

# PYRAMID<sup>®</sup>



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## EPIC MAGIC

**ALL THE  
EPIC WAYS**

by **Mark Gellis**

**ESSENTIAL MAGIC**  
by **Antoni Ten Monrós**

**AL-ABYAD'S ASTROLABE**  
by **C.J. Miozzi**

**THE WORLD MAKER**  
by **J. Edward Tremlett**

**THE SKYSTONE CASTLE  
AND OTHER WONDERS**  
by **David L. Pulver**

**QUARTERMASTER MAGE**  
by **Marcus Connors**

**STEVE JACKSON GAMES**

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# CONTENTS

FROM THE EDITOR .....	3
ALL THE EPIC WAYS .....	4
<i>by Mark Gellis</i>	
THE SKYSTONE CASTLE AND OTHER WONDERS .....	10
<i>by David L. Pulver</i>	
ESSENTIAL MAGIC .....	14
<i>by Antoni Ten Monró</i>	
WAREHOUSE XXIII: AL-ABYAD'S ASTROLABE .....	21
<i>by C.J. Miozzi</i>	
THE WORLD MAKER .....	28
<i>by J. Edward Tremlett</i>	
QUARTERMASTER MAGE .....	32
<i>by Marcus Connors</i>	
RANDOM THOUGHT TABLE: MIGHTY-OR-MIGHTY-NOT MAGIC. ....	36
<i>by Steven Marsh, Pyramid Editor</i>	
ODDS AND ENDS .....	38
<i>featuring Murphy's Rules</i>	
ABOUT GURPS .....	39



## Article Colors

Each article is color-coded to help you find your favorite sections.

*Pale Blue:* In This Issue

*Brown:* In Every Issue (letters, humor, editorial, etc.)

*Dark Blue:* GURPS Features

*Purple:* Other Features

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# IN THIS ISSUE

Beyond the usual, beyond the ordinary . . . it's epic! This issue packs in an assortment of methods to make your magic bigger and bolder – in ways you may not have considered!

*All the Epic Ways* examines various tacks for creating an epic magic system for your campaign. As a bonus, it provides outlines for four example systems, drawing on inspiration from *GURPS Thaumatology: Magical Styles* and the core *Thaumatology* supplement.

David L. Pulver – co-author of *GURPS Fourth Edition* and author of the *GURPS Spaceships* series – uses the latter system to detail game stats for *The Skystone Castle and Other Wonders*. This trio of enormous devices push the definition of “spacecraft” and push the limits of imagination!

*Essential Magic* shows what happens when you build off the foundation of the Essential elemental forces from *GURPS Magic* to unknown avenues of the arcane. With 25 spells and tips for creating even more, elemental mages who want more from their magic should consider this article to be *essential*.

The custodians of the curious invite us to take a look at another bizarre creation, in *Warehouse XXIII: Al-Abyad's Astrolabe*. Change night to day, move the stars, or alter someone's life! Although tied to the world of *GURPS Banestorm*, this impossible artifact could be found in just about any world there's a sky. This feature also comes with cards to help celestial calibrators keep track of the horoscopes they create.

If tampering with time and destiny over a localized region isn't enough for you, then consider trying to find *The World Maker*. Highly sought after (for obvious reasons), this instrument of creation does exactly what its name implies. Regardless of your game system or setting, the world could be yours!

He might seem mundane compared to grander magics, but with the right commander, the *Quartermaster Mage* can turn a battle from ordinary to epic. This *GURPS* article features the effects of popular spells on the battlefield, a ready-to-use template, and a sample character.

Consider just what constitutes “epic magic” with Steven Marsh, editor of *Pyramid*, in his *Random Thought Table*. Then head over to *Odds and Ends* for some bonus ideas and a laugh with *Murphy's Rules*.

This issue cranks arcane awesomeness to the next level. You'll never look at the impossible the same way again!

