

G U R P S[®]

GRIMMOIRE

*Tech Magic, Gate Magic and Hundreds
of New Spells for All Colleges*



BY DANIEL U. THIBAUT AND S. JOHN ROSS

STEVE JACKSON GAMES

MAGIC AWAITS

Mages struggle to probe the mysteries of life, death, time and space. At last, we gather their magical knowledge together – *GURPS Grimoire*, the ultimate resource for would-be sorcerers and established mages. This indispensable rulebook gives new, powerful spells for all campaigns, from Ice-Age epics to gritty cyberpunk slumcrawls.

GURPS Grimoire has over 400 new spells, as well as two new colleges. The adventurous – or the desperate – can now manipulate time and space using *Gate Magic*. Savvy wizards stay current with *Technology Magic*, and give “machine power” and “rad” entirely new meaning!



Several new sub-colleges also add flexibility in dealing with weather, electricity, ice and acid.

An expanded chart of spell prerequisites, and a handy table for quick reference, are included.

And Scott Paul Maykrantz, author of *GURPS Creatures of the Night*, expands the *GURPS Magic* tables for generating Demons.

This book is completely compatible with the rules in the *GURPS Basic Set*, as well as those in *GURPS Magic, Second Edition*.

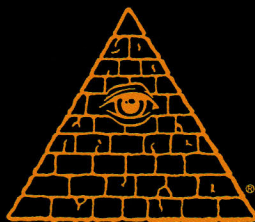
Open, then, and learn strange new wonders . . .

Written by Daniel U. Thibault and
S. John Ross

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Ruth Thompson



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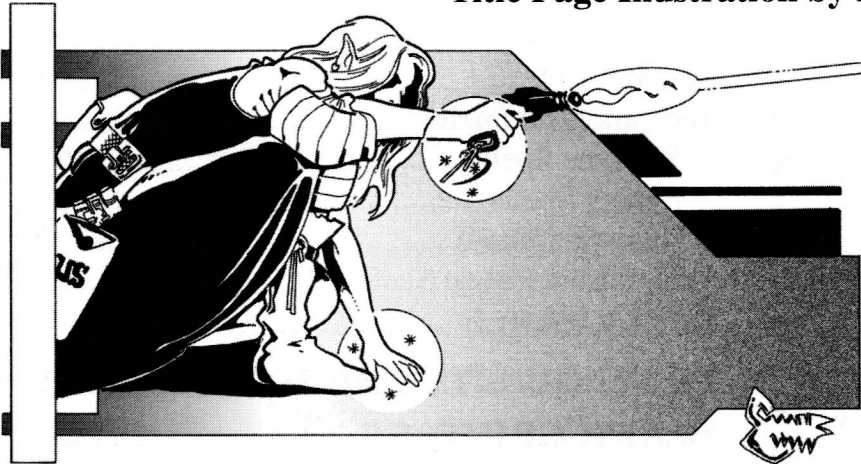
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This book was a great collective effort; it was only made possible by the combined imagination of *GURPS* gamers everywhere.

—Urhidur

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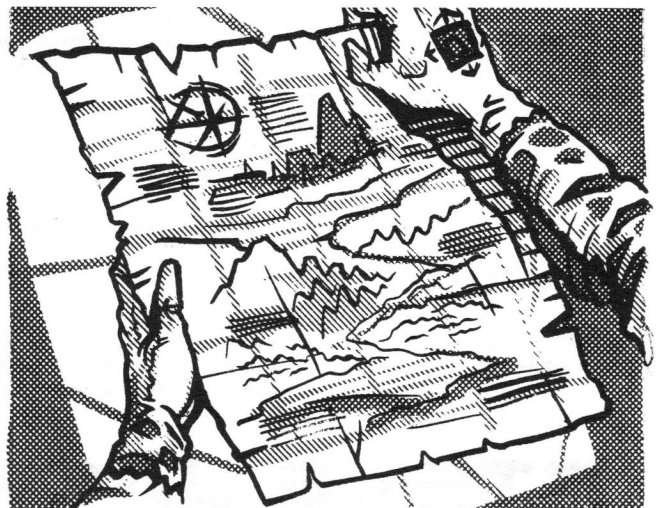
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INTRODUCTION

WITHIN these pages is a vast array of new spells, from the merely wondrous to the world-shattering. *GURPS Grimoire* expands the *GURPS* magic system with high-tech magic, Gate spells, and hundreds of new spells for the existing colleges. *GURPS Grimoire* is the indispensable companion to *GURPS Magic*.

