

**GURPS**

Fourth Edition

# MAGIC



Based on *GURPS Magic* by STEVE JACKSON  
and *GURPS Grimoire* by S. JOHN ROSS and DANIEL U. THIBAUT

Compiled by MICHAEL SUILEABHAIN-WILSON

Edited by ANDREW HACKARD and JEFF ROSE

Cover Art by ABRAR AJMAL, ROBERTO CAMPUS, KIRK REINERT, ROMAS KUKALIS,  
DOUG SHULER, ROGÉRIO VILELA, and JOHN ZELEZNIK

Illustrated by ABRAR AJMAL, DOUG SHULER, BOB STEVLIC, and ERIC WILKERSON

Spell Prerequisite Charts by MICHELLE BARRETT

Softcover: stock # 01-6003 • ISBN 978-1-55634-811-2 • PDF: stock # 31-0101 • Version 4.0 – November 2016

**STEVE JACKSON GAMES**

# CONTENTS

INTRODUCTION ..... 4

**1. PRINCIPLES OF MAGIC ... 5**

- Glossary of Magical Terms* ..... 5
- LEARNING MAGIC ..... 6
  - Finding a Teacher ..... 6
  - Prerequisites ..... 6
  - Mana* ..... 6
- CASTING SPELLS ..... 7
- CRITICAL SPELL FAILURE TABLE** . 7
  - Distraction and Injury ..... 7
  - Caster and Subject ..... 7
  - Time Required ..... 7
  - Energy Cost ..... 8
  - Magic Rituals ..... 8
  - Optional Rule:*
    - Magic Ingredients* ..... 8
  - Limits on Effect ..... 9
  - Duration of Spells and
    - Maintaining Spells ..... 9
  - Optional Rule:*
    - Alternate Magic Rituals* ..... 9
  - Secret Spells* ..... 9
  - Canceling Spells* ..... 10
  - Casting Spells While
    - Maintaining Other Spells ... 10



DIFFERENT KINDS OF MAGIC ..... 11

- Colleges of Magic ..... 11
- Spell Classes ..... 11
- Ceremonial Magic* ..... 12
- Area Spells on a Battle Map* .... 13
- Magic Staffs* ..... 13

- Dissipating Held Melee and Missile Spells* ..... 14
- Long-Distance Modifiers* ..... 14
- INVENTING NEW SPELLS ..... 14
  - Player-Created Spells ..... 15
  - Designing Wizard Characters* ... 15

**2. MAGIC ITEMS ..... 16**

- Enchanting ..... 16
- Controlling PC Enchantment* ... 17
- Multiply Enchanted Items .... 18
- Enchantments
  - Without Items ..... 18
- Enchantments
  - Without Spells ..... 18
- Interruptions* ..... 18
- USING MAGIC ITEMS ..... 19
  - Controlling Magic Items* ..... 19
- BUYING MAGIC ITEMS ..... 20
  - Powerstone Costs* ..... 20
  - Selling Magic Items ..... 21
- ECONOMICS AND ENCHANTMENT .. 21
  - Spell Descriptions* ..... 22

**3. AIR SPELLS ..... 23**

- ELEMENTAL SPIRIT SPELLS ..... 27
  - Small Air Elemental* ..... 28

**4. ANIMAL SPELLS ..... 29**

- Hybrids* ..... 29

**5. BODY CONTROL SPELLS . 35**

**6. COMMUNICATION AND**

**EMPATHY SPELLS ..... 44**

**7. EARTH SPELLS ..... 50**

- Small Earth Elemental* ..... 55

**8. ENCHANTMENT SPELLS .. 56**

- Clay Golem* ..... 59

WEAPON ENCHANTMENTS ..... 62

ARMOR ENCHANTMENTS ..... 66

**PIECE-BY-PIECE**

- ARMOR PRICES** ..... 66
- LIMITING ENCHANTMENTS ..... 68
- WIZARDLY TOOLS ..... 69
  - Devotional Enchantment* ..... 71

**9. FIRE SPELLS ..... 72**

- Small Fire Elemental* ..... 76

**10. FOOD SPELLS ..... 77**

**11. GATE SPELLS ..... 80**

**12. HEALING SPELLS ..... 88**

**13. ILLUSION AND**

**CREATION SPELLS ..... 95**

- Scary Illusions* ..... 95

**14. KNOWLEDGE SPELLS .. 100**

- DIVINATION ..... 108
  - Standard Divinations ..... 108

**15. LIGHT AND**

**DARKNESS SPELLS ..... 110**

**16. MAKING AND**

**BREAKING SPELLS ..... 115**

**17. META-SPELLS ..... 121**

LINKING SPELLS ..... 130

**18. MIND CONTROL**

**SPELLS ..... 133**

**19. MOVEMENT SPELLS .. 142**

**GURPS** System Design ■ STEVE JACKSON  
**GURPS** Line Editor ■ SEAN PUNCH  
 Assistant **GURPS** Line Editor ■ JASON "PK" LEVINE  
**GURPS** Project Manager ■ STEVEN MARSH  
**GURPS** FAQ Maintainer ■ VICKY "MOLOKH" KOLENKO

Chief Executive Officer ■ PHILIP REED  
 Chief Creative Officer ■ SAM MITSCHKE  
 Chief Operating Officer ■ SUSAN BUENO  
 Art Director ■ WILL SCHOONOVER  
 Production Artists ■ JUSTIN DE WITT,  
 with ALEX FERNANDEZ

