to Ritual Magic (Incantation), to the eight incantation Paths, *and* to Sense rolls for detecting magical items via Unusual Background (Incantation Mage). Despite being a spellcasting Talent, Incantation Gift is *not* Magery; it stands alone, much like Power Investiture does.

Unusual Background (Incantation Mage)

15 points

In *Dungeon Fantasy*, incantation magic is semi-secret and rare. If you've learned it, you were either found by another practitioner or spent a lot of time among moldy books that came from who-knows-where. Whatever the reason, you can learn Ritual Magic (Incantation) and the eight incantation Paths (pp. 10-14).

You can also detect magical items, using the same rules as for Magery 0 (p. B66); however, this trait does *not* actually include Magery 0 or enable any type of spellcasting other than incantation magic.

INCANTER SKILLS

Incanters require a few new variants of existing skills. Most make sense only for incanters, though any delver might find the new Professional Skill useful.

Alchemy (Infusions)

see p. B174

This Alchemy variant is used to create infusions (p. 19). It allows any number of effects via improvisation, as opposed to standard Alchemy, which ties a few specific effects to fixed recipes. Rolls to identify or analyze anything other than infusions are at -3.

Professional Skill (Dungeon Butcher)

see p. B215

This can stand in for any skill listed under *Dead Monster Bits* (*GURPS Dungeon Fantasy 2: Dungeons*, p. 13) for the purposes of extracting and finding the appropriate parts. It's especially useful for incanters because they can extract "mana organs" and the like as free magical components (p. 18) rather than normal loot. A delver with Unusual Background (Incantation Mage) rolls against this skill to determine how many components he was able to extract. Succeeding by 0 results in one improvised component; for better rolls, the player may choose how to divide up and "spend" the margin of success:

- 1 point of margin for every *two* improvised components.
- 1 point of margin for each basic component.
- 3 points of margin for each good component.
- 10 points of margin for each fine component.

On a critical success, *either* triple the effective margin *or* claim a single legendary component.

Example: After defeating an elemental, an incanter rolls to extract its mystical essence as mana components. His roll succeeds with a margin of 7. The player decides that the incanter finds two good components and two improvised ones.

Ritual Magic (Incantation)

see p. B218

This is the esoteric knowledge needed to cast incantation magic. No Path skill (see pp. 10-14) can exceed the incanter's level with this skill. In addition, use the higher of this skill or Symbol Drawing (Scripts) to create a hasty circle (p. 17) when casting in the field.

Symbol Drawing (Scripts)

see p. B224

Creating scripts (see p. 20) requires anchoring the magic to a surface by the use of arcane symbols, strange sigils, words of mystical power, etc., allowing you to create a magically augmented parchment that contains a single spell (a script). This skill can also replace Ritual Magic (Incantation) for creating circles (p. 17), if better.

INCANTER

250 points

You've learned the secrets of incantation magic. Perhaps you started as a wizardly apprentice before being lured away by the sweet siren song of this strange path. Or you may not have realized your potential until you came across those arcane tomes that just . . . *spoke* to you.

INCANTATION MAGIC GLOSSARY

components: Magically resonant materials that can be used to boost the incanter's effective skill while casting an incantation magic spell. They are also required to create an infusion or script.

incantation: An inert spell that attaches to the caster's aura. It may be activated with a quick word, a gesture, and a second of concentration.

incantation Path: One of the eight cornerstones of incantation magic. Each represents knowledge of a set of magical effects and/or targets. No incantation Path can exceed the caster's Ritual Magic skill.

incanter: A user of incantation magic. Also the professional template that specializes in incantation magic.

infusion: Incantation magic's version of an alchemical potion. While costlier and slower to make than incantations, they don't use magic slots, and can be used by others, even non-incanters.

magic slot: An incanter has a number of these slots equal to his Ritual Magic skill plus *twice* his Incantation Gift. Each script (p. 20), incantation (p. 19), and conditional spell (p. 20) occupies a slot.

Ritual Magic: The general knowledge of incantation magic. This skill controls how many magic slots the caster has, and acts as a cap on his incantation Path skills.

script: Incantation magic's version of a scroll. Though costlier and slower to make than an incantation, it is more stable and can be lent to other incanters (non-incanters cannot use them). The caster's Symbol Drawing skill provides extra magic slots that are restricted to scripts only.

spell points (SP): The building blocks of incantation magic spells. The higher the SP total of a spell, the more powerful it is and thus the harder it is to cast.

Regardless, while many delvers claim mastery of magic, you see yourself as understanding its *true* nature. After all, you're not limited to a few parlor tricks learned by rote! You comprehend the structure of reality itself and derive your spells from that knowledge.

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 13 [-10]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Incantation Gift 3 [30] and Unusual Background (Incantation Mage) [15]. • 40 points chosen from among IQ +1 or +2 [20 or 40], HT +1 to +4 [10/level], Will +1 to +5 [5/level], Eidetic Memory [5] or Photographic Memory [10], Empathy [15], Gizmos 1 or 2 [5 or 10], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Incantation Gift 4, 5, or 6 [10/level], Mind Shield [4/level], Signature Gear [Varies], Spirit Empathy [10], Voice [10], or Wealth (Comfortable or Wealthy) [10 or 20].

Disadvantages: -20 points chosen from among Absent-Mindedness [-15], Curious [-5*], Disturbing Voice [-10], Frightens Animals [-10], Obsession (Prove that incantation magic is the highest form of magic) [-10*], Overweight or Fat or Skinny [-1, -3, or -5], Pyromania [-5*], Social Stigma (Excommunicated)† [-10], Unfit [-5] or Very Unfit [-15], Unnatural Features 1-5 [-1/level], or Weirdness Magnet [-15]. • Another -20 points chosen from among the previous traits or Bad Temper [-10*], Clueless [-10], Combat Paralysis [-15], Cowardice [-10*], Loner [-5*], Low Pain Threshold [-10], Nervous Stomach [-1], Oblivious [-5], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], Stubbornness [-5], or Trickster [-15*].

Primary Skills: Alchemy (Infusions) (VH) IQ-1 [4]-14; Ritual Magic (Incantation) (VH) IQ+2 [4]-17‡; and Symbol Drawing (Scripts) (H) IQ+1 [8]-16.

Secondary Skills: Professional Skill (Dungeon Butcher), Research, Teaching, and Writing, all (A) IQ-1 [1]-14. • Three of Hidden Lore (Demons, Elementals, or Undead) or Occultism, both (A) IQ-1 [1]-14; or Thaumatology (VH) IQ-3 [1]-12. • Either Shield (Buckler) (E) DX+2 [4]-14 and Smallsword (A) DX+1 [4]-13, or Staff (A) DX+2 [8]-14. • One of Innate Attack (any) or Crossbow, both (E) DX+2 [4]-14; Throwing (A) DX+1 [4]-13; or Sling (H) DX [4]-12.

Background Skills: Seven of Fast-Draw (Potion or Scroll) (E) DX [1]-12; Climbing or Stealth, both (A) DX-1 [1]-11; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-15; Cartography, Fortune-Telling (any), Hidden Lore (any not yet chosen), or Weather Sense, all (A) IQ-1 [1]-14; Diplomacy, Strategy, or Tactics, all (H) IQ-2 [1]-13; Hiking (A) HT-1 [1]-10; Meditation (H) Will-2 [1]-13; or Scrounging (E) Per [1]-13.

Path Skills: Path of Arcanum (VH) IQ+2 [4]-17‡. • Choose two other Paths at (VH) IQ+2 [4]-17‡; one more Path at (VH) IQ+1 [2]-16‡; and the remaining four Paths at (VH) IQ [1]-15‡.

* Multiplied for self-control number, see p. B120.

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

‡ Includes +3 from Incantation Gift.

Customization Notes

The biggest decision to make is which Paths to specialize in. They're all worth pursuing, and none should be neglected entirely, but most incanters end up focusing on just a few.

The *arcanist* focuses on Path of Arcanum and plumbs the depths of magic and how he can bend it to his will.

The *seer* uses Path of Augury to make sure the party is never taken by surprise, to locate loot, and to ensure that Lady Luck smiles on the delvers.

The *diabolist* concentrates on dealing with denizens of the lower (or, in rare cases, higher) planes, using Path of Demonology. He's likely to have some suitable demon on call for a hasty summoning, whose powers he's ready to boost with more magic. He likely also studies Path of Protection for when, inevitably, a demon escapes his control.

The *essentialist* specializes in dealing with the raw forces of nature via Path of Elementalism. Most focus in straightforward applications, but some prefer working through bound elementals.

The *illusionist* is a master of misdirection. Path of Mesmerism covers purely mental illusions, while Path of Elementalism lets him twist the light to fool strong-willed, well-protected, or mindless beings.

Necrologists are masters of life, death, and what lies between. No Path, save maybe Demonology, has a darker reputation than Path of Necromancy. Such incanters not only command hordes of the undead, but they're also the best exorcists you'll find who don't serve a higher power.

Warders are perhaps the most subtle and most misunderstood incanters. Don't expect flashy effects from them, but their Path of Protection has saved many a party while exploring the dangerous depths of dungeons.

Their focus on Path of Transfiguration may make *transmogrifiers* the oddest incanters. They believe that if Nature has decided that people should not have wings, it's a damned shame and it's their job to fix that oversight.

INCANTER POWER-UPS

Incanters, like wizards, have advanced capabilities and arcane secrets that are available only to the more experienced of their ilk. In addition to the obvious "power-up" of buying higher Path levels, any of the following traits will be useful. Don't neglect *Ritual Paraphernalia* (p. 18), though; some of the best boosts can be acquired with cash! (In particular, consider acquiring some magical components, since you cannot use power items.)

Except as noted below, incanters cannot use the "caster power-ups" from **GURPS Dungeon Fantasy 11: Power-Ups**, as most are tied to the standard magic system.

- Energy Reserve (Magical) 1-20 [3/level]. This may be used to power both incantation magic (via *Voluntary Sacrifice*, p. 22) and standard magic, if you happen to know both.

- Familiar* [Varies]. Incanters cannot buy the limited Magery offered by certain elemental familiars.

- IQ up to 25 before racial modifiers.

- Incantation Gift [10/level] up to 6.

- Inextinguishable Power† [5].

- Magic Resistance (Improved, +150%) [5/level], with no upper limit.

- Magical Bolt† [Varies].

- Mana Enhancer 1 [50].
- Secret Teleportation Spell† [100].
- Wild Talent (Focused, Magical, -20%; Wild Ability, +50%) [26/level], with no upper limit. This allows you to use any Path skill as if you possessed it at (IQ + Incantation Gift); there is no benefit if you already know it at this level or higher. Alternatively, you can use any incanter power-up that costs 30 points or less. Either lasts long enough to cast one spell (or prepare one incantation, infusion, etc.) and counts as one use of Wild Talent.
- Certain magic perks*: Area Spell Mastery, Power Casting, Psychic Guidance (use Path skill), Rule of 17, Spell Hardiness, and Spell Resistance.

* See *Caster Power-Ups* (**Power-Ups**, pp. 13-16).

† See *Wizards* (**Power-Ups**, pp. 36-37). Read Magery level as Incantation Gift level for the purpose of prerequisites.

Adept

10 points

This power-up allows an incanter to cast more quickly! When determining *Casting Time* (p. 17), read “minutes” as “seconds,” “hours” as “minutes,” “days” as “hours,” “weeks” as “days,” and “months” as “weeks.” This also speeds *Voluntary Sacrifice* (p. 22), but nothing else.

Advantages: Ritual Adept (Time) [10].

Field Caster

10 points

You ignore the requirement for having to create a circle (p. 17), allowing you to cast spells in the field using the base casting time for the ritual!

Advantages: Ritual Adept (Space) [10].

Incantation Perks

Both of these require specialization by spell; see *How Specific?* (p. 21) for what that means.

Focused Aptitude†

Prerequisite: Relevant Path skill 12+.

Your skill is such that when determining the time it takes to perform a specific spell’s ritual, reduce the total number of effects by one (moving up one step for *Casting Time*, p. 17). A casting time of five minutes becomes two minutes; one of two minutes becomes one minute.

Methodical Ritual†

Prerequisites: Focused Aptitude for the same spell and relevant Path skill 14+.

For one specific spell, you can gain a net bonus (up to +4) from taking a longer casting time (p. 17), but only when preparing it in advance *in town*. If you also have Rote Invocation (below) for that ritual, your total bonus from using both cannot exceed +4.

Rote Invocation

2 points for level one, 1/level thereafter

You must specialize by specific spell; each level of this power-up provides +1 to effective Path skill when casting it. You may buy as many levels as you wish, but after offsetting penalties, Rote Invocation cannot provide more than a net +4 bonus. (In other words, don’t buy more than four levels unless you expect to face penalties for SP, circumstances, etc.) In practice, this is best reserved for a few “signature” rituals; raise your Path skills for the rest.

Perks: Technique Mastery (Rote-Technique). [1]

Techniques: Rote-Technique (A) [1/level].

LENSES FOR INCANTERS

Choice Lenses: Artificer, Bard, Cleric, Druid, Mentalist, Scholar, Thief.

Marginal Lenses: Barbarian, Martial Artist, Ninja.

In addition to the lenses below, incanters can use the generic lenses that add the abilities of assassins or ninja (*GURPS Dungeon Fantasy 12: Ninja*, pp. 9, 11), mentalists (*GURPS Dungeon Fantasy 14: Psi*, p. 19), and especially those of artificers or scholars (*GURPS Dungeon Fantasy 4: Sages*, pp. 7, 11).

