

GURPS[®]

Fourth Edition

HOW TO BE A GURPS GM[™]

RITUAL PATH MAGIC[™]



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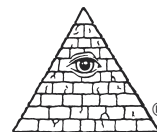
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INTRODUCTION

The Ritual Path magic system first appeared in *GURPS Monster Hunters 1: Champions*. It quickly became a hit – thanks to its smoothness, and its ability to build spells consistently and logically – and spawned *GURPS Thaumatology: Ritual Path Magic* (“*Ritual Path Magic*” to its fans), which expanded the rules and provided a slew of sample spells.

But Ritual Path magic requires significant GM involvement and careful consideration of consequences: A spell that’s fine in one campaign may be abusive in another. A “harmless” ritual might have far more applications than originally intended. Spells to create endless supplies of valuables are theoretically possible, and *Ritual Path Magic* is mum on whether to allow such things.

Ritual Path Magic covers most of what a GM needs to know. *This* supplement seeks to fill its gaps, answer questions it leaves open, offer advice on avoiding its pitfalls, and provide tips and examples that reveal its secrets. Consider it a primer for moderate-to-advanced usage rather than a “bible” on how to use the system. That said, Chapter 2 *does*

offer a quick way to create and cast spells on the fly, abrogating the need to flesh them out fully (and thus slow down play).

ABOUT THE AUTHOR

Christopher R. Rice has been published in *Pyramid* many times. He co-authored *GURPS Dungeon Fantasy 19: Incantation Magic*, with Antoni Ten Monrós, and *Dungeon Fantasy Traps*, with Jason “PK” Levine. His first solo work was *GURPS Monster Hunters Power-Ups 1*. He also wrote additional material for *GURPS Monster Hunters 6: Holy Hunters* and *GURPS Thaumatology: Ritual Path Magic*. Of course, if he’s not writing about *GURPS*, he’s blogging about it. Visit his site, “Ravens N’ Pennies” (www.ravenspennies.com), for more *GURPS* goodies.

From Portsmouth, Virginia, he’s spinning words of whimsy into gold. 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; his family (especially his mother); and Elizabeth “Archangel Beth” McCoy, his Sith Editrix mentor.



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