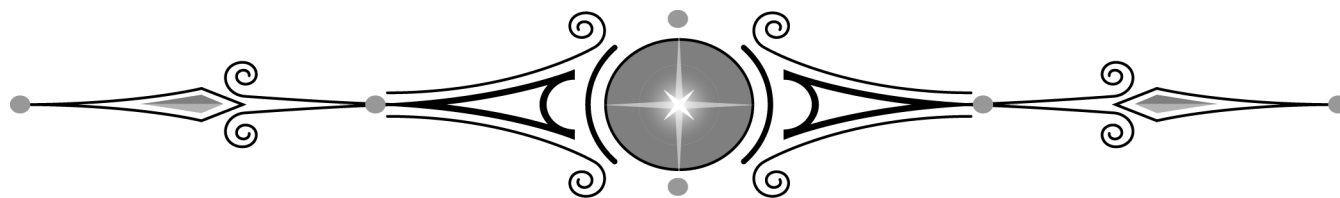


GURPS[®]

Fourth Edition

MAGICAL STYLES[™]

DUNGEON MAGIC[™]



Written by **SEAN PUNCH**

Illustrated by **ABRAR AJMAL, JEAN ELIZABETH MARTIN,
PAT MORRISSEY, DOUGLAS SHULER,
BOB STEVLIC, and MICHAEL S. WILSON**

GURPS System Design ■ **STEVE JACKSON**

GURPS Line Editor ■ **SEAN PUNCH**

Managing Editor ■ **PHILIP REED**

Assistant **GURPS** Line Editor ■ **JASON "PK" LEVINE**

Production Artist & Indexer ■ **NIKOLA VRTIS**

Art Direction ■ **MONICA STEPHENS and NIKKI VRTIS**

e23 Manager ■ **STEVEN MARSH**

Marketing Director ■ **LEONARD BALSERA**

Director of Sales ■ **ROSS JEPSON**

Prepress Checker ■ **NIKKI VRTIS**

Page Design ■ **PHIL REED and JUSTIN DE WITT**

GURPS FAQ Maintainer ■ **VICKY "MOLOKH" KOLENKO**

Reviewers: Jason "PK" Levine and Steven Marsh

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Magical Styles*, *Dungeon Magic*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. **GURPS** *Magical Styles: Dungeon Magic* is copyright © 2014 by Steve Jackson Games Incorporated. Some art © 2014 JupiterImages Corporation. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

STEVE JACKSON GAMES

Stock #37-1655

Version 1.0 – March 2014



CONTENTS

INTRODUCTION	3
Publication History	3
About the Author	3
1. SEVEN SORCEROUS SOCIETIES	4
Style Guide	5
THE FLUIDISTS	6
Fluidism	6
Design Notes: Fluidism	9
THE GUILD OF IRON MAGES	10
Iron Magic	10
Design Notes: Iron Magic	12
THE OLD SCHOOL	13
Underworld Lore	13
Design Notes: Underworld Lore	16
THE ORDER OF THE SUN	17
Thaumaturgetics	17
Design Notes: Thaumaturgetics	20
THE SISTERS AND BROTHERS OF ECHOES	20
Way of Echoes	21
Design Notes: The Way of Echoes	23
THE TOWER OF PENTACLES	24
Pentacism	25
Design Notes: Pentacism	28
THE WIZARDS OF THE MIRRORED GAZE	29
The Mirrored Gaze	29
Design Notes: The Mirrored Gaze	32
2. CHARACTER TEMPLATES	33
Fluidist (Blue-Robe)	33
Fatigue Points and Energy Reserve	33

*There were really only
four types of people in
the world: men and
women and wizards
and witches.*

*– Terry Pratchett,
I Shall Wear
Midnight*

Iron Mage (Red-Robe)	34
Underworld Mage (Black-Robe)	36
Arcane Arts	37
Thaumaturgetician (Yellow-Robe)	37
Echoist (Green-Robe)	38
Pentacist (Orange-Robe)	40
Mirror-Mage (White-Robe)	41
Power-Ups	42

INDEX	43
--------------	-----------

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what's new at gurps.sjgames.com.

Warehouse 23. Our online store offers **GURPS** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Pyramid (pyramid.sjgames.com). Our monthly PDF magazine includes new rules and articles for **GURPS**, systemless locations, adventures, and much more. Look for each themed issue from Warehouse 23!

Internet. Visit us on the World Wide Web at sjgames.com for errata, updates, Q&A, and much more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The web page for **GURPS Magical Styles: Dungeon Magic** can be found at gurps.sjgames.com/dungeonmagic.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

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

GURPS Thaumatology: Magical Styles provides the tools to give different wizardly orders (academies, fraternities, guilds, etc.) distinctive magical arts without more than slightly bending the standard magic rules on pp. B234-253. Wizards who satisfy their school's mundane skill requirements and select spells from its shorter, more focused list are rewarded with access to perks that change how magic works, new spells available only to insiders, and alternative prerequisite chains that avoid irrelevant or dissonant choices (such as Fire spells for ice specialists!). This allows the campaign to feature a greater diversity of magic-users – each group enjoying its own culture and methods – without sacrificing the comfortable Magery-and-spells framework for unfamiliar and potentially unbalanced alternatives.

The catch is that **Thaumatology: Magical Styles** offers only one worked example of such a tradition, the Onyx Path, which is for sedentary black magicians who hope to become undead. In campaigns where PCs are adventurous heroes and

liches are Bad Guys, it's of limited value. That's typical of **GURPS Dungeon Fantasy**, which tends to be about monster-slaying treasure-seekers who are the Good Guys (if only nominally). And while **Dungeon Fantasy** has several varieties of spellcasters, non-wizards rely on advantages besides Magery and wield **GURPS Powers**-style abilities as often as spells. They're more users of alternative magic systems than graduates of different schools of wizardry.

What **GURPS Magical Styles: Dungeon Magic** aims to do is provide further worked examples for **Thaumatology: Magical Styles** in the form of schools of wizardly magic – as opposed to shamanism, theurgy, or whatever – for **Dungeon Fantasy**. While it sticks to the conventions of **Dungeon Fantasy**, it doesn't *require* that series. With only minor adaptation (reading “power items” as “Powerstones,” mainly), everything should work in any fantasy campaign that features Magery-based wizards. There's simply a bias away from slow, costly magic – for instance, the Enchantment college and the

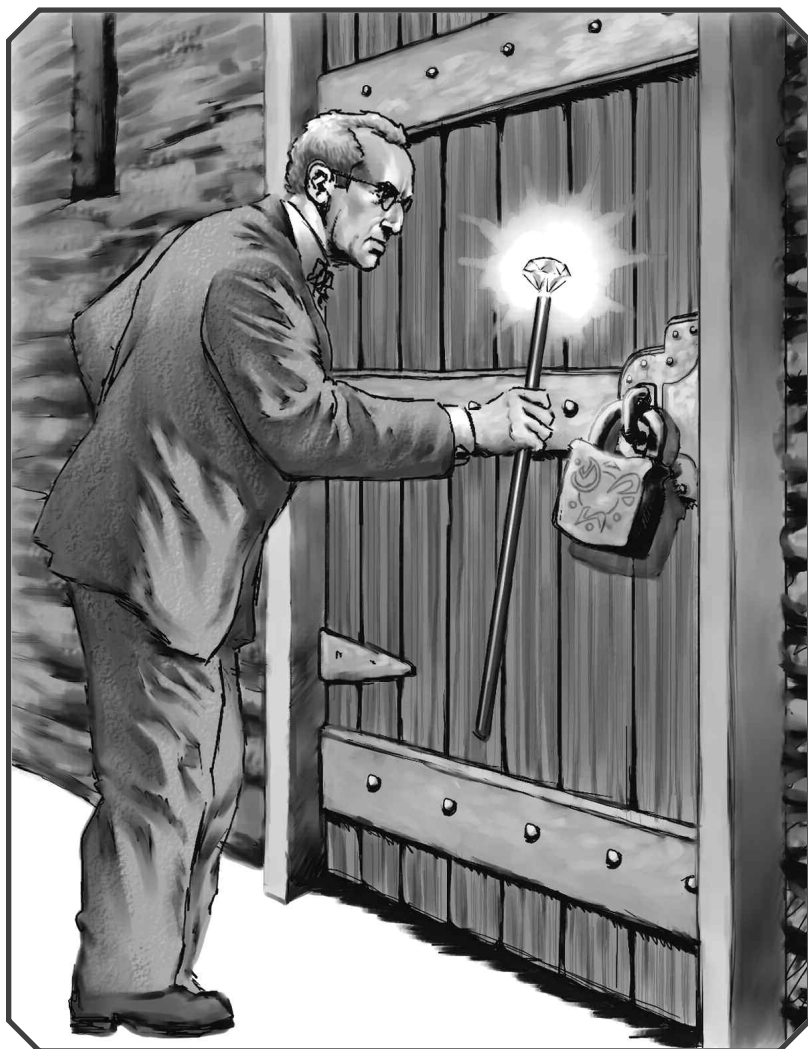
Resurrection spell – and toward the sort that's handy for adventuring activities such as clue-finding, travel, survival, combat, and looting. (If your adventures occasionally feature grander goals, mix in some styles from *Pyramid*, like those in issues #3/4, #3/28, #3/43, and #3/48.)

PUBLICATION HISTORY

This is the first edition of **GURPS Magical Styles: Dungeon Magic**. It invokes many concepts and perks from **GURPS Thaumatology: Magical Styles**, and draws on **GURPS Magic** (not just the **GURPS Basic Set**) for spell lists; both supplements are necessary to use this one. The **GURPS Dungeon Fantasy** series is *not* required outside of a **Dungeon Fantasy** campaign.

ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the **GURPS** Line Editor in 1995, and has engineered rules for almost every **GURPS** product since. He developed, edited, or wrote dozens of **GURPS Third Edition** projects between 1995 and 2002. In 2004, he produced the **GURPS Basic Set, Fourth Edition** with David Pulver. Since then, he has created **GURPS Powers** (with Phil Masters), **GURPS Martial Arts** (with Peter Dell'Orto), **GURPS Zombies**, and the **GURPS Action, GURPS Dungeon Fantasy**, and **GURPS Power-Ups** series . . . among other things. Sean has been a gamer since 1979. His non-gaming interests include cinema, mixology, and Argentine tango. He lives in Montréal, Québec with his wife, Bonnie.



CHAPTER ONE

SEVEN

SORCEROUS

SOCIETIES

GURPS Magical Styles: Dungeon Magic describes seven wizardly orders that pursue distinctive styles of magic. Each group has a different outlook; each style, tasks at which it excels. The GM needn't use anything but the styles – but it's more *fun* to give schools of magic a presence in the game world as well as on character sheets! To facilitate this, these societies come with few background assumptions, yet allow for the possibility that they coexist and interact. They're designed for easy adaptation to practically any TL2-4 fantasy setting.

Who Are These Guys?

A quick overview to help players match philosophies and capabilities to PCs:

The Fluidists (pp. 6-9) teach magic on a mentor-to-disciple basis. This makes the order ideal for gamers who want to role-play a wizard as a mystical enlightenment-seeker (perhaps guided by a venerable master) or as a philosopher tutored in the Classical mode (Socrates, Plato, or Aristotle as a magician). The associated *Fluidism* style has much to offer roguish burglars, is valuable for travel and survival (especially for avoiding thirst and disagreeable weather), and has modest-but-respectable offensive applications.

The Guild of Iron Mages (pp. 10-13) comes closest to the traditional “wizards’ guild,” with apprentices studying for years to become journeymen and finally masters. Its *Iron Magic* style excels at defensive and “buffing” spells for individuals and groups alike (it rivals even the clerical magic of **GURPS Dungeon Fantasy** here), but offers little direct magical offense. There are also many spells for repairing gear, making this order a great choice for the stereotypical dwarven craftsman-wizard.

The Old School (pp. 13-17) is another fairly traditional guild, but with a large dash of secret society. The secrecy is because its *Underworld Lore* style is clear-cut black magic, strong at “curses” (Resisted offensive spells) and at coping with demons and undead. It's weak in combat against anything *but* living beings or spirits, as nearly all of its offensive magic either blights the body or repels the supernatural; it teaches neither direct-damage spells for blasting inanimate objects nor generalized defensive magic.

The Order of the Sun (pp. 17-20) is modeled on a modern-day self-help movement or lifestyle cult, complete with aggressive recruiting, tracts, and retreats. However, users of its *Thaumaturgetics* style aren't chanting followers but trigger-happy wielders of direct-damage magic. Perhaps they're more like those survivalists who hole up in compounds with lots of guns. Their quick-and-dirty magic dominates at pure offense against nearly all kinds of targets, but at the cost of defense and broader utility.

The Sisters and Brothers of Echoes (pp. 20-24) are another cultish group, but one that leans toward peace, love, unity, and respect; their “conservatories” resemble communes or art collectives more than anything. Their *Way of Echoes* style is gold for negotiating deals, working around language barriers, and managing the PCs' communications, and decent at defending against evil influences on the mind. Combat applications are limited though not absent, but *don't* include mind control.

The Tower of Pentacles (pp. 24-28) is an academic group that can't decide whether it prefers traditional apprenticeship or the university system. Members tend to be old-timey bearded wizards with magic staves – but some of them venture into the world to deal with magical dangers and punish wizardly criminals. Their *Pentacism* style is exceptional at detecting, resisting, and negating magic, and at all varieties of information-gathering, but weak at physical matters, in or out of combat.

The Wizards of the Mirrored Gaze (pp. 29-32) is a secret society that hides behind the trappings of an “innocent” old religion. The majority of members are charming, wealthy, and female. Their *Mirrored Gaze* style is unparalleled in the realm of visual and mental deceptions, and includes a lot of potent mind control that's valuable in a fight. However, it's far better at offense than defense, and worthless against targets without minds, such as inanimate objects. It's tailor-made for the classic fantasy RPG illusionist.

Using Dungeon Magic in GURPS Dungeon Fantasy

Although the *Dungeon Fantasy* series is largely self-contained, using the styles in *Dungeon Magic* means importing rules from **GURPS Thaumatology: Magical Styles** – concepts like Magical School Familiarity and Magic Perks.

The GM may allow players to tweak the standard wizard template (*Dungeon Fantasy 1: Adventurers*, p. 13) to accommodate style elements, introduce the templates in Chapter 2 to save time, or even *require* players who wish to play stylists to use those specialized templates. The GM might also want to cook up some applications for skills that these styles require but that *Dungeon Fantasy 1* pointedly omits; see *Arcane Arts* (p. 37) for suggestions.

A larger issue is whether the GM wants to make magical styles *mandatory*, replacing the generalist wizard template with the specialized ones in Chapter 2. The default assumption is that this *isn't* true, and that generalist and specialist wizards can coexist – much as *Dungeon Fantasy 7: Clerics* defines priests dedicated to specific spheres without forbidding “generic” clerics. This matches hack-and-slash RPG tradition, in which generalists appear in the core and specialists show up later, trading narrower focus for niftier tricks. If the GM requires everyone to adopt a style, he should be open to combining *Pyramid* magazine for more choices, and willing to design further styles that suit his players' interests.

And specialists *do* get nifty tricks. First, only they can have secret spells and materials. Next, a style's teachings may include ways for adherents to work magic that's normally restricted to clerics and druids, meaning the occasional Animal, Healing, Plant, or Weather spell. This isn't blanket permission for wizards to cast non-wizardly spells via alternative prerequisites, but a boon enjoyed by stylists. Finally, where a generalist can acquire only the Magic Perks on pp. 14-15 of *Dungeon Fantasy 11: Power-Ups*, a specialist's options also

include his order's perks – and where most wizards get one perk per 20 points in spells, the stylist gets this and one *extra* choice from his school's perk list per 10 points he has in its spells. The GM might go further, allowing only specialists to enter play with Magic Perks . . . or to purchase them at all!

Using *Dungeon Magic* in Other Campaigns

These groups and their styles should work almost “as is” in any campaign featuring fantasy magic-users. The social and cultural assumptions in *Dungeon Fantasy* are vague and *Dungeon Magic* follows suit, making such aspects trivial to adjust. Just remember to read mentions of “power items” as referring to Powerstones when not playing *Dungeon Fantasy*.

Still, these styles deliberately omit Enchantment spells, so the GM may wish to add them. Including Enchant in a style's spell list enables stylists to manufacture magic items associated with their spells. Enforce its standard prerequisites, counting the style's spells as belonging to their *usual* colleges when assessing “one spell from each of 10 other colleges.” If this requires out-of-style learning, so it goes! After that, if an Enchantment spell has prerequisites found in the style, assume that it's on the spell list. Alternatively, the GM could allow suitable spells with revised prerequisites; e.g., any weapon or armor enchantment for Iron Magic, or Malefic for Underworld Lore and the Mirrored Gaze. This is left vague because in many campaigns, dedicated enchanter's guilds monopolize item creation.

Style Guide

The following information appears for each order of wizards:

Group Name: The *formal* name of the academy, guild, movement, sisterhood, etc.

Nicknames: Less-formal names, at a minimum including one that refers to the color of the group's ceremonial robes.

Allies and Rivals: Other orders in *Dungeon Magic* that (if the GM is using them) would plausibly be on especially good or bad terms with the group.

Group Description: A brief summary of who these people are, how others see them, the reasons for alliances and rivalries, and their preferred wizardly regalia. In short, anything outsiders could easily find out about them.

Style Name: The formal name of the group's magical style.

Style Cost: The cost to buy Magical School Familiarity and put 1 point in each required spell and skill. All styles in this supplement cost 13 points, to keep them on an even footing in campaigns where their adherents might be rivals.

Style Prerequisites: Non-spell prerequisites for the style's required spells and skills.

Style Description: A detailed write-up of the style itself – how things are taught and why, plus deeper insights into the associated order (which often aren't public knowledge!).

Required Skills and Spells: Skills and spells that must be bought at the 1-point level to gain access to the style's advanced teachings.

Perks: Magic Perks available to stylists with Magical School Familiarity and all required skills and spells. Practitioners may buy one such perk per 10 points in the style's spells. Every 20 points in spells *further* entitles them to buy one perk from the style or from whatever list the GM deems “general” (just like other wizards).

Secret Spells: Spells available to stylists who've bought the style's required elements *and* relevant Secret Spell perks.

Optional Traits: Advantages, disadvantages, skills, etc. that are likely but in no way required for stylists.

Spell List: The style's spells for the purposes of Magical School Familiarity, Magic Perks, etc. All but secret spells can be learned in play simply by paying points. Alternative prerequisites replace standard ones. Some differ enough from standard versions to justify a footnote.

Secrets: A *secret material* is a special “substance” the stylist can prepare if he has the associated Secret Material perk; some such things aren't matter in the usual sense. A *secret spell* is available only to full-fledged stylists who have the relevant Secret Spell perk *and* the correct prerequisites.

Design Notes: A box on the game-mechanical thinking behind the style.

Similar logic applies to remedying other omissions made as concessions to *Dungeon Fantasy*. For instance, teleportation magic is forbidden there – but in a campaign where it isn't, Fluidism ought to include Teleport, Teleport Other, Blink, etc. Likewise, if Gate spells are permitted, Pentaclism might encompass Create Gate, while Underworld Lore is likely to have magic for dealing with scary planes of existence (lots of Planar Summons spells, anyway). It's up to the GM whether broader Technological spells suit Iron Magic, or whether Radiation spells belong in

Thaumaturgetics; *Dungeon Magic* excludes these because they're a so-so fit to fantasy in general.

Be aware that *Dungeon Magic* omits no Animal, Healing, Plant, or Weather spell on the grounds that *Dungeon Fantasy* forbids such magic to wizards. As noted earlier, such spells appear wherever they make sense. There's no special need to pore over those four colleges looking for spells that ought to be added to the styles in *Dungeon Magic*.

THE FLUIDISTS

Nicknames: Blue-robcs.

Allies: Order of the Sun (pp. 17-20); Sisters and Brothers of Echoes (pp. 20-24).

Rivals: Old School (pp. 13-17).

Fluidism is a thaumaturgical philosophy – “All things are in flux, catalyzed by mana” – and Fluidists are magic-users who subscribe to it. Their magic concerns flow, freedom of movement, and constant change. It encompasses water and air, refuting the classical view of these things as distinct “elements” and eschewing spells that deal with boringly static manifestations such as ice and sludgy poisonous gas (except to *remove* such crud). Similar thinking is evident in blue-robcs' social views. Unified by a shared rejection of structure, they are about as loosely organized as a magical society can be without losing its identity, and stand willing to teach anything to anyone, “an it harm none.”

This movement attracts youthful magic-workers, particularly *radical* ones. The blue-robcs' indifference to authority puts them on excellent terms with the Order of the Sun (pp. 17-20), while their philosophical ideals stand them in good stead with the Sisters and Brothers of Echoes (pp. 20-24) – a situation that has led to an informal alliance centered on the Fluidists. However, their dynamism and open-mindedness are at odds with the static, conservative views of the Old School (pp. 13-17). While most blue-robcs are satisfied with merely accusing the black-robcs of being “a fossilized old-boys' club,” enough of them actively seek to reveal the Old School as *evil* that a genuine enmity festers.

Fluidists favor blue robes, mostly as symbols of clear skies and ever-changing oceans. They also adore wands and flowing garb, as these accessories emphasize fluid gestures. They prefer jade for power items (Powerstones, in a campaign that doesn't use *GURPS Dungeon Fantasy*), and especially prize blue jadeite and bits of jade found in rivers.

FLUIDISM

13 points

Style Prerequisite: Magery 1 (not One College Only).

While Fluidists aren't fond of formality, they take philosophy seriously. A blue-robe will teach spells to almost anybody who has sufficient magical aptitude . . . but only after ensuring that the junior mage has internalized the movement's worldview. The teacher-student relationship isn't the “master-and-apprentice” arrangement favored by guilds, but the “guide-and-seeker” model common among mystics. Early lessons impart the basics

of thaumatology and the particulars of *Fluidist* thaumatology, which emphasizes magic's place in nature (especially in the skies and oceans) and a wizard's innate responsibilities as a tutor.

Once the mentor is satisfied with his disciple's philosophical growth, he passes along the key spells behind the rest of the style's magic, so that the learner isn't straitjacketed later in his career. After that, the sky's the limit – often literally! If the teacher knows a spell, the student is welcome to learn it. Fluidist magic strives to keep prerequisite spells to the bare minimum that wizardry's innate structure requires; they're often inevitable, but they're never intentional hurdles placed by snooty archmages or keepers of secrets.

Fluidists consider it the instructor's moral obligation to give lessons in any *physical* disciplines required to use magic safely. Details vary by spell (e.g., the Aerobatics and Flight skills normally accompany the Flight spell). As a consequence, blue-robcs are on average more graceful than most wizards. Some wholeheartedly embrace this element of their training, becoming adept at dance, prestidigitation, and other performance arts, and often claiming that this makes them better magic-users. Such individuals are common enough to give blue-robcs a reputation as “carnies” (and occasionally as tricksters and thieves) in certain areas.

As Fluidists develop their art, they're encouraged to dabble and improvise, to work magic flexibly and intuitively rather than by rote, and to weave casting into everyday tasks. Many come to master magical “flow,” perfecting tricks like shaping jets and areas of effect in bizarre ways, and causing ritual garments to blend seamlessly with magical effects instead of being harmed by them. Those who go adventuring often become adept at defending against magical attacks and beefing up the style's offensive spells (“Fluid melts aside/Yet winds tear, waves crash”). This frequently extends to using *names* that shift with winds and tides, blunting the power of True Name-seeking curses; Obscure True Name is common.

Although Fluidism cares little for magical paraphernalia and materials, many Fluidists grow fascinated with *magical* fluids, and pursue ways to imbue ordinary liquids with the effects of their spells. Some learn to brew alkahest (*GURPS Magic*, p. 220); a few master the trick of producing Essential Fluid. This last accomplishment requires a Secret Material perk not because it's kept hush-hush, but to represent the time and effort needed to master the slippery stuff. Indeed, Fluidism has no deliberate secrets – merely a few spells and methods that *make no sense* to other schools of magic! Cynics like to point out that secrecy through obscurity is still secrecy, however.

Required Skills: Philosophy (Fluidism); Teaching; Thaumatology; Weather Sense; and any *two* of Acrobatics, Aerobatics, Aquabatics, Body Sense, Flight, or Swimming.

Required Spells: Apportation; Create Fluid; Haste; Purify Fluid; Seek Fluid; Shape Fluid.

Perks: Area Spell Mastery (any Area spell on list); Blocking Spell Mastery (Flow); Continuous Ritual (any spell on list); Convenience Casting (Create Fluid); Fast Casting (any spell on list); Flexible Ritual (any spell on list); Improvised Magic (Fluidism); Intuitive Cantrip (Eye of the Storm, Filter, Mystic Gesture, or Rinse); Mighty Spell (Concussion or Winged Knife); Missile Spell Mastery (Concussion); Mundane Magic (Apportation or Shape Fluid as Filch, Pickpocket, or Sleight of Hand); No Gestures (any spell on list); No Incantations (any spell on list); Obscure True Name; Psychic Guidance (Concussion or Winged Knife); Rote Alchemy (Alkahest, Flight, Speed, Water Breathing, or Water-Walking); Secret Material (Essential Fluid); Secret Spell (Dissipate, Flow, or Infiltrate); Spell Hardiness 1-6 (any damaging spell on list); Spell Resistance (any Resisted spell on list); Spell Variation (Fluid Jet); Thaumato-logical Doublespeak; Wizardly Dabbler*; Wizardly Garb.

Secret Spells: Dissipate; Flow; Infiltrate.

* Fluidists can and often do select spells from outside their spell list, favorites being Climbing, Detect Magic, Find Direction, Scryguard, Shield, Simple Illusion, and Sound.

Optional Traits

Attributes and Secondary Characteristics: Improved IQ, DX, and Basic Move.

Advantages: Absolute Direction; Ambidexterity; Energy Reserve; Flexibility or Double-Jointed; High Manual Dexterity; improved Magery; Perfect Balance; Serendipity; Wild Talent.

Disadvantages: Curious; Impulsiveness; Intolerance (Elitists and keepers of secrets); Kleptomania; Laziness; Trickster; low Wealth.

Skills: Carousing; Cloak; Dancing; Escape; Innate Attack (Beam or Projectile); Naturalist; Occultism; Performance; Sleight of Hand; Ventriloquism; and any skill allowed but not selected as a required skill choice.

Fluid melts aside

Yet winds tear, waves crash

– *Fluidist maxim*

Spell List

As befits Fluidism, this spell list is less “hierarchical” than the standard one, its fewer prerequisites allowing wizards to learn powerful spells quickly. This is accomplished in part by merging nine pairs of classic Air and Water spells into nine spells that Fluidists term *polymorphic*: Body of Fluid, Create Fluid, Earth to Fluid, Fluid Jet, Fluid Vision, Purify Fluid, Seek Fluid, Shape Fluid, and Walk on Fluid. Each can be cast in two ways. The wizard’s player must declare whether he’s replacing the word “Fluid” with “Air” or “Water” when he starts casting, after which the magic has the usual casting time, energy cost, duration, effects, etc. of the standard spell with that

name. The catch is that these double-duty spells are Very Hard, meaning that Fluidists function at an effective -1 to IQ+Magery when working much of their most fundamental magic.