Incantation-Barbarian

+50 points

This lens suits those incanters who really need outdoor skills and want to capitalize on their high IQ – with added hardiness and carrying capacity as a bonus. It doesn’t improve combat skills, so look

“Ah, music,” he said, wiping his eyes. “A magic beyond all we do here!”

– J.K. Rowling,
Harry Potter and the Sorcerer’s Stone

to *other* martial lenses if you want to get close and personal with the things that dwell in the dark.

Attributes: +2 ST [20]; +1 HT [10].

Secondary Characteristics: +1 FP [3]; -0.25 Basic Speed [-5].

Advantages: High Pain Threshold *or* Outdoorsman 1 [10].

Skills: Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), and Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds *or* Bird Calls) and Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; Survival (any) and Tracking, both (A) Per-1 [1].

Incantation-Bard

+50 points

Bardic skills, spells, and Bard-Song abilities can’t necessarily do *more* than Path of Mesmerism, but they require less preparation and have milder consequences when they don’t work.

Advantages: Bardic Talent 2 [16]; Charisma 1* [5]; Musical Ability 1† [5]; Voice‡ [10].

Skills: Diplomacy (H) IQ-2 [1]; Musical Instrument (any) (H) IQ-2 [1]; Public Speaking (A) IQ-1 [1]; Singing (E) HT [1].

Special Abilities: 10 points total in Bard-Song abilities, bardic skills, and bardic spells. Spells will be either (H) IQ [1] or (VH) IQ-1 [1], thanks to the +2 from Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

‡ Gives +2 to Diplomacy, Fast-Talk, Mimicry, Performance, Public Speaking, Sex Appeal, and Singing.

I would not want to live in a world without magic, for that is a world without mystery, and that is a world without faith.

– R.A. Salvatore, *Streams of Silver*

Incanter-Cleric

+50 points

Incanter-clerics not only have the flexibility of incantation magic, but also gain spells that can do what incantation cannot, depend on sanctity instead of mana, and require no prerequisites.

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: A suitable -10-point disadvantage as required by Holy or Unholy Might. • If you have Social Stigma (Excommunicated), you *must* buy it off!

Skills: Diagnosis, Religious Ritual, and Theology, all (H) IQ-2 [1]; Surgery (VH) IQ-3 [1]; Exorcism (H) Will-2 [1]; Esoteric Medicine (Holy) (H) Per-2 [1].

Special Abilities: 29 points in clerical spells and Holy abilities. Spells will be either (H) IQ [1] or (VH) IQ-1 [1], thanks to the +2 from Power Investiture.

Incanter-Evil Cleric: As above, but Power Investiture, Holy Might, and spells all become Unholy; Social Stigma (Excommunicated) *is* the mandatory disadvantage; and Diagnosis, Esoteric Medicine, and Surgery are replaced by Interrogation (A) IQ-1 [1], Poisons (H) IQ-2 [1], and Intimidation (A) Will-1 [1].

Incanter-Druid

+50 points

Another excellent choice, as it lets the incanter affect animals, plants, and weather, which are normally off-limits to incantation magic (see p. 13). Social Stigma (Excommunicated) is acceptable, but using Path of Necromancy to animate animal corpses usually isn't.

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Hidden Lore (Elementals, Faeries, or Nature Spirits) (A) IQ-1 [1]; Naturalist, Pharmacy (Herbal), Religious Ritual (Druidic), Theology (Druidic), and Veterinary, all (H)

IQ-2 [1]; Esoteric Medicine (Druidic) (H) Per-2 [1]. • Three of Animal Handling (any), Disguise (Animals), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) (H) IQ-2 [1]; or Survival (any) (A) Per-1 [1].

Special Abilities: 20 points in Druidic abilities or spells. Spells will be either (H) IQ [1] or (VH) IQ-1 [1], thanks to the +2 from Power Investiture.

Incanter-Holy Warrior

+50 points

Higher Purpose gives its usual bonus when casting spells that target the favored enemy. If the incanter claims this bonus when creating incantations, infusions, or scripts, and then uses them against a different target, *subtract* the Higher Purpose bonus from all skill rolls to invoke or use it. (If no roll is called for, instead apply the bonus to the target's resistance roll or effective DR.)

Attributes: +1 ST [10]; +1 HT [10].

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

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: A suitable -10-point disadvantage as required by Holy Might. • If you have Social Stigma (Excommunicated), you *must* buy it off!

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Physiology (any monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • Spend 4 points for +1 to an existing melee or ranged weapon skill.

Special Abilities: 26 points total on Holy or Unholy abilities as appropriate, putting any remainder into the skills above.

Incanter-Unholy Warrior: As above, but advantages are Higher Purpose (Slay Servitors of Good)* [5], Legionary of the Damned* [1], and Unholiness 1 [5]; Social Stigma (Excommunicated) *is* the mandatory disadvantage; and the Physiology and Psychology specialties should be for any sentient race or Servitors of Good.

* See *GURPS Dungeon Fantasy 3: The Next Level*, p. 27.

Incanter-Knight

+50 points

Probably the best option for incanters who want to be on the front lines and deliver incantations up close and personal. Using touch spells means not having to worry about how much range to put on your prepared incantations.

Attributes: +1 ST [10]; +1 HT [10].

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

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Brawling (E) DX [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]. • Strategy and Tactics, both (H) IQ-2 [1], or 1 point to raise existing skill to (H) IQ-1 [2]. • Spend 4 points for +1 to an existing melee or ranged weapon skill.

* Gives +1 to Fast-Draw.

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.

CHAPTER TWO

INCANTATION

MAGIC

Hobert and Perri stared at the bodies of the two bandits who had tried to ambush them. One's throat was cut, and the other was burned to a cinder.

"Oh, come on, Perri! My shiny sense is a'tingling! Do that . . . You know, the . . ." Hobert wiggled his fingers mysteriously at the crimson-clothed witch, ". . . loot locator thing you do."

"The last time you said your 'shiny sense' was tingling, we got trapped in the Black Bog. Lady Ion and Flicker still haven't forgiven us for that, and I'm sure that your boots still stink of peat," she said with wry amusement. Still, Hobert was often right where things of value were concerned. "I'll need some quiet, I'm going to have to bash this together on the spot."

Perri started by drawing a circle around her. It was perfectly shaped, but didn't have to be. The ceremony itself focused her will more than the perfection of each ritual element. She began to hum the notes of the spell in soft repetition. It was over in

seconds and the image of a large chest containing gold, jewels, and a rune-carved skull popped into her head.

"You're right, Hobert. It's about 10 miles that way. The bandits have been at this for a while. We're going to need the rest of the Headhunters for this. It's undoubtedly going to be guarded." She smudged the hastily made ritual circle with her booted foot.

"I can taste that delicious gold already," Hobert said, grinning.

Perri shook her head, a small ghost of a grin quirked the edges of her mouth at the incorrigible thief's words.

Most spellcasters in *Dungeon Fantasy* learn specific spells as skills. As a spell's skill level increases, it becomes easier to cast and less resource-costly. Incantation magic is different. Instead of learning how to cast individual spells, casters learn how to cast an infinite number of spells using magical definitions (*spell effects*) that rely on specific foci (*Path skills*).

These *incanters*, like wizards, can be extremely capable under the right circumstances. Unlike wizards, they are far more capable of adaption and improvisation – given enough time. However, this flexibility comes at a cost: improvised spells cast "on the fly" are difficult and time-consuming. Most incanters prepare their spells ahead of time in the form of *incantations* (p. 19), spells that are attached to the caster's aura for later use. Incanters also have their own form of magical scrolls (*scripts*, p. 20), as well as alchemical preparations (*infusions*, p. 19) which allow them to share their versatility with their fellow delvers.

Mana Level

Like that of wizardly casters, an incanter's magic uses mana. In areas with *no mana*, casters cannot use any magic. *Low mana* gives -5 to all casting rolls. *Normal mana* gives neither a bonus nor a penalty to rolls. *High mana* gives +2 to rolls, while *very high mana* gives +5!

INCANTATION PATHS

Spells are cast using one of the following eight Path skills, which are IQ/Very Hard. Ritual Magic is a prerequisite for any Path skill, and no Path skill can ever exceed the caster's Ritual Magic skill. If an incanter doesn't know a given Path, he may still attempt to cast effects using it, but treat his effective Path skill as the *lower* of 12 or Ritual Magic-6.

Each Path governs one particular aspect of reality. Like wizardly magic, there are things they cannot do (see *The Limits of Power*, p. 13). In all cases, the listed effects are guidelines. The GM can allow a given Path to function however he sees fit if he thinks a spell falls in its scope!

Each Path lists its specific spell effects (pp. 14-15) and what they can accomplish, in some cases on their own but often via the addition of ritual modifiers (pp. 15-17). In some cases, these are flat effects, but most bonuses, dice of damage, and

percentages are marked with a * to indicate that this is the maximum *per level of Incantation Gift*.

Example: The Strengthen Protection effect on p. 13 can improve the subject's HP by +20%*. If the spellcaster has Incantation Gift 3, this means he can use a Strengthen Protection effect to improve someone's HP by +60% – so a teammate with HP 14 could be buffed up to +8 HP. These extra HP are not freely bundled with the Strengthen Protection effect, however; the cost of *Altered Traits* (p. 15) for the bonus HP must still be factored into the spell's SP.

Thus, despite the seeming open-endedness of incantation magic, there are upper limits on damage, attribute or skill bonuses, etc. – comparable to those set by *Magery and Effect* (*GURPS Magic*, p. 9) for wizards.

In fact, when in doubt about whether incantation magic can accomplish something, the GM should use **Magic** to set benchmarks and expectations.

Two limits require further discussion:

Damage: As discussed under *Damage* (pp. 15-16), indirect-damage spells do more damage than direct-damage spells: twice as much if explosive, three times as much otherwise. Therefore, if a spell effect allows up to +1d* direct damage, it can instead produce up to +3d* indirect damage (+2d* if explosive) *unless specified otherwise* – some effects are limited to direct damage only.

Damage Resistance: In addition to the limits for each spell effect, incantation magic cannot be used to boost a person's DR to more than (maximum possible *mundane* DR) + 5. In a typical **Dungeon Fantasy** campaign, the highest mundane DR is DR 10 from the heaviest Dwarven plate armor, which means a magical limit of DR 15. If the combination of the subject's current DR plus the DR granted by an incantation magic spell would be higher than this, then the spell only raises the subject's DR to 15. (Someone who already has DR 15+ is simply unaffected.)

Arcanum

Aspect: Spells, mana, and the creations of the magical arts.

Path of Arcanum can temporarily change mana levels, alter already-cast spells, and create, shut down, or harm magical creations like golems or enchanted items. This Path can affect more than incantation magic – including druidic and clerical spells, as well as abilities with the Magical limitation – but cannot target clerical, druidic, or other non-wizardly powers.

Sense Arcanum: Locate enchanted items (including infusions/potions, scrolls/scripts, and so on); attach a trigger to a conditional spell (p. 20); detect mana levels; perceive active spells on a subject (even if he is not aware of them); analyze an ongoing spell effect or magic item.

Strengthen Arcanum: Give +2* to cancel a spell; gird (p. 16) an existing spell; boost a magic item's Power by +1*; "stretch" the area occupied by a high or very high mana zone; enhance the HP or DR of an enchanted item by +20%*.

Restore Arcanum: Heal a caster's crippled magical traits; reinstate a temporarily altered mana level; repair 1d* of damage to an enchanted item (use the table for *Damage*, pp. 15-16, to determine the added SP); remove curses.

Control Arcanum: Seize control of a subject's magic; shift a spell to a different subject; gain control of an enchanted item; remove the ability to cast specific spells or prevent spellcasting entirely; ward against golems or similar wizardly creations.

Destroy Arcanum: Counter, reflect, or dispel spells; bestow any level of Magic Resistance; remove casting advantages (e.g., Incantation Gift or Adept); stretch the area occupied by a low or no mana zone; suppress an enchanted item's abilities.

Create Arcanum: Cause subject to register as "magical"; penalize all spellcasting in an area via magical "jamming"; animate objects or create temporary golems; neutralize the effects of low mana in an area; conjure raw mana to do 1d* direct damage to a target.

Transform Arcanum: Alter the parameters of an existing spell; temporarily shift the owner of a Loyal Sword (**GURPS Magic**, p. 63) item; change the mana level.

Augury

Aspect: The past, the future, fate, and chance.

This includes looking into the near past or future, bestowing small and short-lived blessings and curses, altering the odds of completely random events, manipulating fate and cosmological events, and making the impossible possible or even likely.

Sense Augury: Predict the odds of something happening; allow a lucky guess (treat as Intuition, p. B63); sense probability manipulation; divine the future (p. 21).

Strengthen Augury: Make an unlikely event more likely or vice versa†; enhance or penalize native precognitive abilities; temporarily bestow minor divinatory ability (e.g., Danger Sense or Intuition).

Restore Augury: Counters most Destroy Augury spells, but can also grant luck-altering traits (e.g., Daredevil, Luck, or Serendipity).

Control Augury: Manipulate probabilities by modifying a roll or rolls by ±1*; force someone to see a vision of his possible future or relive the past; create a ward (p. 22) against divinatory or remote viewing attempts.

Destroy Augury: As Strengthen Augury, but reversed; "mundanize" a target, removing Weirdness Magnet, Serendipity, and so on; protect a subject against divinatory attempts; give negative luck-related traits (e.g., Unluckiness).

