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MIND OVER MAGIC



THE INCANTER'S GRIMOIRE

Christopher R. Rice

GLASS MAGIC

David L. Pulver

THE CARNIE

Sean Punch

ARTIFACTS OF EVIL

Paul Stefko

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ARTICLE COLORS

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

- Pale Blue:* In This Issue
- Brown:* In Every Issue
- Green:* Columnist
- Dark Blue:* GURPS Features
- Purple:* Systemless Features

COVER
Aaron Panagos

Sometimes the key to the universe is to unlock the power of your mind and unleash the magic. And sometimes magic can be found in forces your mortal mind can barely comprehend. In this issue of *Pyramid*, the intricacies of imagination meet all matters magical.

The magic system from *GURPS Dungeon Fantasy 19: Incantation Magic* is great for its flexibility, but that versatility can sometimes slow down the game; fortunately, *The Incanter's Grimoire* can help on both accounts. Summoned by *Incantation Magic* co-author Christopher R. Rice, this treatise presents 16 new spells plus plenty of tips for designing your variations and new rituals.

When *Names Have Power*, you can control the very essence of an individual. Find out what defines a True Name, how to figure out these magical monikers, and who is susceptible to this form of magic. Add True Names to several flavors of magic across the *GURPS* library, from the skill-based *GURPS Magic* system to *GURPS Thaumatology: Ritual Path Magic*.

When you're uncovering secrets of the universe, some truths are crystal clear . . . and then there's *Glass Magic and the Specularii*. Learn how a valued luxury in ancient times became the focus for a secret society of mages looking to harness powers of glass, mirrors, and spying in this month's Eidetic Memory from *GURPS Banestorm: Abydos* author David L. Pulver. Discover the Body of Glass meta-trait, unleash glass elementals, and learn the secrets of the Glass college – including six new spells and glass variants of several others.

Will those arcane objects you found in the villain's lair help you, or are they *Artifacts of Evil*? Find out about seven strange and sinister new items, complete with *GURPS* stats and a related ritual defined using *GURPS Thaumatology: Ritual Path Magic*. Get tips for identifying artifacts, acquiring them, and destroying them, including a new enchantment limitation.

So you want to adopt the life of *The Carnie*; are you out of your mind?! Maybe . . . The beloved wandering performer takes on disturbing aspects thanks to *GURPS Dungeon Fantasy* creator Sean Punch. Harness the power of the titular profession with a new template and lots of customization notes, including unique perks, Talents, power-ups, and a power. You'll also get tips for making various types of carnies useful in your campaign.

The month's Random Thought Table wraps up the theme by looking at ways to add magic and mental-minded aspects to heroes without the players' knowledge, including a couple of new disadvantage variants. With this issue of *Pyramid*, the possibilities of magic are all in your mind . . . in the best way possible!

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FROM THE EDITOR

MIND YOUR P's AND Q's (YOUR POSSIBILITIES AND QUINTESSENCES, THAT IS . . .)

Two of the most important aspects of defining a hero are *personality* and *abilities*. The two often go hand-in-hand. Swashbucklers often have a sense of derring-do, giving their personalities an airiness that helps them swing from chandeliers. Similarly, many magically minded sorts tend to keep their noses buried in books and have an air of erudition and sophistication about them.

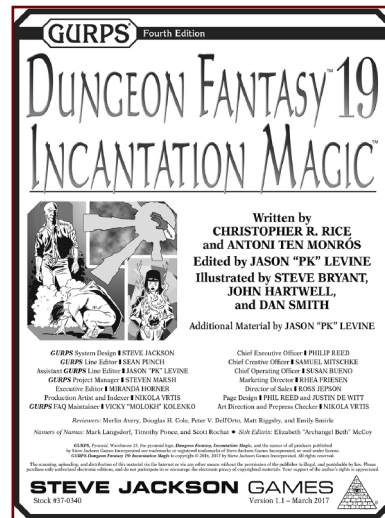
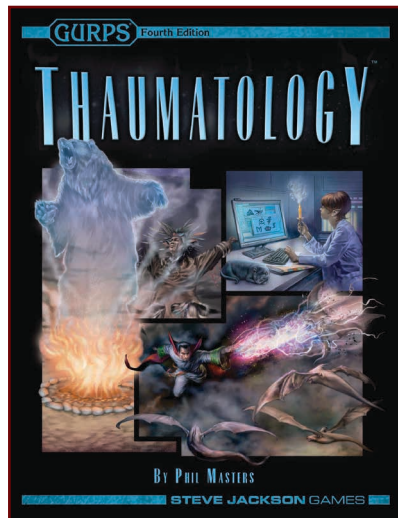
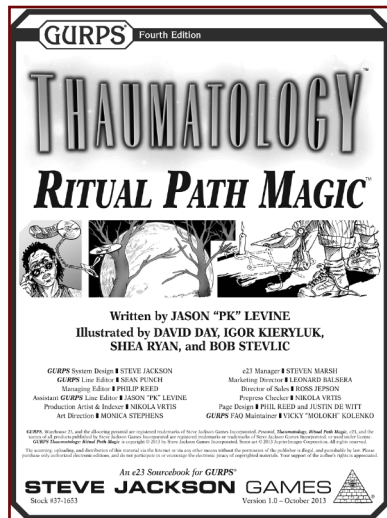
Of course, not all mindsets are defined by abilities, in games or in the real world. It's entirely possible to envision a "reluctant swashbuckler" – an otherwise dour hero who practices swashbuckling techniques because he's calculated they're effective. (And they *may* be scientifically effective in a world whose genre laws encourage such behavior!) Or a spell-slinger might be an otherwise happy-go-lucky slacker who happens to have an aptitude for magic, and realizes it's a path to a life of relative ease.