About the Authors

Daniel U. Thibault is a graduate of both the Université Laval (Québec), in Computer Science and the University of British Columbia, in Astronomy. He now works for Canada's Department of National Defence, as an Operational Research scientist.

He lives in Colorado Springs, Colorado, with his wife Claire, their two cats Fusain and Microbe, and their dog Zucchini. During the time it took to complete this project, he found a job, moved twice, got married, adopted two cats and a dog, and destroyed one hard disk. This is his first *GURPS* book, which he would like to dedicate to Claire, his love.

S. John Ross has been a science fiction fan since he first learned to read, and an adventure gamer since the spring of 1986, when he discovered *Car Wars*, *Dungeons & Dragons*, and *Nuclear War* in the same weekend. His other interests include cooking, literature and theatrics. He is the author of several articles in *Pyramid*, *Roleplayer* and *White Wolf* magazines, as well as adventures for *Tales from the Floating Vagabond*. He currently lives in Fredericksburg, Virginia, and attends as many science-fiction conventions as he can.

Introducing the New Spells

The first thing the GM will have to decide is which spells to adopt into his campaign. Remember that all the spells in *GURPS Grimoire*, like those in *GURPS Magic*, are subject to GM veto – *the GM chooses the spell list in existence in his campaign*. If the GM decides that there are no Knowledge spells in his world, then there aren't any.



About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid. Our bimonthly magazine includes new rules and articles for *GURPS*, as well as information on our other lines: *Car Wars*, *Toon*, *Ogre Miniatures* and more. It also covers top releases from other companies – *Traveller*, *Call of Cthulhu*, *Shadowrun*, and many more.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

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Illuminati Online. For those who have home computers, SJ Games has an online service with discussion areas for many games, including *GURPS*. Here's where we do a lot of our playtesting! It's up 24 hours per day at 512-448-8950, at up to 14.4K baud – or telnet to io.com. Give us a call! We also have conferences on CompuServe, GENie, and America Online.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to a page in the *Basic Set* – e.g., p. B102 means p. 102 of the *Basic Set, Third Edition*. Numbered books use a slightly different notation: p. MI2-24 means p. 24 of *Magic Items 2*, for example.

Page references that begins with an M refer to *GURPS Magic, Second Edition*. Other references are AN for *GURPS Arabian Nights*, CO for *GURPS Conan*, J for *GURPS Japan*, MI for *GURPS Magic Items*, MI2 for *GURPS Magic Items 2*, TT for *GURPS Time Travel* and WW for *GURPS Witch World*.

How Many Spell Throwing Skills Are There, Anyway?

The Spell Throwing skill, p. 6 and p. M94, includes the following specializations:

Spell Throwing (Ball)

Acid Ball, Concussion and Fireball.

Spell Throwing (Curse-Missile)

Curse-Missile.

Spell Throwing (Ice Dagger)

Ice Dagger.

Spell Throwing

(Ice Sphere/Stone Missile)

Ice Sphere and Stone Missile.

Spell Throwing (Lightning)

Lightning.

Spell Throwing (Poltergeist)

Poltergeist.

Spell Throwing (Silk)

Spider Silk.

Spell Throwing (proper)

Throw Spell.

Spell Throwing (Sunbolt)

Sunbolt.

Spell Throwing (Winged Knife)

Winged Knife.



The new spells can be introduced in several ways. Some could be recent inventions of the Thaumaturgical Research Institute; some could be recorded in an old spell-book the PCs discover in ancient ruins; the rest could have been in use “since the beginning of the campaign,” but in a distant country the PCs have just begun to visit or to have dealings with. The solutions abound and are limited only by the imagination.