Create Augury: Make extremely unlikely events possible†; create a remote viewing surface to view faraway targets that anyone can use.

Transform Augury: Change any luck-related trait; add Weirdness Magnet or Cursed; grant Super Luck; change the information someone else receives from a vision or divinatory ability.

† The GM should estimate the odds (on 3d) of the given event happening. The incanter then uses Bestows a Bonus (p. 15) to improve this. Strengthen Augury can help only if the target number was 3 or higher; Create Augury is required to affect impossible events (target number 2 or worse).

Demonology

Aspect: Demons and angels; also traveling to and from Hell (but not Heaven!).

This Path effectively acts as *both* Path of Mesmerism and Path of Transfiguration, but restricted to demonic or angelic subjects (whether corporeal or not); this includes "half-breeds" like celestials and infernals. It can also do the following:

Sense Demonology: Locate any demon or angel; identify demons or angels that are present; discern if a person, place, or thing is cursed or blessed; tell if subject is possessed; detect sanctity levels; divination (p. 21) via questioning a demon.

Strengthen Demonology: Reinforce subject's ties to reality, for +1* versus banishing effects; "mark" a subject so that Hellish or Heavenly forces attack it first and worst; enhance a demon's native abilities as per other Paths; grant +2* to resist possession.

Restore Demonology: Remove a demonic or angelic curse; give +2* to Exorcism rolls; give +2* to resist banishment effects; return free will to a magically bound subject.

Control Demonology: Summon angels or demons and force them to do your bidding; shapeshift part of the body into a demonic appendage; remove a possessing entity; create a ward (p. 22) against hellish or heavenly forces.

Destroy Demonology: Banish angels or demons; give -2* to Exorcism rolls; afflict or cause 1d* of direct damage against a demon or angel; remove native abilities or traits from a subject; give -2* to resist banishment.

Create Demonology: Conjure Hellfire dealing 1d* direct damage; visit Hell; give -2* to resist demonic possession; curse a subject; give a demon or angel new abilities; force the “taint” of Hell onto an unaligned subject so that he radiates as truly Evil.

Transform Demonology: Turn one form of demon into another; transform subject into an actual demon or angel (this requires another Path skill; see *Spell Effects*, pp. 14-15); cause a truly Good subject to radiate as truly Evil or vice versa.



Elementalismism

Aspect: Air, earth, fire, metal, water, and wood – as well as void/sound/ether, if used in the campaign.

This Path can affect other forms of matter and energy, at the GM's discretion. It also effectively acts as both Path of Mesmerism and Path of Transfiguration for the purpose of affecting elemental beings only.

Sense Elementalism: Detect, analyze, and perceive matter or energy; tell how old a type of matter is; use energy as a sense (e.g., Scanning Sense (Sonar)); track energy or matter from one place to another; find the nearest location of a particular form of matter or energy.

Strengthen Elementalism: Enhance energy by making it up to 1x* more potent (e.g., with Incantation Gift 3 you can make a fire 3x larger); generate an illusion; make weapons do +1* damage or grant +1* to hit; reinforce matter's ST or HP by +20%*, HT by +10%*, or DR by +20%*; provide the effects of Essential Food (**Magic**, p. 79) on rations.

Restore Elementalism: Return energy or matter to its former self; repair weapons or armor by restoring +1d* HP (use the table for *Damage*, pp. 15-16, to determine the added SP); undo the effects of weathering, rust, or time on an object; make inedible objects edible (including spoiled food).

Control Elementalism: Reshape soft matter without tools; summon elemental spirits; telekinetically move matter or energy; exert control over elementals; change someone's voice; create a ward (p. 22) against elementals.

Destroy Elementalism: As Strengthen Elementalism, but reversed; banish an elemental spirit; remove or reduce a form of energy's inherent traits (e.g., a fire that doesn't burn when touched); destroy matter or energy completely.

Create Elementalism: Conjure an element dealing 1d* direct damage; create an element; generate an interactive illusion; make temporary weapons, armor, or gear; create wood for a fire; create an elemental spirit.

Transform Elementalism: Transmute one form of energy or matter into another; reshape hard matter without tools; reshape energy; turn one elemental spirit into another.

Mesmerism

Aspect: The minds of sapient (IQ 6+) beings.

This Path is often used to add mental advantages or disadvantages to a subject. While the **Basic Set** labels certain traits with a “mental” icon, the GM may interpret this in a more restrictive manner; e.g., Luck is in the domain of Path of Augury, and thus should not be added with a Path of Mesmerism ritual even though it has the “mental” icon.

Sense Mesmerism: Locate nearby minds; track a specific person known to the caster or an ally; transmit thoughts; read minds; riffle through a subject's memories; discern the subject's current state of mind (treat as Empathy, p. B51).

Strengthen Mesmerism: Enhance IQ, Will, or Per by +10%*; add any mental trait listed on pp. 14-15 of **GURPS Dungeon Fantasy 1: Adventurers**; give ±1* to purely mental actions.

Restore Mesmerism: Recover memories; counter any mind controlling or possession effect; counter any purely mental irritating or incapacitating effect.

Control Mesmerism: Cause a Fright Check; force subject to perform a single action; make a single action impossible; control someone's mind; inflict any irritating or incapacitating mental affliction; bestow any self-imposed (p. B121) mental disadvantage or one with a self-control roll; create a ward (p. 22) against any mental attacks (regardless of their source).

Destroy Mesmerism: Remove memories or memory blocks; cause mental stun; reduce IQ, Will, or Per by -2*; cancel any other purely mental spell or ability; give -1* to Fright Checks.

Create Mesmerism: Create a mind, usually as part of conjuring or animating something; conjure a hypnotic pattern in an area; create a telepathic link between multiple targets; add Compartmentalized Mind; sway an audience's emotions or views temporarily.

Transform Mesmerism: Switch minds between two or more subjects; change the target of an ongoing mental spell or power; make a subject believe he's something other than what he actually is (e.g., "I'm an elf!" when the subject is a dwarf); exchange any mental trait for another one.

Necromancy

Aspect: The dead and undead, as well as shadows and darkness.

This Path effectively acts as *both* Path of Mesmerism and Path of Transfiguration, but restricted to the dead and undead. This includes corpses (walking or otherwise) and spirits of the dead (but not divine, demonic, or nature spirits). It can also do the following:

Sense Necromancy: Locate any undead; identify undead that are present; discern if a person, place, or thing is haunted; telepathically communicate with undead; conjure a spirit and question it (treat as *Divination*, p. 21).

Strengthen Necromancy: Bring a subject closer to death by penalizing survival rolls by -1*; give ±1* to rolls involving True Faith (*Adventurers*, p. 22); stifle or quicken putrefaction by up 1x* (e.g., with Incantation Gift 3 you can make something decompose 3x faster or take 3x as long); cause an area to darken, increasing Vision penalties by -1*.

Restore Necromancy: Heal up to 2d injury to undead (use the table for *Damage*, pp. 15-16, to determine the added SP) – this is a static amount, not per level of Incantation Gift; restore a decomposed corpse; grant the effects of the Final Rest spell (*Magic*, p. 89); remove curses.

Control Necromancy: Damage living subjects, dealing 1d-1* direct damage, though spells must thematically fit the Path (e.g., a ritual that causes the subject to rot or be diseased);

grant bonuses to hide from undead; control already-created undead; curse subject; cause a Fright Check; ward (p. 22) against undead.

Destroy Necromancy: Stop putrefaction entirely; sever the ties of spectral undead; deal 1d* direct damage to the undead; force a spirit to materialize; destroy a corpse; give -2* against rolls vs. sickness or poison.

Create Necromancy: Visit the lands of the dead; raise the undead; create a Soul Jar (*Magic*, p. 154).

Transform Necromancy: Turn one form of undead into another; vampiric spells (p. 21); temporarily assume a spirit form.

Protection

Aspect: All sorts of defensive magic.

This Path includes wards (p. 22), warnings, and physical enhancements to protect a particular person, his gear, and/or current location.

Sense Protection: Discover a target's weaknesses (treat as *Divination*, p. 21); sense protective or warding magic; discern the HP and DR of an object; warn of impending danger or enemies; sense active scrying.

Strengthen Protection: Enhance HT by +10%* or HP by +20%*; add +1* to active defenses; increase DR by +2* or +10%* of innate DR, whichever is better; add any protective trait (Resistant, Magic Resistance, Mind Shield, etc.).

Restore Protection: Temporarily mend flaws in protective gear or fortifications; heal a ward's lost Power (p. 22); restore +1d* of ablated DR (use the table for *Damage*, pp. 15-16, to determine the added SP).

Control Protection: Regulate a locking mechanism; create blocking spells (p. 20) that add momentary DR of up to twice what Strengthen Protection allows; telekinetically turn aside weapons attacking you; create a Pentagram (*Magic*, p. 124); create a ward against any one class of subjects allowed by *The Limits of Power* (below).

THE LIMITS OF POWER

As a form of niche protection, incantation magic explicitly follows the restrictions placed on wizardly magic. This leaves some effects outside of its scope.

Animals/Plants/Weather: Animals, plants, and the weather are the domain of the druid. Animals have minds too primitive to be usurped by Mesmerism spells, living plants are at once mindless and alive, and true control of the weather is too complicated for an incanter. However, the incanter can manipulate dead plant matter (e.g., wood or rope) with Path of Elementalism.

Elder Things: Elder Things come from the places beyond reality, and are completely alien to this world. While they will react normally to spells that cause damage (e.g., Firebomb), it is not possible to interact directly with them with magic; for delvers who *do* interact with them, see *GURPS Dungeon Fantasy 14: Psi*. In a campaign that uses the "college of Psionics" from *Opposing*

Forces (Psi, p. 29), the GM may allow "Path of Mentalism" as an incantation-magic equivalent.

Gates: Gate and teleportation magic are not allowed in *Dungeon Fantasy*.

Healing: Healing is the province of divinely empowered adventurers, such as the cleric and holy warrior. Incantation Magic can repair *things*, but not heal the living.

Spirits: Path of Protection allows protection *against* spirits, but further interaction with spirits is limited to angels, demons, elementals, and undead. Other types – such as totems, servitors of nature, and *genii loci* – fall outside of an incanter's dominion. To affect those, call upon a shaman (from *GURPS Dungeon Fantasy 9: Summoners*).

Spells that violate these "Laws of Magic" automatically critically fail, though the incanter should always be warned of this ahead of time.

Destroy Protection: Anything Strengthen Protection can do, reversed; banish any being not native to the local reality (but not Elder Things!); reduce a ward's Power by 1d*.

Create Protection: Create a ward; conjure a spirit to protect an area; make an area or subject weatherproof; create a "non-hostile" zone where *all* attacks suffer -2* to hit and/or damage.

Transform Protection: Temporarily convert one weakness into another; transform one form of DR into another (e.g., DR with Tough Skin into DR with Force Field); change a ward's primary focus.

Transfiguration

Aspect: Living sapient beings, including their flesh and blood in general.

This Path cannot affect plants or animals; see *The Limits of Power* (p. 13).

Sense Transfiguration: Identify a subject's race; discern subject's current physical health (treat as a successful use of Diagnosis, p. B187); find all members of a nearby race; trace lineage or genealogy; discover how a subject died.

Strengthen Transfiguration: Improve physical attributes or secondary characteristics by +20%*; add +1* DR; give +1* to resist physical threats or hazards; add any physical trait

that doesn't change a subject's morphology; add +1* to purely physical rolls or tasks.

Restore Transfiguration: Share FP with another being (use the table for *Damage*, pp. 15-16, to determine the added SP as if it were fatigue damage); counter any physical irritating or incapacitating effect; counter physical stun; restore a subject to his true form.

Control Transfiguration: Cause any physical irritating or incapacitating affliction (p. B428); physically stun a target; force the subject to perform a certain physical action; control a subject telekinetically; partially shapeshift a subject; create a ward (p. 22) against mundane beings.

Destroy Transfiguration: As Strengthen Transfiguration, but reversed: cause 1d* damage (which must *always* be direct); cause a coma or heart attack; temporarily eliminate or cause pain; revert a subject to his true form; make a subject deaf, mute, blind, or barren.

Create Transfiguration: Conjure a transformative field that shapeshifts all subjects who are within it; create a living subject (you'll also need Create Mesmerism, p. 13, to give it a mind).

Transform Transfiguration: Change the subject's race; alter Appearance levels; add or remove Disturbing Voice or Voice; make a subject look and sound like someone else; completely shift a subject's form into anything the caster can imagine.

BUILDING A SPELL

Incantation magic requires that you first define the spell you are trying to cast; e.g., "Strengthen Protection to give one subject DR 2 for the next hour." This definition includes the spell effect (Strengthen Protection) and all of the modifiers (Altered Traits and Duration) for the ritual. Incanters that use a certain spell regularly might want to consider purchasing *Focused Aptitude* (p. 7) or *Rote Invocation* (p. 7), and should write it down in the format presented in Chapter 3. For more on defining spells, see *How Specific?* (p. 21).

The GM is the final arbiter of all spells and should freely veto any spell he feels is inappropriate. The only real guideline is that if a regular wizardly caster could perform a similar feat, then the incanter should be allowed to do so as well. If a wizard *can't* do it, then an incanter shouldn't be able to get away with it, either.