Still, it can be useful to have an assortment of abilities at your fingertips, since those are often effective tools to help come up with PC personalities. What kind of hero do you want to unleash the power of names (pp. 12-16)? What's the mind-set of someone who dabbles in secrets and glass (pp. 17-21)? And what do you do with a carnies, exactly (pp. 28-32)?!

New abilities can spur our imaginations, and new ways of thinking – about the world and heroes – can inspire our outlook on abilities. Hopefully the traits herein will add to your repertoire and help with *GURPS'* mandate of letting you make any hero you can think of . . . and maybe they'll spur you to dream up kinds of adventurers you *haven't* thought of before.

WRITE HERE, WRITE NOW

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THE INCANTER'S GRIMOIRE

BY CHRISTOPHER R. RICE

GURPS Dungeon Fantasy 19: Incantation Magic is a freeform magic system that allows delvers to create spells in their own style (within reason) – but sometimes having a list of ready-to-use spells is what's needed to speed up play.

This article contains several new spells for incanters, as well as notes on edge cases when creating new spells, optional rules, and other crunchy goodies.

REQUIRED INCANTATION GIFT LEVELS

The GM should note that not all of these spells are suitable for beginning incanters. This is *intentional!* This is meant as a catalog for both beginners and more experienced casters. If the GM *really* wants to have a spell whose effects exceed the caster's Incantation Gift (*Incantation Magic*, p. 10), the following caster perk may be taken.

Potent Ritual

You've studied a particular ritual (see *How Specific?*, *Incantation Magic*, p. 21) so much that you can exceed the normal listed limits for a particular Path when using it. For that one spell, increase your Incantation Gift by the level of this perk for determining flat effects, bonuses, dice of damage, percentages, etc., and anything marked

with an asterisk (*) in the Path descriptions (*Incantation Magic*, pp. 10-14). This essentially allows incanters with this perk to treat their Incantation Gift as a level (or more) higher for one specific ritual for all purposes.

You can have up to *three* levels of this perk per ritual. The GM may rule that you can only buy three levels of this perk *total*. Choose wisely!

Example: Hellfire Aura (*Incantation Magic*, p. 27) does 2d of burning damage and would thus require an Incantation Gift of 2 to cast. Someone with Incantation Gift 3 and Potent Ritual 1 (Hellfire Aura) could increase that damage to 4d, while someone with Incantation Gift 6 and Potent Ritual 3 could increase it to *9d!*

NEW SPELLS

The following new spells are useful to incanters and their delving parties.

Burning Death

Spell Effects: Create Necromancy.

Inherent Modifiers: Damage, Direct Burning (Incendiary; Side Effect, Terrible Pain).

Skill Penalty: Path of Necromancy-6.

Casting Time: 10 minutes.

This spell causes any animate physical being to burst into flame from the *inside* if he fails a HT roll. This causes 1d-1 burning damage per second for the next 3d seconds. The damage *ignores* DR *and* requires the subject to make a HT roll, at -1 per two points of damage sustained, or suffer Terrible Pain (p. B428). 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.

After the initial damage roll, the victim can try to resist the original margin of success at HT. Victory means he takes no damage this second, but must still roll the next second.

The GM may also rule that this is a Create Elementalism spell instead or as well.

Typical Casting: Create Necromancy (6) + Damage, 7d Direct Burning (Incendiary, +10%; Side Effect, Terrible Pain, +110%) (53*) + Range, 10 yards (4) + Subject Weight, 300 lbs. (3). *Notes:* Adds "Based on HT," increasing the number of effects by one. *66 SP.*

* This damage is spread over 10 seconds (converted into dice of damage using the optional rule *Modifying Dice + Adds*, p. B269), and amounts to a special effect.

EIDETIC MEMORY

GLASS MAGIC AND THE SPECULARII

BY DAVID L. PULVER

Glass – whether true glass formed from silicates or naturally occurring volcanic glass (obsidian) – was a valued luxury in antiquity. Glass has many magical and fairytale associations: crystal balls, magical mirrors, glass slippers or stairs,

and so on. As a result, in a fantasy setting, there would be mages who specialize in glass magic!

This article describes a sub-college of Earth magic, Glass spells, and an associated style, the Specularii, created using *GURPS Thaumatology: Magical Styles*.