When learning non-Fluidist magic, a polymorphic spell can stand in as either an Air spell or a Water spell for prerequisite purposes, and can fill the slot of both of the spells it replaces if specific prerequisites are named. However, it still counts as only *one* spell. For instance, Shape Fluid replaces Shape Air and Shape Water for spells that depend on either, and can count as an Air spell or a Water spell – but for a spell that requires “four Air spells and four Water spells,” it would count just once, leaving the need for seven other spells.

Fluidists have yet to merge Essential Air with Essential Water, or to discover unified rituals for dealing with air and water elementals. Coming up with polymorphic solutions to these puzzles is an important goal for the movement. Cutting such a knot would be a reasonable Obsession for a high-powered blue-robe PC.

Spell	Prerequisites
Air Vortex	Magery 2, Body of Fluid, and <i>either</i> Flight or Windstorm
Apportation	Magery 1
Balance	Grace
Body of Fluid (VH)*	Shape Fluid
Body of Wind	Magery 3, Air Vortex, and Windstorm
Boost Dexterity	Magery 1
Breathe Water	Shape Fluid
Clouds	Create Fluid
Cloud-Vaulting (VH)	Magery 2, Cloud-Walking, and Jump
Cloud-Walking	Walk on Fluid
Concussion	Shape Fluid
Control Air Elemental	Summon Air Elemental
Control Water Elemental	Summon Water Elemental
Counterspell	Magery 1
Create Air Elemental	Magery 2 and Summon Air Elemental
Create Fluid (VH)*	Purify Fluid or Seek Fluid
Create Spring	Four Fluidism spells, including Create Fluid
Create Water Elemental	Magery 2 and Summon Water Elemental
Current	Shape Fluid
Dancing Object	Magery 2 and Apportation
Deflect Missile	Apportation
Dispel Magic	Magery 2 and eight Fluidism spells, including Counterspell
Dissipate (VH)	Magery 3, Body of Fluid, and Earth to Fluid
Divination (Lecanomancy or Sortilege)	Magery 1, IQ 12+, and six Fluidism spells including Shape Fluid
Earth to Fluid (VH)*	Magery 2 and Create Fluid
Essential Air	Six Fluidism spells, including Create Fluid
Essential Water	Six Fluidism spells, including Create Fluid
Flight (VH)	Magery 2 and Levitation
Flow	Body of Fluid
Fluid Jet (VH)*	Shape Fluid
Fluid Vision (VH)*	Shape Fluid

Spell	Prerequisites
Flying Carpet (VH)	Flight or Walk on Fluid
Fog	Create Fluid
Freedom	Grace, Jump, Lockmaster, and Undo
Grace	Magery 1
Grease	Haste
Great Haste (VH)	Magery 2 and Haste
Haste	None
Hawk Flight (VH)	Flight
Infiltrate (VH)	Body of Fluid
Jump	Apportation
Lend Energy	Magery 1
Levitation	Apportation
Light Tread	Apportation and Grace
Lighten Burden	Apportation or Haste
Lockmaster	<i>Either</i> Locksmith <i>or</i> Magery 2 and Apportation
Locksmith	Apportation
Manipulate	<i>Either</i> Locksmith <i>or</i> Magery 2 and Apportation
Melt Ice	Shape Fluid
No-Smell	Purify Fluid
Poltergeist	Apportation
Pull	Magery 2 and four Fluidism spells, including Levitation
Purify Fluid (VH)*	None
Quick March	Magery 1 and Haste
Rain	Clouds
Recover Energy	Lend Energy
Repel	Magery 2 and four Fluidism spells, including Levitation
Resist Water	Umbrella
Seek Coastline	Seek Fluid
Seek Fluid (VH)*	None
Shape Fluid (VH)*	Apportation and Create Fluid
Slide	Apportation and Grease
Slow Fall	Apportation
Snow Shoes	Light Tread or Shape Fluid
Storm	Rain and Wind
Summon Air Elemental	Magery 1 and eight Fluidism spells, including Create Fluid
Summon Water Elemental	Magery 1 and eight Fluidism spells, including Create Fluid
Swim	Shape Fluid
Tide	<i>Two</i> of Current, Waves, and Whirlpool
Umbrella	Shape Fluid
Undo	<i>Either</i> Locksmith <i>or</i> Magery 2 and Apportation
Walk on Fluid (VH)*	Shape Fluid
Walk Through Water	Shape Fluid
Wall of Wind	Shape Fluid
Wallwalker	Apportation
Ward	Magery 1
Waves	Shape Fluid
Whirlpool	Shape Fluid
Wind	Windstorm
Windstorm	Shape Fluid
Winged Knife	<i>Either</i> Poltergeist <i>or</i> Magery 2 and Apportation

* One of the nine polymorphic spells of Fluidism.

Secret Material: Essential Fluid

Essential Fluid isn't the product of a polymorphic replacement for the Essential Air and Essential Water spells, but a creation described as "fluid without material identity." Preparation begins with a Fluidist who knows the Secret Material (Essential Fluid) perk casting Essential Water to conjure up a one-gallon lot. Immediately afterward, the *same* wizard must dedicate one workday to bubbling magical energy through the liquid. This process requires a roll against the *lower* of Thaumatology or Essential Air, at -3. Success produces Essential Fluid, while any failure dissipates the sample, wasting the effort.

The resulting gallon of Essential Fluid weighs 8 lbs. It tends to flow uphill, fountain from unsealed containers, and otherwise behave in unintuitive ways. Thus, it has to be carried in a closed jug, wineskin, or other vessel, which has its own weight.

To use Essential Fluid, the blue-robe opens its container (a Ready maneuver) and lets it escape. A second later, he begins a spell, weaving the silvery stream into his gestures (which are *always* required to benefit from the material). Immediately before he rolls for the spell, he must roll against DX – or Sleight of Hand, if better. Success supplies the spell with energy points equal to margin of success (minimum 1 point), which are always consumed before energy from other sources. Any failure causes the spell to fail. Either way, the attempt expends the Essential Fluid. Only one batch of Essential Fluid can be used per casting.

Essential Fluid instantly loses its magical energy if mixed with other liquids – wine, stomach contents, the ocean, or even other batches of Essential Fluid created by the same wizard. Its power also runs out if it's separated from a mage's person (any kind of Magery will do) for more than a minute. Most users carry around one-gallon "doses" in skins, which can serve as pillows when resting. Only magic-users who have the Secret Material (Essential Fluid) perk can employ the stuff, limiting use to advanced Fluidists. A blue-robe who's loaded down with it might *give* some away, but the order is philosophically opposed to *selling* it.

Essential Fluid is safe to drink, though it *isn't* water anymore and won't quench thirst. It's an amusing addition to cocktails, however!

Secret Spell: Dissipate (VH)

Regular; Resisted by HT

Causes any subject made mostly of water or air to lose structural integrity, melting to goo (if mainly water) or diffusing (if gaseous). Living beings that require water (humans, elves, tigers, trees, fungi, etc.) are definitely affected, as are flesh golems, air and water elementals, and rotting undead. Creatures of earth, fire, or metal definitely aren't; neither are immaterial spirits. The GM settles corner cases; e.g., he might rule that robots made of "wet nanotech" or "liquid metal" are affected, while classic metal men aren't.

Dissipate amounts to a death spell on anyone it affects. However, Remove Curse can reverse it *if* the victim's goo or vapor is collected first (tiny traces excepted). Shape Fluid is valuable here.

Duration: Permanent, unless reversed by Remove Curse.

Cost: 12. Must affect the entire subject, not just part of it!

Time to cast: 2 seconds.

Prerequisites: Magery 3, Body of Fluid, Earth to Fluid, and Secret Spell (Dissipate).

*All things are in flux,
catalyzed by mana
– Fluidist maxim*

Secret Spell: Flow

Blocking; Special Resistance

Avoid any attack by turning to fluid at the point of impact, allowing the blow to pass harmlessly through the body, which flows around the disturbance and reforms behind it. For an attack involving an enemy's *body part* (hand, mouth, etc.), the attacker may try to resist with HT – and if he succeeds, he hits the wizard!

For combat purposes, treat Flow as a dodge that succeeds automatically if the spell works. Critical failure doesn't cause the wizard to fall down, however. Instead, the blow penetrates more deeply, increasing the wounding modifier of a damaging attack by 0.5 (e.g., crushing to the torso gets $\times 1.5$, while impaling to the vitals gets $\times 3.5$) or adding the attacker's usual punching damage to the effects of a grapple.

Cost: 2.

Prerequisites: Body of Fluid and Secret Spell (Flow).

Secret Spell: Infiltrate (VH)

Regular; Resisted by HT

Lets the caster "flow" bodily through any remotely porous barrier – GM's decision, but doors and walls of mundane wood or stone qualify. This magic *can* permeate flesh, enabling escape when swallowed by gigantic monsters or (at high skill, or with the No Gestures perk) when grappled. Living beings resist such attempts to get away with HT.

The wizard must touch the obstruction and specify the direction of flow, but he need not know what lies beyond. Success means that he and up to 6 lbs. of clothing instantly seep through the barrier and reform on the far side. Other possessions are left behind.

Modifiers: -1 per yard of obstruction thickness. No penalty if the obstacle is half a yard thick or less.

The GM shouldn't tell the player the penalty! He should simply say whether the spell succeeded. If the barrier is so thick that the penalty *guarantees* failure (e.g., 10 yards for a wizard with skill less than 13) – or on a critical failure – the caster briefly "liquefies," *all* of his possessions fall to the ground, and he suffers 1d HP of injury.

In all cases, the caster must roll vs. Body Sense (p. B181) to act on arrival.

Cost: 3.

Prerequisites: Body of Fluid and Secret Spell (Infiltrate).

Design Notes: Fluidism

Fluidism is part elemental style built around a new college that overlaps Air, Movement, and Water, part theoretical style rooted in a philosophy. Its required skills are likewise split: physical skills addressing flowing movements, and travel through fluids, in the real world; Philosophy and Thaumatology for pure theory, plus Teaching to satisfy the devotion to pedagogy; and Weather Sense, which is the applied theory of fluids (a.k.a. "meteorology"). Optional skills cover specialized examples of fluidity of movement (Cloak, Escape, etc.), outlying theory (Naturalist and Occultism), and adjuncts to spells (Innate Attack) – with Carousing and Dancing tacked on to suit stylists' lifestyle. The GM is welcome to swap the roles of Naturalist and Weather Sense.

As Fluidism uses alternative prerequisites that see Shape Fluid crop up repeatedly, it's fair to regard that spell as vital (if not genuinely basic); thus, the style requires it and its prerequisites. Haste, like Apportation, actually *is* basic. It appears for symmetry: having two Movement spells balances four Air/Water spells.

Fluidism therefore requires six skills and six spells. Adding in Magical School Familiarity, style cost is $6 + 6 + 1 = 13$ points.

Perks are chosen mostly on the basis of "What suits a style preoccupied with flux and flow?", leading to Area Spell Mastery, Continuous Ritual, Fast Casting, Flexible Ritual, Improvised Magic, No Gestures, No Incantations, Spell Variation, and Wizardly Dabbler. Elemental classics – e.g., Intuitive Cantrip and Rote Alchemy – also fit.

Most of the others are there because they seem fun (notably Mundane Magic to twist currents to steal things) or because stylists tend to be adventurers (explaining Mighty Spell, Missile Spell Mastery, Spell Hardiness, and Spell Variation). Finally, a Secret Material perk provides a magical fluid to play with, as befits the style.

The spell list restructures prerequisites. The most radical change is merging pairs of Air and Water spells. Making these VH balances them – wizards end up spending at least an extra point per spell (or 10 points for another Magery level) to attain a desired skill level. The six mandatory skills more than compensate for the occasional generous prerequisite requirement, which mostly means one polymorphic spell filling in for two prerequisites. Three secret spells – one attack, one defense, and one utility – round things out.

In optional traits, improved IQ and Magery are logical for a style full of VH spells, while high DX and Basic Move suit wizards who gesture grandly and speak of "flow." Wild Talent also fits the magic-user who goes with the flow. Remaining advantages aid required or optional skills. Disadvantages match Fluidism's spontaneous, structure-denying outlook.

The sole style prerequisite is Magery 1, due to Apportation. A case could be made for calling the style's magic the "Fluid" college and allowing One College Only, but that seems unfair given that the polymorphic spells explicitly merge two colleges. Anyway, it's unlikely that anyone would have natural-born talent for an artificial, philosophical style. Only *full* Magery 1 will do.

THE GUILD OF IRON MAGES

Nicknames: Red-robcs; war-wizards.

Allies: Order of the Sun (pp. 17-20).

Rivals: Sisters and Brothers of Echoes (pp. 20-24).

The name of this league of wizards is revealing: they teach magic to strengthen body, mind, and equipment for the inevitability of combat, using the peace between clashes to work rituals that hone blades, hammer out dents, and forge new gear. Unlike the Order of the Sun (pp. 17-20), Iron Mages prefer steel to spells for offense, saving their arcane energies for combat preparations, whether that means weeks of smithing or a few seconds of hasty casting immediately before battle. This conservatism tends to discourage megalomaniacs from joining the guild, but red-robcs often end up serving such individuals, particularly warlords – a situation the order tacitly tolerates for economic reasons.

Despite some differences in opinion on how to use spells in combat, the Iron Mages are on good terms with the Order of the Sun – both value battle magic, and the yellow-robcs' mastery of fire comes in handy around the forge. As for rivalries, the red-robcs are somewhat at odds with the Sisters and Brothers of Echoes (pp. 20-24). They find the green-robcs' tendency to privilege the ephemeral above the practical exasperating, and dislike it intensely when their rivals' gift for communication averts a conflict that would have provided war-wizards with steady work. This manifests as social distance and coolness rather than quarrels, however, and many a canny warlord has Iron Mages *and* Echoists on retainer.

Formally, Iron Mages wear red robes. Hearsay about this symbolism abounds; it may signify the bloody battlefield or the ruddy glow of hot iron, and it's the sacred hue of war gods.

In action, Iron Mages sport their colors on practical tabards or surcoats. They favor ornate weapons – especially swords – as power items, studding them with rubies (which are Powerstones, if not using *GURPS Dungeon Fantasy*).

IRON MAGIC

13 points

Style Prerequisite: Magery 2 (not One College Only).

The Iron Mages' style is rooted in the guild's desire to earn money as both craftsmen and mercenaries. Would-be apprentices must show that they're gifted enough to cast the Shield spell, which underlies the red-robcs' best defensive magic. Thus, while the order rarely *teaches* Shield, except to aspirants who've proved their magical aptitude in some other way, it's *known* to all members – at least in theory.

After demonstrating their talent, apprentices are immersed in a syllabus known as the "three Ms": Metalwork, Magic, and Martial Arts. On every day of the week but one, they spend mornings and afternoons learning smithwork, half of the students specializing in forging armor and half in crafting weapons. The exceptional day – "Marday" – is set aside for training in how to *fight*, with each wizard studying the sword best suited to his physical gifts and being drilled in tactics, theoretical and practical. The credo in both the workshop and the gym is *mereri in absentia mana* ("merit in the absence of mana"), as forging and wielding weapons often leads red-robcs to nonmagical lands. Nevertheless, nights are spent studying basic spells: Inspired Creation and metal magic.

Apprenticeship, which often lasts as long as seven years, is grueling. The apprentice is learning *three* trades – and of course the Inspired Creation spell is particularly taxing to cast. Consequently, guild training incorporates methods for sustaining mind and body. Some of these tricks are spells (notably Recover Energy). Others are breathing and mind-calming exercises similar to those practiced by non-wizardly martial artists, empowered by the student's magical spark rather than by mystical energy ("chi").

This period ends when the apprentice is declared a journeyman and granted access to the brotherhood's full magical wisdom – a transition known as "earning the red robe" (or "The Rust and the Blood"). Some red-robcs live out their careers in the forges, perfecting ever-more-potent crafting magic to support their war-fighting brethren. Others focus on battle wizardry, starting with spells for individual combat and working up to the guild's jealously guarded grand-scale castings for defending whole companies of troops. Unlike archetypal wizards, such Iron Mages are often strong, fit fighters, inured to fear and pain, capable of marching for days and leading troops in battle.

Holding the order together demands balancing the interests of Metalwork with those of Martial Arts, however. Thus, red-robcs are encouraged to take a middle path. The best of them are adept in *both* fields. These generalists are especially well-represented among the guild's masters.



Like all magical styles, Iron Magic concerns itself with not just *which* spells are cast, but also *how* they're cast. Many of its methods either boost defensive magic (particularly Blocking spells) or toughen the wizard against the battlefield's mundane and magical rigors. Still, crafting is never far from a red-robe's mind, and tricks for making life easier around the forge and for imbuing hardware with magic (sometimes lasting or permanent magic) are also common, particularly among those who favor Metalwork over Martial Arts. A few war-wizards – again, most often masters – weave these threads together by using their downtime in the workshops to materialize protective spells as elixirs that can assist upcoming battles or be sold for extra profit.

There's one exception to all this: Many practical masters quietly teach crafting magic – and only that – to talented craftsmen who lack sufficient Magery to learn the full style. This improves guild profits and frees up more-capable mages to teach magic. If the GM wishes, a PC with only Magery 1 but *also* Artificer and suitable craft skills may learn the red-rob's interpretations of Cadence, Inspired Creation, Reshape, and Shape Metal; the prerequisites for these spells; and item-based perks such as Boost Enchantment, Magical Weapon Bond, Named Possession, Reinforce, and Super-Sympathy.

Required Skills: Armoury (Body Armor or Melee Weapons); Breath Control*; Mental Strength*; Smith (Iron); Tactics; and any *one* of Broadsword, Rapier, Saber, Shortsword, Smallsword, or Two-Handed Sword.

Required Spells: Identify Metal; Inspired Creation; Lend Energy; Recover Energy; Shape Metal; Shield.

Perks: Blocking Spell Mastery (any Blocking spell on list); Blood Magic; Combat Ceremony (any *non*-Blocking spell on list); Convenience Casting (Create Object); Elixir Resistance (any hostile elixir on pp. 214-215 of *GURPS Magic*); Flagellant's Blessing; Huge Subjects 1 or 2 (any helpful Regular spell on list); Improvised Items 1-3; Intuitive Cantrip (Boost Enchantment, Reinforce, or Spark); Magical Weapon Bond; Named Possession; Paraphernalia Pro; Reduced Footprint 1 or 2 (Create Object, Create Warrior, Duplicate, or any maintainable "buff" on list); Rote Alchemy (Battle, Craftsmanship, Fire Resistance, Invulnerability, Pain Resistance, or Strength); Sacrificial Blocking Spell (any Blocking spell on list); Secret Spell (Great Deflect Missile, Mass Resist Acid, Mass Resist Cold, Mass Resist Fire, Mass Resist Lightning, Mass Resist Pressure, Mass Resist Sound, or Mass Resist Water); Special Exercises (DR 1 with Tough Skin); Spell Hardiness 1-3 (any damaging spell); Spell Resistance (any Resisted spell); Super-Sympathy (any personal weapon).

Secret Spells: Great Deflect Missile; Mass Resist Acid; Mass Resist Cold; Mass Resist Fire; Mass Resist Lightning; Mass Resist Pressure; Mass Resist Sound; Mass Resist Water.

* In *GURPS Dungeon Fantasy*, Iron Mages may learn these skills despite lacking Chi Talent.

Optional Traits

Attributes and Secondary Characteristics: Improved ST, DX, HT, and Will.

Advantages: Artificer; Combat Reflexes; Energy Reserve; Fearlessness; Fit or Very Fit; Gizmos 1-3; Hard to Kill; Hard to Subdue; High Pain Threshold; improved Magery; Signature Gear.

Disadvantages: Bloodlust; Greed; Intolerance (any opposed group); Sense of Duty (any allied group); Stubbornness.

Skills: Armoury (Missile Weapons); Connoisseur (Jewelry or Weapons); Hiking; Jeweler; Leadership; Merchant; Strategy; Teaching; Thaumatology; and any skill allowed but not selected as a required skill choice.

Spell List

Much as blade-masters train novices in a painstaking fashion, building slowly toward ever-more-advanced moves that elaborate on fundamentals, Iron Archmages impart deep, difficult magic to their journeymen. Spell prerequisites are often traditional – and the few that aren't are tend to be *tougher* than normal. On the other hand, Iron Magic is a wholly self-contained art, allowing practitioners to excel at matters of craft and warfare without having to dabble in the magic of curses, elements, illusions, and shapeshifting that would otherwise undergird these spells.

Spell	Prerequisites
Ambidexterity	Grace
Animate Object (VH)	Magery 2 and Reshape
Armor	Shield
Balance	Grace
Berserker	Bravery
Bladeturning*	Shield or Turn Blade
Block	Magery 1
Body of Metal (VH)	Iron Arm and Shape Metal
Boost Dexterity	Grace
Boost Health	Vigor
Boost Strength	Might
Bravery	Sense Danger
Cadence	Grace and Haste
Catch Missile	Deflect Missile
Contract Object (VH)	Magery 3 and Transform Object
Coolness	Shield and Vigor
Counterspell	Magery 1
Create Object (VH)	Repair
Create Warrior*	Magery 3, IQ 12+, Body of Metal, and Create Object
Deflect Missile	Shield
Dispel Magic	Counterspell and 12 other Iron Magic spells
Duplicate (VH)	Create Object
Enlarge (VH)	Magery 2, Lengthen Limb, Might, and Vigor
Enlarge Object (VH)	Extend Object
Enlarge Other (VH)	Magery 3 and Enlarge
Extend Object (VH)	Magery 3 and Transform Object
Fasten	Knot
Fireproof	Resist Fire
Grace	Lend Energy
Great Deflect Missile	Deflect Missile
Hardiness	Armor or Block
Haste	None
Hide Emotion	Magery 1 and Sense Foes
Hide Thoughts	Hide Emotion
Hold Breath	Magery 1 and Vigor
Identify Metal	None
Inspired Creation (VH)	None
Iron Arm	DX 11+ and Resist Pain

<i>Spell</i>	<i>Prerequisites</i>
Knot	Stiffen
Lend Energy	Magery 1
Lengthen Limb	Magery 3 and seven Iron Magic spells
Lighten Burden	Magery 1 and Haste
Mass Resist Acid	IQ 13+ and Resist Acid
Mass Resist Cold	IQ 13+ and Resist Cold
Mass Resist Fire	IQ 13+ and Resist Fire
Mass Resist Lightning	IQ 13+ and Resist Lightning
Mass Resist Pressure	IQ 13+ and Resist Pressure
Mass Resist Sound	IQ 13+ and Resist Sound
Mass Resist Water	IQ 13+ and Resist Water
Metal Vision	Shape Metal
Might	Lend Energy
Missile Shield	Shield
Monk's Banquet	Magery 3 and Resist Pain
Quick March	Magery 1 and Haste
Rear Vision	Magery 1 and Sense Danger
Recover Energy	Lend Energy
Reflect Gaze (VH)	Return Missile
Reflexes	Grace and Haste
Rejoin	Fasten
Repair	Magery 2 and Rejoin
Reshape	Shape Metal
Resist Acid	Resist Fire
Resist Cold	Warmth
Resist Fire	Coolness
Resist Lightning	Resist Fire
Resist Pain	Magery 2 and Stop Spasm
Resist Pressure	Might and Resist Water
Resist Sound	Shield and Vigor
Resist Water	Shield
Return Missile	Catch Missile or Reverse Missiles
Reverse Missiles	Missile Shield
Sense Danger	Sense Foes
Sense Foes	None
Shape Metal	Magery 1, Identify Metal, and Inspired Creation
Sharpen	Repair
Shatterproof	Armor and Repair
Shield	Magery 2
Shrink Object (VH)	Contract Object
Stiffen	Might and Reshape
Stop Spasm	Vigor
Strengthen Will	Hide Thoughts
Toughen	Shatterproof
Transform Object (VH)	Create Object
Turn Blade*	Shape Metal
Vigor	Lend Energy
Ward	Magery 1
Warmth	Shield and Vigor
Weapon Self (VH)	Animate Object and Body of Metal

* When cast by an Iron Mage, Bladeturning and Turn Blade have the special effect of momentarily *warping* the weapon, while Create Warrior always conjures something that resembles a metal golem or an animated suit of armor (strictly as a matter of appearances – the creation has no innate DR).

Design Notes: Iron Magic

Iron Magic consists of an elemental sub-style – grounded in Making and Breaking spells, sprinkled with Technological metal magic – amalgamated with a martial sub-style specialized in Body Control and Protection and Warning “buffs.” The required skills reinforce this: Armoury and Smith for metalwork, Breath Control and Mental Strength to complement magical defenses, and Tactics and a sword-fighting skill to match the style’s martial personality. Optional skills mostly expand on either crafting (Connoisseur, Jeweler, and more Armoury) or the military angle (especially Leadership and Strategy), with Teaching and Thaumatology appearing as nods to the fact that the order does indeed teach magic.

The focus on craft in early training makes it hard to imagine that Identify Metal, Inspired Creation, and Shape Metal *wouldn't* be taught. As that’s tiring stuff, requiring Recover Energy (and thus Lend Energy) is logical. Meanwhile, the style’s alternative prerequisites make Shield (a wonderful spell in its own right) the keystone of its defensive magic, so that’s required, too.

That comes to six skills and six spells. With a point for Magical School Familiarity, style cost is $6 + 6 + 1 = 13$ points.

Since Iron Magic values material craft highly, any perk concerned with artifacts fits, justifying Boost Enchantment, Convenience Casting (Create Object), Improvised Items, Magical Weapon Bond, Named Possession, Paraphernalia Pro, Reinforce, Rote Alchemy, and Super-Sympathy. Yet a defensive martial style wouldn’t leave out options such as Blocking Spell Mastery – or Huge Subjects and Reduced Footprint for its “buffs.” And the order’s love affair with personal grit adds Blood Magic, Elixir Resistance, Flagellant’s Blessing, Special Exercises (allowing DR), Spell Hardiness, and Spell Resistance.

Iron Magic uses restructured prerequisites to manage college shifts, not to make powerful spells easier to learn. Many prerequisite chains are *more* demanding than usual! The exception is that a few Making and Breaking spells are slightly more accessible – a state of affairs for which six required skills amply compensate. The GM who dislikes long lists of mundane skills in magical styles could safely remove a few. As for secret spells, this style has many, justified by seven of eight being somewhat similar and Iron Mages getting no Secret Material perks.

Optional attributes and advantages are traits that obviously suit smith-mages (e.g., Artificer and Gizmos), warrior-wizards (DX, Combat Reflexes, etc.), or both (most of the rest, but particularly ST and Signature Gear). Disadvantages reflect the “faithful to my allies, deadly to my enemies” view of many dyed-in-the-wool martial types. Greed and the Merchant skill appear for the subset of Iron Mages who market the red-robés’ armaments and negotiate mercenary contracts.

The mandatory Shield spell imposes a style prerequisite of Magery 2. While the GM *might* allow One College Only, that isn’t recommended. The style’s spell list is easily three colleges in size and pulls in *powerful* spells from many places.

Secret Spell: Great Deflect Missile

Blocking

Works identically to Deflect Missile (*GURPS Magic*, p. 143) but protects an *area* against projectiles, whether they're launched from outside it or within it. Assess energy cost as for an Area spell. If the caster cannot touch the area, he has a skill penalty equal to the distance in yards to the nearest edge.