Executive Editor ■ MIRANDA HORNER  
 Marketing Director ■ RHEA FRIESEN  
 Director of Sales ■ ROSS JEPSON  
 Prepress Checkers ■ MONICA STEPHENS,  
 WILL SCHOONOVER, and MIRANDA HORNER  
 Page Design ■ PHIL REED and JUSTIN DE WITT

*Additional Material* by Drew Bittner, Graeme Davis, Lee Gold, Ken Hite, Marc Janssen, Hunter Johnson, Steve Kenson, Chris McCubbin, Walter Milliken, Steffan O'Sullivan, W. Dow Rieder, Sean Punch, Brett Slocum, William H. Stoddard, and Jonathan Woodward

*Playtesters:* Jim Cambias, Peter Dell'Orto, Devin Ganger, Roberto Hoyle, Steve Kenson, Phil Masters, Elizabeth McCoy, Kenneth Peters, William H. Stoddard, and Chad Underkoffler

**GURPS**, Warehouse 23, and the pyramid logo are registered trademarks of Steve Jackson Games Incorporated. *Pyramid* 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 Magic** is copyright © 1989, 1990, 1994, 1998, 2000, 2004, 2006, 2009, 2016 by Steve Jackson Games Incorporated. All rights reserved. Printed by CreateSpace.

The scanning, uploading, and distribution of this book 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.

<b>20. NECROMANTIC SPELLS</b>	<b>149</b>
<i>Skull-Spirits</i>	150
<i>Undead Templates</i>	152
<i>Demon</i>	155
<i>Demonic Contracts</i>	156
<i>Black Magic</i>	156
<b>BLACK CRITICAL TABLE</b>	157
<i>Lich</i>	160
<i>Wraith</i>	160
<b>21. PLANT SPELLS</b>	<b>161</b>
<i>Plant Meta-Traits</i>	165
<b>22. PROTECTION AND</b>	
<b>WARNING SPELLS</b>	<b>166</b>
<b>23. SOUND SPELLS</b>	<b>171</b>
<b>24. TECHNOLOGICAL</b>	
<b>SPELLS</b>	<b>175</b>
MACHINE SPELLS	175
ENERGY SPELLS	178
RADIATION SPELLS	181
METAL AND PLASTIC SPELLS	182
<i>New Meta-Trait:</i>	
<i>Body of Plastic</i>	183

<b>25. WATER SPELLS</b>	<b>184</b>
<i>Small Water Elemental</i>	191
<b>26. WEATHER SPELLS</b>	<b>193</b>
<b>THE BEAUFORT SCALE</b>	194
<i>New Meta-Trait:</i>	
<i>Body of Lightning</i>	198
<b>27. VARIATIONS</b>	<b>199</b>
ALTERNATIVE MAGIC SYSTEMS	199
Clerical Magic	199
“Holy” Spells	200
Ritual Magic	200
<i>Other Ritual Idioms</i>	200
Alternate Prerequisites	200
<i>Renaming Spells</i>	201
IMPROVISATIONAL MAGIC	201
<i>Magery and</i>	
<i>Improvised Magic</i>	201
Wild Talents	201
Wildcard Magic	202
Spell Defaults	202
SYNTACTIC MAGIC	202
Spell Parameters	202
Word Parameters	203
Casting the Spell	203
<i>Scaling</i>	203

Transform	204
Linking Syntactic Spells	204
GMing Syntactic Magic	204
<i>A Syntactic Spell:</i>	
<i>Waterproofing</i>	205
SYMBOL MAGIC	205
Symbols	205
Casting the Spell	206
<i>Alternatives</i>	206
<i>Example of Symbol Casting</i>	206
<i>An Emergency</i>	
<i>Symbol-Casting</i>	207
The Futhark Runes	209
The Ogham Alphabet	209
<b>28. ALCHEMY</b>	<b>210</b>
THE ALCHEMY SKILL	210
Making Alchemical Items	210
<i>The Herb Lore Skill</i>	211
Other Alchemist Abilities	211
<i>Inventing New Elixirs</i>	212
USING ALCHEMICAL ITEMS	212
Forms of Elixir	213
Magic Resistance	213
Cost and Availability	213
TYPES OF ELIXIRS	213
Animal Control	213
Combat Abilities	214
Hostile Elixirs	214
Magical Abilities	216
Medical Elixirs	217
<i>Popular Elixirs</i>	218
Mental Abilities	218
Mental Control	219
Skills and	
Physical Abilities	219

## 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](mailto:info@sjgames.com). Resources include:

*New supplements and adventures.* **GURPS** continues to grow – see what’s new at [gurps.sjgames.com](http://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](http://warehouse23.com).

*Pyramid* ([pyramid.sjgames.com](http://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](http://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](http://forums.sjgames.com). The **GURPS Magic** web page is [gurps.sjgames.com/magic](http://gurps.sjgames.com/magic).

*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.



ALCHEMICAL CHARMS	220
Time and Cost to Make	220
Detection and Analysis	220
Using Charms	220
EXOTIC PREPARATIONS	220
Alkahest	220
Homunculus	221
Philosophers’ Stone	221
MAGICALLY POTENT MATERIALS	222
<b>APPENDIX: SPELL TABLE</b>	<b>223</b>
<b>SAMPLE SPELL</b>	
<b>PREREQUISITE CHART</b>	<b>238</b>
<b>INDEX</b>	<b>238</b>
<b>GRIMOIRE FORM</b>	<b>240</b>