Every spell effect and ritual modifier adds a number of *spell points* (SP) to the spell. Multiple effects from the same or different Paths are additive. The final SP total determines the penalty to Path skill to cast the spell; this is -(SP/10), rounded up, as shown by the *Spell Penalty Table* (below).

Spell Penalty Table

Total SP	Path Skill Penalty	Total SP	Path Skill Penalty
1-9	0	60-69	-6
10-19	-1	70-79	-7
20-29	-2	80-89	-8
30-39	-3	90-99	-9
40-49	-4	100-109	-10
50-59	-5	+10	-1

Example: L.A.'s character, Perri the Scarlet Singer, wants a spell that will let her conjure a 6d ball of fire. The spell effect is Create Elementalism (p. 12), which adds 6 SP, and the

Incanters start by defining the spell they are trying to cast.

only necessary ritual modifier is Damage (pp. 15-16), where 6d of indirect burning damage adds 4 SP. The total SP cost of the spell is 10 and thus requires a roll against Path of Elementalism at -1.

SPELL EFFECTS

The Path skill determines the subject of the spell, but the *effect* determines what happens to said subject. Use the following guidelines:

Effect	SP	Notes
Sense	2	Learn something about, or communicate with, the subject.
Strengthen	3	Protect, enhance, or otherwise augment the subject.
Restore	4	Repair subject or undo a transformation.
Control	5	Direct or move the subject without changing it fundamentally.
Destroy	5	Damage or weaken the subject.
Create	6	Bring subject into being from nothing.*
Transform	8	Significantly alter the subject.†

* Cannot create duplicates of actual people, artifacts, etc.; you cannot make "our country's king" or "Excalibur."

When creating anything but raw materials this requires a roll against a relevant skill; e.g., Armoury (Melee Weapons) for a sword or spear. If the item is worth \$5 or less there is no penalty; \$10 or less is -1, \$20 or less is -2, \$50 or less is -3, \$100 or less is -4, \$200 or less is -5, \$500 or less is -6, \$1,000 or less is -7, and so on, continuing the 1-2-5 progression indefinitely. Use the lowest applicable category. You can use Bestows a Bonus (below) to offset this penalty.

† Crossing between two categories requires a Transform effect for both Paths. For example, turning a person into a statue would require both Path of Elementalism and Path of Transfiguration, adding 8 SP for each.

RITUAL MODIFIERS

The following modifiers are used to build the incanter's spells. Keep in mind that spell effects do not necessarily *need* modifiers – some effects function fine “as is”; see *Seek Treasure* (p. 29) for an example.

Afflictions

A spell effect to stun a foe requires no additional SP. For other results, this adds +1 SP for every +5% it's worth as an enhancement to Affliction (p. B36). For example, a spell to make someone nauseated would require +6 SP.

Someone affected by a spell that stuns them can roll against the better of HT or Will to snap out of it at the beginning of each turn. Someone affected by any other affliction type can make a similar roll to “shake off” the effects after minutes equal to the margin by which he failed to resist (minimum 1) have passed.

Altered Traits

Any spell that adds disadvantages, reduces attributes, or reduces or removes advantages adds +1 SP for every five character points removed. One that adds advantages, reduces or removes disadvantages, or increases attributes adds +1 SP for every character point added. (A single effect can affect multiple traits, but *only* if they make sense together. For example, adding Protected Hearing [5] and Hard of Hearing [-10] for a net +7 SP.) You *cannot* add Magery or magical power-ups, and no HP or FP added can be used to power rituals – put simply, you cannot use magic to get better at magic!

To improve a skill (whether known or from default), use Bestows a Bonus (below). If a skill has *no* attribute-based default, use Altered Traits to grant a variant of the Background Knowledge perk for +1 SP; this gives a default of (attribute)-4 for an Easy skill, (attribute)-5 for Average, (attribute)-6 for Hard, or (attribute)-7 for Very Hard. From there, use Bestows a Bonus to improve it further.

Area of Effect

Figure the circular area and add 10 SP per yard of radius from its center. For example, a spell that affects everything within three yards would add 30 SP. If the caster is not in the area, calculate Range (p. 16) from him to the nearest edge.

Excluding potential targets is possible – add another +1 SP for every two specific subjects in the area that *won't* be affected by the spell. Alternatively, you may exclude *everyone*

in the area, but then *include* willing potential targets for +1 SP per two specific subjects – handy for “buffing” spells!

Bestows a (Bonus or Penalty)

Use this table, based on whether the ritual will add a modifier to a broad range of rolls (e.g., active defense rolls, Sense rolls, or a wildcard skill), a moderate range (e.g., rolls to hide or Vision-based rolls), or a single task or skill (e.g., Climbing rolls). You cannot give a bonus to magic use – though you *can* penalize it! The sole exceptions are for gaining a bonus on rituals that cancel other magic (e.g., Dispelling), and for making spells “hit harder” by giving the target a penalty to resist them in the first place.

Modifier	Broad	Moderate	Single
±1	5	2	1
±2	10	4	2
±3	20	8	4
±4	40	16	8
±5	60	24	12
±6	80	32	16
etc.	+20	+8	+4

Limited Spells

Some spells are “quick and dirty” – faster to cast but with significant drawbacks. To create one, first convert the drawbacks to limitations, tossing out any that aren't significant enough to even count as Nuisance Effects. Every full -40% reduces the number of effects by one for the purposes of casting time. Minimum casting time is two minutes, or one minute with Focused Aptitude for the spell. These drawbacks *only* lower casting time; they do not reduce the spell's SP in any way. For examples, see *Bewitchment* (p. 24) and *Wrathchild* (p. 30).

Damage

If the spell will cause damage, use the table on p. 16, based on whether the damage is *direct* or *indirect*, and on what type of damage is being done.

Direct damage requires factoring in range to the subject and is resisted like most offensive spells. If the subject fails to resist, the damage bypasses DR (becoming penetrating damage, p. B377) and causes injury as usual for the damage type.

Indirect damage is a visible, blatant, external attack. It requires an attack roll (usually against Innate Attack), allows an active defense, and must contend with DR. It does not require additional SP for range, as it is cast on the incanter (usually his hand, mouth, or eyes), who then fires it at the target. Thrown spells have Acc 3, Range 10/100, RoF 1, Rcl 1, and Bulk -2. Holding such a “missile spell” can be done for as long as you like, but it occupies your hand and goes off if you set it down or drop it (roll vs. Will to avoid this if injured). Indirect damage is *triple* that of direct damage for the same cost (e.g., a 3d+3 fireball costs +1 SP) – or just *doubled* if it is also *explosive* (e.g., a 2d+2 explosive fireball costs +1 SP). If damage falls between two values, treat it as the upper bound; e.g., a 3d+1 fireball costs the same a 3d+3 one.

Damage Table

<i>Direct Damage</i>	<i>pi-</i>	<i>burn, cr, pi, or tox*</i>	<i>cut or pi+</i>	<i>cor, fat, imp, or pi++</i>
1d	0 SP	0 SP	0 SP	0 SP
1d+1	+1 SP	+1 SP	+2 SP	+2 SP
1d+2	+1 SP	+2 SP	+3 SP	+4 SP
2d-1	+2 SP	+3 SP	+5 SP	+6 SP
2d	+2 SP	+4 SP	+6 SP	+8 SP
2d+1	+3 SP	+5 SP	+8 SP	+10 SP
2d+2	+3 SP	+6 SP	+9 SP	+12 SP
3d-1	+4 SP	+7 SP	+11 SP	+14 SP
3d	+4 SP	+8 SP	+12 SP	+16 SP
3d+1	+5 SP	+9 SP	+14 SP	+18 SP
3d+2	+5 SP	+10 SP	+15 SP	+20 SP
4d-1	+6 SP	+11 SP	+17 SP	+22 SP
+1d	+2 SP	+4 SP	+6 SP	+8 SP

* Use this column for spells that repair objects. No Duration is needed; repairs are permanent.

Damage is normally unaffected by the Duration (below) modifier, though see *Damage Tricks* (p. 21) for exceptions to this rule (along with other ways to hurt people).

Duration

Unless the spell is instantaneous, use the following table. Durations longer than a day are not normally allowed; the GM will adjudicate a fair SP cost for any exceptions.

This modifier cannot be used to prolong Damage (pp. 15-16) except where specifically noted.

<i>Duration</i>	<i>SP</i>	<i>Duration</i>	<i>SP</i>
Momentary	0	Up to 12 minutes	+6
Up to 10 seconds	+1	Up to 1 hour	+7
Up to 30 seconds	+2	Up to 3 hours	+8
Up to 1 minute	+3	Up to 6 hours	+9
Up to 3 minutes	+4	Up to 12 hours	+10
Up to 6 minutes	+5	Up to 1 day	+11

Girded

The caster can always add any number of SP to a ritual, usually to make it harder to dispel (*Magic vs. Magic*, p. 21) or to overcome existing spell effects (*Stacking Spells*, pp. 21-22). This increases the casting penalty as usual.

Range

For most spells, find the range in yards on the *Size and Speed/Range Table* (p. B550) and read the "Size" value for that line (minimum +0) as additional SP. If the caster guesses, and doesn't add enough Range to reach the subject, the spell has no effect.

For information spells (e.g., *Seek Treasure*), consult *Long-Distance Modifiers* (p. B241) and apply the penalty (inverted) as additional SP; e.g., +2 SP for one mile. For cross-time spells, do the same thing, but read "miles" as "days." Crossing dimensional barriers adds a flat 10 SP per dimension.

Speed

For movement spells (e.g., spells that use telekinesis or allow a subject to fly), look up the speed in yards/second on

the *Size and Speed/Range Table* (p. B550) and add the "Size" value for that line (minimum +0) to SP.

Subject Weight

If the spell is designed to affect a certain amount of material, or causes a physical change of any sort to the subject (including direct damage, pp. 15-16), add the following surcharge. For area spells, this is the weight of the largest individual subject you can affect – don't pay for the total weight of all subjects!

<i>Weight</i>	<i>SP</i>	<i>Weight</i>	<i>SP</i>
Up to 10 lbs.	0	Up to 1,000 lbs.	+4
Up to 30 lbs.	+1	Up to 1.5 tons	+5
Up to 100 lbs.	+2	Up to 5 tons	+6
Up to 300 lbs.	+3	x3	+1

Summoned

Use this modifier for summoning or conjuring beings. It relies on a "Static Point Total," defined as the starting point total of the campaign – 250 points for most *Dungeon Fantasy* campaigns. (The GM may change this to the average point value of all player characters, in which case it becomes gradually easier to summon more powerful creatures.) The more powerful the being, the more SP required; see the table on p. 17. If a monster's point total is unknown, the GM may estimate it.

The GM sets the upper limit on summoned creatures' power, and is well within his rights to say that archangels, demon lords, and similarly powerful beings cannot be summoned – only contacted. Such beings must instead be "summoned" via request: use a Sense effect, make a reaction roll, and remember to add the extra SP for crossing dimensions (*Range*, above). Bad reactions result in the being's minions appearing and causing havoc, while good ones give an audience of sorts.

Unless the GM deems otherwise, all summoned creatures use the base template – you cannot add traits to pad out the point total! More than one being can be summoned at once, simply add the SP (not point values!) together for all conjured creatures.

See *Summon Flaming Skull* (pp. 29-30) for an example.

Power	Additional SP
25% of Static Point Total (62 points*)	+4 SP
50% of Static Point Total (125 points*)	+8 SP
75% of Static Point Total (187 points*)	+12 SP
100% of Static Point Total (250 points*)	+20 SP
150% of Static Point Total (375 points*)	+40 SP
+50% of Static Point Total (+125 points*)	+20 SP

* Sample values assuming a 250-point Static Point Total.

Number of Effects	Casting Time	Number of Effects	Casting Time
1	5 minutes	8	24 hours
2	10 minutes	9	3 days
3	30 minutes	10	1 week
4	1 hour	11	2 weeks
5	3 hours	12	1 month
6	6 hours	13	2 months
7	12 hours	+1	+1 month

CASTING THE SPELL

Casting spells “on the fly” is not optimal for the delving incanter, which is why most rely on *incantations* (p. 19) prepared in advance. Though not bound by the carefully defined effects of wizardly spells, incanter spells are time-consuming and difficult, and the results can vary depending on the current circumstances.

The Circle

Without a controlled environment, an incanter suffers -5 to all rolls to cast a spell! In the field, this can be negated by setting up a portable workspace kit (p. 18), but it’s usually avoided via a hastily crafted *circle*.

Creating a circle takes 1d minutes (even with Adept, p. 7) and a roll against the higher of Ritual Magic (Incantation) or Symbol Drawing (Scripts). *Time Spent* (p. B346) applies. The caster draws the circle in chalk or traces it in the sand, then stands or sits in the circle to “charge it with mana.” Once prepared, he may cast spells at no penalty for as long as he remains within the circle; after exiting it, it loses its “charge” and must be created anew.

To completely bypass the need for a circle, see *Field Caster* (p. 7).

Casting Time

The time required to cast a spell depends exclusively on how many spell effects it has; see the table below.

The incanter can cast more quickly when necessary. For every -3 to skill, move the casting time up one step. A casting time of five minutes can be reduced to two minutes for another -3 or one minute (the absolute minimum) for -6. (To *really* speed things up, add Adept, p. 7.)

Alternatively, you can *increase* the casting time to make a difficult ritual easier. For each step by which you move the casting time down, reduce the ritual’s penalty by -1. This *cannot* give a net bonus! For example, a five-minute ritual defaulting to Path of Arcanum-4 can be raised as high as unmodified skill in Path of Arcanum if you take three hours to cast it.