If the spell works against a single-target attack, it protects not only the intended target but also everyone else in the area. Objects lobbed at the area are likewise deflected. In all cases, follow the attack's line of fire through the spell's area of effect to determine where it goes after it exits that zone, using *Hitting the Wrong Target* (p. B389), *Overshooting and Stray Shots* (p. B390), or *Scatter* (p. B414) as applicable. Don't bother to check for anyone in the area, and reroll results that have the miss striking that region or someone inside it.

Success against an attack that bombards some or all of the area screens against the *entire* rapid-fire attack or volley. This includes fragmentation, even from explosions inside the area

(in that case, start checking for fragment hits from the area's edge on out).

Base cost: 1. Minimum radius 2 yards.

Prerequisites: Deflect Missile and Secret Spell (Great Deflect Missile).

Secret Spells: Mass Resist (Effect)

Area

This isn't one spell but a whole *set* of spells that protect multiple subjects in an area while counting as but a single spell "on." There's a Mass version of each of Resist Acid, Resist Cold, Resist Fire, Resist Lightning, Resist Pressure, Resist Sound, and Resist Water. In all cases, the effect is cast on people in the area at the moment of casting, not on the area itself.

Duration: As regular Resist spell.

Base cost: As regular Resist spell. Minimum radius 2 yards.

Time to cast: 1 second per energy point.

Prerequisites: IQ 13+, Resist (Effect), and Secret Spell (Mass Resist (Effect)).

THE OLD SCHOOL

Nicknames: Black-robcs; underworld mages.

Allies: Wizards of the Mirrored Gaze (pp. 29-32).

Rivals: Fluidists (pp. 6-9).

Old School wizards claim to be dispassionate guardians of the lore of the literal and metaphorical underworld (subterranean places and the land of the dead, respectively), as well as civil society's bulwark against malevolent spirits and undead. They do everything in their considerable power to avoid identification as "necromancers" or "evil wizards." Still, everybody knows that they're masters of curses (on people and places), rituals of withering, spells that summon supernatural denizens, and magic for poking around in dark places and exhuming corpses. When dealing with a black-robe, the average person exercises the kind of caution he would exhibit around an apothecary who's an expert poisoner or an executioner whose job includes torture.

The Old School has common cause with the Wizards of the Mirrored Gaze (pp. 29-32), as both orders strive to appear noble even as they practice magic that's most people would deem sinister. The white-robcs handle subtle magical cover-ups for the black-robcs, who reciprocate by perpetrating the occasional quiet assassination. Most other wizards steer clear of the Old School, knowing better than to war with masters of death magic, but the black-robcs' secrecy, convoluted hierarchy, and concern with the dead-and-static offend the Fluidists (pp. 6-9). The black-robcs are more than happy to rise to the challenge – they didn't survive all these centuries by *not* dealing with potential enemies, after all.

Officially, Old School wizards wear black robes because these represent subterranean darkness – "It has nothing to do with black magic or death or any of that." Their power items (Powerstones, if not using *GURPS Dungeon Fantasy*) inevitably involve onyx. Black-robcs arm themselves with sickles, along with slings that lob lead bullets, both of which invoke ancient symbolism associated with their art.

UNDERWORLD LORE

13 points

Style Prerequisite: Magery 1 (not One College Only).

Underworld Lore is exactly the sort of paranoid, hierarchical style that befits secretive black magicians. *Neophytes* spend years studying old tomes to learn about the undead, the denizens of Hell and the Spirit World, and the truth and folklore surrounding sorcery (misconceptions are valuable for manipulating common folk). Often, what actually sticks is a near-encyclopedic knowledge of moldy grimoires. Training in *spells* is restricted to "the First Six": a few thaumatological fundamentals, Shape Earth for exhuming corpses for the masters, and a couple of minor curses. Neophytes who embrace the curses enjoy promotion to *apprentice-candidate*.

Apprentices-candidate study the *real* basics: the "Second Six." These spells call for the exceptional magical talent of a promising black magician, weeding out the weak. With them, the wizard can see spirits and buried bones, and converse with the dead. He can also conjure darkness and even darker curses. This, too, is a test – though of aptitude rather than ethics.

If the apprentice-candidate excels at working with the dead – bones and spirits – he becomes an *apprentice spirit-worker* who studies the Six Lesser Spirit Workings. On acquiring this knowledge, he is promoted to *journeyman-candidate spirit-worker* and learns the Six and Six Sophomore Spirit Workings. Eventually, he knows enough such magic to gain the rank of *journeyman spirit-worker* and pursue the Six and Six Greater Spirit Workings.

On the other hand, if the apprentice-candidate shows a flair for cursing, he's made an *apprentice maledictionist* and taught the Six and Six Lesser Curses. Sufficient mastery in this field leads to the lofty title of *journeyman-candidate maledictionist* and the privilege of studying the Six and Six Sophomore Curses.

With enough expertise, he becomes a full *journeyman maledictionist*, free to learn the Six and Six Greater Curses.

A black-robe who has completed apprenticeship – that is, any journeyman-candidate or journeyman – is welcome to go back and learn the other stream of magic: curses for spirit-workers, spirit workings for maledictionists. A would-be *master* is expected to do so, and masters often possess the knowledge of both journeyman spirit-workers and journeyman maledictionists. As befits an old-boys' club, though, there are exceptions.

A journeyman spirit-worker with adequate magical aptitude and knowledge will be invited to study the Final Six. Any journeyman who has demonstrated a suitable grasp of magic and lack of qualms may be chosen to learn the Old School's secret spells (of which there are at least three). Being accorded either privilege is a sign of being groomed to join the masters. Many a journeyman has emerged from long hours immersed in two vast bodies of magic, only to witness a better-liked peer elevated to master after demonstrating a few powerful spells that were never mentioned to him.

The magic-using tricks of Underworld Lore are likewise split. Maledictionists favor perks like Frightening Side Effects, Intimidating Curses, Rule of 17, and Secret Material (The Bones), while spirit-workers' interests run to Corpse Smart, Magical Lawyer, Shaman's Trance, and Spell Enhancement (Affects Insubstantial). However, nearly all black-robos are fascinated with alchemy (or at least choice elixirs), reading magic in dead languages, and questionable rituals that shed blood to boost magic. The often-deadly world of guild politics also ensures an interest in building up resistance to curses, noxious potions, and even death itself.

Required Skills: Hidden Lore (Demons); Hidden Lore (Magical Writings); Hidden Lore (Spirits); Hidden Lore (Undead); Occultism; Thaumatology.

Required Spells: Counterspell; Death Vision; Debility; Recover Energy; Shape Earth; Ward.

Perks: Blood Magic; Elixir Resistance (Aging, Death, Eternal Rest*, or Weakness); Frightening Side Effects (any offensive spell on list); Huge Subjects 1 (any offensive Regular spell on list); Huge Subjects 1 or 2 (Zombie); Intimidating Curses; Intuitive Cantrip (Corpse Smart or Pebbles); Life-Force Burn 1-5; Magical Lawyer; Melee Spell Mastery (any Melee spell on list); Reduced Footprint 1 or 2 (any maintainable offensive spell on list); Rote Alchemy (Aging, Death, Eternal Rest, Reanimation, or Resurrection); Rule of 17 (any Resisted spell on list); Scroll-Reading (any); Secret Material (The Bones); Secret Spell (Death, Grasping Doom, or Soul Prison); Shaman's Trance; Special Exercises (Extra Life 1); Spell Enhancement (Affects Insubstantial); Spell Hardiness 1-6 (any damaging spell on list); Spell Resistance (any Resisted spell on list); Thaumatomological Doublespeak.

Secret Spells: Death; Grasping Doom; Soul Prison.

* Elixir Resistance (Eternal Rest) lets the wizard's *corpse* resist using his HT in life.

Optional Traits

Attributes and Secondary Characteristics: Improved IQ and FP.

Advantages: Allies (undead horde); Energy Reserve; Languages (ancient or lost); improved Magery; Night Vision; Resistant to Disease or Poison; Spirit Empathy.

Disadvantages: Appearance; Callous; Frightens Animals; Obsession (anything power-hungry); Paranoia; Selfish; Unnatural Features (anything creepy or undead-looking).

Skills: Alchemy; Archaeology; Axe/Mace; Expert Skill (Thanatology); Hazardous Materials (Magical); Hidden Lore (almost any other); History; Intimidation; Poisons; Professional Skill (Mortician); Research; Sling; Teaching.

Spell List

The Old School's magic is partitioned into a complex pattern of "Sixes" that must be learned in a specific order. Its secret spells exist outside this structure, however. Black-robos maintain secrecy in part by encouraging everyone but hand-picked journeymen to assume that all Underworld Lore follows a predictable pattern, when the most powerful spells don't.



The First Six

Six spells are required of every neophyte. No guild member will teach more advanced magic to anyone who *hasn't* learned them all. When learned as part of Underworld Lore, all of these spells require Magery 1.

Counterspell	Debility	Shape Earth
Death Vision	Recover Energy	Ward

The Second Six

The Second Six require *all* of the First Six *and* Magery 2 when learned as Underworld Lore.

Darkness	Frailty	Sense Spirit
Earth Vision	Pain	Summon Spirit

The Six and Six Lesser Curses

A wizard who has learned the *entire* First and Second Six – 12 spells – may learn any of these dozen curses, in any order.

Foul Water	Poison Food	Strike Deaf
Hunger	Sensitize	Strike Dumb
Nauseate	Steal Energy	Strike Numb
Paralyze Limb	Strike Blind	Thirst

The Six Lesser Spirit Workings

Someone who has learned all 12 spells of the First and Second Six may *also* pick and choose among these spells for dealing with matters of spirit.

Animation (VH)	Materialize	Summon Shade (VH)
Dark Vision*	Shape Darkness*	Turn Spirit

* The Old School considers darkness, not ectoplasm, to be the stuff of spirits.

The Six and Six Sophomore Curses

Learning any six Lesser Curses – for a total of at least 18 spells – grants access to a dozen *more* curses.

Agonize	Retch	Steal Vitality
Dry Spring	Sickness	Total Paralysis
Gauntiness (VH)	Slow Healing	Weaken Blood
Icy Touch	Steal	Wither Limb
	(Attribute) (VH)	

The Six and Six Sophomore Spirit Workings

A mage who has learned all six of the Lesser Spirit Workings (a minimum tally of 18 spells) may learn 12 more spells that concern spirits, undead, and the underworld.

Affect Spirits	Earth to Air	Solidify
Astral	Ethereal	Turn Zombie
Vision (VH)	Body (VH)	
Command Spirit	Phase	Walk Through Earth
Control Zombie	Skull-Spirit	Zombie

The Six and Six Greater Curses

With any six of the Sophomore Curses – which implies at least 24 spells – a wizard may go on to acquire the final, deadliest set of curses.

Choke	Entombment	Rotting Death (VH)
Curse	Evisceration (VH)	Steal Beauty (VH)
Deathtouch	Frostbite	Steal Skill (VH)
Dehydrate	Pestilence	Stop Healing

The Six and Six Greater Spirit Workings

Upon learning any six of the Sophomore Spirit Workings – a running total of 24 spells, at a minimum – the necromancer can acquire these advanced techniques.

Animate Shadow	Possession
Banish	Repel Spirits
Divination (Dactylomancy)*	Soul Jar (VH)
Mass Zombie (VH)	Summon Demon
Pentagram	Summon Earth Elemental
Phase Other (VH)	Zombie Summoning

* Wizards of the Old School summon a spirit to do the writing.

The Final Six

The top Six is reserved for advanced spirit-workers, and provides the most powerful defenses against spirits and magic, as well as control over the earthly underworld in the form of *elemental* spirits. All of these spells require any six Greater Spirit Workings (so no fewer than 30 spells, all told) and Magery 3.

Astral Block	Control Earth Elemental	Dispel Magic
Bind Spirit (VH)	Create Earth Elemental	Entrap Spirit

Secret Material: The Bones

“The Bones” describes both a grim sympathetic magic technique perfected by the Old School and the ghastly prop this requires. A black-robe who has the Secret Material (The Bones) perk *and* access to intact bones (which can be tiny, but not chips or shards!) from someone’s family or associates can prepare said bones to give a skill bonus when casting one specific Underworld Lore spell on that particular target. He must specify both spell and subject, and then roll against the *lower* of Occultism or Thaumatology. The magical attunement process takes an hour.

The bonus is +1 per point of success (minimum +1) if the bones come from a relative in the subject’s immediate bloodline (grandparent, parent, sibling, child, grandchild, etc.), or from the clone of such a relation or of the target . . . and the subject’s own bones, rather than those of a clone or other replica, *double* the bonus (minimum +2). If the bones are from any other clan

member, or a relation by marriage, halve the bonus (minimum +1). And if they’re from someone who isn’t even *that* close but whose social ties to the subject constitute an advantage or a disadvantage – e.g., a soldier with a Duty to the same army, a knight who got his Status from the king at whom the ritual is aimed, or a PC who would count as the Ally of an NPC or another PC if the rules permitted that – divide by 3 (no minimum). Black-robos have been known to pay handsomely for the bones of blood relatives of powerful or dangerous people!

When casting using The Bones, the bonus also adds to base skill level for the purpose of reducing energy cost *and* to 16 for the purpose of *The Rule of 16* (p. B349) – or to 17, if the wizard has a suitable Rule of 17 perk.

Example: A black-robe visits the clan burial grounds of the orc chief, procures some bones, and gets to work. An hour later, he rolls vs. skill and succeeds by eight – good enough for +4. If he casts Rotting Death-17 on the chief, he not only gets to roll vs. skill $17 + 4 = 21$, but also uses that level for energy cost reduction (reduced by 2, for skill 20-24, instead of by 1, for skill 15-19) *and* is limited to effective skill $16 + 4 = 20$ for overcoming the chief’s resistance.

This bonus applies to the *first* casting of the specified Underworld Lore spell on that one subject by the person who prepared the bones. The bones lose power once the bonus is claimed, and the benefit isn’t transferable to another caster. A wizard may have only one set of bones attuned. If he performs the rite again, on the same or different bones, his previous ritual is undone – and if the bones are *smashed*, they lose all power and cannot be reused.

Secret Spell: Death (VH)

Regular; Resisted by HT

Also called “the Greatest Curse,” this is an attempt to kill the subject outright without the intermediary of disease or injury. If the victim fails to resist, he suffers a heart attack *exactly* as described on p. B429 . . . thus, he *can* be resuscitated if he gets suitable help in time. Death will look like “natural causes,” but the magic isn’t traceless – someone who suspects sorcery can divine supernatural evidence via means such as Reconstruct Spell.

This spell can affect only a living being who has both a heart and blood to pump! Targets with the No Blood, No Vitals, Homogenous, or Diffuse form of Injury Tolerance are immune, as are those whose FP score is “N/A.”

Duration: The spell lasts an instant, but the effects are permanent unless reversed via healing magic or medical care.

Cost: 12.

Time to cast: 3 seconds.

Prerequisites: Magery 3, six Greater Curses including Choke and Deathtouch, *and* Secret Spell (Death).

Secret Spell: Grasping Doom

Area

Temporarily animates dead bodies interred in the ground, walls, and ceiling, causing them to impede the caster’s enemies. This calls for the corpses of sapient (IQ 6+) beings with grasping hands, so it’s most powerful in cemeteries and similar burial places, and rarely effective on random plots of earth (even ones full of small animal carcasses).

However, the GM may agree that there's a grave underfoot almost *anywhere* if the black-robe enjoys Serendipity – or if a potential victim suffers from Unluckiness or Cursed!

When the spell is cast, the arms of the dead erupt from all corpse-filled surfaces in the area and grapple everyone within a yard. In most burial grounds, those in the vicinity are grabbed by one zombie or skeleton reaching up from below. Underground, add an extra pair of arms (for a total of two undead) for victims standing within a yard of a wall or a ceiling – or *two* extra pairs (*three* undead) if both conditions hold. In an ossuary or other mass grave, double these numbers.

Each set of arms grapples with ST 10 and DX 10 (regardless of the corpses' stats in life), but multiple pairs coordinate as a single attacker, adding ST and DX as explained in *Multiple Close Combat* (p. B392). For instance, someone standing near a wall and under a low ceiling in an underground mass grave would be grabbed by six undead with collective ST 20 and DX 20! If effective DX is above 12, the undead will reduce it to that level to make a Deceptive Attack (p. B369). Victims defend at -2 in any event, as the attack comes from below, above, and the sides.

As usual, grappled victims have -4 to DX (giving -2 to Block, -2 to Parry, and -1 to Dodge), and cannot move, change facing, retreat, or use Acrobatic Dodge. They may try to break free normally. If they opt to smash the undead limbs, treat each *pair* of arms as a single target requiring 10 HP of injury to hack apart. On a combat map, it speeds play to mark the number of

intact undead in each hex and reduce this by one per set of limbs crippled.

People who avoid being grappled or who break free may move normally – but if they stay in the area, the limbs will try to grab them on their next turn. Defense is no longer at -2, but the arms will still try a Deceptive Attack if possible!

Duration: 1 minute.

Base cost: 3 to cast. Same cost to maintain.

Prerequisites: Mass Zombie and Secret Spell (Grasping Doom).

Secret Spell: Soul Prison (VH)

Regular; Resisted by Will

"The Greatest Spirit Working" is closer to a curse, a death spell of sorts. It attempts to rip out the subject's *soul*, leaving his body to perish. It can only affect a target who has both a physical body and a genuine soul to separate from it. Spirit entities are immune, as are summoned and created ones; when in doubt, the GM decides. Shamans and holy folk *aren't* immune, but may add Power Investiture to their resistance roll.

A subject who fails to resist collapses in a coma. This works much as described on p. B429, but the victim gets no HT roll to awaken and cannot be roused with the Awaken spell or similar measures – he's soulless, not asleep. He must roll vs. HT every 12 hours until he finally fails and dies.

Design Notes: Underworld Lore

It's easy to mistake Underworld Lore for a Necromantic elemental style. Functionally, however, the black-rob's thirst for knowledge of supernatural entities and thaumaturgical secrets of *all* kinds renders it a part-theoretical, part-experimental academic style . . . though practitioners do relish applications. Thus, it requires Occultism, Thaumatology, and *four* Hidden Lore specialties. Necromantic leanings emerge more in the optional skills: Expert Skill (Thanatology) and Professional Skill (Mortician), for obvious reasons, plus Archaeology and History for studying secrets of the dead. Further options take care of mundane academia (Research and Teaching) and the order's traditional weaponry (Axe/Mace, Sling, and Poisons).

As in many hierarchical styles, neophytes are trusted mostly with spells that lack prerequisites – Death Vision and Debility for cursing, Counterspell and Ward for defense against curses. Six required skills afford a grasp of the supernatural that makes it possible to avoid the needlessly selfless Lend Energy to learn Recover Energy (important to any power-hungry wizard), and to skip the grubby miner's Seek Earth to acquire Shape Earth (for uncovering tombs).

Six skills, six spells, and a point for Magical School Familiarity make style cost $6 + 6 + 1 = 13$ points.

Several of the Old School's perks are the gruesome, death-aspected norm for necromancers, especially Blood Magic, Corpse Smart, Life-Force Burn, and Shaman's Trance, plus Huge Subjects for gigantic zombies and Rote Alchemy for death-oriented elixirs. Many of the rest show

a black magician's love of curses: Frightening Side Effects, Intimidating Curses, Melee Spell Mastery, Rule of 17, and Huge Subjects and Reduced Footprint for nasty spells. Still others provide safety when dealing with dark forces; e.g., Elixir Resistance, Magical Lawyer, Spell Hardiness, and Spell Resistance. Odds and ends include Pebbles for sling stones, Special Exercises (Extra Life) for quasi-immortality, and a Secret Material that's fundamentally a twisted version of Knower of Names.

Underworld Lore radically restructures prerequisites into a bewildering system of tiers. This mirrors prerequisite count, with a couple of spells moved up in importance, and a few shifts up or down a level to give a more plausible set of steps. Between six required skills and the numerous spells needed to get anywhere near potent magic, the revised structure remains balanced. The secret spells are all Not Nice, and sit outside the hierarchy – don't overlook them!

Optional traits include the improved IQ, FP, and Magery – and Energy Reserve – of power-seeking sorcerers everywhere. As befits wizards who raid tombs, there's also Night Vision to see in the dark, Resistant to withstand plague and toxic traps, and musty old Languages to read buried texts. Undead Allies and Spirit Empathy round out the necromancer's tool kit. Disadvantages are the creepy norm for such people.

All six required spells need Magery 1 when learned through the style's restructured spell list, so that's a style prerequisite. One College Only is forbidden on the grounds that the Old School wouldn't accept such an ungifted student!

Soul Prison has one creepy drawback: Victims killed by it get to roll a Quick Contest of Will with the caster at the moment of death. Slain wizards add Magery to Will, while holy folk add Power Investiture. Victory lets them return to haunt their killer as whatever kind of ghostly undead suits their personality (GM's preference).

Duration: Permanent, unless reversed by Remove Curse before the subject dies.

Cost: 12.

Time to cast: 3 seconds.

Prerequisites: Magery 3, six Greater Spirit Workings including Banish and Soul Jar, and Secret Spell (Soul Prison).

THE ORDER OF THE SUN

Nicknames: Yellow-rob; thaumaturgicists.

Allies: Fluidists (pp. 6-9); Guild of Iron Mages (pp. 10-13).

Rivals: Wizards of the Mirrored Gaze (pp. 29-32).

Though its moniker sounds cheerful enough, the Order of the Sun doesn't especially represent the forces of good commonly associated with the solar orb. Rather, the name stems from a fascination with the sun's sheer power. The Order's magic is exclusively about energetic effects: light, heat, electricity, and anything else that can *burn*, including steam, acid, and direct disintegration. The emphasis is indisputably on destruction. This doesn't mean that every yellow-robe is a wanton killer – in fact, most use their powers to combat undead and other creatures of the night – but there's no denying that the group's quick-and-easy approach to potent offensive magic attracts wizards who are overfond of fire and explosions.

The Order's easygoing approach to wizardry and love of elemental effects put them on excellent terms with the Fluidists (pp. 6-9), while their skill with battle magic and spells useful for firing up the forge has earned the friendship of the Iron Mages (pp. 10-13). Both alliances are very loose – the yellow-rob's partiality to devastation encourages careful people to keep their distance. Equally informal is their rivalry with the Wizards of the Mirrored Gaze (pp. 29-32). Yellow-rob's love to tease white-rob's for wasting their time on spells that merely *bend* light and *emulate* flame, and they all too often engage in ham-fisted pranks that upend subtle plans that were years in the making. The mirror-mages' feelings about this are somewhat darker . . .

At formal Order functions, members wear yellow clothing adorned with sun symbols, whence the nickname "yellow-robe." In or out of costume, they favor accessories in gold and diamonds. The most powerful of them possess fantastically expensive orbs made of these materials, which double as ceremonial regalia and power items (Powerstones, if the campaign doesn't use *GURPS Dungeon Fantasy*).

THAUMATURGETICS

13 points

Style Prerequisite: Magery 2 (not One College Only).

"Thaumaturgical Energetics" might *appear* to be a structured style like Underworld Lore (pp. 13-17) – for instance, its spells are arranged in six progressively more potent tiers – but nothing could be further from the truth. In reality, the Order of the Sun amounts to a loose brotherhood of wizards who have discovered a "Blast Things in Six Easy Steps" program and do their enthusiastic best to show others the light. Adherents are required to learn a mere six spells, purportedly the smallest

investment needed to "... hurl the element of your choice *from your very hand!*" Most would be happy to discover an even shorter path.

The flexibility of these teachings is manifest in the fact that yellow-rob's need only learn half the Cantrips and three of 14 Basic Conjurings, whereupon they're welcome to study *any* of the Minor Directed Effects. Moreover, any three Minor Directed Effects are enough to understand the Major Directed Effects, any three of those suffice to grasp the Transformations, and any three of *those* open the door to the style's top spells, the Ultimata. The wizard can dabble with spells commanding acid, electricity, fire, light, steam, and pure mana, using the basics of one "element" as a springboard to mastery of another. Individual spells (especially Missile spells) are open to a lot of variation and enhancement, and many thaumaturgicists can improvise effects they haven't learned.

The catch is that Thaumaturgetics has steep requirements in other areas. The would-be yellow-robe needs to grasp thaumatology well to hope to understand the style's wild shifts in direction, and even that isn't enough – he must *also* devote significant time and money to energetic alchemical proofs, hopefully without getting dissolved, burned, or blown up. As few beginners have the resources this demands, they end up at one of the Order's "Solar Centers," which provides the necessary labs and texts in return for work transcribing tracts, spreading the movement, and supervising novices.

A Solar Center is equal parts academy, cult retreat, and magical fight club. Residents *do* learn thaumatological principles and spells – but also how to "project energy" socially (which involves yelling) and in duels (ditto). Further lessons address blowing things up, recruiting new yellow-rob's, setting fires, using magic in battle, dissolving things, and incinerating the undead. The cultish side of things has to do not with "peace, love, and harmony," but with how the style is spread, some weird ideas about astrology, and the belief that strength of character gives magical energy. As one white-robe wag famously sneered, "It's a university in reverse, with students dueling all day, but resorting to academics to resolve differences." Towns prefer that Solar Centers be built outside the walls.

And with good reason: Thaumaturgetics is all about raw power. Adherents require an exceptional level of Magery to bull through prerequisites with brute force, and the style teaches methods for focusing partially mastered magic by dumping energy and shouting magical words. Other tweaks and tips make dangerous quantities of mana available from items and casters (the unsafe practice of carrying around Energy Orbs merges the two), and enable cramming greater-than-usual quantities into Missile spells. Thaumaturgetics' unique spells all concern hurling bolts of energy.

Yellow-robcs themselves learn how to block and withstand these menaces (including how to avoid blowing their own socks off, literally), but this does bystanders little good . . . so outside city walls it is.

Required Skills: Alchemy; Hazardous Materials (Magical); Intimidation; Thaumatology; and any *two* Innate Attack specialties (Beam, Breath, Gaze, or Projectile).

Required Spells: Create Acid; Create Steam; Deflect Energy; Ignite Fire; Lend Energy; Light.

Perks: Area Spell Mastery (any Area spell on list); Astrological Ceremonies (Thaumaturgetics); Better Power Items*; Brute-Force Spell (any spell on list); Convenience Casting (Continual Light); Frightening Side Effects (any offensive spell on list); Improvised Magic (Thaumaturgetics); Intuitive Cantrip (Eye of the Storm, Kindle, or Screen); Limited Energy Reserve 1-5 (Thaumaturgetics); Mighty Spell (any Missile spell on list); Missile Spell Mastery (any Missile spell on list); Power Casting 1 or 2 (any Missile spell on list); Secret Material (Energy Orbs); Secret Spell (Blast Ball, Stroke of Lightning, or Transference Bolt); Secret Words 1-5; Spell Duelist (Thaumaturgetics); Spell Enhancement (Incendiary); Spell Hardiness 1-6 (any damaging spell on list); Spell Resistance (any Resisted spell on list); Spell Variation (any Missile spell on list); Thaumatomological Doublespeak; Wizardly Garb.

Secret Spells: Blast Ball; Stroke of Lightning; Transference Bolt.

* Treat any artifact as worth 50% more for power-item purposes (e.g., a \$2,000 jewel, normally limited to 11 FP, functions as a \$3,000 one that can hold 14 FP), but *double* recharge cost (\$10/FP).