The grimoires of characters generated using *GURPS Magic* are fully compatible with the new spell list, unless the GM decides to implement some of the suggested prerequisite changes.

Redefining the Colleges

The college of Enchantment, the Elemental colleges of Air and Water and the Technological college have each had some of their spells grouped into sub-colleges. The sub-colleges can be considered a purely organizational feature with no effect on play or they can be turned into full-fledged colleges. The decision is the GM’s.

The GM could also, if the fancy takes him, shuffle the spells into a completely different set of colleges. An example of this is provided by *GURPS Witch World*, where the spells are grouped according to a “color of magic” theory.

Modifying the Spell List

Related spells such as the “Shape,” “Repel,” “Cure,” “Stop,” “Restore,” “Keen,” “Dull” or “Create” spells may each be grouped under a single master spell, with a changing cost. Conversely, spells such as Water to Wine may be split into Water to Beer, Water to Wine and Water to Spirits. This gives the GM considerable control over the versatility of mages in his campaign.

Spell Power

There are a few spells, such as Malefic (p. 39), which are not Enchantment spells but still have something of enchantment about them. These spells, like true enchantments, have a defined starting Power, equal to the caster’s effective skill with the spell – see p. M16.

Attacks against such a spell will reduce its Power. When the Power goes to zero, the spell is broken.

This sort of Power, like the Power of an enchanted item, is temporarily reduced by 5 in a low-mana area, and may be temporarily reduced or increased in an area of aspected mana. Such a reduction in Power will not, by itself, break the spell. For instance, if a spell has a Power of 4, taking it to a low-mana area will reduce effective Power to nothing, but won’t break the spell. However, anything that reduces an object’s *current* Power to zero, or *would* reduce its Power at all if its current Power is zero or less, *will* break the spell.

Wall of Wind

Area

Surrounds an area with a wall of roiling air which impedes movement. The wall is 1 hex thick and 4 hexes high, but may be made higher by multiplying the cost as you multiply the height (double for 8 hexes high, triple for 12 hexes high and so on). The buffeting of the air will throw low-tech missiles off course as they cross it; they will reach their original targets only on a critical hit. High-tech bullets suffer a -2 penalty to hit for every hex of the wall of wind they pass through. Beings standing in the wall's thickness are at -3 DX and suffer two dice of knockback in a random direction every turn.

The wall also churns up loose ground material, such as dust, small leaves, insects and twigs. Each turn, beings crossing the wall or standing in it must either shut their eyes or roll vs. HT to avoid being blinded, as with a 1-point Sand Jet (unless the GM rules that the area is *very* clean, with no debris to be circulated).

Duration: 1 minute after reaching full size.

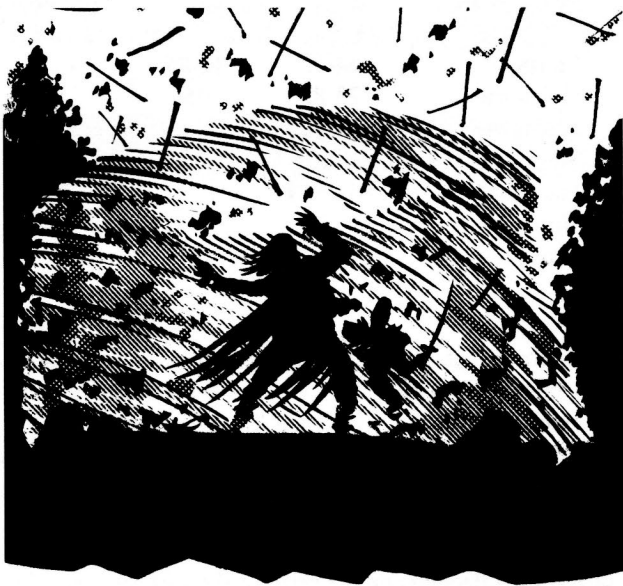
Base Cost: 2 to cast, 1 to maintain.