Long casting times may be broken up over multiple consecutive days, giving the caster a chance to sleep, rest, and eat; times of three days or more *must* be so split. This imposes an additional -1 to Path skill *and* requires a separate (unpenalized) Ritual Magic roll every time the character resumes casting; failure on this roll gives a cumulative -1 to the ritual’s final casting roll.

The Casting Roll

After the spell has been created, SP tallied, and Path penalty and casting time determined, roll against effective Path skill and use the outcome below. An incanter can only affect a subject who is physically present or whose location is known to within a yard; if he guesses and is wrong, the spell simply fails.

- **Critical Failure:** The spell fails spectacularly! The GM should use the spell’s full SP (minimum 30 SP) to power a ritual that hurts the caster and his allies or helps their enemies.

- **Failure:** The ritual fails! You can try again, but are at a cumulative -1 to skill unless you first wait for the full, unmodified casting time of the ritual.

- **Success:** If the spell is not targeting any animate subjects, or every subject is a willing participant, it works; use the margin of success to determine general effectiveness and precision. Otherwise, every potential subject who is *not* a willing participant resists (as a Quick Contest) using the better of his HT or Will, plus bonuses from Magic Resistance. The spell must *win* to affect each subject. (Unaware subjects instinctively attempt to resist *any* spell, even a helpful one!)

- **Critical Success:** As for success, but the ritual is especially potent. The GM should add additional beneficial effects, making it about 50% better: extra advantages, more dice of damage, etc.

Afterward, the spell lasts for whatever Duration it was given. The caster may cancel all the effects of any spell he has cast before it expires. This takes a Concentrate maneuver and requires no roll, but he must be able to move and speak freely. The caster can neither see a spell’s outcome nor modify it dynamically; he doesn’t gain information on how a target reacted unless he can personally perceive the target, or added spell effects specifically to give the ritual this extra functionality.

WHY CAST NORMALLY?

While an incanter will usually rely on prepared spells, he might take the time to cast a spell normally when . . .

- . . . he has no incantations, scripts, or infusions left.
- . . . he encounters a problem which none of his incantations can solve.
- . . . he has time to spare.
- . . . he wants to conserve his incantations.
- . . . he is in an area of higher mana (p. 10) and wants to make use of the skill boost it gives.

RITUAL PARAPHERNALIA

This new gear is available to incanters.

Grimoires

A grimoire is a tome that gives casters a bonus to a specific ritual (see *How Specific?*, p. 21) that works identically to an equal level of Rote Invocation (p. 7); a grimoire can be combined with Rote Invocation, but the net bonus from both cannot exceed +6 (or +5 if either gives only +1). Using a grimoire *doubles* all casting times because the caster must read the contents aloud, perform precise gestures, etc. Grimoires make it obvious what an incanter is doing, even for the most minimal rituals.

A grimoire costs \$100 × (bonus + 2) and weighs 12 lbs.

Grimoires can take any of the options from p. 13 of **GURPS Dungeon Fantasy 4: Sages**, but fine and very fine tomes do *not* give an additional Path skill bonus. A grimoire acts as a textbook for Ritual Magic (Incantation) and the Path(s) required for its ritual(s); a reader can learn from it or even attempt a default casting roll at IQ-7 – but only if he also has Unusual Background (Incantation Mage)!

Multiple grimoires may be purchased as a *collection*, to save weight. This is a single book giving bonuses to multiple rituals, all of which must share at least one Path. Cost is based on the *total* bonus; weight remains 12 lbs. For example, a grimoire that gave +3 to Arcane Blast and +7 to Dispelling (total +10) would cost \$1,200 and weigh 12 lbs.

Bonus	Cost	Weight
+1	\$300	12 lbs.
+2	\$400	12 lbs.
+3	\$500	12 lbs.
+4	\$600	12 lbs.
+5	\$700	12 lbs.
+6	\$800	12 lbs.
+7	\$900	12 lbs.
+8	\$1,000	12 lbs.
+9	\$1,100	12 lbs.
+10	\$1,200	12 lbs.
+1	+\$100	–

Modifiers

*Alchemical Formulary**: Only gives its bonus when creating infusions. -0.5 CF.

Dead Language: Written in an ancient or esoteric tongue. The caster must read *and* speak this language at Native for the full bonus. Accented reduces the bonus by one. Broken *halves* it (round down). Someone with written comprehension can translate (up to his own comprehension level); this takes a Ritual Magic (Incantation) roll and (2d - margin of success) hours, minimum 30 minutes, for each ritual. -0.2 CF.

Encrypted: Disguised as a normal tome. Decrypting it requires a successful Ritual Magic (Incantation) skill roll and (3d - margin of success) hours, minimum one hour, per ritual. -0.2 CF.

*Script Grammarye**: Only gives its bonus when creating scripts. -0.5 CF.

* These cannot be combined.

Magical Components

These generic ingredients range from monster remains to magically potent materials like crystals from a high-mana zone or flower petals from Heaven. They can be either gathered in the field (see *Professional Skill (Dungeon Butcher)*, p. 5) or purchased, and give a one-time bonus to cast a spell before vanishing. At the GM's option, components may be attuned to a specific Path or effect, or even a particular ritual, so that they can only be used for such magic.

Because incanters cannot use power items (**Adventurers**, p. 28), magical components effectively take their place.

Type	Bonus*	Cost	Weight
Improvised	0	\$10	0.1 lb.
Basic	+1	\$30	0.3 lbs.
Good	+2	\$100	1 lb.
Fine	+3	\$300	3 lb.
Legendary	+4 or more	at least \$1,000	at least 5 lbs.

* You may use several components of one type to give you a better bonus. Using at least eight of the same grade gives another +1; using 30 or more gives +2. This is the most common way to make improvised components useful.

Have you got a bit of bat guano on you?

– Margaret Weis

and Tracy Hickman,

Dragons of Autumn Twilight

Portable Workspace Kits

Backpack Alchemy Lab (**Adventurers**, p. 26): In a pinch, this has *some* use for an incanter, raising the usual -5 to -4 when creating infusions or scripts (but not incantations, which use neither chemicals nor ink).

Portable Workspace Kit: This allows the preparation of incantations, infusions, and scripts in the field at -2. Takes 10 minutes to set up *or* put away safely. This time can be shortened via *Time Spent* (p. B346), but the penalty there applies to *all* subsequent rolls to use the equipment! (This can be removed by taking the full 20 minutes to put it away and set it up again, or vice versa.) You cannot get a bonus for taking extra time to deploy your kit. \$1,500, 15 lbs.

Portable Workspace Kit, Specialized: As above, but specialized in incantations, infusions *or* scripts (choose when buying). Gives the usual -2 to prepare its specialty, but -5 to make the other two. \$750, 10 lbs.

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.

Scripts

The magical scroll is a staple of *Dungeon Fantasy* for all casters, and incanters have their own version.

- Build a script as a normal spell, but add a flat +5 SP.
- A script *requires* a magical component (p. 18) of basic or better quality. This does not give a bonus, but further components can be added to give their usual bonus.
- Creating a script 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 Symbol Drawing (Scripts) or Path skill – with all applicable modifiers in either case. He *must* have at least one point in Symbol Drawing (Scripts) to create an script!
- Record the casting roll's margin of success for when the script is triggered.
- Only incanters can trigger scripts – the formula is too arcane and strange for normal casters!
- To trigger the ritual stored within the script, it must be read aloud. This requires a ready script and a Concentrate maneuver. No skill roll is required; instead, use the original margin of success; the reader is considered the caster. Once read, the ink disappears, leaving the surface blank.
- Unlike incantations, scripts are not at risk from dispelling magic or unconsciousness, only physical destruction. The GM may allow scripts to be written on other media (*Sages*, pp. 15-16) to make them more durable – or just more interesting!
- Each script occupies a magic slot (p. 19), but every four character points in Symbol Drawing (Scripts) give you an *additional* slot that can be used only for scripts. Unused scripts neither spoil nor fade as long as they occupy a magic slot.

GETTING TRICKY

Some circumstances bear special consideration when using incantation magic.

The Golden Rule

Some spells create situations or constructs that call for attributes, secondary characteristics, or skill levels. A binding spell needs to specify effective ST, a conjured cleaning broom needs a Housekeeping skill, etc. In all cases, unless the GM has a reason to rule otherwise, these should be derived from the incanter's appropriate Path skill.

A spell's skill or ST is simply equal to Path skill. For other attributes and characteristics, assume that typical Path skill is 15 (regardless of the incanter's actual skill level) and then apply modifiers to achieve the base level of the attribute or characteristic (e.g., all attributes start at 10). If this starting

level is 7 or less, a fractional multiplier is fairest; for 8 or higher, use a flat plus or minus.

Example: DX, IQ, HT, Will, and Per all start at 10; therefore, if the product of an incantation spell requires one of those traits, its effective level is (Path skill - 5). Basic Speed and Basic Move start at 5, so their effective level would be (Path skill)/3, rounded down.

Any attribute or characteristic can be improved via Bestows a Bonus (p. 15).

For inanimate objects, the GM may always choose to use the rules on pp. B557-559 to determine ST, HP, DR, etc. See *Animate Object* (p. 23) for a spell that mixes the two approaches.

Blocking Spells

Some defensive rituals (especially those of Path of Protection) make sense as a type of active defense. Such "blocking" spells can be cast only *once* per turn, and require a skill roll at an *additional* -10 beyond whatever the spell requires. If *Voluntary Sacrifice* (p. 22), is used to offset this, it requires an additional Ritual Magic (Incantation) skill roll at -10 (-5 for Adepts) to gain the bonus fast enough to use it with the spell. If the roll fails, the ritual wasn't performed fast enough to work *and* if it was the caster who was targeted, he doesn't get another active defense – unless he took All-Out Defense (Double Defense).

Conditional Spells

An incanter can delay a spell so that it doesn't happen until a specific set of circumstances are met. Conditional spells are similar to incantations (p. 19), but require an additional +5 SP and the casting roll is made immediately. For example, *Dispelling* (p. 26) could be cast conditionally with the trigger being "The first time a spell successfully affects me." More complex triggers are possible, but they require an additional Sense Arcanum effect if an IQ 5 being could understand the trigger conditions, or Sense Arcanum *plus* Bestows a

Bonus (raising effective IQ for this single purpose; see p. 15) for more complicated commands.

The spell will "hang" indefinitely, either stationary or attached to a subject. Once triggered, it will last for its normal Duration. The caster cannot cancel the spell before it expires or prolong the Duration; by casting conditionally, he's given up control of the spell. Conditional spells are subject to *Stacking Spells* (p. 21) and take up one of the caster's magic slots (p. 19).

*She followed him
into the darkness.
"How are they magic?"
"They just are."
"In what way?"
"In a magicky way."
She glared at the back
of his head. "They aren't
magic at all, are they?"
"Not really."*

*– Derek Landy,
Mortal Coil*

Damage Tricks

Enhancements may be added to Damage. Each +5% adds 1 SP if the base cost for Damage is 20 SP or less. If Damage costs 21 SP or more, apply the enhancement percentage to the SP cost for Damage only (*not* to the cost of the whole spell); round up. Added limitations reduce this surcharge, but will never provide a net SP *discount*. If you add Aura (p. B102), you may optionally include Duration, however your spell must use the direct damage values.

Conjured weapons may be created by using an appropriate effect and the direct damage value, combined with Duration (which is expressly allowed only for this effect and Aura spells, above).

Vampiric spells, in which the injury taken by the target heals the caster at a 1-to-1 ratio, require adding an appropriate Transform effect and *double* the SP required for the Damage effect. This is the only way incantation magic can “heal” living things!

Divination

Divining the future requires a Sense Augury effect to determine the most likely answer to any question. The response comes as a flash of insight. Its clarity is wholly up to the GM, but is based on the margin of success of the spell *and* on whether the answer would disturb any plans the GM might have. Complexity makes divination difficult, however. Consulting the *Size and Speed/Range Table* (p. B550), the GM should find the total number of reasonable answers in the “Linear Measurement” column and apply the penalty in the “Speed/Range” column to the roll to invoke the ritual (p. 17), in addition to the normal spell penalty. For example, if a cursed throne has 10 different magical effects if you sit on it, then it would inflict another -4 in addition to the penalty associated with casting the spell. If the caster has Fortune-Telling, he can attempt to use it as a complementary skill for this spell (see p. 4).

The GM should interpret a question about *part* of a situation as if it were about the overall situation. For example, if the delvers know for a fact that an artifact is in one of eight dungeons, an incanter cannot cast eight “yes/no” divinations to locate it (“Is it in Dungeon A? No? Then is it in Dungeon B?”); the GM should treat the first spell cast as a divination with eight possible answers.

Magic vs. Magic

There are two ways to negate an ongoing incantation magic effect: either overcoming it with another, higher-SP spell, or dispelling it outright. Either way, Girded (p. 16) is an easy way to make dispelling magic more powerful *or* to make a ritual harder to dispel. Casters can use Sense Arcanum to determine the existing spell’s SP and effective Path skill before they try to displace or dispel it.

The brute force method is to cast a new spell on the target in a way that exploits *Stacking Spells* (below). If the new spell uses the same spell effect as the old one, and costs more SP (whether naturally or via Girded), it simply *displaces* the original spell.