Optional Traits

Attributes and Secondary Characteristics: Improved DX and FP.

Advantages: Daredevil; Energy Reserve; Luck; improved Magery; Temperature Tolerance 1 or 2.

Disadvantages: Impulsiveness; Odious Personal Habit (Proselytizing); Overconfidence; Pyromania.

Skills: Artist (Calligraphy); Fast-Talk; Forced Entry; Hidden Lore (Undead); Occultism; Tactics; Teaching; Throwing; Writing; and any skill allowed but not selected as a required skill choice.

Spell List

Thaumaturgetics is designed to be learned *quickly*, with few spells needed to reach the next tier. Steeply increasing Magery requirements enable the shortcuts inherent in the teachings.

Cantrips

The Order of the Sun regards these spells as nigh trivial. Since the style only *requires* Ignite Fire (basic energy as fire), Lend Energy (basic energy as mana), and Light (basic energy as light), many yellow-robcs skip half this list! Cantrips require Magery 1 when learned from the Order.

Counterspell	Lend Energy	Seek Fire
Ignite Fire	Light	Ward

Basic Conjunctions

All of these spells require Magery 2, Ignite Fire, Lend Energy, and Light. A wizard who meets those requirements can pick up the Basic Conjunctions in whatever order he likes.

The only ones he *must* learn are Create Acid (basic energy as acid), Create Steam (basic energy as steam), and Deflect Energy (basic dissipation).

Boil Water	Create Steam	Shape Fire
Bright Vision	Deflect Energy	Shape Light
Continual Light	Heat	Share Energy
Create Acid	Melt Ice	Warmth
Create Fire	Recover Energy	

Minor Directed Effects

This magic requires the wizard to know the style's six required spells. If he does, he may immediately learn any of the Minor Directed Effects, in any order.

Acid Ball	Glow	Shatter (VH)
Acid Jet	Light Jet	Smoke
Fast Fire	Lightning	Steam Jet
Fireball	Resist Acid	Sunbolt
Flame Jet	Resist Fire	Sunlight
Flash	Resist Lightning	Wall of Light

Major Directed Effects

These potent spells are available to wizards who possess Magery 3 and know at least three Minor Directed Effects (which, with the six required spells, means a total of nine spells).

Ball of Lightning	Flaming Armor	Rain of Acid
Breathe Fire (VH)	Flaming Missiles	Rain of Fire
Breathe Steam (VH)	Flaming Weapon	Rive (VH)
Burning Touch	Lightning Armor	Shocking Touch
Continual Sunlight	Lightning Missiles	Spark Cloud
Explosive Fireball	Lightning Stare (VH)	Spark Storm
Explosive Lightning	Lightning Weapon	Spit Acid (VH)
Fire Cloud	Lightning Whip	Wall of Lightning

Transformations

A wizard who knows at least three Major Directed Effects (no fewer than 12 spells in all) may learn spells concerning energetic elementals and essences, and imbuing oneself and others with energy.

Blast Ball	Essential Flame
Body of Flames (VH)*	Explode (VH)
Body of Lightning (VH)*	Stroke of Lightning
Burning Death (VH)*	Summon Fire Elemental
Control Fire Elemental	Transference Bolt
Essential Acid (VH)	

* The Order sees "Body of" spells as *transforming* the subject into a highly energetic elemental, and Burning Death as an unstable partial transformation.

Ultimata

Wizards who learn three or more Transformations (meaning at least 15 spells) can go on to learn spells that create elementals and major energetic effects out of nothing.

Create Fire Elemental	Dispel Magic	Geyser (VH)
Disintegrate (VH)	Divination	Volcano
	(Pyromancy)*	

* Takes the form of a conjured fire elemental that speaks secret knowledge.

Secret Material: Energy Orbs

Energy Orbs are glowing “mana balls” carried around for an extra boost. To prepare one, a yellow-robe who has the Secret Material (Energy Orbs) perk casts a Missile spell from the Thaumaturgetics list – Acid Ball, Ball of Lightning, Explosive Fireball, Explosive Lightning, Fireball, Lightning, Sunbolt, or any secret spell – at -3, and then invests up to the usual maximum energy allowed. This is stored for later use. After creating the Orb, the wizard can rest and recover normally, and then venture forth with an energy reserve in hand.

There are several drawbacks to this trick. First, the Orb hovers in hand like a Missile spell projectile; moreover, the hand has to be *empty* and *ungloved*. The wizard is limited to one-handed tasks until the Orb is dissipated, and must risk going around with an unarmored hand.

Second, the wizard’s next spell, successful or not, *automatically* consumes all of the energy. Energy in excess of what the spell requires is lost. The spell is cast at -3 due to magical interference. Casting a spell is the only *safe* way to dissipate the Orb.

Finally, if the wizard is injured or stunned, or falls, while holding an Orb, he must make a Will roll or it will discharge violently. If he tries to use the occupied hand for a task, or if the spell that uses the energy critically fails, this happens automatically! Such a discharge causes HP of injury equal to the energy in the Orb. If this exceeds the mage’s HP/2, his Magery is crippled until he’s *fully* healed.

Example: Fergus the Thaumaturgeticist has Explosive Fireball-17, so he can create an Energy Orb by casting this at 14. With Magery 3, he can invest up to 6 energy points per second, for up to three seconds, or 18 points. He does so, and then rests until he’s at full strength. He must now walk around with the Orb in hand, and can’t cast a spell without using it . . . He could cast Explosive Fireball at the 9d level “for free,” but his roll would be at -3, and critical failure would cost him 18 HP – more than his HP/2 – and cripple his Magery. If he’s hurt, a failed Will roll would mean the same fate.

No wizard can have more than one Energy Orb ready, hand off an Orb to someone else, or use multiple Orbs to cast a spell (e.g., via ceremonial magic).

Secret Spell: Blast Ball

Missile

Works like Explosive Fireball (*GURPS Magic*, p. 75), with one exception: damage is divided by distance in yards rather than three times that.

Example: Where an Explosive Fireball that rolls 10 points of damage on contact inflicts 3 points at 1 yard, 1 point at 2-3 yards, and no appreciable damage past that, a Blast Ball of similar size delivers 10 points at 1 yard, 5 points at 2 yards, 3 points at 3 yards, 2 points at 4-5 yards, 1 point at 6-10 yards, and no damage beyond that.

Cost: Any amount up to twice your Magery level per second, for three seconds. The blast does 1d burning damage per full 2 points of energy.

Time to cast: 1 to 3 seconds.

Prerequisites: Three Major Directed Effects and Secret Spell (Blast Ball).

Secret Spell: Stroke of Lightning

Missile

Similar to Lightning (*GURPS Magic*, p. 196), but with higher damage, 1/2D 50 and Max 50, and the potential to affect everyone in a straight line out to Max. Resolve the initial attack normally, observing the rules for metal armor, stunning, Surge, etc. Hit or miss, though, draw a line from the attacker through his primary target, out to 50 yards. Everyone past the target along that line is *also* attacked, at the lower of the roll the wizard would need to hit him or 9. Damage to anyone hit this way is at -1 per die. The bolt stops cold if it strikes anything that has SM +2 or more and *non-metallic* DR equal to or greater than maximum damage.

Example: A yellow-robe with an Innate Attack (Projectile) skill of 15 hurls a Stroke of Lightning at an orc 10 yards away. He has -4 to hit, so he rolls at 11 or less. The target is in a tight file, with allies behind him at 11, 12, 13, and 14 yards. As 11-15 yards gives -5 to hit, for 10 or less, the bolt attacks *each* of these foes at 9 or less (the maximum). An orc chief 50 yards down that line (-8 to hit) would be attacked at 7 or less. If the missile was built up to 3d damage, the initial target would take 3d, later ones would suffer just 3d-3, and a stone wall with DR 15+ would stop it.

Cost: Any amount up to twice your Magery level per second, for three seconds. The bolt does 1d burning damage per full 2 points of energy to the primary target, reduced to 1d-1 per 2 points to secondary ones.

Time to cast: 1 to 3 seconds.

Prerequisites: Three Major Directed Effects and Secret Spell (Stroke of Lightning).



Secret Spell: Transference Bolt

Missile

A *helpful* Missile spell designed to let thaumaturgeticists aid distant allies. The caster shoots a bolt of mana from a fingertip. This projectile has Max 100 and Acc 3.

Being hit by the bolt surrounds the target in a fizzing nimbus that sheds sparks and stands hair on end, which is distracting. Someone in the midst of a Concentrate maneuver must make a Will-3 roll to maintain concentration. If he’s enlarging a Missile spell, he must roll against Will to avoid dropping it. And if he’s taking an Aim, he must roll vs. Will or lose his aim.

There’s no other effect on most targets. If a spellcaster is hit, though, he briefly gains *half* the energy points in the bolt. He can spend these on a spell he’s currently casting, a Missile spell he’s enlarging, or a spell he starts casting on the first turn after he’s struck. A longer wait means the energy dissipates. Any energy beyond what his magic requires is likewise lost.

The bolt’s creator has no control over the energy after hurling it. If it strikes an enemy spellcaster – accidentally or in a failed distraction attempt – the foe can use the energy!

A spellcaster can benefit from any number of Transference Bolts that strike during his casting. One who’s concentrating for a long time, enlarging a Missile spell, etc. could be zapped repeatedly, while a “firing squad” could circumvent restrictions on ceremonial magic. However, the high odds of distraction (*each bolt* requires a check for this!) make this impractical.

Duration: The bolt can be “held” indefinitely (like any Missile spell), but after it’s thrown, the energy must be used within a second. Cannot be maintained.

Cost: Any amount up to twice your Magery level per second, for three



seconds. Half this is transferred to the target. The cost to cast this spell is never reduced by high skill.

Time to cast: 1 to 3 seconds.

Prerequisites: Three Major Directed Effects and Secret Spell (Transference Bolt).

Design Notes: Thaumaturgetics

Despite its philosophical veneer, Thaumaturgetics is a martial style built on direct magical attacks. Spells range too widely to defend the “elemental” label (beyond “all the dangerous elements”). Required skills reflect all this – Alchemy and Thaumatology validate the broad elemental base, Hazardous Materials covers destructive magical materials (often created by Alchemy), two Innate Attack specialties benefit missiles and jets, and Intimidation cows opponents. Optional skills mostly complement the Order’s combative bent: Forced Entry for destroying stuff, Hidden Lore and Occultism to reveal supernatural weaknesses, Tactics for warfare, and Throwing to hurl flaming vials. Then again, there’s Artist (Calligraphy) and Writing for tracts, and Fast-Talk and Teaching for recruitment.

Required spells offer a foundation in acid (Create Acid), fire (Ignite Fire), light (Light), and steam (Create Steam). Since even the Order hasn’t found shortcuts for bolts of electricity and mana, it settles for Deflect Energy (which stylists name “Deflect Lightning”) and Lend Mana (“Project Mana”). Thaumaturgetics’ modified prerequisites make it possible to learn these spells without knowing others.

Thaumaturgeticists thus start with six skills and six spells. Taking into account Magical School Familiarity, style cost is $6 + 6 + 1 = 13$ points.

Most of the perks fit into three predictable categories. The first collection gives offensive spells more oomph, and encompasses things like Brute-Force Spell, Frightening Side Effects, Mighty Spell, Missile Spell Mastery, Power Casting, Secret Words, and Spell Enhancement. The second group facilitates hoarding energy; witness Better

Power Items, Limited Energy Reserve, and the style’s Secret Material. The last set concerns *defense* against energies: Eye of the Storm, Screen, Spell Duelist, Spell Hardiness, Spell Resistance, and Wizardly Garb. Odder perks exist; e.g., Astrological Ceremonies for sun-worshipping yellow-robos, Improvised Magic for those who dislike even simplified prerequisites, and Thaumatomagical Doublespeak for intimidation through raw magical power.

The style waives spell prerequisites left and right, excused chiefly by the overlapping *utility* of so many of its spells. For instance, Melt Ice is just a subtle shading of Heat, while offensive acid, electricity, fire, and steam magic mostly do the same thing. Elevated Magery prerequisites also play a role. Still, of the styles in *Dungeon Magic*, this one most needs its required skills for game balance. The secret spells are yet *more* of the same, really, but Transference Bolt adds a unique and valuable magical capability.

Optional traits are few because the yellow-robos recruit exclusively for Magery and don’t require long apprenticeship that would transform a wizard (though the GM may allow high Temperature Tolerance as a leveled Magic Perk). Most important are DX for directing jets and missiles, and FP and Energy Reserve to fuel the destruction. Daredevil, Impulsiveness, Luck, Overconfidence, and Pyromania simply suit thaumaturgeticists’ wild-and-crazy reputation.

Learned using Thaumaturgetics’ shortcuts, three required spells need Magery 2, so that’s a style prerequisite. Given the Order’s pilferage from multiple colleges dear to adventurers, the GM should forbid One College Only unless something like Destruction Magery suits the campaign.

THE SISTERS AND BROTHERS OF ECHOES

Nicknames: Green-robos; Echoists.

Allies: Fluidists (pp. 6-9); Tower of Pentacles (pp. 24-28).

Rivals: Guild of Iron Mages (pp. 10-13); Wizards of the Mirrored Gaze (pp. 29-32).

This is nominally *two* groups, the Sisters of Echoes and the Brothers of Echoes, but the division exists only to simplify living arrangements. Magical instruction is co-ed. Their art is communication – whether that means speech, mental contact, or a meeting in the Dream World – and they regard cooperation

between the sexes as an admirable test of mettle (despite or perhaps *because* of outsiders’ jokes about ritual orgies). Their spells extend to strengthening the faculties of speech and hearing, and the mind. While the uninformed commonly regard green-robos as lovey-dovey pacifists, their enemies have learned that the difference between dream and nightmare – or song and thunder – is merely one of intensity.

The Echoists admire both the live-and-let-live attitude of the Fluidists (pp. 6-9) and the diplomatic stance of the Tower of Pentacles (pp. 24-28), and accord both orders considerable respect.

All things being equal, they'll take the same side as these groups in matters of wizardly politics. However, the green-robos also have their share of disputes. They view the perpetual battle preparations of the Iron Mages (pp. 10-13) as a coldhearted rejection of communication in favor of violence, and they find the way the Wizards of the Mirrored Gaze (pp. 29-32) twist sounds and thoughts to be worrisome, if not evil. Still, overlapping expertise has forced Sisters and Brothers of Echoes to work alongside white-robos on more than a few occasions.

Sisters and Brothers of Echoes wear green for historical reasons: it symbolizes the goddess of fertility from whose cult the order emerged in ancient times. Green-robos' regalia also includes a chalice, bowl, or similar vessel, shaped to capture sounds. Power items (Powerstones, if not using **GURPS Dungeon Fantasy**) involve green precious stones, typically emeralds, which are sometimes set in copper gone green with verdigris.

WAY OF ECHOES

13 points

Style Prerequisite: Magery 0.

The Way of Echoes is learned at "conservatories" that amount to arts communes for wizards. Sisters have a separate room, wing, or entire building from Brothers (details depend on the place's size), but this arrangement exists solely to prevent fraternization from disturbing sleep and thus the dreams the order deems essential to thaumatological enlightenment. All meals, study, and recreation use shared spaces, and relationships are encouraged. Many people find the Echoists' liberal attitude in this regard appealing, and younger mages often don the green robe for this reason alone, giving conservatories a reputation as hotspots for sexual adventures ("They put on the green so they can take it off.").

Echoists don't segregate themselves by degree of accomplishment, either. Residents provide or request help as need and ability dictate, and have no use for titles or ranks. The order's liberalism and egalitarianism don't imply an absence of rules, however. Green-robos must acknowledge the Three Truths:

Civility in all things. Echoists are expected to conduct themselves politely. Around the conservatory, this means peaceful collectivity, encompassing not just philosophical considerations but also practical ones such as avoiding unnecessary racket.

Our minds are linked. Echoists regard dreams as a shared reality, and hold wizards – who can influence dreams – to higher standards there. A green-robe must endeavor not to interrupt others' dreams with waking noise or psychic invasion. As conscious minds are no less entangled, Sisters and Brothers have to avoid mental "shouting," too.

The truthful mind is free; the lying mind is a danger to itself and others. An Echoist who sees an uncomfortable truth about someone has a duty to inform that person, which empowers self-improvement. The green-robe is expected to deliver such revelations diplomatically, and also to accept and act on them gracefully.

Those who live up to these standards are welcome to stay at the conservatory. Those who don't are invited out by collective decision. Thus, a green-robe who sticks around for long enough to learn spells is inevitably strong of mind (whether

asleep or awake), diplomatic and socially perceptive, and adept at silent communication.

A green-robe is expected to mirror these lessons magically by quickly learning spells for strengthening the mind, seeing dreams shared by associates who request assistance, divining feelings and uncomfortable truths, and maintaining silence. The Echoist may acquire other spells as desired, limited only by the need to grasp lesser magic in order to understand greater magic, with the Way's philosophy illuminating paths different from the prerequisite structure taught by traditional wizards' academies. For instance, a young Sister may have a broad-but-shallow grasp of many "basic" spells if she keeps company with youthful peers . . . or master an "advanced" spell and its predecessors if befriended by an older Sister.

This liberal attitude extends to other facets of the magical arts. Depending on their interests, Echoists might acquire tricks for turning magic to reading and producing texts; experiment with potions, magical and intoxicating; learn how to cast through the Dream World, where mundane size and distance matter less; master directing their will into their magic, or rallying it against hostile spells; or practice working together under duress, or even leading whole communities in group rituals. And while green-robos are peaceful, their grasp of peace in the material world and psychic realm alike imparts an unrivalled understanding of how to enforce it (the unique Pacify spell) and how to disrupt it if need be – the latter involving both "conventional" offense (Concussion, Nightmare, Sound Jet, Thunderclap, etc.) and two scary specialty spells (Disrupt and Mind-Whip).

Finally, the Sisters and Brothers value the nonmagical arts, notably languages, music, poetry, and literature. Gifted resident mages are encouraged to entertain and teach others. Even non-mages are welcome to study the arts at conservatories, provided that they can abide by the rules.

Required Skills: Detect Lies; Diplomacy; Dreaming; Gesture; Lip Reading; Mental Strength*.

Required Spells: Dream Viewing; Hide Thoughts; Sense Emotion; Sense Foes; Silence; Truthsayer.

Perks: Attribute Substitution (Dispel Possession, Hide Emotion, or Hide Thoughts based on Will); Combat Ceremony (any non-Blocking spell on list); Convenience Casting (Copy); Elixir Resistance (Fear, Foolishness, Hatred, Jealousy, Lecherousness, Madness, Self-Love, or any mental control elixir on p. 219 of **GURPS Magic**); Far-Casting 1-5 (any Regular spell on list); Huge Subjects 1 or 2 (any Regular spell on list); Intuitive Cantrip (Avatar or Muffle); Knower of Names; Mass Magician; Mundane Magic (Scribe as Writing or Voices as Public Speaking); Mystic's Stupor; Reduced Footprint 1 or 2 (any non-instantaneous spell on list); Rote Alchemy (Attractiveness, Charisma, Friendship, Hardheartedness, Hearing, Keen Sight, Leadership, Memory, Sleep, Tranquility, Truth, or Wisdom); Scroll-Reading (any); Secret Material (Psychic Patina); Secret Spell (Disrupt, Mind-Whip, or Pacify); Spell Resistance (any Resisted spell opposed by IQ, Will, or Per); Willful Casting.

Secret Spells: Disrupt; Mind-Whip; Pacify.

* In **GURPS Dungeon Fantasy**, Sisters and Brothers of Echoes may learn this skill despite lacking Chi Talent.

Optional Traits

Attributes and Secondary Characteristics: Improved IQ and Will.

Advantages: Acute Hearing; Appearance; Charisma; Cultural Adaptability; Energy Reserve; Language Talent; Languages (any); Mind Shield; Musical Ability; Penetrating Voice; Sensitive or Empathy; Voice.

Disadvantages: Chummy or Gregarious; Lecherousness; Selfless; Truthfulness; Xenophilia.

Skills: Body Language; Carousing; Fortune-Telling (Dream Interpretation); Innate Attack (Beam or Projectile); Interrogation; Literature; Meditation; Musical Instrument (any); Poetry; Psychology; Sex Appeal; Singing; Stealth; Teaching; Thaumatology; Writing.

Spell List

While some green-robos focus on spells dealing with communication, dreams, mental strength, or sound, the order's outlook discourages specialization; Echoists believe that an open mind is the key to tackling life's challenges. Thus, their magic doesn't respect conventional college lines. This means that Sisters and Brothers of Echoes follow a path that traditionally apprenticed wizards might find somewhat odd. Prerequisite changes are mostly fairly minor, though – simple workarounds to keep the magic self-sufficient.

Spell	Prerequisites
Alertness (VH)	Magery 1 and Sound Vision
Alter Voice	Magery 1 and Imitate Voice
Boost Intelligence	Wisdom
Borrow Language	Lend Language
Borrow Skill	Lend Skill
Communication (VH)	Magery 2, and <i>either</i> Far-Hearing, Message, and Sound Vision <i>or</i> Telepathy
Compel Truth	Magery 2 and Truthsayer
Concussion	Magery 1 and Great Voice
Converse	Magery 1, Garble, and Silence
Copy	Magery 2 and six Way of Echoes spells, including Scribe
Counterspell	Magery 1
Delayed Message	Magery 1, Sense Emotion, and Voices
Dispel Magic	Counterspell and 12 other Way of Echoes spells
Dispel Possession	Soul Rider
Disrupt	Magery 2, Concussion, and Sound Jet
Divination (Gastromancy)	Magery 1, IQ 12+, Sleep, and Wisdom
Divination (Oneiromancy)	Magery 1, IQ 12+, Wisdom, and the Dreaming skill at 15+
Dream Projection	Dream Sending
Dream Sending	Dream Viewing or Sleep
Dream Viewing	Truthsayer
Echoes of the Past	Recall and Voices
Far-Hearing	Magery 1, four Way of Echoes spells including Keen Hearing, and no hearing disadvantages
Garble	Voices
Gift of Letters (VH)	Borrow Language and Accented or better literacy in three languages
Gift of Tongues (VH)	Borrow Language and Accented or better spoken comprehension in three languages
Glib Tongue	Mind-Reading and Silver Tongue

Spell	Prerequisites
Great Voice	Thunderclap and Voices
Hide Emotion	Sense Emotion
Hide Thoughts	Hide Emotion or Truthsayer
Hush	Silence
Imitate Voice	Voices
Invisible Wizard Ear	Magery 3 and Wizard Ear
Keen Hearing	None
Lend Energy	Magery 1
Lend Language	IQ 11+ and Mind-Sending
Lend Skill	IQ 11+ and Mind-Sending
Mass Sleep	IQ 13+ and Sleep
Memorize	Six Way of Echoes spells
Message	Magery 1 and Great Voice
Mind-Reading	Truthsayer
Mind-Search (VH)	Mind-Reading
Mind-Sending	Mind-Reading
Mind-Whip	Magery 2, Telepathy, and Thunderclap
Musical Scribe	Scribe
Nightmare	Magery 2 and Dream Projection
Noise	Wall of Silence
Pacify	Magery 2, Persuasion, and Relieve Madness
Peaceful Sleep	Silence and Sleep
Persuasion	Sense Emotion
Presence	Six Way of Echoes spells, including Persuasion
Recall	Magery 2, Memorize, and Wisdom
Recover Energy	Lend Energy
Relieve Madness	Strengthen Will and Wisdom
Resist Sound	Hush
Restore Hearing	Magery 2 and Keen Hearing
Restore Memory	Magery 2 and Retrogression
Restore Speech	Magery 2 and Great Voice
Retrogression	Mind-Search and Mind-Sending
Scribe	Magery 1, four Way of Echoes spells including Voices, and Accented or better literacy in one language
Sense Emotion	Sense Foes
Sense Foes	None
Silence	None
Silver Tongue	Persuasion and Voices
Sleep	Dream-Sending or Mind-Sending
Soul Rider	Mind-Reading
Sound	None
Sound Jet	Great Voice
Sound Vision	Keen Hearing
Strengthen Will	Magery 1 and six Way of Echoes spells
Telepathy (VH)	Mind-Sending
Thunderclap	Sound
Truthsayer	Sense Emotion
Vigil (VH)	Magery 2, Lend Energy, and Sleep
Voices	Sound
Wall of Silence	Silence
Ward	Magery 1
Wisdom	Six Way of Echoes spells
Wizard Ear	Magery 2, Far-Hearing, and Sound Vision
Wizard Mouth	Magery 2 and Great Voice

Design Notes: Way of Echoes

This is an elemental style, if “Social Communion” is deemed an element – neither Communication and Empathy nor Sound, it’s a hybrid. It’s *also* the remnant of a temple style, stripped of theological teachings. Required skills are therefore peculiar: Detect Lies to discern social truths, and Diplomacy to present them graciously, express the style’s elemental nature; Dreaming and Mental Strength are leftover devotional exercises; and Gesture and Lip Reading pull double duty as communication and ways to uphold near-monastic silence. Some optional skills pair up with these (e.g., Body Language and Interrogation with Detect Lies, and Meditation with Mental Strength); others concern the arts (Literature, Musical Instrument, Poetry, etc.), social intercourse (Carousing and Sex Appeal), or spells (Innate Attack).

The Way matches spell requirements to its required skills, though not one-for-one. Social angles are privileged with three spells (Sense Emotion, Sense Foes, and Truthsayer), mental disciplines enjoy two (Dream Viewing and Hide Thoughts), and the need for quiet gets just one (Silence). There are no real shortcuts – Silence slips one step down the prerequisite ladder, but there’s no reason to consider it less basic than Sound.

Echoists end up requiring six skills and six spells. With Magical School Familiarity, style cost is $6 + 6 + 1 = 13$ points.

Perks for the Way mostly don’t clump around thaumatological principles, but echo style philosophy: Attribute Substitution allows defensive spells to enhance rather than replace willpower, and makes the caster’s Will relevant to magical exorcism; Convenience Casting (Copy)

and Mundane Magic (Scribe as Writing) let magic aid the arts; and Muffle helps the wizard work in peace. Still, the most desirable capabilities are a generous level of Far-Casting, plus Reduced Footprint, for spells routinely cast from afar and maintained. Perks aiding group cooperation (Combat Ceremony and Mass Magician) are also valued. And green-robos know much about how magic interacts with potions, both intoxicating (Mystic’s Stupor) and magical (Elixir Resistance and Rote Alchemy).

The Way mostly follows standard prerequisites, but omits anything that falls outside its sphere – *especially* offensive mind control – in favor of more fitting spells with comparable prerequisite counts. There are no high-powered shortcuts for the GM to worry about if he opts to remove some required skills. The unique spells are likewise both useful and balanced against other magic (although Pacify is subtle and requires careful GM adjudication).

As for optional traits, green-robos benefit not only from high IQ but also better Will (several perks rely on it), and tend toward advantages that fit Communication and Empathy specialists (e.g., Charisma, Empathy, and Language Talent) and Sound wizards (Acute Hearing, Musical Ability, Penetrating Voice, and Voice). Disadvantages suit idealistic, extraverted types.

None of the Way’s required spells need Magery, so non-mages could learn this style, but it assumes that Magery 0 is necessary to practice casting. One College Only is fine – and in *GURPS Dungeon Fantasy*, the GM could let bards use Bardic Talent with this style *instead* of their usual spell list.