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# FROM THE EDITOR

## ON FLYING CASTLES AND FIREARMS

Epic magic is a lot like a handgun. Wait; hear me out on this!

See, the effect a handgun has on a story depends on the nature of the story. If it's a four-color super-hero story, then most guns exist merely for the hero to knock out of criminals' hands (or to allow bullets to bounce off ineffectually). If it's a gritty crime story, then a handgun is an escalation; the story is ratcheting up at that point. If it's a Hong Kong shoot-'em-up, then one handgun is mostly an appetizer; there will be more.

Epic magic is similar. For example, take the gargantuan Skystone Castle from p. 11. In a game that's low on magic normally, the Castle can be a symbol of how powerful magic can be (or once was). In a high-powered campaign, they might be a rare-but-awesome sight, akin to how our world treats aircraft carriers. (Even though I know those ships are "mundane," I still consider them to be modern-day engineering masterpieces.) Curiously, in a world that's otherwise devoid of arcane arts, a feat of epic magic might seem *less* spectacular; after all,

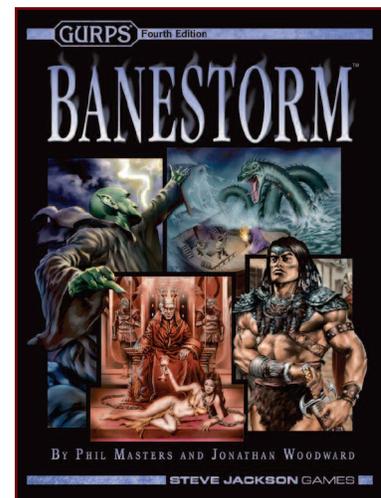
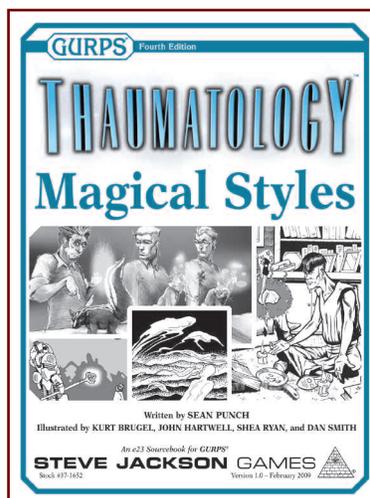
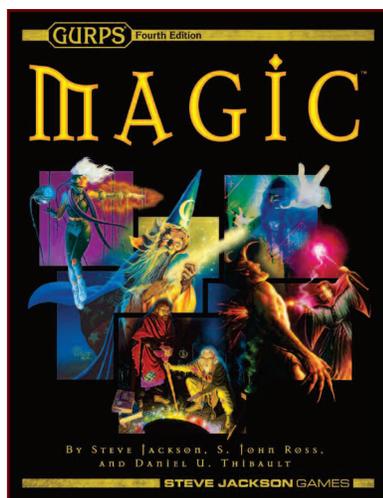
if you don't know you're looking at magic, what differentiates a flying castle from a volcano or the moon? (Of course, now I'm envisioning a world where the moon and all volcanoes are magical constructs . . .)

I think that's one of the things that makes epic magic so interesting: It can plunge some worlds into war (see the One True Ring as an example), or it can serve as the cornerstone for a fantastic world where amazing magical constructs are a part of daily life.

Hopefully this issue will open up some ideas for bringing the possibilities of epic magic into your game, whether you're using *GURPS Magic*, *Thaumatology*, *Spaceships*, or something *weirder!*

## WRITE HERE, WRITE NOW

Is there anything we did this issue that you think is the dawning of a new era of greatness? Or something that should be tossed into the volcano that forged it? Whether we're full of epic win or epic fail, we'd love to hear from you. Send your electronic scrolls to [pyramid@sjgames.com](mailto:pyramid@sjgames.com), or visit our legendary gathering spot at [forums.sjgames.com](http://forums.sjgames.com).



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