Dispelling effects outright is a special application of Destroy Arcanum (p. 11); see *Dispelling* (p. 26) for an example. If cast

successfully, roll a Quick Contest between the dispeller’s Path of Arcanum and the opposing caster’s Path skill (adjusted only for *Multiple Path Skills*, below). For this Quick Contest only, calculate the SP penalty (p. 14) for each spell and *reverse* it – a high-SP spell has an easier time countering a low-SP one, while a low-SP spell will have difficulty with a high-SP one.

Incantation Magic vs. Regular Magic: Incanters and regular spellcasters will inevitably interact. Incantation magic cannot “displace” standard magic spells, but it can counter them; rather than an SP-based bonus, the standard spell has a bonus in the Contest equal to twice its energy cost (before any discount for high skill). When a wizard uses Meta-Spells to counter an incantation magic spell, the incantation spell resists with the caster’s unmodified Path skill; for the purpose of Counterspell, Suspend Spell, etc., the “cost of the spell countered” is its SP penalty, inverted.

How SPECIFIC?

When defining spells for traits like Rote Invocation (p. 7), or for purchasing gear like grimoires (p. 18), it’s important to know how much you can change a ritual before it’s considered a *different* spell. For those technical purposes, the following guidelines define “a specific spell”:

- The spell effects (pp. 14-15) (e.g., “Strengthen Demonology”), along with a brief description of what the spell *does*.
- Whether it includes Area of Effect, Speed, or both. The actual area or speed doesn’t matter and can be changed without it being considered a different spell.
- Which of these modifiers were used *and* specifically how: Afflictions, Altered Traits (you must list the traits, but *if* they’re leveled, you can vary how many levels you add), Bestows a (Bonus or Penalty) (you must list the rolls affected, but can vary the strength of the modifier), Damage (you must list what *type* of damage, but can vary the amount), or Summoned.

Duration, Girded, Range, and Subject Weight can be varied freely with any ritual. See pp. 15-17 for the various modifiers.

Multiple Path Skills

Some spells require more than one Path skill to cast. For such spells, use the *lower* of the two Paths for all purposes. If a spell requires *three or more* Path skills, then the caster uses the lowest one and is at an additional -1 (to *all* rolls for the spell) for every skill past the first two.

Stacking Spells

Magic never stacks in any way. Use the following guidelines if in doubt:

1. Subjects of a spell cannot be affected by more than two of the same *spell effect* (pp. 14-15) from different rituals. For instance, you couldn’t use Strengthen Transfiguration in one spell to give someone DR 1, Strengthen Transfiguration in a second one to give +2 to HP, and then cast a third Strengthen Transfiguration ritual for +1 to ST. In such cases, the spell with the *most* SP remains and the others disappear.

2. Similar bonuses, results, etc. from different rituals are never cumulative with each other, regardless of the spell effect used. For example, getting +3 to rolls to resist disease from Strengthen Protection *and* using Strengthen Transfiguration to bestow Resistant to Metabolic Hazards (+3) results in +3 against disease, *not* +6! The GM has the final say on how “similar” two results are.

3. You can’t use magic to make anyone better at magic (no free lunches!). A ritual cannot give a bonus to casting spells, bestow Magery, and so on. It *could* give you Magic Resistance or reduce a target’s Magery. This also extends to any meta-game traits bestowed by magic (e.g., magical Luck couldn’t be used to reroll anything related to spellcasting), and to additional HP or FP (which cannot be sacrificed or spent to power rituals or spells). This applies only to spells – not permanent forms of magic or areas of high mana.

4. No one can be the subject of more than two “buffing” incantation spells. Such spells include any spell effect that gives its subject bonuses (Bestows a Bonus), advantages (Altered Traits), etc. In cases where this conflicts, the two spells with the highest SP total remain and the others fizzle. Where SP totals are tied, the oldest of the two spells disappears. For example, if you cast Strengthen Transfiguration for +1 ST, then Create Elementalism for +2 DR, and then added +1 to active defenses from Strengthen Augury, the Transfiguration ritual would fade.

Voluntary Sacrifice

Casters and their allies can sacrifice FP, HP, or Energy Reserve (Magical) to gain a bonus on the casting roll. Other types of Energy Reserve can be sacrificed, but count as FP. This takes one minute (one second for those with Adept, p. 7) per source to tap. Allies sacrificing FP, HP, or ER may do so as a free action, but they must remain in contact with the caster for the entire time it takes him to tap a source and they can only offer up the same type of energy (e.g., FP or HP, but not FP *and* HP). You cannot mix sources for a bonus, nor can you tap a power item’s energy.

For spells requiring 5 or fewer SP, every 5 FP, 3 HP, or 2 Energy Reserve (Magical) gives +1 to casting rolls. For spells requiring more than 5 SP, multiply the required energy by SP/5, rounded up. (See the table below.) For example, a 21-SP spell could get a +2 bonus if the incanter and his teammates were willing to sacrifice a total of 30 HP.

SP Total	FP*	HP*	ER*
0-5	5	3	2
6-10	10	6	4
11-15	15	9	6
16-20	20	12	8
21-25	25	15	10
26-30	30	18	12
31-35	35	21	14
+5	+5	+3	+2

* Per +1 bonus.

Warding

Wards are protective spells to keep out hostile forces: a specific monster type, magic, etc. In order for the designated threat to cross a ward, it must *win* a Quick Contest vs. the ward’s Power, which starts equal to the incanter’s Path skill (modified only for *Multiple Path Skills*, p. 21). Enemy magic rolls against its effective skill level (or equivalent), while hostile creatures use the *higher* of HT or Will, plus Magic Resistance. If the attacker loses or ties, it can try again, but at a cumulative -1. If it wins, then the ward no longer affects it *and* the ward’s Power is reduced by 1 versus similar threats. This makes it difficult to shield against hordes of monsters or a constant barrage of forces. Use Bestows a Bonus (p. 15) to enhance a ward’s Power; warding off one type of creature is a single bonus, more is a moderate range.

Wards against a specific type of creature or force require an appropriate Path (e.g., Path of Demonology for a Demon of Old or Path of Arcanum for hostile magic), and are always a Control effect. Despite not being able to affect Elder Things, Path of Mesmerism *can* be used to shield against hostile mental powers, which includes psionic ones.



CHAPTER THREE

GRIMOIRE

"The skull is cursed!" Asher shouted to Perri.

"Thank you, Baron Obvious!" she shouted back as she hit the dirt again. The animated skull leaked shadows like inky fire, leaving darkness in its wake. Hobert was already unconscious and the rest of the Headhunters were outside the hidden chamber they'd discovered.

"No, I am Baron Asher – I do not know this "Obvious" fellow. Is he a good man?" Asher replied in bewilderment. The skull began to cackle and hiss in the center of the room, and Perri stood.

*What **was** this thing? A trap? A monster? Something else?*

"An old enemy, Crimson Singer. Don't you remember me? You burned me to ash in my own tower and left me to die. But I'd prepared for such an event well in advance," it rasped as if reading her thoughts

*"Now I see," she murmured. "Asher, can your Lady of Justice maybe give us a hand? This **thing** has killed untold numbers in its quest for power." Perri walked around the cackling skull in a circle, its red pinprick eyes following her as she moved.*

*"I am beyond death now, **girl**. Your power can do nothing to me," it gloated.*

*"You may be right, Malthor. Who knows what profane magics you have steeped yourself in? But I don't need to **hurt** you, only **contain** you." As she traced a line with her foot and uttered a word of power, a ward sprang from her aura to surround the lich like a cage.*

Behind her, Asher had been praying the entire time and he glowed with the righteous fires of his goddess. "Malthor, the Lady of Justice has weighed and measured you and has found you wanting." Asher's voice was strange as his goddess spoke through his lips. In seconds, the fires of Heaven filled Perri's ward. She found herself enjoying the lich's unearthly screams far more than she probably should have.

The following spells are worked examples using the rules from Chapter 2. Each lists the *spell effects* and *inherent modifiers* (if any) necessary to define the spell per *How Specific?* (p. 21). The *skill penalty* is based on the total SP of a typical casting (per p. 14), while *casting time* is based on the number of spell effects (per pp. 14-15). After the description of the spell, a *typical casting* provides a full, worked example; changing these modifiers may change the spell's SP cost, in which case be sure to recalculate its skill penalty. Unless the typical casting includes a Range modifier, the incanter can cast it only on a target or area within arm's reach (though he doesn't have to actually touch it); you may add Range (p. 16) to fix this without it counting as a different spell.

Be sure to observe the limits described for each spell effect under *Incantation Paths* (pp. 10-14). These spells are balanced for starting delvers with Incantation Gift 3, but dabblers using

the incanter lens (p. 9) may need to reduce their modifiers, while grand masters may wish to raise them!

Alarm

Spell Effects: Create Arcanum.

Inherent Modifiers: Area of Effect.

Skill Penalty: Path of Arcanum-6.

Casting Time: 5 minutes.

You create a mystical "booby-trap," akin to cans strung along a wire, in a five-yard radius from the starting point. When an unauthorized being (you may authorize up to six) enters the area, every authorized being automatically wakes up (if asleep) and becomes aware of the invasion. Mundane stealth cannot overcome this; resolve any *supernatural* attempts at stealth as a Quick Contest against the incanter's Path of Arcanum.

This is a conditional spell (p. 20) that "hangs" until triggered or until everyone wakes up for the day.

Typical Casting: Create Arcanum (6) + Conditional Spell (5) + Area of Effect, 5 yards, Includes six targets (53). 64 SP.

*"People" – Geralt turned his head –
"like to invent monsters and monstrosities.
Then they seem less monstrous themselves."*

*– Andrzej Sapkowski, **The Last Wish***

Animate Object

Spell Effects: Create Arcanum + Control Arcanum.

Inherent Modifiers: None.

Skill Penalty: Path of Arcanum-2.

Casting Time: 10 minutes.

This spell gives any inanimate object the ability to move, to understand the caster, and to follow simple commands. It has DX equal to your Path level-5, Move equal to Path/3 (round down), and ST/HP based on its weight (see p. B558). It has whatever skills (equal to your Path of Arcanum level) and advantages the GM thinks are appropriate to an object of its shape or purpose. For example, if a caster had Path of Arcanum-15 and he animated a 3 lb. broom, it might have ST/HP 12, DX 10, Move 5, and Housekeeping-15.

Many casters will customize this spell, using Bestows a Bonus (p. 15) to give higher skills or attributes. Botches usually produce an animated object with creative and hostile intent!

Typical Casting: Create Arcanum (6) + Control Arcanum (5) + Duration, 12 hours (10) + Subject Weight, 100 lbs. (2). 23 SP.

Arcane Fire

Spell Effects: Create Arcanum.

Inherent Modifiers: Damage, Indirect Burning (Alternative Enhancements*).

Skill Penalty: Path of Arcanum-2.

Casting Time: 5 minutes.

This spell conjures a ball of pure magical energy. In addition to causing 6d burning damage, it *also* reduces the target's resistance to further magic. For each point of damage that penetrates the target's DR, he must make a HT roll (at -1 per 2 points of penetrating damage), or lose a level of Magic Resistance per point by which he failed. If the target has no Magic Resistance, he instead *gains* levels of Magical Susceptibility per point by which he failed his roll (maximum of five). These effects last for (20 - HT) minutes, minimum of one minute.

Typical Casting: Create Arcanum (6) + Damage, Indirect Burning 6d (Alternative Enhancements*, +77%) (20). 26 SP.

* Alternative Enhancements, Side Effect (Negated Advantage, Magic Resistance (Improved) 1, Margin-Based), Side Effect (Disadvantage, Magic Susceptibility 1, Margin-Based), +77%. Alternative Enhancements is from **GURPS Power-Ups 4: Enhancements**.

Bewitchment

Spell Effects: Destroy Mesmerism.

Inherent Modifiers: Afflictions, Daze.

Skill Penalty: Path of Mesmerism-1.

Casting Time: 2 minutes.

This spell holds the subject (who must have an IQ of 6 or higher) motionless and unaware of time's passage (treat as dazed, p. B428). The subject may roll against the better of HT or Will to "shake off" the effect every (margin of loss) minutes. Otherwise, this lasts as long as the caster and the subject's eyes meet; if either one can no longer see the other's eyes, the spell is instantly broken. (The short casting time is due to this drawback; see *Limited Spells*, p. 15.)

This is often cast as a "blocking" spell (p. 20) at the usual -10 to skill.

Typical Casting: Destroy Mesmerism (5) + Afflictions (Daze) (10). 15 SP.

Black Blade

Spell Effects: Create Necromancy.

Inherent Modifiers: Damage, Direct Toxic (Follow-Up).

Skill Penalty: Path of Necromancy-1.

Casting Time: 5 minutes.

This spell causes a weapon, weighing no more than 10 lbs., to gain a 3d toxic follow-up for the next 10 seconds. This spells manifests as a visible halo of black energy around the weapon and is resisted like a normal spell.

This essentially uses the rules for conjured weaponry (p. 21), but the weapon itself is the carrier for the damage.

Typical Casting: Create Necromancy (6) + Damage, Direct Toxic 3d (Follow-Up, +0%) (8) + Duration, 10 seconds (1). 15 SP.

Bond of Servitude for (Class)

Spell Effects: See below.

Inherent Modifiers: Bestows a Penalty, Resistance.

Skill Penalty: Appropriate Path-2.

Casting Time: 5 minutes.