Secret Material: Psychic Patina

A green-robe with the Secret Material (Psychic Patina) perk may opt to wield a single copper vessel (basin, chalice, etc.) in one or both hands when working magic, to collect “magical residuum.” This has no useful effect in a low-stress situation. However, when he casts a spell for anything the GM deems *adventuring* purposes rather than casual use – e.g., in combat, during a chase, or while undertaking negotiations at which failure risks real harm (such as being imprisoned or eaten) – the wizard’s emotional urgency coats the object in Psychic Patina, which is visible as verdigris.

For each suitable article, keep a running total of energy points spent on “stressful” uses of Way of Echoes spells (whether to cast, maintain, or cancel them) – ignoring all reductions for high skill – while wielding it. The wizard whose magic coated it has access to 1/20 of this (rounded down) as “free” energy, much as from a power item or a Powerstone, while the object is on his person. Each energy point spent subtracts 20 points from the accumulated Psychic Patina.

Example: Sister Marianna wields a small copper cup at all times. Over the course of a battle, she hurls a Concussion spell for 3d damage (cost 6) and then conjures a three-yard Sound Jet (cost 3) which she maintains for a turn (another 3). Afterward, she uses Lend Energy to transfer 5 FP to the cleric so that he can heal an ally badly wounded by an ogre (cost 5).

Later, she works Mass Sleep over a three-yard radius (cost 9) to let her wounded friends avoid another risky fight with ogres guarding a gate, and then repeats this feat at the next gate (another 9). Finally, she uses Gift of Letters at Native level (cost 6) to read runes in an attempt to deactivate a crusher that’s about to kill everyone. Her little cup is now coated with 41 points of Psychic Patina. This gives her 2 energy points for free, and using those would reduce the total to 1 point of Patina.

No other wizard can draw on this energy, and a given casting can benefit from just one item. However, there’s no limit to how many vessels an Echoist may carry, how much Patina each one can accumulate, or how long he can keep the Patina before using it.

Secret Spell: Disrupt

Regular

This deadly version of Sound Jet (*GURPS Magic*, p. 173) illustrates how the Way of Echoes “turns up the volume” to deal with enemies. It’s used exactly like Sound Jet, but produces a very different effect on a hit: it inflicts *corrosion* damage, not stunning! Such damage can destroy DR permanently (see p. B379), making Disrupt an excellent tool for whittling down tough monsters, armored knights, etc., even if it cannot pierce their initial DR.

Duration: 1 second.

Cost: 2 to 6 to cast. Inflicts 1d corrosion damage per 2 points put into the spell. The jet's range in yards is equal to the number of dice. Same cost to maintain.

Prerequisites: Magery 2, Concussion, Sound Jet, and Secret Spell (Disrupt).

Secret Spell: Mind-Whip

Regular; Resisted by Will

Another example of how Echoists defend themselves by amplifying their less-harmful spells, this spell is a no-frills telepathic stab. If the subject fails to resist, he suffers HP of injury. This isn't *damage* – DR is of no value here, and the magic can only affect a target that has a mind (IQ 1+, unless the GM rules otherwise).

Duration: Injury is permanent until healed.

Cost: 1 per die of injury inflicted, up to 3.

Time to cast: 2 seconds.

Prerequisites: Magery 2, Telepathy, Thunderclap, and Secret Spell (Mind-Whip).

Secret Spell: Pacify

Area; Resisted by Will

Every sapient (IQ 6+) being in the area when the spell is cast must resist or become unwilling to take further offensive action unless first subjected to it, which breaks the spell. In effect, they acquire the Pacifism (Self-Defense Only) disadvantage (p. B148), recover instantly from all aggressive traits (including Berserk),

stop interpreting mental disadvantages in ways that demand violence, and ignore orders to engage in hostilities.

For the purposes of this spell, “offensive action” – on behalf of both the subjects and those who interact with them – constitutes not merely attacks but *any* use of items or abilities that could inflict FP or HP loss, affliction (stunning, sickness, unconsciousness, etc.), or inconvenience (e.g., disarming, grappling, or theft). Those under the spell's influence are free to use active defenses, assist unaffected allies with helpful items or abilities, leave, summon aid, etc. Provided that a subject is left in peace, he'll return the favor . . . but if he's offered violence, this ends the spell on *him*, though not on others. To exploit this to get a *friend* to “snap out of it” calls for actual injury (at least 1 HP), as the magic gives the perception that any lesser hurt was a forgivable accident.

This is the green-robos' only concession to pure mind control – and Pacify *does* count as such for the purpose of measures like Immunity to Mind Control. They view it as “fair play” because it *doesn't* let the caster command the subjects to disarm, surrender, change sides, etc., or cause an affliction that makes them easier to kill (such as defense penalties or daze). It simply removes the urge to fight . . . contingent on both sides playing along!

Duration: 1 minute, though it ends instantly on subjects targeted by offensive action.

Base cost: 2 to cast. Same cost to maintain. Minimum radius 2 yards.

Time to cast: 2 seconds.

Prerequisites: Magery 2, Persuasion, Relieve Madness, and Secret Spell (Pacify).

*Music can name the unnameable and
communicate the unknowable.*

– Leonard Bernstein

THE TOWER OF PENTACLES

Nicknames: Orange-robos; Pentaclists; tower-mages.

Allies: Sisters and Brothers of Echoes (pp. 20-24), though *all* orders respect their judgment.

Rivals: None.

Strictly speaking, the Tower of Pentacles is a *place*, the mythic headquarters of this most ancient order, but “the Tower” is the only public name of the associated wizards' guild. Its members are known variously as “Pentaclists,” “tower-mages,” and “orange-robos.” Their methods concern seeing truths – mundane, magical, and otherworldly – and using “the sight” not only to accumulate wisdom but also to perceive and ward against supernatural forces, from curses to haunting spirits. While many of their spells directly manipulate magic, these

wizards are philosophically opposed to doing so in any way that obscures or twists the truth. Many sages consider them to be the world's only school of pure thaumatology.

Pentaclists refuse to take sides in wizardly disputes. Since their formation millennia ago, they've seen too much evil perpetrated in the name of high-minded goals – and too many menaces that could only be defeated using the blackest magic – to paint an entire guild or school with a broad brush. Still, their love of diplomacy and truth often aligns them with the Sisters and Brothers of Echoes (pp. 20-24), though they disapprove of the green-robos' habit of setting up libertine enclaves that offend local customs. The orange-robos have no real enemies; even the black-robos (pp. 13-17) respect them, if only because they're more than willing to share ancient thaumatological secrets.

Tower-mages' robes are always decorated with pentacles – the universal symbol of magic – and have orange in the color scheme. According to Pentaclists, the shade is more accurately deep saffron, connoting disinterestedness and neutrality. Their power items (Powerstones, outside of *GURPS Dungeon Fantasy*) inevitably involve opals, the most prized being stones that reflect every color, another symbol of balance. This symbolism isn't entirely for show, as the Tower takes *great* pains to remain unbiased in disagreements between wizards, its members historically refereeing many such disputes. Some orange-robes joke that they don bright robes and iridescent gems so nobody can claim they blasted the arbitrator because they didn't see him!

PENTACLISM

13 points

Style Prerequisites: IQ 12+ and Magery 1 (*not* One College Only).

Superficially, Pentaclists are difficult to distinguish from traditional, unspecialized wizards. Their society involves archmages – always older, invariably bearded if male – teaching callow novices ever-more-abstruse theory and successively more advanced spells. Some take a lone apprentice; others form academies. They even have a predilection for towers and knotty magic staffs.

The difference is that orange-robes don't seek broad-based power, but broad-based *wisdom*. They care about gathering information and deciphering magic's innate structure. Every apprentice Pentaclist is expected to understand the ins and outs of library research, learn theoretical thaumatology, and select a "minor" – most often the study of ancient artifacts, forgotten texts, or strange entities associated with magic. No junior wizard sees a spellbook until his supervisor is satisfied with his academic achievements.

The first actual magic the apprentice learns consists of basic spells to focus "the sight": Detect Magic, Mage Sight, and a couple of forms of simple object-finding (the classics involve dousing for water and minerals). Then comes training in more advanced workings for tracking down artifacts and reading their history. While studying these early spells, the novice receives instruction in how to meditate on what "the sight" has revealed, with the goal of arriving at deeper truths; some masters teach how to build memory palaces while they're at it.

Once the apprentice has demonstrated the ability to cast (and in theory meditate on) seven information-seeking spells, he has leave to learn other magic. Details depend only somewhat on his master's interests. If a Pentaclist archmage isn't adept at magic in which his student has a keen interest, he's expected to write his protégé a letter of introduction to another senior orange-robe. With few exceptions, the order sets aside ego to nurture the drive to learn.

Bouncing around between accomplished thaumatologists is a superb way for a junior wizard to learn endless tidbits of craft. Most grow comfortable with the structure of their spells, adapting rituals, duration, and so on as necessary; more than a few spend so much time on dabbling and improvisation that they actually get good at it. Some sharpen "the sight" to find scarce mana, merge with conventional senses, or even detect

nonmagical dangers by the ripples they leave in the mana field. Others become familiar with magical items (especially scrolls and staffs) and materials, and perhaps take up alchemy. Tricks to focus the mind are widespread. And instruction in astronomy, folk beliefs, languages, mapmaking, natural philosophy, and pedagogy is always available on request.

Throughout all this, the apprentice is judged not only on his magical prowess but also on his *respect* for magic and his instructors. The Tower of Pentacles knows just how many terrible deeds have been carried out by wizards seeking power at any cost. A would-be orange-robe who can't muster basic diplomacy is summarily cut off. While he might not be a future megalomaniac, the Pentaclists have a reputation for fair judgment to uphold.

Conversely, exceptionally equable candidates are quietly offered training in defense against dark forces, components of which include quick invocations for blunting curses, a handful of secret spells with obvious combat applications (though rumors about Drain Magery abound, that spell appears in none of the order's grimoires), and investment with an improved form of Magic Resistance. Those who wish to bolster this with skill at staff-fighting won't want for a tutor. The resulting "Judges" combine strong convictions with mundane perceptions to rival their magical ones. They're opposed not to particular kinds of magic, but to the irresponsible use of *any* magic. A black-robe becoming an undead master in the privacy of his own tomb is fine; a green-robe abusing magic to turn a town into a free-love utopia is a problem.

Required Skills: Diplomacy; Meditation; Research; Thaumatology; and *one* Hidden Lore specialty from among Magical Items, Magical Writings, and Spirits.

Required Spells: Detect Magic; History; Mage Sight; Seeker; Trace; and any *two* Seek spells.

Perks: Attribute Substitution (any Information spell based on Per); Better Power Items*; Blocking Spell Mastery (Sovereign Ward or Ward); Continuous Ritual (any spell on list); Convenience Casting (Copy); Covenant of Rest; Elixir Resistance (Magic Resistance); Flexible Ritual (any spell on list); Improvised Items 1-3; Improvised Magic (Pentaclism); Intuitive Cantrip (Boost Enchantment, Gate Experience, or Magical Analysis); Kill Switch (any spell on list); Knower of Names; Mana Compensation (Pentaclism); Paraphernalia Pro; Reduced Footprint 1 or 2 (any maintainable Knowledge spell on list); Rote Alchemy (Alchemical Antidote, Foresight, Magic Resistance, Memory, Paut, True Sight, or Wisdom); Scroll-Reading (any); Secret Spell (Mana Vortex, Mind over Matter, Sovereign Countermagic, or Sovereign Ward); Secret Words 1-5; Shaman's Trance; Spell Enhancement (Affects Insubstantial); Spell Hardiness 1-3 (*any* damaging spell); Spell Resistance (*any* Resisted spell); Staff Attunement; Thaumatological Doublespeak; Willful Casting; Wizardly Dabbler.

Secret Spells: Mana Vortex; Mind over Matter; Sovereign Countermagic; Sovereign Ward.

* Treat any artifact as worth 50% more for power-item purposes (e.g., a \$2,000 jewel, normally limited to 11 FP, functions as a \$3,000 one that can hold 14 FP), but *double* recharge cost (\$10/FP).



Optional Traits

Attributes and Secondary Characteristics: Improved IQ and Per.

Advantages: Danger Sense; Eidetic or Photographic Memory; Energy Reserve; Intuition; Languages (any); improved Magery; Magic Resistance (Improved).

Disadvantages: Curious; Honesty; Obsession (nearly anything involving unearthing information); Truthfulness; Weirdness Magnet.

Skills: Alchemy; Astronomy; Cartography; Hazardous Materials (Magical); Hidden Lore (almost any other); Literature; Naturalist; Occultism; Speed-Reading; Staff; Symbol Drawing (any); Teaching; Writing.

Spell List

Pentaclists have access to *many* spells, most of them rather specialized and aimed at procuring knowledge and dealing directly with magic. Their magic follows conventional lines except where those stray into territory well outside the orange-robies' interests (like spells concerned with gross physical effects, from lighting fires to animating furniture). Being adept thaumatologists, they've concocted many clever workarounds in such cases.

Spell	Prerequisites
Air Vision	Mage Sight and Seek Air
Alarm	Tell Time
Analyze Magic	Identify Spell
Ancient History	History
Astral Block	Pentagram and Repel Spirits
Astral Vision (VH)	See Invisible and Sense Spirit
Aura	Detect Magic
Banish	Dispel Magic or Remove Curse
Continual Mage Light	Magery 2, Lend Energy, and Mage Light
Control Gate	Magery 3 and Seek Gate
Copy	Scribe
Counterspell	Magery 1
Detect Magic	Magery 1
Detect Poison	Sense Danger or Test Food
Dispel Creation	Dispel Magic
Dispel Illusion	Dispel Magic
Dispel Magic	Magery 2 and Suspend Magic
Displace Spell	Suspend Magic
Divination (Astrology)	History, Predict Weather, and the Astronomy skill at 15+
Divination (Augury or Cartomancy)	History, Seek Air, Seek Earth, Seek Fire, and Seek Water
Divination (Crystal Gazing)	History, and Earth Vision or Water Vision
Divination (Symbol-Casting)	History and any Symbol Drawing skill at 15+
Drain Mana (VH)	Dispel Magic and Suspend Mana
Earth Vision	Mage Sight and Seek Earth
Echoes of the Past	Magery 2, Far-Hearing, and History
Far-Feeling	Magery 1 and not Numb
Far-Hearing	Magery 1, Seek Air, and no hearing disadvantages
Far-Tasting	Magery 1, Seek Food, and no anosmia
Find Direction	Magery 1

Spell

Prerequisites

Find Weakness	Seek Air, Seek Earth, Seek Fire, and Seek Water
Gift of Letters (VH)	Ancient History and Accented or better literacy in three languages
Gift of Tongues (VH)	Ancient History and Accented or better spoken comprehension in three languages
Glass Wall	Earth Vision and Metal Vision
History	Trace
Identify Metal	None
Identify Plant	Seek Plant
Identify Spell	Detect Magic
Images of the Past	Magery 2, History, and Mage Sight
Know Illusion	IQ 11+ and Detect Magic
Know Location	Magery 1 and Tell Position
Know Recipe	Far-Tasting and History
Know True Shape	Magery 2, Aura, Know Illusion, Mage Sight, Sense Life, and Sense Spirit
Lend Energy	Magery 1
Mage Light	Aura and Mage Sight
Mage Sense	Detect Magic
Mage Sight	Detect Magic
Magic Resistance	Magery 1, seven Pentacism spells, and Thaumatology skill at 15+
Mana Vortex	Magery 2, Lend Energy, Sense Danger, and Sense Mana
Mapmaker	Measurement and Scribe
Measurement	None
Memorize	Wisdom
Metal Vision	Identify Metal and Mage Sight
Mind over Matter	Magery 2, Divination (any), and Mage Sight
Mystic Mark	Magery 2, See Secrets, and Trace
Pathfinder	Magery 1, IQ 12+, and two Seek spells
Pentagram	Spell Shield
Predict Earth	Seek Earth, Seek Fire, and Sense Danger
Movement	Seek Earth, Seek Fire, and Seek Water
Predict Weather	Ancient History
Prehistory	Wizard Ear, Wizard Eye, Wizard Hand, Wizard Mouth, and Wizard Nose
Projection	Magery 2, History, and Memorize
Recall	Magery 2, History, and Identify Spell
Reconstruct Spell	Lend Energy
Recover Energy	Find Direction and Memorize
Remember Path	Magery 2 and Suspend Curse
Remove Curse	Banish and Turn Spirit
Repel Spirits	Dispel Magic and Suspend Mana
Restore Mana (VH)	Magery 2, Far-Tasting, and History
Scents of the Past	Mystic Mark and Accented or better literacy in one language
Scribe	Seek Gate
Scry Gate	Know Illusion and Mage Sight
See Invisible	Aura and Seeker
See Secrets	None
Seek Air	Seek Earth and Seek Water
Seek Coastline	None
Seek Earth	None
Seek Fire	None
Seek Food	None

Spell	Prerequisites
Seek Gate	Magery 2 and 11 Pentaclism spells, including Seek Magic
Seek Magic	Detect Magic
Seek Pass	Seek Earth
Seek Plant	None
Seek Water	None
Seeker	Magery 1, IQ 12+, and two Seek spells
Sense Danger	Sense Foes
Sense Foes	None
Sense Life	None
Sense Mana	Detect Magic
Sense Observation	Sense Danger
Sense Spirit	Detect Magic
Small Vision	Magery 1, Mage Sight, and no vision disadvantages
Sovereign Countermagic (VH)	Magery 3, Analyze Magic, and Dispel Magic
Sovereign Ward	Magery 3, Dispel Magic, and Ward
Spell Shield	Magery 2, Counterspell, Magic Resistance, and Ward
Spell Wall	Spell Shield
Spellguard (VH)	Dispel Magic
Staff*	Magery 2, 11 Pentaclism spells, and Thaumatology skill at 15+
Steal Spell (VH)	Dispel Magic
Summon Shade (VH)	Any Divination spell
Suspend Curse	Suspend Magic
Suspend Enchantment*	Magery 2 and Suspend Magic
Suspend Magery (VH)	Magery 2, 20 Pentaclism spells, and Thaumatology skill at 15+
Suspend Magic	Nine Pentaclism spells, including Suspend Spell, and Thaumatology skill at 15+
Suspend Mana (VH)	Magery 2 and Suspend Magic
Suspend Spell	Counterspell
Tell Position	Measurement
Tell Time	None
Test Food	None
Test Load	Measurement
Trace	Seeker
Turn Spirit	Sense Foes and Sense Spirit
Ward	Magery 1
Water Vision	Mage Sight and Seek Water
Wisdom	Six Pentaclism spells
Wizard Ear	Far-Hearing and Trace
Wizard Eye	Mage Sight and Trace
Wizard Hand	Far-Feeling and Trace
Wizard Mouth	Far-Tasting and Trace
Wizard Nose	Far-Tasting and Trace

* Learned this way, these spells *don't* require Enchant, aren't limited by that spell, and are treated as Meta-Spells where a conventional college is needed.

Secret Spell: Mana Vortex

Regular; Resisted by the *higher of HT+Magery or Will+Magery*

This is the only purely offensive spell in the Pentaclist grimoire, developed out of necessity by orange-robos who

ventured onto the road and encountered menaces they couldn't dispel or repel – foes like hulking ogres and well-armed thugs.

Mana Vortex causes ambient mana to swirl around and harm the subject. This affects *all* targets: animate or inanimate, material or spirit. However, the subject may resist with the *higher* of HT or Will – and anyone with Magery may add that to his resistance roll. Failure to resist causes HP of injury equal to the caster's Magery level.

This magic is short-ranged (it's a *Regular* spell, not a Missile spell) and easy to resist, and inflicts relatively little injury. Still, it's quick, cheap, and capable of damaging any target regardless of form or DR, making it much better than nothing. Most adventuring tower-mages eventually learn it.

Duration: Injury is permanent until healed.

Cost: 2.

Prerequisites: Magery 2, Lend Energy, Sense Danger, Sense Mana, and Secret Spell (Mana Vortex).

Secret Spell: Mind over Matter

Regular; Special Resistance

The subject is able to see the outcome of his physical actions an instant before undertaking them. If he's quick-witted, this lets him make corrections, effectively altering reality with his mind. If he isn't, the visions merely distract him!

For good or for ill, the subject's Perception replaces his Dexterity for the spell's duration. This affects DX for *all* purposes, including DX-based skills and therefore Block and Parry based on them, along with Basic Speed and thus Dodge and Basic Move. The abrupt bout of second sight is likely to confuse someone who has never experienced this spell (that's *most* non-Pentaclists, as this is a secret spell!) – make an IQ roll or be mentally stunned, with an IQ roll to recover allowed each turn.

Subjects with DX greater than or equal to Per resist using DX. Those who have DX less than Per but no past experience with this magic feel an upsetting influence similar to the Mental Stun spell (*GURPS Magic*, p. 135), and instinctively resist with Per (not Will). People with DX less than Per *and* familiarity with Mind over Matter experience only beneficial effects; don't bother with a resistance roll.

Example: A thug with DX 14, Per 10 resists at 14. Failure means he functions at DX 10, suffering -4 to DX and DX-based skills, -2 to Block and Parry, and -1.00 to Basic Speed. Moreover, if he has never experienced the spell, he must make an IQ roll to avoid mental stun. A rogue with DX 12, Per 16 and would stand to function at DX 16, gaining +4 to DX and DX-based skills, +2 to Block and Parry, and +1.00 to Basic Speed. However, if he's unfamiliar with the effect, he resists reflexively at 16, and failure *also* forces a check for mental stun.

This is potentially far cheaper and more powerful than the Grace spell (*Magic*, p. 37) on high-Per, low-DX subjects, but a poor substitute for the Clumsiness spell (*Magic*, p. 36) on high-DX targets. Thus, it's rarely used offensively.

Duration: 1 minute.

Cost: 10 to cast. Same cost to maintain.

Prerequisites: Magery 2, Divination (any), Mage Sight, and Secret Spell (Mind over Matter).

Secret Spell:

Sovereign Countermagic (VH)

Regular; Resisted by subject spell

Functions like Counterspell (*GURPS Magic*, p. 121) with the important exception that the caster does *not* need to know the spell he's attempting to nullify! First, determine his grasp of the general kind of magic he's trying to remove. For spells, this is the *higher* of his skill at Thaumatology or with the specific spell he wishes to end; for spell-like effects, the GM may require another skill (e.g., Ritual Magic for an alternative magical art). The wizard's roll to negate the subject magic is against the *lower* of this skill and Sovereign Countermagic.

This is effectively a selective, non-Area variant of Dispel Magic. It's valuable when somebody who's "buffed" with desirable spells is hit with an unknown baneful spell and it's imperative to erase that one spell without endangering the rest. However, Sovereign Countermagic shares Counterspell's limitations on what it *can't* affect: spells that make permanent changes in the world, enchantments, and anything that needs Remove Curse.

Duration: Countered magic is permanently gone.

Cost: Half that of the spell countered, *not* counting bonuses the other caster got for high skill. For spell-like effects, use half the cost of the nearest spell.

Time to cast: 5 seconds.

Prerequisites: Magery 3, Analyze Magic, Dispel Magic, and Secret Spell (Sovereign Countermagic).

Secret Spell: Sovereign Ward

Blocking; Resisted by subject spell

Works like Ward (*GURPS Magic*, p. 122), with one exception: the caster may attempt to block *any* non-Missile spell, regardless of whether he knows it! First, determine his understanding of the general kind of magic he's trying to stop, which is the *higher* of his skill at Thaumatology or with the specific spell he hopes to ward off. His actual defense is the *lower* of this skill and his skill at Sovereign Ward. An expert at Thaumatology and Sovereign Ward can defend capably against almost anything!

This spell also works against spell-like effects, provided that they're magical. In that case, the roll is against the lower of the caster's Sovereign Ward skill and whatever skill the GM deems relevant to the effect – Thaumatology in most cases, but often something like Hidden Lore (Spirits) for magical spirit possession or Hidden Lore (Magical Items) for a magical relic that uses no known spell.

Cost: 3 to cast it on yourself, 4 to cast on anyone you can see; you cannot protect someone you cannot see.

Prerequisites: Magery 3, Dispel Magic, Ward, and Secret Spell (Sovereign Ward).

Design Notes: Pentaclism

Pentaclism is a strongly theoretical style that leans toward Knowledge spells and Meta-Spells enough to feel like an elemental one in some ways. Four of its required skills – Hidden Lore, Meditation, Research, and Thaumatology – are typical of theoreticians. The fifth, Diplomacy, is there because orange-robos aren't *cloistered* academics, but wise judges. Optional skills encompass classics for bookworm wizards (Literature, Occultism, Speed-Reading, Symbol Drawing, Teaching, and Writing), some learned-but-practical subjects (Alchemy, Astronomy, Cartography, and Naturalist), and Staff (because anyone who goes around judging others shouldn't neglect self-defense).

The style's required spells are calculated to give the beginner a solid grounding in information magic: a couple of Seek spells, Seeker, Trace, and History, plus Detect Magic and Mage Sight, all according to standard prerequisites. This is one more spell than the other styles in *Dungeon Magic* require, on the grounds that tower-mages are pure thaumatologists with a lengthy spell list. To compensate, they need five mundane skills, not six.

Thus, Pentaclists require five skills and seven spells. Adding in Magical School Familiarity, style cost is $5 + 7 + 1 = 13$ points.

Pentaclism comes with many thaumatological perks for tweaking spell parameters: Flexible Ritual, Kill Switch, Mana Compensation, Reduced Footprint, Secret Words, Spell Enhancement, etc. At the same time, tower-mages are serious about their role as defenders against the dark arts, leading to the development of Blocking Spell Mastery, Covenant of Rest, Elixir Resistance, Spell Hardiness, and

Spell Resistance. As befits an ancient theoretical style, other perks abound, especially ones for magical widgets (Better Power Items, Boost Enchantment, Improvised Items, Paraphernalia Pro, and Staff Attunement). Most interesting, perhaps, is the ability to focus information magic through the mundane senses (Attribute Substitution).

The orange-robos' spell list is *long*. Prerequisites are often more difficult than usual, both for the sake of balance and to suit the tower-mages' slow-and-bookish take on instruction. They've also been restructured to keep the style's extensive grimoire consistent with its goals. The Pentaclists' many spells include four secret ones, all powerful in their own way. The GM who's uncomfortable with any of this might consider making a few optional skills required, or adding a high Thaumatology level as a prerequisite wherever this feels right (several spells already have this feature).

Optional traits bring few surprises – Eidetic Memory, Energy Reserve, Languages, and more IQ and Magery suit theoreticians everywhere. The interesting abilities are higher Per, Danger Sense, and Intuition; tower-mages mean "the sight" literally, and it extends to seeing objects, dangers, and options. As Magic Resistance (Improved) results from a secret ritual, the GM might prefer to allow this only after the orange-robe has done the Tower a great service against dark forces. Disadvantages suit both self-proclaimed judges and dabblers in magic.

As the mandatory Seeker spell requires IQ 12+ and Magery 1, these become style prerequisites. One College Only isn't recommended . . . the spell list is so long as to make that unfair.

THE WIZARDS OF THE MIRRORED GAZE

Nicknames: White-robres; mirror-mages.

Allies: Old School (pp. 13-17).

Rivals: Order of the Sun (pp. 17-20); Sisters and Brothers of Echoes (pp. 20-24).