Time to cast: The wall appears as soon as the casting is completed, initially surrounding a 1-hex area; the caster must concentrate to sweep it outward until it reaches its final radius, at a rate of 1 hex per turn.

Prerequisite: Shape Air.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 400 energy and a \$500 onyx.

Note: GMs may wish to change the prerequisite of Windstorm to Wall of Wind.



Sandstorm

Area

Creates a windstorm (see p. M35) with the addition of flying sand! The sand is created by the spell – it is not necessary for the area to be sandy. The sandstorm obscures vision (-2 per intervening sandstorm hex, excluding the “eye” of the storm).

Each turn, every being within the area must either shut its eyes or roll vs. HT to avoid being blinded, as with a 1-point Sand Jet.

This is also an Earth spell.

Duration: 1 minute after reaching full strength.

Base Cost: 3 to cast, 1½ to maintain.

Time to cast: The storm starts immediately, but the caster must concentrate for a number of seconds equal to the storm's radius in hexes to bring it to full strength.

Prerequisites: Windstorm and Create Earth.

Item: Staff, wand or jewelry. Mage only. Energy cost to create: 1,000.

Air Vortex

Area; Resisted by HT or DX

This spell allows a caster to whisk all persons within the original area of effect to somewhere else in a giant swirling Air Vortex. The Vortex flies with a Move of 10 and is under the caster's mental command (concentration is required). The caster may exclude anyone in the area provided he specifies who during casting. Those in the area resist with the higher of their HT and DX scores.

Those whisked away by the Vortex are under a temporary Body of Air spell. The vortex may not penetrate solid objects.

This is also a Movement spell.

Duration: 10 seconds.

Base Cost: 8 to cast, 3 to maintain.

Time to cast: 2 seconds.

Prerequisites: Magery 2, Body of Air and Whirlwind.

Item: Staff. Mage only. Energy cost to create: 1,200 energy and an \$800 onyx.

Note: This spell first appeared, in genre-specific form, as the “Carpet of Yimsha” in *GURPS Conan*.

Body of Wind

Regular; Resisted by HT

The subject's body becomes a whirlwind; it can have any radius from 2 to 4 times the subject's original size. His Move is 10; he can float through the air, through cracks, etc. Clothes (up to 6 pounds), also become wind, but lose any magic powers they might have had. The subject remains visible (as a white, whirling mist), retains his normal senses and is able to speak and to cast spells (at a -3 penalty).

A being in whirlwind form is immune to physical attacks but not to beams, fire or mental attacks. *Explosions* affect him as though he were solid, but for concussion damage only. He may trade blows with other vaporous creatures, using his punching score. In water, the subject floats to the surface, as a bubble, at full Move. Exposure to vacuum is also very serious: the subject must roll vs. HT every turn, taking 1d-2 damage on any failure!

Unlike Body of Air, a subject in whirlwind form can affect the real world. Treat him as a human in the center of a whirlwind, with Reach equal to the radius; his ST is *doubled* while in whirlwind form! He can lift things, people and so on (but still has only two hands). His DX, however, is reduced by 4 – for close manual tasks (lockpicking, surgery, picking up coins), it is reduced by 10. Anyone within the radius of the whirlwind is subject to a Windstorm's effects; there is no safe “eye.”

Each casting of Destroy Air inflicts 2d damage on him; Windstorm and Whirlwind affect him normally.

Duration: 1 minute. The spell expires if the subject loses consciousness.

Cost: 8 to cast, 4 to maintain. Cost does *not* multiply when casting it on larger creatures, as with most Regular spells.

Time to cast: 2 seconds; the whirlwind springs into full strength immediately upon completion of the spell.

Prerequisites: Magery 3, Body of Air, Windstorm and one spell from each of five colleges other than Air.

MIND CONTROL SPELLS

Unless stated otherwise, all Mind Control spells work on creatures of any IQ, including animals.

Weaken Will *Regular; Resisted by IQ*

Temporarily weakens the subject's Will. This will reduce his resistance to spells, but won't dull his senses or affect his mental skills.