This spell imposes a magical compulsion on the target (who resists at -2), forcing him to obey *all* the caster's commands for an hour. The target cannot go against a direct command, but *may* interpret commands creatively. This spell doesn't provide any special means of communication or understanding of commands. If the subject is ordered to do something suicidal or radically against his nature (e.g., attack a co-religionist to whom he has a Sense of Duty) he gets a roll to resist *that* command by rolling Will vs. the caster's effective skill. The caster may *not* repeat a resisted order, even rephrased, if the outcome would be similar! Different orders are still possible; e.g., if "Throw your friend in the lava" fails, "Make your friend leave" may still work, so long as leaving doesn't require a lava-swim.

The Path used depends on the *class* of the target: Arcanum for *wizardly constructs*; Demonology for *demons* or *servitors of good*; Elementalism for *elementals*; Mesmerism for *mundanes*; and Necromancy for *undead*. Other creature types are unaffected; see *The Limits of Power*, p. 13. Each class is a different spell.

Typical Casting: Control (specific Path) (5) + Bestows a Penalty, -2 to rolls to resist Bond of Servitude (2) + Duration, 1 hour (7) + Range, 20 yards (6). 20 SP.

... let the gods distinguish
between the wicked and the merely
incompetent.

— Glen Cook, *Bitter Gold Hearts*

Bulwark

Spell Effects: Strengthen Protection.

Inherent Modifiers: Altered Traits, Damage Resistance.

Skill Penalty: Path of Protection-4.

Casting Time: 5 minutes.

This spell grants the subject DR 6 with the Tough Skin and Hardened 2 modifiers. This protection lasts for 12 minutes.

Typical Casting: Strengthen Protection (3) + Altered Traits, Damage Resistance 6 (Hardened 2, +40%; Tough Skin, -40%) (30) + Duration, 12 minutes (6) + Subject Weight, 1,000 lbs. (4). 43 SP.

Censure

Spell Effects: Control Protection.

Inherent Modifiers: Bestows a Penalty, Resistance.

Skill Penalty: Path of Protection-2.

Casting Time: 5 minutes.

This spell banishes extradimensional entities, who must make a resistance roll at -6. Failure means instant banishment from their non-native reality. Critical success on the resistance roll means they cannot be banished by the caster for the next 24 hours!

Typical Casting: Control Protection (5) + Bestows a Penalty, -6 to rolls to resist Censure (16). 21 SP.

Cone of Flame

Spell Effects: Create Elementalism.

Inherent Modifiers: Damage, Indirect Burning (Cone; Reduced Range).

Skill Penalty: Path of Elementalism-2.

Casting Time: 5 minutes.

The caster conjures a cone of fire, emanating from his hands and extending out to a maximum width of five yards and length of 20 yards (see *Area and Spreading Attacks*, p. B413). This cone does 3d burning damage and requires a roll against Innate Attack (Beam) to hit.

Typical Casting: Create Elementalism (6) + Damage, 3d Indirect Burning (Cone, 5 yards, +100%; Reduced Range, $\times 1/5$, -20%) (16). 22 SP.

Create Golem Warrior

Spell Effects: Create Arcanum $\times 2$.

Inherent Modifiers: Summoned.

Skill Penalty: Path of Arcanum-3.

Casting Time: 10 minutes.

This spell summons a warrior simulacrum (below) to defend you for one hour. You may specify its combat skills when the spell is cast. (The two Create Arcanum effects are for its body and its independent spirit.)

The warrior is a dedicated, fanatic guardian who will willingly lay down its life for its master. While it can be ordered to perform various unskilled tasks, it will refuse to be separated from its master, and will abandon all orders to rush to its master's defense. It has the attitude of a faithful but jealous dog; it does not understand the motivations of the living beyond "survival," and may mistake jokes and harmless social situations for aggression.

The warrior is created without armor or weapons; these must be provided via another spell or given to it by hand.

Typical Casting: Create Arcanum (6) + Create Arcanum (6) + Duration, 1 hour (7) + Subject Weight, 300 lbs. (3) + Summoned, 50% of Static Point Total* (8). 30 SP.

* Assumes a Static Point Total of 250.

Create Undead Servitor

Spell Effects: Control Necromancy + Create Necromancy.

Inherent Modifiers: Summoned.

Skill Penalty: Path of Necromancy-2.

Casting Time: 10 minutes.

You animate a servitor skeleton or zombie (*Summoners*, pp. 25-26) from a nearby dead body or grave. It does your bidding for the next day, after which it crumbles to dust or putrefies.

Typical Casting: Control Necromancy (5) + Create Necromancy (6) + Duration, 1 day (11) + Subject Weight, 300 lbs. (3) + Summoned, 25% of Static Point Total* (4). 29 SP.

* Assumes a Static Point Total of 250.

WARRIOR SIMULACRUM

Obviously inhuman, this nearly featureless flesh golem is powered by the spark of magic; it looks and smells unnatural, and will usually be met with hostility and disgust. Although it understands its master's native language, it is completely mute; it may communicate only via Gesture.

ST: 15 [50]	HP: 15 [0]	Speed: 6.00 [0]
DX: 12 [40]	Will: 11 [10]	Move: 6 [0]
IQ: 9 [-20]	Per: 12 [15]	Weight: 300 lbs.
HT: 12 [20]	FP: N/A	SM: 0

Dodge: 10 **Parry:** varies **DR:** 2 (Tough Skin) [6]

Punch (12): 1d crushing. Reach C.

Weapon: Based on Damage 1d+1/2d+1.

Traits: Automaton [-85]; Clueless [-10]; Combat Reflexes [15]; Fanaticism (Protecting master) [-15]; High Pain Threshold [10]; Injury Tolerance (Homogenous; No Blood) [45]; Mute [-25]; No Fatigue [0]; No Slave Mentality [40]; Social Stigma (Valuable Property) [-10].

Skills: Gesture-10 [2]; Intimidation-12 [4]; Observation-11 [1]; Tactics-12 [16]. • 16 points in combat-related skills, chosen when the spell is cast.

Class: Construct.

Notes: Typical combat skills, assuming the incanter loans the golem one of his own weapons, might be Brawling-14 [4], Wrestling-14 [8], and either Smallsword-13 [4] or Staff-13 [4]. Damage is 1d+1 crushing (punch), 1d+2 impaling (smallsword), or 2d+3 crushing (quarterstaff). Parry is 11 (unarmed), 10 (smallsword), or 12 (quarterstaff).

Creeping Frost

Spell Effects: Create Elementalism.

Inherent Modifiers: Altered Traits, Fragile (Brittle) and Vulnerability (Crushing $\times 2$) + Area of Effect + Damage, Direct Burning (No Incendiary).

Skill Penalty: Path of Elementalism-6.

Casting Time: 5 minutes.

This spell slowly freezes anyone or anything caught in the area and weighing five tons or less. For the next minute, every target who failed to resist acquires Fragile (Brittle) and any crushing injury he receives is *doubled*. In addition, for the first seven seconds of that minute the subject takes 1d-3 burning damage per second that ignores DR. This spell cannot set fires, but subjects may need to make a Fright Check, at the GM's discretion.

Note that the 3d damage being spread out over multiple turns is a special effect: 1d-3 is effectively 1.5 points of damage and $1.5 \times 7 = 10.5$, the average of rolling 3d.

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.

Flesh Mask

Spell Effects: Transform Transfiguration.

Inherent Modifiers: Bestows a Bonus, Disguise rolls.

Skill Penalty: Path of Transfiguration-3.

Casting Time: 5 minutes.

This ritual changes the appearance of the subject. If trying to make a target look like someone else, make an IQ roll or Disguise roll at +5. Success means the resemblance is close enough to the original to be mistaken for him. Success by 5 or more, or a critical success, gives +2 on all *other* rolls to emulate the target (Acting, Mimicry, etc.). This effect lasts for an hour.

Typical Casting: Transform Transfiguration (8) + Bestows a Bonus, +5 to Disguise rolls (12) + Duration, 1 hour (7) + Subject Weight, 300 lbs. (3). 30 SP.

Frozen Bonds

Spell Effects: Create Elementalism.

Inherent Modifiers: Bestows a Bonus, Increased Binding ST.

Skill Penalty: Path of Elementalism-1.

Casting Time: 5 minutes.

This spell conjures a block of ice around the body of the target (who must be within 20 yards of the caster), effectively acting as Binding (p. B40) with the Engulfing modifier. The ST of the Binding is equal to the caster's Path of Elementalism+3. As a special effect, any FP lost by the struggling victim can be recovered only with shelter and warmth, but he doesn't become helplessly entangled on 17-18.

Typical Casting: Create Elementalism (6) + Bestow a Bonus, +3 to Binding ST (4) + Range, 20 yards (6). 16 SP.

Greater Solidify Spirit

Spell Effects: Control Undead + Strengthen Undead.

Inherent Modifiers: Altered Traits, Negated Insubstantiality.

Skill Penalty: Path of Necromancy-4.

Casting Time: 10 minutes.

As for *Lesser Solidify Spirit* (p. 28), except this ritual can force spirits to manifest in the material plane even if they cannot inherently do so! (Demonology-based variations exist for this spell as well.)

Typical Casting: Control Undead (5) + Strengthen Undead (3) + Altered Traits, Negated Insubstantiality (16) + Duration, 12 minutes (6) + Range, Extradimensional (10). 40 SP.

Hellfire Aura

Spell Effects: Create Demonology.

Inherent Modifiers: Damage, Direct Burning (Aura; Melee Attack, Reach C).

Skill Penalty: Path of Demonology-2.

Casting Time: 5 minutes.

This spell wreathes the subject in an aura of pure hellfire, causing 2d burning damage to anyone or anything he touches or that touches him. For the purpose of determining whether the target catches fire (p. B433), *triple* the effective damage; e.g., 4 points of damage sets fire like 12 points of burning damage.

Typical Casting: Create Demonology (6) + Damage, 2d Direct Burning (Aura, +80%; Incendiary, +10%; Melee Attack, Reach C, -30%) (16) + Duration, 1 minute (3). 25 SP.

Illusion

Spell Effects: Create Elementalism + Create Mesmerism.

Inherent Modifiers: None.

Skill Penalty: The lower of Path of Elementalism-1 or Path of Mesmerism-1.

Casting Time: 10 minutes.

This spell creates an extremely realistic illusion that can be seen by anyone and has a mind of its own (treat it as having IQ equal to your Path skill-5). Others must make a resistance roll upon seeing the illusion; failure means they believe it is real and cannot be persuaded otherwise. The illusion does whatever its creator instructs it to do, including attempting to attack enemies. Each attack gives the target another roll to resist; failure means the victim believes he's been injured so much that he takes damage equal to the margin of loss! The GM decides ultimately what can be an illusion, and should use appropriate statistics. Powerful illusory constructs might require the Summoned modifier (pp. 16-17).

The GM may allow "figment" illusions to be pure Create Mesmerism effects, instead of Elementalism. The GM may declare that such a spell is resisted – and by viewers' Perception or Will *instead of* Will or HT (a special effect).

Typical Casting: Create Elementalism (6) + Create Mesmerism (6) + Duration, 1 hour (7). 19 SP.

I've had a tense couple of days. And I've got to tell you, burning someone's face off sounds like a great way to relax.

– Jim Butcher, Small Favor

Invisibility

Spell Effects: Control Elementalism.

Inherent Modifiers: Altered Traits, Invisibility (Can Carry Objects).

Skill Penalty: Path of Elementalism-9.

Casting Time: 5 minutes.

The target (along with all his gear) becomes invisible for the next minute. However, any hostile action on the subject's part instantly ends the spell; this is a conceit of *Dungeon Fantasy* and is thus a 0-point feature.

Optionally, this may be "mind clouding" invisibility which uses Path of Mesmerism instead of Path of Elementalism. The GM may declare that such a spell is resisted – and by viewers' Perception or Will *instead of* Will or HT (a special effect).

Typical Casting: Control Elementalism (5) + Altered Traits, Invisibility (Can Carry Objects, Heavy Encumbrance, +100%) (80) + Duration, 1 minute (3) + Subject Weight, 1,000 lbs. (4). 92 SP.

Jinx

Spell Effects: Control Augury.

Inherent Modifiers: Area of Effect + Bestows a Penalty, Critical Failures.

Skill Penalty: Path of Augury-8.

Casting Time: 5 minutes.

This spell affects everyone within five yards of the caster – except for up to 12 allies chosen at the time of casting. Those who fail to resist increase their critical failure range by *three* for the next hour; e.g., a foe who normally critically fails only on an 18 now does so on a 15 or more, even if he would normally have succeeded!

Typical Casting: Control Augury (5) + Area of Effect, 5 yards, excluding 12 allies (56) + Bestows a Penalty, -3 to critical failure range of all rolls (20) + Duration, 1 hour (7). 88 SP.

*Years and distances, stars and candles,
water and wind and wizardry, the craft in
a man's hand and the wisdom in a tree's root:
they all arise together.*

– Ursula K. Le Guin, *A Wizard of Earthsea*

Lesser Solidify Spirit

Spell Effects: Control Undead + Strengthen Undead.

Inherent Modifiers: None.

Skill Penalty: Path of Necromancy-2.

Casting Time: 10 minutes.

This ritual forces a spirit that can manifest in the material world to use that ability, rendering it vulnerable to physical threats, for the next 12 minutes. If the spirit usually has to spend fatigue to stay manifested, this requirement is temporarily lifted; the ritual provides the energy required.

If the spirit cannot normally manifest under its own power, this ritual fails and does nothing (but see *Greater Solidify Spirit*, p. 27). Variations of this spell that affect demons or angels exist; these use Path of Demonology.