The Wizards of the Mirrored Gaze, known as mirror-mages and white-robres, deal in glamour and madness, mist and mirrors, lies and deceit. Theirs is the art of the cunning illusionist and the seductive enchantress, bending light, mind, and truth – even *magical* truth – to its will. Perhaps their biggest deception has to do with how they don “virtuous” white and pass themselves off as an inoffensive social club for magic-users, particularly women. Then again, while nobody enjoys being manipulated, white-robres engaged to deal with enemies (from monsters to city-states) *do* get results without blowing up or burning down anything. Whatever their motives, they enjoy remarkable leeway from highborn folk who understand how power works.

Mirror-mages and the Old School (pp. 13-17) often collaborate. In a way, they’re the yin and yang of baleful magic, the former mastering maledictions of the mind and the world of shadows, the latter perfecting curses of the body and the material world. Senior white-robres being overwhelmingly female, this has led to snide comments about “an old-girls’ club to go with the old-boys’ club,” and about the two adding up to “a gray old-couples’ club.” More seriously, there’s no love lost between the Wizards of the Mirrored Gaze and either the Order of the Sun (pp. 17-20) or the Sisters and Brothers of Echoes (pp. 20-24). The yellow-robres are infuriated by the white-robres’ practice of stealing “troubleshooting” contracts by pointing out who’s less likely to burn down the place, while the green-robres find the use of mind-magic to obscure the truth distasteful.

When Wizards of the Mirrored Gaze deign to appear as such publicly, they dress in white and veil the face as a matter of policy. Their power items (Powerstones, if not using **GURPS Dungeon Fantasy**) often involve pearls or other white stones, ideally set in silver polished to a mirror finish. The showier of them go in for moon symbolism, gossamer robes, and mirror-decked halls (whence “mirror-mage”), and make a habit of speaking in riddles. This is all about appearances, however, and has no bearing on how they work magic.

THE MIRRORED GAZE

13 points

Style Prerequisites: IQ 12+, Magery 1 (not One College Only), and must *not* have Blindness.

The Mirrored Gaze is less the magical style of a guild than that of a secret society. Its most powerful adherents – the “superior mistresses” (or less often, “grandmasters”) – are often highborn and rarely hang out a shingle. Most outsiders who’ve heard of the order know them as a social club that meets in isolated woods after dark, clad in white robes and hoods, to engage in superstitious rites. Some even trace the group’s origins back to the days of religious covens. All of which tends to lead the uninformed to conclude that any magic these people wield must be primitive . . . which is why the white-robres spread such silly rumors.

Traditionally, mirror-magic was passed from parent to child (customarily from mother to daughter), but these days the apprentice might be any smart, magically talented youth gifted with some combination of good looks and a knack for navigating social situations. The older mage cannily feels out the younger one’s suitability through a combination of clever conversation and magic spells. If the candidate meets expectations, the elder offers to teach the youngster magic. This invitation is often couched in terms of joining a fun little club, and sufficiently vague that it’s easily dismissed as a misunderstanding if rejected.

A student who accepts the offer is immediately regaled with tales of how bright and talented she is, and taught six basic spells (the ones the teacher first learned, as did her teacher before her) as quickly as she can absorb them. This is magic for weakening the mind against more potent enchantment, tinkering with the emotional tensions between people, and conjuring phantasms. At the same time, the apprentice learns how to undermine willpower through hypnotism, manipulate others with words, and alter appearances using clothing and makeup. These two threads *aren’t* separated into “magical” and “mundane” – here as in all things, mirror-magic blurs details.

The only distinctly odd art taught separately from magic is that of “self-conviction” (Mind Block): the feat of repeating the details of a false identity in one’s mind until they’re second-nature. When the white-robe is in disguise, this helps her change her inner self to match her outward appearance. The rest of the time, it makes it difficult to glean her true thoughts using magic.

Once the apprentice is ready, she makes her debut at a mirror-mage gathering, where she’s formally robed and veiled in white. Future personal growth depends in part on how the superior mistresses use her in their machinations and in part on her willful ambitions. The path for acquiring later spells is blazed by thaumatological realities (prerequisites), not tradition; some white-robres master illusions, others prefer social influence, and still others dispense with indirectness to control minds outright.

*O infallible one, my illusion is now gone. I have regained my memory by Your mercy,
and I am now firm and free from doubt and am prepared to act according to Your instructions.*

– *Bhagavad Gita*, 18:73

As before, magic is taught part-and-parcel with mundane craft, from material concealment and forging documents, through polite (or naughty) speech, to the science of mind and magic.

Unsurprisingly, the Mirrored Gaze loves its secrets, and much of a white-robe's early career consists of convincing older wizards to part with these. Examples include how to brew mind-clouding potions, cast without being seen or heard to do so, exploit the link between fear and magic so that one enhances the other, extend self-conviction to one's True Name (and even to avoid being sensed as a mage), finesse magical contracts with demons and faerie, and harness the power of group-think to energize spells. There are a lot of tricks for resisting mind control or pushing through resistance, too, but these are more closely guarded. Most desirable – and least accessible – are a few spells not found in conventional grimoires.

It bears mention that while sorceresses constitute the majority of the Wizards of the Mirrored Gaze, there *are* male white-robcs. A group bent on social control simply can't afford not to include members of both sexes. However, traditionalists at the top in some regions manipulate matters so that men become illusionists rather than mind-mages – mostly by dangling secrets. A male white-robe in such a coven is likely to acquire potent spells such as Alter Body, Initiative, and Invisibility early on, enjoy easy access to perks like Intuitive Illusionist and Rote Alchemy (Invisibility), and handed the mystery of the Mass Invisibility spell . . . all while being politely stonewalled elsewhere. Still, plenty of factions are more egalitarian, and there are even areas where most mirror-mages are male (and where black-robcs are prevalently female, complete with pointy black hats).

Required Skills: Acting; Artist (Illusion); Disguise; Fast-Talk; Hypnotism*; Mind Block*.

Required Spells: Complex Illusion; Fear; Foolishness; Persuasion; Simple Illusion; Weaken Will.

Perks: Brute-Force Spell (any Resisted spell on list); Elixir Resistance (Fear, Foolishness, Hatred, Jealousy, Lecherousness, Madness, Self-Love, or any mental control elixir on p. 219 of **GURPS Magic**); Frightening Side Effects (any offensive spell on list); Huge Subjects 1 (any offensive Regular spell on list); Intimidating Curses; Intuitive Cantrip (Controlled Mental Disadvantage or Intuitive Illusionist); Magical Lawyer; Mass Magician; No Gestures (any spell on list); No Incantations (any spell on list); Obscure True Name; Reduced Footprint 1 or 2 (Charm or Loyalty); Rote Alchemy (Drunkenness, Fear, Foolishness, Forgetfulness, Friendship, Gullibility, Hatred, Invisibility, Jealousy, Lecherousness, Love, Madness, or Sleep); Rule of 17 (any Resisted spell on list); Secret Mage; Secret Spell (Discord, Mass Charm, Mass Hallucination, or Mass Invisibility); Spell Resistance (any Resisted spell on list); Thaumatological Doublespeak; Willful Casting.

Secret Spells: Discord; Mass Charm; Mass Hallucination; Mass Invisibility.

* In **GURPS Dungeon Fantasy**, mirror-mages may learn these skills despite lacking Bardic Talent and Chi Talent.

Optional Traits

Attributes and Secondary Characteristics: Improved IQ and Will.

Advantages: Appearance; Energy Reserve; Honest Face; improved Magery; Mind Shield; Rapier Wit; Smooth Operator; Social Chameleon.

Disadvantages: Compulsive Lying; Secret; Selfish; Trickster.

Skills: Camouflage; Diplomacy; Forgery; Intimidation; Mimicry (Speech); Occultism; Propaganda; Psychology; Public Speaking; Savoir-Faire (High Society); Sex Appeal; Stealth; Teaching; Thaumatology; Ventriloquism.

Spell List

All Mirrored Gaze spells are cunning deceptions, even those that seem to manipulate the physical world or mana. Illusions of light and mind swirl together, blurring the lines between traditional colleges. A consequence of this is that all rolls to resist or shake off the ill effects of these spells are *Will*-based, no matter what score they're normally based on (IQ, HT, Per, etc.). Modifiers to such rolls remain. For instance, Alter Body and Sleep are resisted by Will, not HT; the IQ+Magic Resistance roll for Mystic Mist becomes a Will+MR roll; and the Per+1 roll to resist Insignificance cast on an Attractive subject changes to a Will+1 roll.

Spell	Prerequisites
Alter Body	Magery 2 and Alter Visage
Alter Visage	Illusion Disguise and Perfect Illusion
Alter Voice	Glib Tongue and Persuasion
Avoid	Fear, Forgetfulness, and Hide
Blur	Darkness
Charm	Eight Mirrored Gaze spells, including Loyalty
Colors	Simple Illusion
Command	Magery 2 and Forgetfulness
Compel Lie	Emotion Control
Complex Illusion	Persuasion and Simple Illusion
Control Illusion	Perfect Illusion
Counterspell	Magery 1
Darkness	Colors
Daze	Foolishness
Discord	Magery 2, Emotion Control, and Vexation
Disorient	Foolishness
Dispel Illusion	Control Illusion
Dispel Magic	Magery 2, Counterspell, Dispel Illusion, and Ward
Divination (Gastromancy)	IQ 12+, Sleep, and Suggestion
Drunkenness	Foolishness and Dullness
Dull (Sense)	None
Dullness (VH)	Any two Dull (Sense) spells
Ecstasy (VH)	Magery 2 and Emotion Control
Emotion Control	Loyalty or Mental Stun
Encrypt	Daze
Enthrall	Dullness, Fascinate, and Forgetfulness
False Aura	Scryfool
False Memory	Seven Mirrored Gaze spells, including Forgetfulness
Fascinate	Daze
Fear	Magery 1
Fool's Banquet	Perfect Illusion
Foolishness	IQ 12+
Forgetfulness	Magery 1 and Foolishness
Glib Tongue	Suggestion
Great Geas (VH)	Magery 3 and 15 Mirrored Gaze spells, including Lesser Geas

<i>Spell</i>	<i>Prerequisites</i>
Great Hallucination (VH)	Magery 2 and Hallucination
Hallucination	Madness and Suggestion
Hide	Blur or Forgetfulness
Hide Emotion	Emotion Control
Hide Thoughts	Hide Emotion
Illusion Disguise	Simple Illusion
Illusion Shell	Simple Illusion
Independence	Simple Illusion
Initiative	Magery 2, IQ 12+, Independence, and Perfect Illusion
Insignificance	Avoid and Persuasion
Invisibility	Blur, Hide, and Illusion Disguise
Know Illusion	Simple Illusion
Lend Energy	Magery 1
Lesser Geas (VH)	Magery 2 and 10 Mirrored Gaze spells
Loyalty	Persuasion
Lure	Emotion Control
Madness	Drunkenness or Forgetfulness
Mass Charm	Magery 2, IQ 13+, and Charm
Mass Daze	IQ 13+ and Daze
Mass Hallucination	Magery 2, IQ 13+, and Hallucination
Mass Invisibility	Magery 2, IQ 13+, and Invisibility
Mass Sleep	IQ 13+ and Sleep
Mass Suggestion	IQ 13+ and Suggestion
Mental Stun	Daze
Mindlessness (VH)	Magery 2 and Forgetfulness
Mirror	Colors
Mystic Mist	Disorient, Simple Illusion, and Terror
Nightmare	Magery 2, Sleep, and Terror
Panic	Fear
Perfect Illusion	Complex Illusion
Perfume	Perfect Illusion
Permanent Forgetfulness (VH)	Magery 2, IQ 13+, and Forgetfulness
Permanent Madness (VH)	Magery 2, IQ 13+, and Madness
Persuasion	Weaken Will
Phantom (VH)	Magery 2, Perfect Illusion, and Terror
Phantom Flame	Simple Illusion
Presence	Lure and Persuasion
Recover Energy	Lend Energy
Remove Aura	Dispel Magic and False Aura
Remove Reflection	Mirror
Remove Shadow	Simple Illusion
Restore	Simple Illusion
Scryfool	Magery 2, Counterspell, Simple Illusion, and Ward
Simple Illusion	IQ 11+ and no Blindness
Sleep	Daze
Suggestion	Emotion Control and Forgetfulness
Terror	Fear
Vexation	Fear
Ward	Magery 1
Weaken Will	Magery 1 and Foolishness

Secret Spell: Discord

Area; Resisted by Will

Every sapient (IQ 6+) being in the area when the spell is cast must resist or be overcome with hostility toward others.

Subjects become argumentative, unable to agree on anything (or even to agree to disagree!), and unwilling to grant requests for aid, however urgent. This overrides virtuous mental advantages – a saint with Charitable will brush past a wounded man and complain about being bled on.

For each subject, also make a single reaction roll toward the nearest individual, using all the usual modifiers. If several people are equally proximate, choose one at random. A “Poor” reaction (result of 7-9) means that any mental disadvantage that *could* cause horrible behavior toward that person *does* – Greed, Lecherousness, or Bloodlust might lead to attempted theft, rape, or murder, respectively. A “Bad” or worse reaction (6 or less) means the subject initiates combat instead!

If Discord is cast in combat, where hostility runs rampant, subjects will pursue the opposition as though afflicted with Intolerance, even if ordered not to do so or one of their allies needs help. Thus, the spell might succeed only in driving every last enemy warrior to single out one of the caster’s friends! However, if proximity or a random roll indicates that someone’s chosen victim is on his *own* side, then even a “Poor” or worse reaction is enough to make him attack that person.

Discord *doesn’t* let the caster give commands, choose who takes a disliking to whom, or specify what reactions or behavior result. It just causes a group to fall to bickering and uncooperativeness, punctuated by hands-on brutality.

Duration: 1 minute.

Base cost: 5. Cannot be maintained.

Time to cast: 1 second per energy point spent.

Prerequisite: Magery 2, Emotion Control, Vexation, and Secret Spell (Discord).

*Where there is
personality, there is discord.
– Terry Pratchett,
Reaper Man*

Secret Spell: Mass Charm

Area; Resisted by Will

Works like Charm (*GURPS Magic*, p. 139) on everyone in the area at the moment it is cast. As with Emotion Control and Mass Suggestion, all subjects feel the *same* influence. While individually loyal, they can be given collective commands only. For instance, a gang of goblins would protect the caster without orders, but if he told them to open a door, defend him, or attack his enemies, they’d *all* do that – he couldn’t have one kick in the door, two watch his back, and the rest go on the offensive.

Duration: 1 minute.

Base cost: 6 to cast. 2 to maintain. Minimum radius 2 yards.

Time to cast: 1 second per energy point spent.

Prerequisite: Magery 2, IQ 13+, Charm, and Secret Spell (Mass Charm).

Secret Spell: Mass Hallucination

Area; Resisted by Will

Works like Hallucination (*GURPS Magic*, p. 140) on everyone in the area at the moment it is cast. As with most area-effect mind control, all the subjects share the same effect – the caster cannot tailor it to each individual. Impossible or obviously false hallucinations are resisted at a bonus only if they're implausible to a *majority* of potential subjects, though. If more than half of the group (round up) would find the deception reasonable, the group mind is enough to prevent a bonus, and those who fail to resist will ignore the disbelief of those who resist.

Example: Nine of King Roger's servants are caught within the area of a Mass Hallucination. The white-robe specifies that the effect is that Roger walks in and starts speaking. Four of them just saw Roger assassinated, but since the majority did not, there's no bonus to resist! If seven of them fail to resist, they'll ignore the two who succeed, simply not hearing their cries of "The king is dead!" or "Nobody is there!"

Duration: 1 minute.

Base cost: 4 to cast. 1 to maintain. Minimum radius 2 yards.

Time to cast: 1 second per energy point spent.

Prerequisite: Magery 2, IQ 13+, Hallucination, and Secret Spell (Mass Hallucination).

Secret Spell: Mass Invisibility

Area

Anyone in the area when this spell is cast becomes invisible, as per Invisibility (*GURPS Magic*, p. 114), with one crucial difference: The subjects may move past, observe, and even steal from those who can't see them, but if *any* of them botches such a task (e.g., falls while climbing, fails at Pickpocket, or loses a Quick Contest of Stealth vs. Hearing) – or attacks, casts hostile magic, or otherwise does anything violent – the spell immediately ends for *everyone*. Thus, Mass Invisibility is good for ambushes and enabling groups to lurk undetected, but isn't a practical combat spell.

Duration: 1 minute, unless ended sooner by clumsiness or violence.

Base cost: 4 to cast. 2 to maintain. Minimum radius 2 yards.

Time to cast: 1 second for each energy point spent.

Prerequisites: Magery 2, IQ 13+, Invisibility, and Secret Spell (Mass Invisibility).

Design Notes: The Mirrored Gaze

Mirror-magic's structure is reminiscent of an elemental style for Illusion and Creation mixed with one for Mind Control. Yet in many ways it's a folk style – or what would pass as such among highborn magic-users whose "practical" interests run to politics, not cattle and midwifery. Required skills fall into the realm of deceit, both verbal (Acting and Fast-Talk) and visual (Artist and Disguise), and incorporate Hypnotism and Mind Block to cover the mumbo-jumbo lurking between the mundane and the magical. Optional skills are mostly social (Diplomacy, Intimidation, Propaganda, Psychology, Public Speaking, Savoir-Faire, Sex Appeal, and Teaching), but several involve physical deception (Camouflage, Forgery, Mimicry, Stealth, and Ventriloquism) or supernatural studies (Occultism and Thaumatology).

Magically, the Mirrored Gaze teaches all students the fundamentals of what it calls "The Three Corners of Manipulation": weakening the mind (Foolishness and Weaken Will), misleading the senses (Simple Illusion and Complex Illusion), and controlling emotions (Fear and Persuasion). These spells use alternative prerequisites that are no easier than the standard ones.

White-robos require six skills and six spells, which with Magical School Familiarity brings style cost to $6 + 6 + 1 = 13$ points.

Most Mirrored Gaze perks make magic easier to work and harder to resist, letting the wizard cast subtly, with reduced effort, and/or with increased odds of success. This explains Brute-Force Spell, Huge Subjects, Intimidating Curses, No Gestures, No Incantations, Reduced Footprint, and Rule of 17 (and the *absence* of clumsy methods like messy Blood Magic and shouted Secret Words). Defense

against deception is valued, with senior stylists hoarding Elixir Resistance, Intuitive Illusionist, Obscure True Name, and Spell Resistance. Classic "sinister enchantress" tricks are also here – like Frightening Side Effects and Thaumalogical Doublespeak for sudden transitions from "pretty elf" to "fearsome mistress," and Rote Alchemy for love potions. The politically minded get Magical Lawyer and Mass Magician.

The Mirrored Gaze restructures prerequisites to avoid spells that are of little value to its goals. There's enough overlap among prerequisites for earlier spells that advanced ones are slightly more accessible than usual. The fact that the magic is one-dimensional – always targeting Will, and useless against unthinking, physical dangers – balances this. Still, mirror-magic's secret spells are definitely powerful, and the GM probably shouldn't make the style any *easier*.

White-robos have the sorts of optional traits that one expects from social game-players. Manipulative advantages like Rapier Wit, Smooth Operator, and Social Chameleon meet sociopathic shortcomings such as Compulsive Lying, Selfish, and Trickster. The mixture is often made more dangerous by high IQ.

With Fear and Weaken Will requiring Magery 1, Foolishness needing IQ 12+, and Simple Illusion prohibiting Blindness, this style has several prerequisites. The archetypal practitioner isn't just lucky to have been born high, free of affliction, charming, and magically talented – she's also *smart*. By default, Magery (One College Only) isn't permitted, but the dedicated wizardly deceiver has fictional precedent and should be fine in a campaign where many foes (e.g., demons) have Immunity to Mind Control.

CHAPTER TWO

CHARACTER

TEMPLATES

The magical styles in Chapter 1 are designed to integrate well with *GURPS Dungeon Fantasy*, which uses 250-point character templates that many GMs consider mandatory. Styles *aren't* templates, however. Practitioners are free to choose everything but required style elements – and some schools of magic offer a little leeway even there. While a skilled *GURPS* player could certainly rework the standard *Dungeon Fantasy* wizard template to accommodate each style, dedicated templates would be *quicker* . . . so here they are!

Think of these as new *Dungeon Fantasy* spellcaster archetypes, almost as different from “generic” wizards as clerics, druids, and shamans are. They ought to be especially attractive to gamers who can't decide whether to play a wizard or something else. The blue-robe is part Magery-based elemental and part thief; the red-robe is a magic-using artificer-knight; the black-, yellow-, and green-robe offer Magery-based alternatives to the necromancer, elemental, and bard, respectively; the orange-robe is a wizardly scholar; and the white-robe is a *second* bard alternative, for players who prefer mind control to communication.

Even outside of *Dungeon Fantasy*, the design of high-powered wizard PCs is tricky business. The player has a lot to buy, while the GM might not want every last spellcaster selling back ST, DX, and HT to pay for game-breaking levels of IQ, Magery, and one or two easily abused spells. A little structure helps a lot on both counts. These templates offer *balanced* 250-point magic-users who have ample IQ, Magery, and spells – but also a bit more depth than just that, including a spread of mundane advantages and skills for when the FP run out or there's no mana.

In any campaign, the player is free to tweak the template, which is ultimately just an elaborate suggestion; gamers new to all this should read *Character Templates* (pp. B258-260). On *these* templates, however, Magical School Familiarity and the style's required skills and spells *aren't* open to adjustment. Such things are required to gain access to Magic Perks, secret spells, alternative prerequisites, etc.

FLUIDIST (BLUE-ROBE)

250 points

An experienced, adventuring blue-robe, you're both graceful and well-versed in Fluidism – a credit to your order, fit to enlighten students of your own. Your practical methods for escaping sticky situations and making ends meet more than make up for whatever you may lack in

conventional wizardly book-learning. Unlike guildsmen and academics, you've honed your skills in the real world; you know to come in out of the rain, and are handy with cloak and wand (or sword, if need be).

Attributes: ST 10 [0]; DX 13 [60]; 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 [0]; Basic Move 6 [0].

Advantages: Magery 3 [35]; Magical School Familiarity (Fluidism) [1]; *and* four Magic Perks from the Fluidism list (p. 7) [4]. • 30 points chosen from among DX *or* IQ +1 [20], Will *or* Per +1 to +5 [5/level], FP +1 to +3 [3/level], Basic Speed +1.00 [20], Basic Move +1 to +3 [5/level], Absolute Direction [5] *or* 3D Spatial Sense [10], Ambidexterity [5], Energy Reserve 1-10 (Magical) [3/level], Enhanced Dodge 1 [15], Flexibility [5] *or* Double-Jointed [15], Gizmos 1-3 [5/level], High Manual Dexterity 1-4 [5/level], Languages (any) [2-6/language], Luck [15] *or* Extraordinary Luck [30], Magery 4, 5, or 6 [10, 20, or 30], Perfect Balance [15], Serendipity 1 or 2 [15 or 30], Signature Gear [Varies], or Wild Talent 1 (Retention, +25%; Focused, Magical, -20%) [21].

Disadvantages: -15 points chosen from among Curious [-5*], Impulsiveness [-10*], Intolerance (Elitists and keepers of secrets) [-5], Kleptomania [-15*], Laziness [-10], Trickster [-15*], or Wealth (Struggling) [-10].

Fatigue Points and Energy Reserve

To be “legal” for campaigns that don't use *GURPS Dungeon Fantasy*, these templates enforce the standard secondary characteristic limits on pp. B15-18. In particular, FP scores are restricted to 30% above HT. In lieu of the “FP +1 to +10 [3/level]” on the wizard template, these archetypes get Energy Reserve (Magical) [3/level]. This normally isn't a starting option for wizards, but a power-up bought with earned points, described in *GURPS Dungeon Fantasy 3: The Next Level* (see also *GURPS Powers*, p. 119). In a pure *Dungeon Fantasy* campaign, the GM should ensure that all Magery-based casters have access to the same total FP and ER. However, it would be reasonable to rule that only stylists may *enter play* with an ER – a benefit of concentrated schooling in magical secrets.

● Another -25 points chosen from among the previous traits or Absent-Mindedness [-15], Bad Temper [-10*], Clueless [-10], Combat Paralysis [-15], Cowardice [-10*], Frightens Animals [-10], Hard of Hearing [-10], Loner [-5*], Low Pain Threshold [-10], Nervous Stomach [-1], Oblivious [-5], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], Stubbornness [-5], Unnatural Features 1-5 [-1/level], or Weirdness Magnet [-15].

Primary Skills: Teaching and Weather Sense, both (A) IQ [2]-15; Philosophy (Fluidism) (H) IQ-1 [2]-14; and Thaumatology (VH) IQ+1 [2]-16†.

Secondary Skills: Two of Acrobatics, Aerobatics, Aquabatics, or Body Sense, all (H) DX-1 [2]-12; Swimming (E) HT+1 [2]-12; or Flight (A) HT [2]-11. ● Cloak (A) DX [2]-13, and either Shortsword or Smallsword, both (A) DX [2]-13. ● Innate Attack (Beam or Projectile) (E) DX+1 [2]-14, or both specialties at (E) DX [1]-13. ● Four of Hazardous Materials (Magical), Occultism, Research, Speed-Reading, or Writing, all (A) IQ-1 [1]-14; Naturalist (H) IQ-2 [1]-13; Alchemy (VH) IQ-3 [1]-12; Meditation (H) Will-2 [1]-13; or Survival (any) (A) Per-1 [1]-12.

Background Skills: Eight of Jumping (E) DX [1]-13; Climbing, Dancing, Filch, or Stealth, all (A) DX-1 [1]-12; Escape, Pickpocket, or Sleight of Hand, all (H) DX-2 [1]-11; First Aid, Gesture, or Seamanship, all (E) IQ [1]-15; Hidden Lore (any), Navigation (any), or Performance, all (A) IQ-1 [1]-14; Diplomacy or Ventriloquism, both (H) IQ-2 [1]-13; Carousing (E) HT [1]-11; Hiking or Running, both (A) HT-1 [1]-10; Scrounging (E) Per [1]-13; 1 point to raise one of those skills by a level; or 1 point to buy any unselected secondary skill at the 1-point level.

Spells: Apportation and Haste, both (H) IQ+1 [1]-16†; Create Fluid, Purify Fluid, Seek Fluid, and Shape Fluid, all (VH) IQ [1]-15†; and 24 points in additional Fluidism spells (pp. 7-8).

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

† Includes +3 for Magery.

Customization Notes

Like any wizard, the Fluidist is defined by his spell choices. These just happen to go with unorthodox advantage and skill choices!

The *naturalist* values Per to be aware of the world, Basic Move for hiking, and Absolute Direction for navigation. He's often Curious and has minimal possessions (low Wealth), and avoids the crackling magic behind Frightens Animals – though he may be awkward with *people* (Bad Temper, Clueless, and/or Loner). He favors outdoor skills like Climbing, Flight, Hiking, Naturalist, Navigation, Seamanship, Survival, and Swimming. His preferred spells concern travel (e.g., Cloud-Walking, Flying Carpet, Quick March, and Snow Shoes) and manipulating nature (Create Spring, Current, Rain, Windstorm, etc.).