GLASS SPELLS

Glass is an amorphous material that has solidified from a molten state without crystallization. It includes ordinary silicate glass, certain plastic-based materials, and obsidian (produced by a fast cooling of magma). Glass is affected at no extra cost by Earth spells that work equally well on earth, stone, and metal. Where Earth spells can also affect metal at extra cost, the same generally applies to glass.

Glass magic may be considered a sub-college of Earth magic or promoted to full college status. A college of Glass magic might encompass spells from the Earth, Light and Darkness, and Making and Breaking colleges in *GURPS Magic*, as well as a few new spells. The table below lists those spells that can be considered Glass spells (and make up the Glass college, if it exists) and lists variations or alternate prerequisites when this is the case. The notes describe the extra cost, if any, to use Earth spells on glass.

Walk Through Earth is not part of the Glass college but can be used to walk through glass rather than earth at triple cost.

Glass was a valued luxury in antiquity.

<i>Spell</i>	<i>Prerequisites</i>	<i>Notes</i>
Body of Glass (VH)	Flesh to Glass	
Create Sand	Seek Earth	[1]
Crystal-Gazing	Glass Vision, History, and Mirror	
Earth to Air	Create Air and Shape Earth	[2]
Earth to Stone	Shape Earth	[3]
Essential Earth	Six Earth or Glass spells	[4]
Flesh to Glass	M1, Create Sand, and Earth to Stone	
Glass Missile	Create Sand	
Glass Vision	Shape Earth	
Glasswraith	M2 and Body of Glass	
Light	–	
Mirror	Colors	
Partial Vitrification (VH)	M2 and Flesh to Glass	[5]
Rain of Glass	M2 and Glass Missile	
Repair	Shape Earth	[6]
Sand Jet	Create Sand	
Seek Earth	–	
Shape Earth	Seek Earth	[7]
Sharpen	Repair	[6]
Stone to Earth	Earth to Stone or any 4 Earth or Glass spells	[7]
Transparency	Glass Vision and Stone to Earth	[8]

ARTIFACTS OF EVIL

BY PAUL STEFKO

GURPS Thaumatology: Ritual Path Magic provides rules for creating enchanted items as advantages. This article presents a number of such artifacts for use by those of a villainous bent. Full statistics are included for the GM who likes to keep track of such things; it is also possible for PCs who defeat these villains to claim the items for themselves.

Each artifact is accompanied by a ritual (in the format presented in **Ritual Path Magic**) that produces a similar effect.

While the Ritual Path magic system does not allow for the creation of enchanted items using standard rituals, having the rituals spelled out like this offers at least a fictional basis for the villain to have created the enchanted item.

Dealing with the enchanted items you take from the villains you defeat is also discussed, whether you want to acquire the items for your own use or destroy them to protect the innocent.

NEW ARTIFACTS

Unprotected artifacts (**Ritual Path Magic**, p. 33) grow weaker over the long term for individuals who use them without paying the character-point cost to attune to them; see **Looting** (**Ritual Path Magic**, p. 34). Unprotected items are unusable after the 10th day without attuning.

Protected items will not work at all for anyone other than the person attuned to them.

*Let everyone witness how
many different cards fortune
has up her sleeve when
she wants to ruin a man.*

– Benvenuto Cellini

CLOAK OF THE NIGHTDRINKER

3 points

This black, fur-lined cloak is surrounded by a faint metallic odor, like dried blood. It grants the wearer the ability to fly by grasping the sides of the cloak and holding his arms out like wings. The cloak can also render the wearer invisible with a Concentrate maneuver.

Anyone who is attuned to the Cloak of the Nightdrinker takes on a curse, however. The person no longer casts

reflections in mirrors or similar surfaces. He also develops a craving for blood and must make a self-control roll to avoid feeding on blood when it is available (at -2 if deliberately tempted or a large quantity of blood is within range of his senses). The curse remains even if the cloak is removed or stolen, until someone else attunes to it and the original character loses the points spent to attune to it.

Unattuned: Air Move takes a cumulative -1 per day after the first. After the first day, activating the invisibility effect requires an IQ roll, at a cumulative -1 for each day after the second. The unattuned wearer casts no reflection while wearing the cloak, and he craves blood, although he gets a cumulative +1 on self-control rolls for each day after the first.

Statistics: Flight (Cloak, Unprotected, -70%; Magical, -10%; Small Wings, -10%) [8] + Invisibility (Cloak, Unprotected, -70%; Magical, -10%; Switchable, +10%) [12] + Supernatural Features (No Reflection) [-10] + Uncontrollable Appetite (Blood) (15) [-7]. 3 points.

Nightdrinker's Gift

Spell Effects: Greater Control Body + Greater Control Energy.

Inherent Modifiers: Altered Traits.

Greater Effects: 2 (x5).

The target of this ritual becomes invisible and gains Flight for one hour. He has no control over the invisibility but can direct the flight as he wishes.

Typical Casting: Greater Control Body (5) + Greater Control Energy (5) + Altered Traits, Flight (40) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). 280 energy (56x5).

ABOUT *GURPS*

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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.

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