

# INTRODUCTION

*Any sufficiently advanced technology is indistinguishable from magic.*

– Clarke's Law

*Any sufficiently advanced magic is indistinguishable from technology.*

– Murphy's reformulation of Clarke's Law

The very first roleplaying was *fantasy* roleplaying, and fantasy is still the most popular type of RPG. Magic brings power and wonder to the gaming table. Yet all too often, fantasy campaigns seem trite and predictable, trapped by their sources in Tolkien and Arthurian England.

It needn't be that way. Magic and magical worlds can have infinite variety, and so can magical heroes. A wizard might be the stereotypical gray-beard with a pointed hat . . . but he also might be a palace cook with a couple of minor but useful food spells, a plane-hopping mage who roams the timelines looking for people in trouble, or a battle-hardened soldier whose mastery of magic has brought empires to their knees. With **GURPS Magic**, you can play these spellcasters and many others.

The meat of this book comprises 24 spell colleges with hundreds of spells . . . but there's much more! Within these pages you'll also find expanded rules for magic use and enchantment, alternate magic systems, and a full treatment of alchemy, ready to drop into your game.

## PUBLICATION HISTORY

This is the third edition of **GURPS Magic**; it has been revised to the **GURPS Fourth Edition** rules. We hope that's not overly confusing. The oldest material here dates back to the first edition of **GURPS Fantasy** (which covered magic as well as fantasy world-building). The second edition of **Magic** added more spells and the Improvisational Magic system created by Brett Slocum and Steffan O'Sullivan. This edition adds the entire contents of **GURPS Grimoire**,

by S. John Ross and Daniel U. Thibault, plus the Black Magic system created by S. John Ross. Many others created material or suggested spells for one or another of these volumes; see the credits on p. 2. And Michael Suileabhain-Wilson converted the entire collection to Fourth Edition standards.

**Grimoire** (1994), the collection of spells which is incorporated into this book. He is one of gaming's first commercial electronic publishers, the founder of Cumberland Games & Diversions. His home on the Web is also the home of **Risus: The Anything RPG**, the **HexPaper** font, and **Sparks** paper miniatures. His home in the



## ABOUT THE AUTHORS

Steve Jackson played his first RPG when there was only one title on the market. It was fantasy. His first professional job was developing a fantasy RPG (**Monsters! Monsters!**). His second game design was a tactical game intended to be used with fantasy RPGs (**Melee**). His first *big* design was a fantasy RPG (**The Fantasy Trip**). He wrote the first editions of **GURPS Fantasy** and **GURPS Magic**. One might conclude that he likes fantasy RPGs. He doesn't get to play them as much as he likes, though, since being president and editor-in-chief of Steve Jackson Games continues to demand huge chunks of time. Anyone feel like GMing a **GURPS** campaign in Austin?

S. John Ross wrote the Black Magic rules (p. 156) and co-wrote **GURPS**

*physical* world is Austin, Texas, where he games weekly and snuggles daily with his wife, Sandra. In addition to his **GURPS** and other work for Steve Jackson Games, he's written, edited, mapped, and cartooned his way across the gaming industry, including work for Wizards of the Coast, White Wolf, TSR, Guardians of Order, Last Unicorn Games, and Flying Buffalo.

Daniel U. Thibault was a graduate student in computer science when he submitted spells for the first edition of **GURPS Fantasy**. He then proceeded to ransack books, movies, bulletin boards and his imagination to produce **GURPS Grimoire**. He also collaborated on several other **GURPS** books. Meanwhile, he became a scientist with Defence R&D Canada, got a spouse, cats, dogs, and a child, and moved multiple times. All this has put severe limitations on his roleplaying time, but things are getting better.