The *philosopher* goes for improved IQ and Magery. His personality mirrors his beliefs, leading to Intolerance of overstructured thinkers and Impulsiveness in his actions. If any Fluidist is prone to classic wizardly flaws like Absent-Mindedness, Combat Paralysis, and Weirdness Magnet, it's him. He possesses physical skills because that's expected, but enjoys scholarly disciplines – particularly Alchemy, Hidden Lore (possibly many sorts!), Meditation, Research, and Writing. His spells lean toward purely magical concepts; e.g., Control Elemental, Counterspell, Create Elemental, Dispel Magic, Divination, Essential Air, Essential Water, Summon Elemental, and Ward.

The *rogue* is the stereotypical blue-robe, if not the most common kind. He goes for DX, Basic Speed, Basic Move, Enhanced Dodge, Flexibility, High Manual Dexterity, and Perfect Balance – and on the other side of the ledger, exhibits traits like Impulsiveness, Kleptomania, Laziness, Overconfidence, and Trickster. His education ensures a few mental skills, but his *real* love is for stuff like Acrobatics, Climbing, Escape, Filch, Jumping, Pickpocket, Sleight of Hand, and Stealth. He wields decidedly roguish spells, too: Balance, Freedom,

Grace, Infiltrate, Light Tread, Lockmaster, No-Smell, Undo, Wallwalker, etc.

Where Fluidists bother with gear, they prefer enchanted robes for protection (armor is *so* restrictive!), cloaks to block blows, wands solid enough to double as weapons (batons or short staffs), and jade power items (or Powerstones). Cloaks and robes are inevitably blue-colored.



IRON MAGE (RED-ROBE)

250 points

A journeyman or a junior master in the Guild of Iron Mages, you're not just a wizard, but also a solid fighter and a respectable craftsman. Cloistered academics often point out that you aren't the intellectual that they are, and that's fine by you – your actions speak louder than their sneering, and demonstrate how much more *useful* you are in practice. Years in the workshop and on the battlefield have made you tough and resourceful, ready for the adventurer's life.

Attributes: ST 11 [10]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 14 [0]; Per 14 [0]; FP 14 [6]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Magery 3 [35]; Magical School Familiarity (Iron Magic) [1]; *and* four Magic Perks from the Iron Magic list (p. 11) [4]. • 30 points chosen from among ST *or* HT +1 to +3 [10/level], DX *or* IQ +1 [20], HP +1 to +3 [2/level], Will +1 to +6 [5/level], FP +1 [3], Artificer 1-3 [10/level], Combat Reflexes [15], Energy Reserve 1-10 (Magical) [3/level], Fearlessness [2/level], Fit [5] *or* Very Fit [15], Gizmos 1-3 [5/level], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Languages (any) [2-6/language], Lifting ST 1-3 [3/level], Luck [15] *or* Extraordinary Luck [30], Magery 4, 5, or 6 [10, 20, or 30], Mind Shield [4/level], Signature Gear [Varies], Wealth (Comfortable *or* Wealthy) [10 or 20], *or* Weapon Bond [1].

Disadvantages: -15 points chosen from among Bloodlust [-10*], Code of Honor (Mercenary's, Soldier's, or Chivalry) [-5, -10, or -15], Greed [-15*], Intolerance (any) [-5 or -10], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5] *or* (Any large group) [-10], *or* Stubbornness [-5]. • Another -35 points chosen from among the previous traits *or* Bad Temper [-10*], Bully [-10*], Chummy [-5] *or* Gregarious [-10], Clueless [-10], Curious [-5*], Honesty [-10*], No Sense of Humor [-10], Oblivious [-5], Obsession (Some feat of craftsmanship) [-5*], Post-Combat Shakes [-5*], Pyromania [-5*], Vow (Never refuse a challenge to combat) [-10], *or* Wounded [-5].

Primary Skills: Armoury (Body Armor *or* Melee Weapons) and Smith (Iron), both (A) IQ [2]-14; Tactics (H) IQ [4]-14; Breath Control (H) HT [4]-12; *and* Mental Strength (E) Will+1 [2]-15.

Secondary Skills: Four of Armoury (any other), Connoisseur (Jewelry *or* Weapons), Hazardous Materials (Magical), Leadership, Merchant, *or* Teaching, all (A) IQ-1 [1]-13; Jeweler *or* Strategy, both (H) IQ-2 [1]-12; Thaumatology (VH) IQ [1]-14†; Alchemy (VH) IQ-3 [1]-11; *or* Meditation (H) Will-2 [1]-12. • *Either* Hiking (A) HT [2]-12 *or* Riding (Horse) (A) DX [2]-12. • *One* of Crossbow *or* Thrown Weapon (any), both (E) DX+2 [4]-14; Bow *or* Throwing, both (A) DX+1 [4]-13; *or* Sling (H) DX [4]-12. • *One* of these 12-point melee skills packages:

1. *Either* Shield *or* Shield (Buckler), both (E) DX+2 [4]-14. • *One* of Broadsword, Rapier, Saber, Shortsword, *or* Smallsword (A) DX+2 [8]-14.
2. Two-Handed Sword (A) DX+3 [12]-15.

Background Skills: Eight of Brawling, Fast-Draw (any), Forced Entry, *or* Leatherworking, all (E) DX [1]-12; Climbing, Stealth, *or* Wrestling, all (A) DX-1 [1]-11; First Aid *or* Gesture, both (E) IQ [1]-14; Cartography, Hidden Lore (any), Occultism, Research, Speed-Reading, *or* Writing, all (A) IQ-1 [1]-13; Intimidation (A) Will-1 [1]-13; Scrounging (E) Per [1]-14; 1 point to raise one of those skills *or* any

1-point secondary skill by a level; *or* 1 point to buy any unselected primary *or* secondary skill at the 1-point level.

Spells: Identify Metal, Lend Energy, Recover Energy, Shape Metal, *and* Shield, all (H) IQ+1 [1]-15†; Inspired Creation (VH) IQ+1 [2]-15†; *and* 23 points in additional Iron Magic spells (pp. 11-12).

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

† Includes +3 for Magery.

Customization Notes

While all Iron Mages learn three trades – Magic, Martial Arts, *and* Metalwork – *and* the order encourages balance, most have a specialty.

Magicians flaunt high IQ *and* Magery, *and* sizeable Energy Reserves. Intermediaries between the other factions, running the guild *and* bargaining on its behalf, they excel at Intimidation, Leadership, Merchant, *and* Teaching. Red-robos being a notably blunt lot, less-endearing traits of their leaders include Bad Temper, Bully, Greed, Intolerance of enemy groups, *and* Stubbornness. Further skills run to Connoisseur *and* Jeweler for avaricious appraisals, plus Alchemy, Hidden Lore, Occultism, *and* Thaumatology for magical research. Magicians go for balanced grimoires, but are the most likely group to know Counterspell, Dispel Magic, *and* Ward, *and* to build up mental defenses such as Hide Emotion, Hide Thoughts, *and* Strengthen Will.

Martial artists have better ST, DX, HT, HP, *and/or* FP than most wizards (and some warriors!), alongside advantages such as Combat Reflexes, Fearlessness, Fit, Hard to Kill, *and* High Pain Threshold – *and* Lifting ST for armor. Like fighters, they're prone to Bloodlust, Overconfidence, martial Vows, *and* Wounded, but may show their quality through Chummy, Code of Honor, Honesty, *or* Sense of Duty. They value combat skills, *and* also Armoury, First Aid, Intimidation, Leadership, *and* Strategy. Their spells are primarily combat preparations, including advanced tricks such as Body of Metal, Create Warrior, Weapon Self, *and* the order's secret spells.

Metalworkers prize Artificer, not to mention Gizmos, Signature Gear, *and* high ST for labor. Greed is common (the armaments they make sell well), as are Overconfidence (in matters of craft), Clueless *and* Oblivious (due to spending more time around a forge than with people), *and* Obsessions with creating things. They hold craft skills dear – notably Armoury, Jeweler, *and* Leatherworking – but also know how to destroy things (Forced Entry). It's a matter of pride to be phenomenal at Scrounging, too. Their favorite spells – Cadence, Fasten, Repair, *and* Reshape – facilitate the production of durable goods, but quick fixes like Create Object, Duplicate, Rejoin, *and* Transform Object have uses, *and* Coolness *and* Fireproof are wonderful around a forge.

The great questions of the day will not be settled by means of speeches and majority decisions, but by iron and blood.

– Otto von Bismarck

Iron Mages love fine gear. It's unusual for a red-robe *not* to have a sword (often with a Weapon Bond) and metal armor – although this may mean buying Signature Gear or trading points from quirks for money. Whenever possible, power items (Powerstones) are rubies and garments are red.

UNDERWORLD MAGE (BLACK-ROBE)

250 points

You're an upwardly mobile journeyman or even a newly minted master of the Old School, out to unearth long-forgotten wisdom and gather personal power. To the uninformed, you're "just another wizard" – and you hone stereotypical wizardly gifts and entertain corresponding foibles to encourage this view. However, you know *far* more than any generalist about occult secrets (if less about "traditional" alchemy and fireball-hurling), and your magic is especially powerful and graphic when it comes to . . . removing challengers.

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 14 [9]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Magery 3 [35]; Magical School Familiarity (Underworld Lore) [1]; *and* four Magic Perks from the Underworld Lore list (p. 14) [4]. • 30 points chosen from among IQ +1 [20], Will +1 to +5 [5/level], Allies (Undead) [Varies], Eidetic Memory [5] *or* Photographic Memory [10], Energy Reserve 1-10 (Magical) [3/level], Fearlessness [2/level] *or* Unfazeable [15], Gizmos 1-3 [5/level], Language Talent [10], Languages (any) [2-6/language], Luck [15] *or* Extraordinary Luck [30], Magery 4, 5, or 6 [10, 20, or 30], Night Vision 1-9 [1/level], Resistant to Disease (+3) *or* (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [Varies], *or* Spirit Empathy [10].

Disadvantages: -20 points chosen from among Appearance (Unattractive *or* Ugly) [-4 or -8], Callous [-5], Frightens Animals [-10], Megalomania [-10], Obsession (Become the world's most powerful wizard, a lich, etc.) [-10*], Paranoia [-10], Selfish [-5*], Social Stigma (Excommunicated)† [-10], *or* Unnatural Features 1-5 [-1/level]. • Another -20 points chosen from among the previous traits *or* Bad Temper [-10*], Bloodlust [-10*], Curious [-5*], Cowardice [-10*], Jealousy [-10], Loner [-5*], No Sense of Humor [-10], Odious Personal Habits (Morbid, Tactless, etc.) [-5, -10, or -15], Overconfidence [-5*], Sense of Duty (Fellow black-robos) [-5], Skinny [-5], Stubbornness [-5], Unfit [-5] *or* Very Unfit [-15], *or* Weirdness Magnet [-15].

Primary Skills: Hidden Lore (Demons), Hidden Lore (Magical Writings), Hidden Lore (Spirits), Hidden Lore (Undead), *and* Occultism, all (A) IQ [2]-15; *and* Thaumatology (VH) IQ [1]-15‡.

Secondary Skills: Axe/Mace (A) DX+1 [4]-13 *and* Sling (H) DX [4]-12. • *Either* Shield (Buckler) (E) DX+2 [4]-14 *or* Cloak (A) DX+1 [4]-13. • *Seven* of Cartography, Hazardous Materials (Magical), Hidden Lore (any other), Professional Skill (Mortician), Research, Speed-Reading, Teaching, *or* Writing, all (A) IQ-1 [1]-14; Archaeology, Expert Skill (Thanatology), History, Literature, Physiology (monster type), Poisons, *or* Psychology (monster type), all (H) IQ-2 [1]-13;

Alchemy (VH) IQ-3 [1]-12; Intimidation (A) Will-1 [1]-14; Meditation (H) Will-2 [1]-13; *or* 1 point to raise one of those skills by a level.

Background Skills: Six of Fast-Draw (Potion) *or* Knife, both (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; Diplomacy *or* Theology, both (H) IQ-2 [1]-13; Hiking (A) HT-1 [1]-10; Scrounging (E) Per [1]-13; Search (A) Per-1 [1]-12; 1 point to raise one of those skills by a level; *or* 1 point to buy any unselected secondary skill at the 1-point level.

Spells: Counterspell, Death Vision, Debility, Recover Energy, Shape Earth, *and* Ward, all (H) IQ+1 [1]-16‡; *and* 24 points in additional Underworld Lore spells (pp. 14-15).

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

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

‡ Includes +3 for Magery.

Customization Notes

The Old School pushes black-robos toward becoming either maledictionists or spirit-workers, but the *truly* power-hungry dabble in both specialties (and often in magic from outside the style).

A *maledictionist* needs all the IQ, Energy Reserve, *and* Magery he can afford; that lets him keep cursing without worrying about his energy supply or penalties for spells "on." This subject attracts mages with Bad Temper, Bloodlust, Callous, *and* Paranoia, while curses gone awry lead to Frightens Animals, Social Stigma (Excommunicated), Unnatural Features, Weirdness Magnet, *or* low Appearance. The Intimidation skill is vital; anything with harmful uses is popular, especially Knife, Physiology, *and* Poisons; *and* Alchemy, Fast-Draw (Potion), *and* Hazardous Materials (Magical) are useful for magical poisoning to supplement spells. Favorite spells begin with Lesser Curses *and* soar on up to Greater Curses – *and* beyond, to the secret spells.

A *spirit-worker* might want raw magical power like a maledictionist, but he's more likely to desire undead Allies, exhibit Fearlessness (he deals with demons!), speak dead Languages, have Night Vision for tomb exploration, *and* find uses for Spirit Empathy. Social Stigma (Excommunicated) is common among such wizards, who also tend to have Obsessions with becoming undead, as well as a resemblance to the living-challenged (Odious Personal Habits, Skinny, Unfit, low Appearance, etc.). Mundane training encompasses skills for understanding dead people *and* societies: Archaeology, Expert Skill (Thanatology), History, Professional Skill (Mortician), *and* really obscure Hidden Lore, often alongside some Meditation *and* Theology. Favorite spells range from Lesser Spirit Workings to the Final Six, *and* perhaps Grasping Doom *or* Soul Prison.

An all-around megalomaniac resembles both of the above, but with Resistant to Poison (to foil assassins) *and* of course Megalomania – *and* perhaps Jealousy *and* Selfish – replacing other traits. Social facility never hurts a meteoric rise, so such people learn Diplomacy *and* Savoir-Faire; a few even pose as kindly magic tutors (add Teaching). A hunger for power tends to accompany a lust for treasure-hunting, which manifest as Archaeology, Cartography, Hidden Lore (Lost Civilizations *or* Magical Items), History, Literature, Research, *and* Search.

Arcane Arts

Several skills on these templates (and in the styles in Chapter 1) don't appear in **GURPS Dungeon Fantasy 1** – they aren't on its templates, *Suitable Skills* list, or lists of “special skills” for powers. Consequently, **GURPS Dungeon Fantasy 2** assigns no tasks to them; they lack even implied uses for delvers. To remedy this, here are a few suggestions:

Aerobatics and Aquabatics: Replace Acrobatics while flying or swimming, respectively. Especially useful for dodging and evasion (allowing all such stunts in the air or water). The GM may require rolls when negotiating narrow openings in an effort to avoid traps.

Archaeology and History: Act as Hidden Lore for anything “hidden” by sheer age, not deliberate secrecy. Success might identify ruins (common in dungeons) or ancient artifacts, or confirm tavern tales involving long-forgotten places or events.

Artist: The *Calligraphy* specialty acts as a complementary skill when using Writing to embellish a document for sale or to impress a potential sponsor. The *Illusion* specialty works as noted on p. 95 of **GURPS Magic**, and is used against enemy IQ to determine whether an illusion is an effective distraction or lure.

Astronomy*: Serves as a prerequisite for the Divination (Astrology) spell. Might tell the wizard whether the stars are right for obscure rites – especially those to do with Elder Things.

Dreaming*: Serves as a prerequisite for Divination (Oneiromancy). The wizard can use it to resist anything that affects his dreams (e.g., the Nightmare spell), if advantageous.



Expert Skill (Thanatology): Success identifies tombs and burial goods *before* anyone offends the undead. See also **GURPS Dungeon Fantasy 9**, p. 15.

Flight: Lets a wizard conserve energy for long-distance travel when he casts Levitation, Flight, or Hawk Flight on *himself*. No effect on the initial casting, but out of combat, roll at every one-minute maintenance interval; success reduces maintenance cost by 1.

Fortune-Telling (Dream Interpretation)*: Mostly useful when plying passersby for coin (“Cross my palm with silver!”), working like Performance for this purpose. Can serve as Dreaming (above) when interpreting *another* delver’s dreams.

Literature: Acts as Hidden Lore for anything “hidden” by the lack of widespread literacy. Success can identify a valuable *nonmagical* book, or reveal a false tavern tale as bunkum from an old story. Also a complementary skill when rolling to recall any *mundane* book-learned knowledge.

Philosophy*: Works like Theology when trying to earn coin with a soapbox lecture.

Professional Skill (Mortician): Roll to collect useful bits from defeated undead. As well, success turns a badly broken corpse into a “relatively complete” one that Zombie can animate.

Symbol Drawing: Success identifies what Evil Runes will do if activated – but note that there are many symbol alphabets!

* These can also act as “enlightenment skills” that channel *small* hints from the GM when the players are stumped; see **Dungeon Fantasy 2**, p. 15. An astronomer must be able to see the stars, a dreamer has to sleep, and a philosopher needs peace and quiet.

Spells mix curses and spirit workings, but no would-be dark lord would stop at less than the Greater ones or miss out on the Death spell.

Black-robcs love magical gear, so it’s fitting to use Signature Gear or points from quirks to obtain magic gewgaws – if only an onyx power item (or Powerstone). Other equipment to remember is the essential black robe, a sickle (**GURPS Low-Tech**, p. 65), and a sling with lead bullets (p. B276).

THAUMATURGETICIST (YELLOW-ROBE)

250 points

You’re a rootin’, tootin’, fireball-shootin’ wizard! Not for you, the ivory towers and musty grimoires of pure research. No, you did your stint at the Solar Center, copying tracts and supervising freshmen, and now it’s your turn to *blow things up*. You’re aware that other mages deem your education incomplete and your methods unsophisticated. Let them blather! Basking in the glory of saving the world from darkness-loving horrors is hard work, but somebody has to do it – and that’s you.

Attributes: ST 10 [0]; DX 13 [60]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [0]; Per 14 [0]; FP 14 [9]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Magery 3 [35]; Magical School Familiarity (Thaumaturgetics) [1]; and four Magic Perks from the Thaumaturgetics list (p. 18) [4]. • 30 points chosen from among DX or IQ +1 [20], Will or Per +1 to +6 [5/level], Basic Speed +1.00 [20], Combat Reflexes [15], Daredevil [15], Energy Reserve 1-10 (Magical) [3/level], Enhanced Dodge 1-3 (Dive for Cover)† [5/level], Fearlessness [2/level], Gizmos 1-3 [5/level], Hard to Kill [2/level], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Magery 4, 5, or 6 [10, 20, or 30], Signature Gear [Varies], or Temperature Tolerance 1 or 2 [1 or 2].

Disadvantages: -15 points chosen from among Bad Temper [-10*], Impulsiveness [-10*], Intolerance (Creatures of darkness) [-5], Obsession (Blow up a specific large target, defeat a particular monster, etc.) [-5*], Odious Personal Habit (Proselytizing) [-5], Overconfidence [-5*], Pyromania [-5*], Sense of Duty (Fellow yellow-robcs) [-5], or Vow (Never back down from a formal duel) [-5].

● Another -35 points chosen from among the previous traits or Absent-Mindedness [-15], Chummy [-5] *or* Gregarious [-10], Clueless [-10], Curious [-5*], Easy to Read [-10], Frightens Animals [-10], Hard of Hearing [-10], Klutz [-5] *or* Total Klutz [-15], Oblivious [-5], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], Stubbornness [-5], Unnatural Features 1-5 [-1/level], or Wounded [-5].

Primary Skills: Alchemy (VH) IQ [8]-14; Hazardous Materials (Magical) (A) IQ [2]-14; Intimidation (A) Will [2]-14; *and* Thaumatology (VH) IQ [1]-14‡.

Secondary Skills: *Two* specialties of Innate Attack (Beam, Breath, Gaze, *or* Projectile), both (E) DX+2 [4]-15. ● *Either* Shield (Buckler) (E) DX+1 [2]-14 *and* Smallsword (A) DX [2]-13, *or* Staff (A) DX+1 [4]-14. ● *Four* of Forced Entry or Innate Attack (any other), both (E) DX+1 [2]-14; Throwing (A) DX [2]-13; Architecture, Fast-Talk, Hidden Lore (Undead), Occultism, Prospecting, Teaching, or Writing, all (A) IQ [2]-14; Artist (Calligraphy) or Tactics, both (H) IQ-1 [2]-13; *or* 2 points to raise one of those skills by a level. ● Optionally, sacrifice *two* choices from the previous list for 4 points to raise an Innate Attack skill by a level.

Background Skills: *Eight* of Fast-Draw (Potion) (E) DX [1]-13; Climbing or Stealth, both (A) DX-1 [1]-12; First Aid or Gesture, both (E) IQ [1]-14; Cartography, Hidden Lore (any other), Research, or Speed-Reading, all (A) IQ-1 [1]-13; Physiology (monster type) or Strategy, both (H) IQ-2 [1]-12; Hiking (A) HT-1 [1]-10; Meditation (H) Will-2 [1]-12; Observation (A) Per-1 [1]-13; 1 point to raise one of those skills by a level; *or* 1 point to buy any unselected secondary skill at the 1-point level. ● Optionally, sacrifice *four* choices for 4 points to raise an Innate Attack skill by a level.

Spells: Create Acid, Create Steam, Deflect Energy, Ignite Fire, Lend Energy, and Light, all (H) IQ+1 [1]-15‡; *and* 24 points in additional Thaumaturgetics spells (p. 18).

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

† Gives +1 per level to Dodge only when diving for cover (p. B377) to avoid an area effect or an explosion.

‡ Includes +3 for Magery.

Customization Notes

All yellow-robos are “artillery mages.” Some like lightning; others, fire. Acid, steam, magical disintegration, and pure light all have fans, too. However, what *really* differs is outlook.

The *engineer* specializes in destroying inanimate objects: gates, castles, etc. Demolishing big things takes big spells that need big energy, so high Magery and an Energy Reserve are vital. He knows where to focus his efforts (Architecture and Forced Entry), and often sidelines in military support (Cartography, Observation, Strategy, and Tactics) and blasting minerals from the ground (Prospecting). Useful spells include Blast Ball, Disintegrate, Explode, Explosive Fireball, Geyser, Rive, Shatter, and Volcano. Such work attracts magic-users with disturbing levels of Overconfidence and Pyromania, and destructive Obsessions – and a distressing number of jittery menaces with Absent-Mindedness, Hard of Hearing, Klutz, and Post-Combat Shakes.

The *spell-slinger* is a duelist, out to show that his magic can beat steel – or other spells. Power comes second to speed, making DX, Basic Speed, Combat Reflexes, and Enhanced Dodge top choices, along with the classics: Daredevil and Luck. A Vow

about dueling is a must (feel free to use Code of Honor instead); Bad Temper, Impulsiveness, Overconfidence, Stubbornness, and Wounded are likely. A single, impressive Innate Attack skill is important; First Aid, Tactics, Throwing, and extra Innate Attack specialties are useful; and some mages perform Meditation before showdowns. Magic for face-offs consists of jets (especially Flame Jet) and Missile spells with high Accuracy (particularly Lightning).

The *undead-slayer* best embodies qualities the Order wants to show the world. Advantages for survival matter: Per to spot evil, Will and Fearlessness to resist it, and Hard to Kill for when things go wrong. Intolerance of monsters and an Obsession with slaying them are likely, and such wizards are the most cultish, exhibiting Chummy, Odious Personal Habit (Proselytizing), and Sense of Duty. Important skills are Hidden Lore, Occultism, Physiology, and Research for learning the fiends’ weaknesses, and Observation and Stealth for the hunt. The most effective spells employ light (e.g., Sunbolt and Sunlight), though Essential Acid for dissolving remains is valuable – and many slayers use Divination for mission prep and Dispel Magic for knocking down magical defenses.

Thaumaturgetics like flashy gold and diamonds. If they can buy a high-priced jeweled orb for a power item (or a diamond Powerstone), they will. Energy being so important to them, they also stockpile paut. Most wear yellow or gold.

Blast things in six easy steps! Hurl the element of your choice from your very hand!

– *Thamaturgetics slogan*

ECHOIST (GREEN-ROBE)

250 points

The conservatory was wonderful, but the world needs more wizards who refuse to submit to the temptation to hoard power. That’s your calling. You use magic to open clear channels of communication between people, and do so in service to the common good – which is rarely the faux-moralistic “good” of temples obsessed with collecting silver. After all, there’s boundless good in joyful music, free love, and egalitarianism . . . even if stodgy nobles and high priests happen to disapprove.

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 15 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Magery 2 [25]; Magical School Familiarity (Way of Echoes) [1]; and four Magic Perks from the Way of Echoes list (p. 21) [4]. • 40 points chosen from among IQ +1 or +2 [20], Will +1 to +5 [5/level], FP +1 to +3 [3/level], Acute Hearing [2/level], Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16], Charisma 1-4 [5/level], Cultural Adaptability [10], Eidetic Memory [5] or Photographic Memory [10], Energy Reserve 1-13 (Magical) [3/level], Honest Face [1], Language Talent [10], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Magery 3-6 [10/level], Mind Shield [4/level], Musical Ability 1-4 [5/level], Penetrating Voice [1], Sensitive [5] or Empathy [15], Signature Gear [Varies], or Voice [10].

Disadvantages: -15 points chosen from among Chummy [-5] or Gregarious [-10], Lecherousness [-15*], Selfless [-5*], Sense of Duty (Personal companions) [-5], Truthfulness [-5*], or Xenophilia [-10*]. • Another -35 points chosen from among the previous traits or Absent-Mindedness [-15], Charitable [-15*], Combat Paralysis [-15], Compulsive Carousing [-5*], Compulsive Generosity [-5*], Cowardice [-10*], Curious [-5*], Honesty [-10*], Klutz [-5] or Total Klutz [-15], Low Pain Threshold [-10], Nervous Stomach [-1], Overconfidence [-5*], Pacifism (any) [-5 to -30], Post-Combat Shakes [-5*], or Weirdness Magnet [-15].

Primary Skills: Detect Lies (H) Per-1 [2]-14; Diplomacy (H) IQ-1 [2]-14; Dreaming (H) Will-1 [2]-14; Gesture (E) IQ+1 [2]-16; Lip Reading (A) Per [2]-15; and Mental Strength (E) Will+1 [2]-16.

Secondary Skills: Four of Stealth (A) DX [2]-12; Fortune-Telling (Dream Interpretation), Interrogation, Poetry, Teaching, or Writing, all (A) IQ [2]-15; Literature, Musical Instrument (any), or Psychology (any), all (H) IQ-1 [2]-14; Thaumatology (VH) IQ [2]-15†; Carousing or Singing, both (E) HT+1 [2]-13; Sex Appeal (A) HT [2]-12; Meditation (H) Will-1 [2]-14; Body Language (A) Per [2]-15; or 2 points to raise one of those skills or any primary skill by a level. • *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 (Beam or Projectile) or Thrown Weapon (Dart), both (E) DX+2 [4]-14; Throwing (A) DX+1 [4]-13; or Sling (H) DX [4]-12.