Duration: 1 minute.

Cost: 2 per point of Will reduction (maximum Will reduction of 5), half to maintain.

Prerequisites: Magery and Foolishness.

Items: (a) Any item. Always on; the wearer's Will is weakened. Energy cost to create: 100 for each point of Weak Will. (b) Staff or wand. Mage only, must touch. Energy cost to create: 950.

Strengthen Will *Regular*

Temporarily strengthens the subject's Will. This will increase his resistance to spells, but won't sharpen his senses or affect his mental skills.

Duration: 1 minute.

Cost: 1 for every +1 to Will (maximum Will increase of 5), half to maintain.

Prerequisites: Magery and at least six Mind Control spells.

Items: (a) Any item. Always on; wearer gains up to 5 points of Strong Will. Rare item. Energy cost to create: 1,000 per point of Strong Will (maximum of 5). (b) Staff or wand. Mage only, must touch. Energy cost to create: 1,500.

Disorient *Area; Resisted by IQ*

All beings within the area lose their bearings. They will not immediately *feel* lost, but as soon as it becomes necessary to remember the path they've taken or to remember their position relative to a landmark, they will draw a blank. Those with Absolute Direction resist at +5.

Duration: The subjects can regain their bearings in the usual fashion (Navigation roll, consulting with one another, backtracking, etc.).

Base Cost: 1. Cannot be maintained.

Time to cast: 10 seconds.

Prerequisite: Foolishness.

Item: Staff or wand. Mage only. Energy cost to create: 200.

Fascinate *Regular or Blocking; Resisted by IQ*

Will hold the subject (an intelligent being) motionless and unaware of the passage of time as long as the caster maintains eye contact and concentration. Note that darkness breaks eye contact! This may be cast as a Blocking spell if the subject is entering the caster's hex. The caster may move slowly (speed 1) while maintaining eye contact if he knows the spell at level 15 or better; each hex away from the subject that he moves allows it another resistance roll to break the spell. The spell is also broken by any attack (physical or magical) on the subject.

Duration: Indefinite.

Cost: 4 to cast; no cost to maintain.

Prerequisite: Daze.

Item: Mirror, painting or statuette. Always on. Energy cost to create: 1,000. Used as a guardian in some places (the spell is

broken when the victim falls unconscious through starvation, dehydration or fatigue).

Enthrall *Special; Resisted by IQ*

The caster tells a fascinating tale. Anyone within earshot who knows the language and pays attention falls under the spell, resisting with IQ. For every minute the subjects listen to the caster, an hour of real time elapses. Any one who resists will perceive the caster and his victims as paralyzed, although prolonged examination will reveal they are moving vvvveerrrry slowly. Any subject who is attacked or shaken breaks free of the spell (in the latter case, the victim gets an extra resistance roll for every turn that he's disturbed).

This spell may never be cast at a higher level than the caster's Bard skill. An alternative casting method is to *mime* the enthralling tale; the spell is then limited by the caster's Performance skill.

Duration: 1 hour (real time).

Cost: 3 to cast, 3 to maintain.

Prerequisites: Forgetfulness, Daze and Slow.

Item: Staff, comedian's mask or musical instrument. Energy cost to create: 500.

Glib Tongue *Regular; Resisted by IQ*

The caster is mystically able to make anything he says be what the subject wants to hear. Whatever the caster says, even total gibberish, will find hearty agreement. However, the caster won't have a clue what the target thinks he's saying . . . GMs may give up to +3 on reactions rolls depending on how cleverly the PC roleplays this.

Duration: 5 minutes.

Cost: 2 to cast, 1 to maintain.

Prerequisite: Suggestion.

Item: Wand, staff or jewelry. Energy cost to create: 650.

Vigil (VH) *Regular*

Lets the subject skip a night's sleep with no ill effects.

Duration: 1 night.

Cost: 8. Cannot be maintained, but may be recast.

Prerequisites: Magery 2, Sleep and Lend Strength. At the GM's option, "holy" status may be sufficient.



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