Typical Casting: Control Undead (5) + Strengthen Undead (3) + Duration, 12 minutes (6) + Range, Extradimensional (10). 24 SP.

Mage-Arrow

Spell Effects: Control Arcanum + Special (see below).

Inherent Modifiers: As per attached spell.

Skill Penalty: See below.

Casting Time: One step longer than attached spell.

This spell allows an arrow, bolt, or similar ammunition to be the carrier of a specific spell. You need only cast this spell (not both), but roll against the lower of your Path of Arcanum and the other spell's Path. *Casting Time* (p. 17) is one step longer due to the added effect; e.g., if the underlying spell takes 10 minutes to cast, the Mage-Arrow version takes 30 minutes.

If the arrow hits, the spell it carries goes off, immediately affecting the subject. If it misses, the spell dissipates

harmlessly. A spell carried in this manner does not need to include Range! It's delivered by contact with the arrow.

Any damaging spell is considered to be linked and is *not* a follow-up attack. For a spell that causes damage indirectly (pp. 15-16), this means the subject cannot attempt an active defense against it – he's already been hit! Each active Mage-Arrow spell occupies a magic slot (p. 19).

Typical Casting: Control Arcanum (5) *plus* SP equal to the carried spell's total.

Mule's Strength

Spell Effects: Strengthen Transfiguration.

Inherent Modifiers: Altered Traits, Lifting ST.

Skill Penalty: Path of Transfiguration-3.

Casting Time: 5 minutes.

This spell grants the subject Lifting ST 5 for the next 24 hours, allowing him to carry more.

Typical Casting: Strengthen Transfiguration (3) + Altered Traits, Lifting ST 5 (15) + Duration, 1 day (11) + Subject Weight, 1,000 lbs. (4). 33 SP.

Occultus Oculus

Spell Effects: Sense Augury.

Inherent Modifiers: Bestows a Bonus, Recognition.

Skill Penalty: Path of Augury-1.

Casting Time: 5 minutes.

This spell allows an immediate roll to identify the target. Uses the rules for *Recognition* (**GURPS Dungeon Fantasy 2: Dungeons**, p. 9), but roll your Path of Augury+6 instead of a particular skill. This information comes in a flash of insight.

Typical Casting: Sense Augury (2) + Bestows a Bonus, +6 to recognition roll (16). 18 SP.

Partial Shapeshifting (Bat Wings)

Spell Effects: Transform Transfiguration.

Inherent Modifiers: Altered Traits (Flight (Winged)).

Skill Penalty: Path of Transfiguration-4.

Casting Time: 5 minutes.

Membranous or leathery wings emerge from the target's back. These let the subject fly at Move equal to twice his Basic Speed (round down) for the next hour.

Typical Casting: Transform Transfiguration (8) + Altered Traits, Flight (Winged, -25%) (30) + Duration, 1 hour (7) + Subject Weight, 1,000 lbs. (4). 49 SP.

Peel Back the Skin

Spell Effects: Destroy Transfiguration.

Inherent Modifiers: None.

Skill Penalty: Path of Transfiguration-0.

Casting Time: 5 minutes.

This ritual forces a shapeshifted subject to return to its native form. This spell's effects are instant and do not prevent the subject from transforming or being transformed again.

Typical Casting: Destroy Transfiguration (5) + Subject Weight, 300 lbs. (3). 8 SP.

Radiant Shield

Spell Effects: Strengthen Protection.

Inherent Modifiers: Altered Traits, Defense Bonus + Area of Effect.

Skill Penalty: Path of Protection-11.

Casting Time: 5 minutes.

This spell conjures a bright glow around the shields of six allies within four yards, adding +2 DB to each for an hour. Each shield must weigh 30 lbs. or less.

Typical Casting: Strengthen Protection (3) + Altered Traits, Defense Bonus +2 (60) + Area of Effect, 4 yards, Excludes all but six allies (43) + Duration, 1 hour (7) + Subject Weight, 30 lbs. (1). 114 SP.

Red Blade

Spell Effects: Create Necromancy.

Inherent Modifiers: Damage, Special.

Skill Penalty: Path of Necromancy-4.

Casting Time: 5 minutes.

This spell must be cast on a weapon weighing no more than 10 lbs.; it manifests as a glowing halo of red energy around the weapon for the next 10 seconds. If this weapon injures a foe while the spell is active, the victim continues to take the same injury every second for the next 1d seconds! Each cycle can be resisted (using the usual rules for resisting incantation magic); successful resistance prevents further damage from that attack.

Typical Casting: Create Necromancy (6) + Damage, Direct Damage (Cyclic, 4 additional 1-second cycles, Resistible, +200%) (40*) + Duration, 10 seconds (1). 47 SP.

* SP is calculated as adding a Cyclic attack with damage determined by the weapon rather than the spell.

... for five, I speak a parable which you must interpret as you will; and for one terce, I babble in an unknown tongue.

– Jack Vance, Tales of the Dying Earth

Repair Undead

Spell Effects: Restore Necromancy.

Inherent Modifiers: Repair.

Skill Penalty: Path of Necromancy-1.

Casting Time: 5 minutes.

You heal any undead creature for 3d HP, by reinforcing its necromantic energies.

Typical Casting: Restore Necromancy (4) + Repair undead, 3d (8) + Subject Weight, 300 lbs. (3). 15 SP.

Safeguard

Spell Effects: Strengthen Protection $\times 2$.

Inherent Modifiers: Altered Traits, Modified Altered Time Rate + Bestows a Bonus, Active Defense rolls.

Skill Penalty: Path of Protection-7.

Casting Time: 10 minutes.

For the next 10 seconds, the target of this ritual gains +2 to all active defenses and can attempt two *different* defenses against each attack; e.g., he can try to dodge an attack and then parry it if the dodge fails (both at +2). Other “once per turn” defensive abilities may now be attempted twice: he may retreat twice per turn, attempt up to two Blocking spells or power defenses per turn, and so on.

Typical Casting: Strengthen Protection (3) + Strengthen Protection (3) + Altered Traits, Modified Altered Time Rate 1* (60) + Bestows a Bonus, +2 to Active Defense rolls (10) + Duration, 10 seconds (1). 77 SP.

* This is Altered Time Rate 1 with a new limitation: Defensive (-40%). You may only use your additional maneuver to take All-Out Defense (Double Defense) after your normal turn. As a special benefit, this extra turn also grants you the ability to make an additional retreat, Blocking spell, etc. when attacked.

Scry

Spell Effects: Strengthen Augury.

Inherent Modifiers: Speed.

Skill Penalty: Path of Augury-6.

Casting Time: 5 minutes.

Allows the caster to project his senses of hearing, sight, and smell to any spot up to 100 miles from his current location. He must make appropriate Sense rolls normally, as if he were in the spot he’s projecting to, but may use the higher of his Per-based Path skill or his actual Sense roll. After the spell is cast, the incanter can change his view to another area as long as it’s within 100 miles of his current location. This takes one second per 10 miles from his current point of view.

Scry uses normal range costs, not long-distance modifiers, as its utility is significantly greater than a typical “information” spell.

Typical Casting: Strengthen Augury (3) + Duration, 3 hours (8) + Range, 100 miles (30) + Speed, 10 miles/second (24). 65 SP.

Seek Treasure

Spell Effects: Sense Augury.

Inherent Modifiers: None.

Skill Penalty: Path of Augury-0.

Casting Time: 5 minutes.

This spell tells the caster the location of the nearest collection of valuables worth \$1,000 or more; he may exclude any or all known subjects. This happens as a flash of insight, which tells the caster the path to the detected loot from his current position.

Typical Casting: Sense Augury (2). 2 SP.

Summon Flaming Skull

Spell Effects: Control Demonology.

Inherent Modifiers: Summoned.

Skill Penalty: Path of Demonology-3.

Casting Time: 5 minutes.

This spell summons a flaming skull (*Dungeons*, p. 23) from Hell to do the bidding of the caster for the next minute, after which it returns to Hell.

Typical Casting: Control Demonology (5) + Duration, 1 minute (3) + Range, Extradimensional (10) + Summoned, 100% of Static Point Total* (20). 38 SP.

* Assumes a Static Point Total of 250.

GURPS MAGIC COLLEGES AND PATHS

The following table is an approximation only and is useful to GMs looking for similar magic spells that roughly correspond to incantation rituals. Keep in mind that Paths can do a lot more than spells, even if the table looks "lopsided!"

<i>Incantation Paths</i>	<i>Magical College</i>
Arcanum	Gate and Meta-Spells
Augury	Knowledge
Demonology	Gate and Necromantic
Elementalism	Air, Earth, Fire, Food, Illusion and Creation, Light and Darkness, Making and Breaking, Sound, and Water
Mesmerism	Communication and Empathy, Illusion and Creation, and Mind Control
Necromancy	Necromantic
Protection	Making and Breaking, and Protection and Warning
Transfiguration	Body Control and Movement

Twist of Fate

Spell Effects: Transform Augury.

Inherent Modifiers: Altered Traits, Destiny.

Skill Penalty: Path of Augury-2.

Casting Time: 5 minutes.

Alters the target's immediate fate, protecting him from a single failure or injury for the next hour. When the target either fails a roll, takes damage, or suffers some other mishap, he can choose to trigger this effect, either to reduce a terrible injury to just 1 HP or to turn a failed roll into a success (critical failures are too severe to salvage). This spell can be recast as usual, but no subject may benefit from such a "save" more than once per session.

Typical Casting: Transform Augury (8) + Altered Traits, Destiny* (5) + Duration, 1 hour (7). 20 SP.

* Using the variant "Destiny Points" rules from *GURPS Power-Ups 5: Impulse Buys*, p. 5.

Ward for (Class)

Spell Effects: Control (Path).

Inherent Modifiers: Area of Effect + Bestows a Bonus, Power.

Skill Penalty: Appropriate Path-6.

Casting Time: 5 minutes.

You create a magical barrier in a five-yard circular area centered on a hex of your choosing. Anything within the ward is protected from a specific class of creatures (*Dungeons*, p. 21) or magic (e.g., divination spells) with *Power* equal to your Path skill + 2. For further rules, see *Warding* (p. 22).

The Path used depends on the *class* of the target: Arcanum for *magic* (spells cast directly across the threshold) or *wizardly constructs*; Augury for *scrying* (including similar non-magical forms of supernatural detection); Demonology for *demons* or *servitors of good*; Elementalism for *elementals*; Mesmerism for *mental intrusion* (whether magical, psionic, etc.) or *mundane creatures* other than animals or animated plants; and Necromancy for *undead*. Other creature types are unaffected; see *The Limits of Power*, p. 13. Each class is a different spell.

Typical Casting: Control (specific Path) (5) + Area of Effect, 5 yards (50) + Bestows a Bonus, +2 to the ward's Power (4) + Duration, 1 hour (7). 66 SP.

Whiplash

Spell Effects: Control Mesmerism.

Inherent Modifiers: Afflictions, Seizure + Damage, Direct Crushing.

Skill Penalty: Path of Mesmerism-2.

Casting Time: 5 minutes.

Causes the target to thrash about violently to the unseen beat of some devilish canticle. Treat this as a seizure (p. B429), except that the target doesn't fall down, but instead undulates and whips his head back and forth to the diabolic hymn. Additionally, because of the flailing and jerking, he inflicts 1d+1 crushing damage upon himself, which ignores DR.

Typical Casting: Control Mesmerism (5) + Afflictions, Seizure (20) + Damage, Direct Crushing 1d+1 (1). 26 SP.

Wrathchild

Spell Effects: Control Mesmerism + Strengthen Transfiguration.

Inherent Modifiers: Altered Traits, ST +5 and Berserk (N/A) + Bestows a Bonus, HT rolls to remain conscious or alive.

Skill Penalty: Lower of Path of Mesmerism-6 or Path of Transfiguration-6.

Casting Time: 5 minutes.

The subject flies into an amped-up, insane rage, ready to kill everything in sight. He acts as if under the effects of Berserk, except that he gains +6 to HT rolls to remain conscious or alive instead of +4. Additionally, his fury drives him to overexert himself tremendously and he temporarily gains +5 to his ST.

But this comes at a price once the spell ends: The subject loses 10 FP . . . if he's still alive. (The short casting time is due to this drawback; see *Limited Spells*, p. 15.)

Typical Casting: Control Mesmerism (5) + Strengthen Transfiguration (3) + Altered Traits, ST +5 and Berserk (N/A) (55) + Bestows a Bonus, +2 to HT rolls to remain conscious or alive (2) + Duration, 30 seconds (2). 67 SP.

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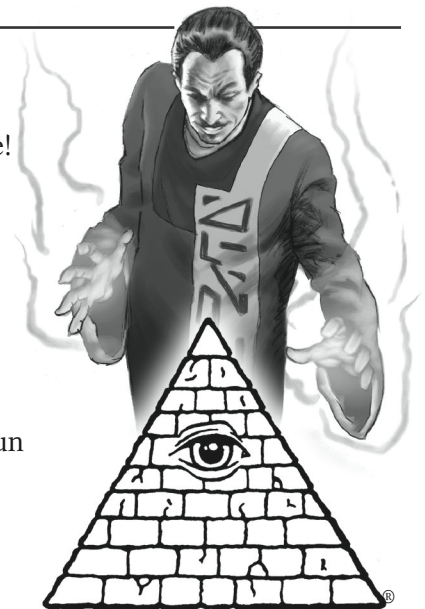
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