Background Skills: Eight of Fast-Draw (Potion) (E) DX [1]-12; Climbing or Dancing, both (A) DX-1 [1]-11; First Aid or Savoir-Faire (High Society), both (E) IQ [1]-15; Cartography, Hidden Lore (any), Occultism, Performance, Public Speaking, Research, or Speed-Reading, all (A) IQ-1 [1]-14; Musical Composition (H) IQ-2 [1]-13; Alchemy (VH) IQ-3 [1]-12; Hiking (A) HT-1 [1]-11; Observation (A) Per-1 [1]-14; or 1 point to buy any unselected secondary skill at the 1-point level.

Spells: Dream Viewing, Hide Thoughts, Sense Emotion, Sense Foes, Silence, and Truthsayer, all (H) IQ [1]-15†; and 24 points in additional Way of Echoes spells (p. 22).

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

† Includes +2 for Magery.

Customization Notes

Echoists are discouraged from magical specialization, and are mostly generalists in that regard. Yet they're all idealists, and their precise ideals aren't nearly as uniform as outsiders want to believe.

The *artist* values aesthetics. A magic-using troubadour, he might have Eidetic Memory (for memorizing text and verse),

Musical Ability, Penetrating Voice, and Voice. Mental foibles range all over the map – although Compulsive Carousing is widespread, and crazier magical aesthetes are prone to Weirdness Magnet. Skills of interest include Carousing, Dancing, Literature, Musical Composition, Musical Instrument, Performance, Poetry, Singing, and Writing. As for spells, musicians know Musical Scribe, employ Great Voice as an amp, use Alter Voice or Silver Tongue to improve vocal quality, cast Recall to dredge up forgotten tunes, and accompany themselves on Voices. Writers find Copy, Gift of Letters, and Scribe valuable.



The *facilitator* prizes civil discourse and statesmanship, and acts as a wizardly diplomat and go-between. High IQ suits anyone who wants his words respected, though alternative approaches can find uses for Appearance, Charisma, Cultural Adaptability, Empathy, Languages, and Voice. This mindset often encompasses some of Honesty, Selfless, Sense of Duty, Truthfulness, and Xenophilia. High Detect Lies and Diplomacy are crucial, alongside Psychology, Teaching, and small investments in Public Speaking and Savoir-Faire. Spells that ensure clear communication include Communication, Gift of Tongues, Great Voice, and Message – although Glib Tongue, Persuasion, and Presence are useful in moderation. Scribe is great for the permanent record.

The *peacenik* wants everybody to get along. He exemplifies peace, love, unity, and respect – and outsiders' views of the entire order – and embraces dreams and meditation. He has high Will and Mind Shield if he's any good at such stuff, and often Charisma and Empathy. Customary disadvantages are traits like Charitable, Chummy, Compulsive Generosity, Pacifism, and Selfless. Skills tend toward the abstruse, like improved Dreaming and Mental Strength, and knowledge of Fortune-Telling, Hidden Lore (Spirits), Meditation, Occultism, Thaumatology . . . and Sex Appeal. Favorite spells are Divination, Dream Projection, Dream Sending, Dream Viewing, Pacify, and Peaceful Sleep.

Green-robcs don't need high Magery, so 10 points have been moved from there to general advantage options. As Echoists walk a fine line between being underpowered for violent adventures and overpowered for social ones, players might want to use the extra flexibility this affords to achieve better balance; e.g., giving a peacenik Energy Reserve will let him cast his few combat-effective spells more often.

Echoists don't need tons of specialized gear, either – just a green robe, a copper vessel, and possibly an emerald power item (Powerstone).



PENTACLIST (ORANGE-ROBE)

250 points

"Evenness in all things is a prerequisite for wisdom. Wisdom is the wizard's highest virtue." This ancient credo motivated you to leave the Tower to monitor the outside world's magical pulse and right supernatural wrongs. You aren't unduly bothered when people dismiss you as self-righteous, absent-minded, or inaccessible. Either they lack the benefit of your insight or they're *right* – and if they're right, then prudence dictates that you analyze and learn from the criticism, not fireball or zombify the critic.

Attributes: ST 10 [0]; DX 11 [20]; IQ 16 [120]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 16 [0]; Per 16 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Magery 3 [35]; Magical School Familiarity (Pentacism) [1]; and four Magic Perks from the Pentacism list (p. 25) [4]. • 30 points chosen from among DX or IQ +1 [20], HT +1 to +3 [10/level], Per +1 to +4 [5/level], FP +1 to +3 [3/level], Danger Sense [15], Eidetic Memory [5] or Photographic Memory [10], Energy Reserve 1-10 (Magical) [3/level], Enhanced Parry 1 (Staff) [5], Gizmos 1-3 [5/level], Higher Purpose (Magical balance)† [5], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Magery 4, 5, or 6 [10, 20, or 30], Magic Resistance 1-6 (Improved, +150%) [5/level],

Mind Shield [4/level], Signature Gear [Varies], or Wild Talent 1 (Retention, +25%; Focused, Magical, -20%) [21].

Disadvantages: -15 points chosen from among Curious [-5*], Honesty [-10*], Obsession (Take down a specific troublesome wizard, unearth a particular bit of "lost" information, etc.) [-5*], Selfless [-5*], Sense of Duty (Adventuring companions) [-5], Truthfulness [-5*], or Weirdness Magnet [-15]. • Another -35 points chosen from among the previous traits or ST -1 [-10], DX -1 [-20], Basic Move -1 [-5], Absent-Mindedness [-15], Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10], Clueless [-10], Combat Paralysis [-15], Frightens Animals [-10], Hard of Hearing [-10], Klutz [-5] or Total Klutz [-15], Low Pain Threshold [-10], Nervous Stomach [-1], No Sense of Humor [-10], Overconfidence [-5*], Post-Combat Shakes [-5*], Stubbornness [-5], Unnatural Features 1-5 [-1/level], or *one* of Overweight [-1], Fat [-3], or Skinny [-5].

Primary Skills: Hidden Lore (Magical Items, Magical Writings, or Spirits) and Research, both (A) IQ-1 [1]-15; Diplomacy (H) IQ-2 [1]-14; Thaumatology (VH) IQ [1]-16‡; and Meditation (H) Will-2 [1]-14.

Secondary Skills: *Seven* of Cartography, Hazardous Materials (Magical), Hidden Lore (any other), Occultism, Speed-Reading, Teaching, or Writing, all (A) IQ-1 [1]-15; Astronomy, Literature, Naturalist, or Symbol Drawing (any), all (H) IQ-2 [1]-14; or Alchemy (VH) IQ-3 [1]-13; or 1 point to raise one of those skills or a primary skill by a level. • Staff (A) DX+3 [12]-14. • *One* of Thrown Weapon (Dart) (E) DX+2 [4]-13; Throwing (A) DX+1 [4]-12; Sling (H) DX [4]-11; or 4 points to raise Staff by a level.

Background Skills: *Seven* of Fast-Draw (Potion) (E) DX [1]-11; Climbing or Stealth, both (A) DX-1 [1]-10; Body Sense (H) DX-2 [1]-9; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-16; Physiology (any) or Psychology (any), both (H) IQ-2 [1]-14; Hiking (A) HT-1 [1]-11; Scrounging (E) Per [1]-16; Observation or Search, both (A) Per-1 [1]-15; another 1-point secondary skill; or 1 point to raise any 1-point primary, secondary, or background skill by a level.

Spells: Detect Magic, History, Mage Sight, Seeker, Trace, and *two* Seek spells, all (H) IQ+1 [1]-17‡; and 23 points in additional Pentacism spells (pp. 26-27).

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

† Gives +1 to *any* roll made to protect the kingdom, world, plane of existence, or wizardly profession – never just "me," "my pals," or "this one village" – from out-of-control magic or magic-users.

‡ Includes +3 for Magery.

Customization Notes

The Pentaclists have a split personality: Like traditional masters of the arcane, they study their art at the cost of growing slower, skinnier (or fatter), and more nearsighted. Yet they also endeavor to judge and punish magical troublemakers – they're the Shaolin monks of magic, traipsing about in saffron, fighting with staffs. This template takes the middle ground, raising IQ and lowering DX relative to "generic" wizards, improving HT as befits wizened-yet-tough adventurers, and offering combative options for those who prefer mage-fu alongside physical disadvantages for those who don't.

Judges should see to their defenses; they ought to raise DX or HT, and/or buy some of Danger Sense, Enhanced Parry, Higher Purpose, Magic Resistance (Improved), and Mind Shield. Their archetypal disadvantage is Honesty, but No Sense of Humor, Obsession, Overconfidence, Selfless, and Stubbornness also fit. From there it's wise to boost Diplomacy and Staff, and to focus on learning about likely troublemakers (Occultism and many kinds of Hidden Lore, Physiology, and Psychology can help) and their methods (Alchemy, Hazardous Materials, and improved Thaumatology). The handiest spells take down magic, magic-users, and magical pets: Banish, Dispel Creation, Dispel Magic, Drain Mana, Remove Curse, Sovereign Countermagic, Sovereign Ward, Suspend Enchantment, Suspend Magery, and so on. Mind over Matter is *wonderful*, though, and Mana Vortex isn't bad.

Thaumatomagists handle the order's other business. They balance astounding intellects (even higher IQ, Eidetic Memory, Intuition, etc.) and magical gifts (more Magery, Energy Reserve, and Wild Talent) against foibles of the soft and the elderly: lower ST, DX, and Basic Move, and problems like Bad Sight, Combat Paralysis, Fat (or Skinny), Hard of Hearing, and Low Pain Threshold. Magical research leaves them prone to Frightens Animals, Unnatural Features, and Weirdness Magnet. Still, they're *good* at their work, combining mastery of academic tasks (Research, Speed-Reading, Teaching, and Writing) with encyclopedic knowledge of old documents (Cartography, Hidden Lore, and Literature) and excellent skill at Thaumatology. They prize information spells – particularly Analyze Magic, Ancient History, and Divination – and “scriptorium magic” like Copy, Gift of Letters, and Scribe.

A cloistered orange-robe needs little more than a saffron-colored gown and a nice opal power item (Powerstone). A judge should add some armor and a staff. It's rare for a towermage to trade points for money or Signature Gear, though – that would represent passing up opportunities to *learn* merely to accumulate stuff.

MIRROR-MAGE (WHITE-ROBE)

250 points

There's little point to being a mage if you do not claim your birthright: power. That's one of the few things your mentor taught you (perhaps before you usurped or murdered her) that you actually believe. You're quite capable of playing nicely with others if they don't get in your way, however – indeed, you're downright delightful when things are going your way. The feebleness of weak-minded allies ensnared by the charms and illusions you cast at enemies isn't *your* concern.

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 13 [-10]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Magery 3 [35]; Magical School Familiarity (Mirrored Gaze) [1]; and four Magic Perks from the Mirrored



Gaze list (p. 30) [4]. • 30 points chosen from among DX or IQ +1 [20], HT +1 [10], Will +1 to +5 [5/level], FP +1 to +3 [3/level], Appearance (Attractive, Beautiful, or Very Beautiful) [4, 12, or 16], Charisma 1 or 2 [5 or 10], Energy Reserve 1-10 (Magical) [3/level], Gizmos 1-3 [5/level], Honest Face [1], Intuition [15], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Magery 4, 5, or 6 [10, 20, or 30], Mind Shield [4/level], Rapier Wit [5], Signature Gear [Varies], Smooth Operator 1 or 2 [15 or 30], Social Chameleon [5], or Wealth (Comfortable or Wealthy) [10 or 20].

Disadvantages: -15 points chosen from among Callous [-5], Compulsive Lying [-15*], Jealousy [-10], Megalomania [-10], Obsession (Become the world's most powerful enchantress, an empress, etc.) [-10*], Secret [Varies], Selfish [-5*], or Trickster [-15*]. • Another -25 points chosen from among the previous traits or ST -1 or -2 [-10 or -20], Bad Temper [-10*], Combat Paralysis [-15], Cowardice [-10*], Curious [-5*], Loner [-5*], Low Pain Threshold [-10], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Fellow white-robos) [-5], Skinny [-5], Social Stigma (Excommunicated)† [-10], or Stubbornness [-5].

Primary Skills: Acting, Disguise, and Fast-Talk, all (A) IQ [2]-15; Artist (Illusion) and Hypnotism, both (H) IQ-1 [2]-14; Mind Block (A) Will [2]-15; and 2 points to raise one of those skills by a level.

Secondary Skills: Stealth (A) DX+1 [4]-13. • Six of Camouflage or Savoir-Faire (High Society), both (E) IQ [1]-15; Occultism, Propaganda, Public Speaking, or Teaching, all (A) IQ-1 [1]-14; Diplomacy, Forgery, Mimicry (Speech), Psychology (any), or Ventriloquism, all (H) IQ-2 [1]-13; Thaumatology (VH) IQ [1]-15‡; Alchemy (VH) IQ-3 [1]-12; Sex Appeal (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-14; or 1 point to raise one of those skills by a level. • A total of 8 points spread among Fast-Draw (Knife or Potion), Garrote, Knife, Shield (Buckler), or Thrown Weapon (Knife), all (E) DX [1]-12, DX+1 [2]-13, or DX+2 [4]-14; Cloak, Main-Gauche, Rapier, Saber, Shortsword, Smallsword, or Throwing, all (A) DX [2]-12 or DX+1 [4]-13; Blowpipe (H) DX [4]-12; or Poisons (H) IQ-2 [1]-13 or IQ-1 [2]-14.

Background Skills: Eight of Climbing or Riding (Horse), both (A) DX-1 [1]-11; First Aid or Gesture, both (E) IQ [1]-15; Hazardous Materials (Magical), Hidden Lore (any), Holdout, Research, Shadowing, Speed-Reading, Streetwise, or Writing, all (A) IQ-1 [1]-14; Carousing (E) HT [1]-12; Hiking (A) HT-1 [1]-11; Meditation (H) Will-2 [1]-13; Observation (A) Per-1 [1]-12; or 1 point to buy any unselected secondary skill at the 1-point level.

Spells: Complex Illusion, Fear, Foolishness, Persuasion, Simple Illusion, and Weaken Will, all (H) IQ+1 [1]-16‡; and 24 points in additional Mirrored Gaze spells (pp. 30-31).

* 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 for Magery.

Customization Notes

Mirror-mages being power-seekers, they prefer to achieve overwhelming strength in one area and exploit that to compensate for weaknesses elsewhere. Thus, they're rarely generalists.

The *controller* favors direct command; if someone twigs to a victim's abnormal behavior, she dominates him, too, or has him silenced. This requires brute magical force (high Magery and an Energy Reserve), and provides familiarity that eventually leads to Mind Shield. The definitive primary skill is Hypnotism. Other essential knowledge is arcane (Alchemy, Hidden Lore, Occultism, Thaumatology, etc.) – though Gesture is valuable for subtly ordering around thralls. Combat skills are for assassination; Fast-Draw, Knife, and Poisons are classics, and work best with Holdout. Preferred spells for enslaving minds are Charm, Command, Lesser Geas, and Loyalty. Most such white-ropes exhibit an unattractive cocktail of Callous, Megalomania, Obsession, Overconfidence, and – if we're being honest – Cowardice.

The *illusionist* influences others by suborning their senses, conjuring something that everybody can perceive so that nobody disagrees. While there are no must-have advantages, DX assists stealthy backstage maneuvering and Luck is iconic. Disadvantages vary, but typically include Compulsive Lying (not all lies involve *words*) or Trickster. The key primary skill is Artist (Illusion). Mundane deceptions like Camouflage, Forgery, Mimicry, and Ventriloquism also have uses. Combat skills favor the swirling cape (Cloak) and potions hurled or blown from the shadows (Throwing or Blowpipe). Important

spells are illusions – up to Great Hallucination, Invisibility, Perfect Illusion, and Phantom – plus tricks that deceive magic, like False Aura and Scryfool.

The *persuader* employs spells socially, nudging people to act rather than using less-than-subtle magical dazes and hazes. This requires genuine social capability – Appearance, Charisma, Rapier Wit, Smooth Operator, or Wealth. Acting or Fast-Talk is vital, bolstered by Carousing, Intimidation, Propaganda, Psychology, Public Speaking, Savoir-Faire, Sex Appeal, and/or Streetwise. Combat skills often suit nobles (any sword skill), and accompany Riding. Spells focus on improving the caster's charm (notably Alter Visage, Alter Voice, and Perfume), influencing reactions (e.g., Insignificance, Presence, and Vexation), and planting *subtle* ideas (False Memory, Lure, Suggestion, etc.). Mirror-mages who play this game often have a Secret, engage in Compulsive Lying, and are motivated by Jealousy, if not Megalomania.

White-ropes like their gear classy, or at least stylish. Most wear costly garments (white fabric with silver baubles being customary), accompanied by a pearl power item (Powerstone). Pretenders to nobility tote a decent sword; any accompanying buckler is polished to a mirror finish, while even a fighting cloak should be fine.

Power-Ups

GURPS Dungeon Fantasy 11: Power-Ups offers “high-level” abilities to buy with earned character points. Its general power-ups suit *all* PCs – including ones built with these templates – but the wizard power-ups deserve some fine-tuning.

All magical stylists may buy the following power-ups:

- Any advantage or skill on their template (e.g., Magery up to 6).
- Any component of their magical style that their template leaves implicit (remember: points in spells limit perks).
- Energy Reserve (Magical) up to 20 [3/level]. See *Fatigue Points and Energy Reserve* (p. 33).
- IQ up to 25 *before* racial modifiers.

Further options are template-specific. Those with an asterisk (*) come from **Dungeon Fantasy 11**. Many are Mana Sensitive (p. B34), abbreviated “MS” here. *All* are character growth options for over-the-top fantasy, rather than style components!

Fluidist: Basic Move up to +6 [5/level]; Catfall (MS, -10%) [9]; Enhanced Dodge up to 2 [15/level]; Power Reincarnate* [10]; Secret Teleportation Spell* [100]; Serendipity [15/level], with *no* upper limit; Terrain Adaptation (any; MS, -10%) [5]; Vibration Sense (MS, -10%; Universal, +50%) [14]; Wild Talent (Focused, Magical, -20%; Retention, +25%) [21/level], with *no* upper limit.

Iron Mage: Armor Mastery* [5]; Artifact Lore* [25]; Artificer up to 6 [10/level]; Damage Resistance 1 or 2 (Tough Skin, -40%) [3 or 6]; Equipment Bond [1/item] or Weapon Bond [1/weapon] with any article that survives one full

adventure with the wizard; Gizmos up to 6 [5/level]; Inextinguishable Power* [5]; Shield Mastery* [15].

Underworld Mage: Artifact Lore* [25]; Extra Life 1 (MS, -10%) [23]; Inextinguishable Power* [5]; Magic Resistance (Improved, +150%) [5/level], with *no* upper limit; Mana Enhancer 1 [50]; Oracle (Scholarly)* [15]; Resistant to Supernatural Death Effects (+3) or (+8) [5 or 7], which helps against death spells (Burning Death, Death, Rotting Death, etc.), death potions, Hand of Death, and so on.

Thaumaturgicist: Damage Resistance 1-4 (Limited, Burning Damage, -40%; MS, -10%) [2.5/level, rounded up]; Energy Reserve (Magical) [3/level], with *no* upper limit; Inextinguishable Power* [5]; Magical Bolt* [Varies]; Mana Enhancer 1 [50]; Ridiculous Luck [60]; Temperature Tolerance up to 4 [1/level].

Echoist: Charisma up to 6 [5/level]; Compartmentalized Mind 1 [50]; Discriminatory Hearing (MS, -10%) [14]; new Languages whenever points are available, even mid-encounter; Musical Ability up to 6 [5/level]; Parabolic Hearing 1 or 2 (MS, -10%) [4 or 8]; Protected Hearing [5]; Serendipity 1-3 [15/level]; Wild Talent 1-3 (Focused, Magical, -20%; Retention, +25%) [21/level].

Pentaclist: Higher Purpose (Magical balance) up to 3 [5/level]; Inextinguishable Power* [5]; Magic Resistance (Improved, +150%) [5/level], with *no* upper limit; Magical Bolt* [Varies]; Mana Enhancer 1 [50]; Oracle (Scholarly)* [15]; Power Reincarnate* [10]; Wild Talent (Focused, Magical, -20%; Retention, +25%) [21/level], with *no* upper limit.

Mirror-Mage: Charisma up to 6 [5/level]; Craftiness* 1-4 [5/level]; Mimicry (MS, -10%) [9]; See Invisible (MS, -10%) [14]; Silence 1 or 2 (MS, -10%) [5 or 9]; Smooth Operator up to 6 [15/level]; Wealth up to Very Wealthy [30].

INDEX

Aerobatics skill, 37.
 Aquabatics skill, 37.
 Archaeology skill, 37.
 Artist skill, 37.
 Astronomy skill, 37.
 Black-robos, *see Old School*.
 Blast Ball spell, 19.
 Blue-robos, *see Fluidists*.
 Bones (material), 15.
 Characters, *power-ups*, 33, 42; *starting Energy Reserve*, 33; *starting Fatigue Points*, 33; *see also Skills, Templates*.
 Death spell, 15.
 Design notes, *Fluidism*, 9; *Iron Magic*, 12; *Mirrored Gaze*, 32; *Pentacism*, 28; *Thaumaturgetics*, 20; *Way of Echoes*, 23; *Underworld Lore*, 16.
 Discord spell, 31.
 Disrupt spell, 23-24.
 Dissipate spell, 8.
 Dreaming skill, 37.
 Echoist template, 38-40.
 Enchantment spells, 5.
 Energy Orbs (material), 19.
 Energy Reserve, 33, 42.
 Essential Fluid (material), 8.
 Expert Skill (Thanatology), 8.
 Fatigue Points, 33.
 Flight skill, 37.
 Flow spell, 9.
 Fluidism style, 4, 6-9; *design notes*, 9; *secret spells*, 8-9; *spell list*, 7-8; *see also Fluidists*.
 Fluidists, 4, 6-9; *power-ups*, 42; *template*, 33-34; *see also Fluidism Style*.
 Fortune-Telling (Dream Interpretation) skill, 37.
 Grasping Doom spell, 15-16.
 Great Deflect Missile spell, 13.
 Guild of Iron Mages, 4, 10-13; *power-ups*, 42; *template*, 34-36; *see also Iron Magic Style*.
GURPS Basic Set, 3; **Dungeon Fantasy**, 3, 4, 5, 6, 10, 11, 13, 17, 21, 23, 25, 29, 30, 33; **Dungeon Fantasy 1: Adventurers**, 5, 37; **Dungeon Fantasy 2: Dungeons**, 37; **Dungeon Fantasy 3: The Next Level**, 33; **Dungeon Fantasy 7: Clerics**, 5; **Dungeon Fantasy 9: Summoners**, 37; **Dungeon Fantasy 11: Power-Ups**, 5, 42; **Low-Tech**, 37; **Magic**, 3, 6, 11, 13, 19, 21, 23, 27, 28, 30, 31, 32, 37; **Powers**, 33; **Thaumatology: Magical Styles**, 3, 4; *see also Pyramid Magazine*.
 History skill, 37.

Infiltrate spell, 9.
 Iron Mages, *see Guild of Iron Mages*.
 Iron Magic style, 4, 10-13; *design notes*, 12; *secret spells*, 13; *spell list*, 11-12; *see also Guild of Iron Mages*.
 Literature skill, 37.
 Mana Vortex spell, 27.
 Mass Charm spell, 31.
 Mass Hallucination spell, 32.
 Mass Invisibility spell, 32.
 Mass Resist (Effect) spells, 13.
 Materials, secret, 8, 15, 19, 23.
 Mind over Matter spell, 27.
 Mind-Whip spell, 24.
 Mirror-mages, *see Wizards of the Mirrored Gaze*.
 Mirrored Gaze style, 4, 29-32; *design notes*, 32; *secret spells*, 31-32; *spell list*, 30-31; *see also Wizards of the Mirrored Gaze*.

*No matter how
 subtle the wizard,
 a knife between
 the shoulder blades
 will seriously
 cramp his style.*

– Steven Brust

Old School, 4, 13-17; *power-ups*, 42; *template*, 36-37; *see also Underworld Lore Style*.
 Orange-robos, *see Tower of Pentacles*.
 Order of Sun, 4, 17-20; *power-ups*, 42; *template*, 37-38; *see also Thaumaturgetics Style*.
 Pacify spell, 24.
 Pentacism style, 4, 25-28; *design notes*, 28; *secret spells*, 27-28; *spell list*, 26-27; *see also Tower of Pentacles*.
 Pentaclists, *see Tower of Pentacles*.
 Philosophers skill, 37.

Power-ups, 33, 42.
 Professional Skill (Mortician), 37.
 Psychic Patina (material), 23.
 Pyramid magazine, 3, 5; *see also GURPS*.
 Red-robos, *see Guild of Iron Mages*.
 Secret materials, 8, 15, 19, 23.
 Secret spells, *Fluidism*, 8-9; *Iron Magic*, 13; *Mirrored Gaze*, 31-32; *Thaumaturgetics*, 19-20; *Underworld Lore*, 15-17; *Way of Echoes*, 23-24.
 Sisters and Brothers of Echoes, 4, 20-24; *power-ups*, 42; *template*, 38-40; *see also Way of Echoes Style*.
 Skills, *enlightenment*, 37; *new for Dungeon Fantasy*, 37.
 Soul Prison spell, 16-17.
 Sovereign Countermagic spell, 28.
 Sovereign Ward spell, 28.
 Spells, *Enchantment*, 5; *omitted in styles*, 5-6; *secret materials*, 8, 15, 19, 23; *see also Secret Spells, specific styles*.
 Stroke of Lightning spell, 19.
 Styles, *overview*, 4; *reading stats*, 5; *spells omitted in*, 5-6; *using in Dungeon Fantasy*, 4-5; *using in other campaigns*, 5-6; *see also specific styles*.
 Symbol Drawing skill, 37.
 Templates, 33-42; *power-ups*, 33, 42; *skills not in Dungeon Fantasy*, 37; *using in Dungeon Fantasy*, 33; *using in other campaigns*, 33.
 Thaumaturgeticians, *see Order of the Sun*.
 Thaumaturgetics style, 4, 17-20; *design notes*, 20; *secret spells*, 19-20; *spell lists*, 18; *see also Order of the Sun*.
 Tower of Pentacles, 4, 24-28; *power-ups*, 42; *template*, 40-41; *see also Pentacism Style*.
 Tower-mages, *see Tower of Pentacles*.
 Transference Bolt spell, 19-20.
 Underworld Lore style, 4, 13-17; *design notes*, 16; *secret spells*, 15-17; *spell lists*, 14-15; *see also Old School*.
 Underworld mages, *see Old School*.
 War-wizards, *see Guild of Iron Mages*.
 Way of Echoes style, 4, 21-24; *design notes*, 23; *secret spells*, 23-24; *spell list*, 22; *see also Sisters and Brothers of Echoes*.
 White-robos, *see Wizards of the Mirrored Gaze*.
 Wizards of the Mirrored Gaze, 4, 29-32; *power-ups*, 42; *template*, 41-42; *see also Mirrored Gaze Style*.
 Yellow-robos, *see Order of the Sun*.

STUCK FOR AN ADVENTURE? NO PROBLEM.

**Warehouse 23 sells high-quality
game adventures and supplements
in print and PDF formats.**

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com